

House of Darkness



**addenda and addons
for Dark Dungeons
(or any OSR)**

HOUSE OF DARKNESS

A book of house rules and addons for **Dark Dungeons** RPG

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There is literally no rhyme or reason to this book.

This is a book of entirely optional house rules for Blackball's incredibly excellent Dark Dungeons RPG. It's customary in this sort of introduction to endlessly and somewhat coyly refer to the world's most well known fantasy RPG and use terms like retroclone. But really at this point, we're beyond that. People who really love and use Dark Dungeons and its relatives have made a deliberate decision to at once go far forward into an unknown future of gaming and reach back to the real genesis of the roleplaying activity. It's an act of deliberate reformation.

I consider the true creators of the roleplaying hobby to be David Weseley and David Arneson. I think the contributions of others, especially Professors Barker and Holmes and similar synthesists, was a further magnificent attempt at exploration and codification. But I think the soul of the activity is the open ended, somewhat chaotic and very artistic work by Weseley, Arneson, Trampier, Metzger, Moldvay, Sutherland, Darlene and others of their stature. They caught something unique and intangible and brought it forth into the darkness of mere being. Everyone at the dawn of the hobby contributed, to be sure. My standouts are different from yours, I am equally sure. Kirby / Lee.

This book collects House Rules in alphabetical order by Dark Dungeons chapter then lists entries under each topic in alphabetical order. There is no other plan, point or philosophy to this tome.

Some of the rules and addons in this book have the flavor of the very earliest pamphlets that came in a wooden box or had simple crude black and white art. Other parts of this book are much more like the weirdly mathematical and wargamery stuff that came from the other side of the fence. Still other parts are pretty much like the classical 1990s netbook style expansions. They're written new for Dark Dungeons but reading back over them they definitely have that feel in some parts. Finally there are parts of this book that could be basically system independent. I've tried to DarkDungeonise them as much as possible, referring back to the DD hardcover wherever I was worried it was drifting too far away from the Dark Dungeon ethos.

Some of the content in this book verges on being its own campaign setting. This isn't some sort of agenda, instead I wanted to make a book that was filled with adventure hooks, ideas for both players and GMs and that tried to go for epic fantasy and adventure concepts where it could be provided. My personal preference is against "boxed set" campaign settings that remove the random hexes

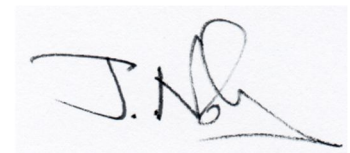
and the opportunity for players and the GM to make a world truly unique. Also, a world without end, an endless map, means there's always a new kingdom to explore, a West Pole and an East Pole as well as the two normal ones, a continent in the sky you climb up a beanstalk to get to, and ultimately Sword and Planet Prime planes in their own crystal spheres, practically daring you to go there and end the menace they present to your own world. There are also old school style tributes to the greats of the First Decade of the RPG hobby.

Ever since Immortals rules appeared decades ago I've thought they were a disastrous lemon. To me, as they were presented, they provided nothing appealing and instead added a level of The Serious Regulator oppression on top of adventure.

My approach to Immortals is thus to take inspiration from classic 1960s comics that detailed the adventures of godlike mermen, Norse and Olympian gods on Earth and in the stars, and to also add in the many mythological elements that cut Immortals and similar godlike beings down to size in our own Prime plane.

My reason for writing it up and publishing it is simply to contribute to the great renaissance and hopefully inspire the current new generation of gamers who may literally never visit a gaming or hobby shop, never even contemplate playing the glossy published endless churn of "new editions" but who have encountered and fallen in love with the 1970-1991 kind of "it's your game" home brewing and inclusivity which was, and will be again, the real hallmark of the hobby.

I hope you find something of use in this book. If not, don't blame me! ☺

A handwritten signature in black ink, appearing to read "J. Nolan", with a stylized flourish extending from the end.

Jonathan Nolan

Mbokenvela, July 2017

Addendum to Chapter 4: Creating a Character

AMAZON

Amazons are female warriors who live in an all-female society arranged as a tribe. The tribal structure does not imply that they are primitive, it is a side effect of their deliberate isolation. Amazons are non-magical and use no magic whatsoever. Amazons reproduce with similar all-male tribes if any are available otherwise they maintain their all-woman culture by adoption. Chaotic Amazon groups keep small numbers of male breeding slaves. Amazon prerequisites are Strength and Constitution.

Amazons advance in experience as Fighters in all ways except they save as if Mystics. Another sign of their ferocious dedication to their own fanatical culture is that, like a Mystic they fight unarmoured other than if they wear their cultural items. An Amazon is natural AC 5 due to having extremely tough skin.

Each society, tribe or stronghold of Amazons use a distinctive set of weapons and armour. An Amazon who doesn't use the set of weapons her particular culture uses loses the saves of a Mystic and reverts to being a normal Fighter in every way (except natural AC) until she once again adopts her cultural armour and weapons. Amazon natural Armour Class remains at the better of 5 or whatever the combined AC might be from her armour and any items she wears.

Table AZ-1: Amazon weapon and armour packages

Type	Weapons and Armour
Lawful Amazon	Circular Shield (-1 to AC), Bastard Sword, Plumed Helmet (-1 to AC), Leather Bikini and Loincloth (AC 7) - AC 5 from armour or from class
Neutral Amazon	Horned Shield (no innate AC bonus), Spear (useable 1 handed by Amazon as if Bastard Sword), Leather Headband, sleeveless tunic, Leather Skirt, Leather Thigh Boots (AC 7) - This type of Amazon is AC 5 from class
Chaotic Amazon	Roman Legionary armour (AC 4), Plumed or Horned Helmet (-1 to AC each), Trident, Whip - AC 3 from armour
Virgin Sword	Chainmail Bikini and Loincloth (AC 5), Dagger, Normal Sword
Gunmothers	Cotton dress, Smoothbore (AC 5 from natural skin not armour)

CLERIC OPTIONS

The Corruptor

When a Cleric reaches 9th level, if he or she is of Chaotic alignment and evil mien, they may elect to follow a specialized path of selfish evil, allowing them to drain life force in return for magical power. This specialized path requires them to take the Vow of the Corruptor.

The Vow of the Corruptor requires the character to isolate themselves from all living things in a remote desert, ruins, wastelands or even another plane of existence, for a period of 2-8 (2d4) months. In this period their normal attitudes to life and goodness are stripped away entirely and replaced with a simmering rage and a dark heart that form the basis of their new philosophy of Chaos and evil.

Once the initiation is finished, the cleric becomes a Corruptor. Corruptor society has no hierarchy and due to the nature of their power they shun the company of other Corruptors. Each Corruptor is their own master, likely soon to be the nucleus of their own evil cult or organization.

The Corruptor philosophy is primarily obsessed with draining life energy, fueling their own development and power and destroying living things. They are revel in destroying nature.

As such, Corruptors usually live in the most polluted and built up cities, mines or ports they can find, or in remote areas seething with magical fallout and chaos. Wherever they choose to live, they make sure that they also have access to either living beings to Tap, or to wondrous natural areas close enough to visit and despoil.

Although there are stories that a tiny handful of Corruptors are more or less neutral and “scientific” in how they use their Tap ability, generally Corruptors are evil, despicable people with dark hearts and minds.

The Tap

Each Corruptor has, during their isolated sojourn, received from their mysterious Immortal patron the ability known as The Tap. The Tap is a form of *Energy Drain*. The Tap is used by the Corruptor by the naked flesh touch of his or her body to any



nominated target. Tap may be used a number of times each day equal to the character's General Modifier for Wisdom, with a minimum of 1.

When a victim is Tapped, they suffer the level or hit die loss as per Energy Drain. However at the same time, the Corruptor gains magical power. Also, the Tap can work on any living thing, including plants. Living things that do not have levels or hit dice simply die instantly when touched by the naked flesh of a Corruptor using Tap.

When such living things as plants are affected by the Corruptor's Tap, the Corruptor destroys an area in a sphere centered on his or her feet with a radius of $4d8 \times 10'$. All plants, bacteria and other tiny life forms are destroyed and converted to ash in this field. Such a Tap can only affect the plant life in the zone; if there is a character in the zone and that character is not touch attacked to be Tapped, they suffer nothing other than the creepy sensation of seeing the plant life around them collapse into dust.

A Tapped area of land or sea is permanently drained of life force. Nothing will ever again grow there, and no animal will voluntarily remain there, ever again. Only the most powerful magics and blessings conferred by Druids or their patron Immortals can even hope to some day restore areas destroyed by Corruptors.

Each time a Corruptor successfully uses Tap, the character gains an extra clerical spell, from the Druid list, of a level which they are allowed to cast, and in addition to any existing spells they have left to cast that day. These additional spells conferred by Tap must be used in their negative form if reversible, and no Corruptor can or would ever Cure wounds or Neutralize poison. They live for death and destruction.

The extra spells the Tap confers are lost at the end of the game day on which they are gained so if they are not used before the Corruptor rests for the night, they dissipate and are lost to his or her use.

The Tap ability's Energy Drain causes all the normal misery and permanent loss that an undead Energy Drain causes.

At 16th level, a Corruptor can, even though they are a living being, function exactly in the manner of an Undead Liege.

At 28th level, a Corruptor begins to shrivel, decay or otherwise lose his or her relatively normal appearance. They begin to take on the aspect and appearance of some form of undead. The exact type can be randomized or selected by the player

with the GM's permission. The character is not a true Undead; it is simply the Corruption manifesting itself physically. However, as of 28th level, the Corruptor can be turned by Clerics exactly as if it was a genuine Undead. The type of Undead that equates to the Corruptor is "Special".

Corruptors are denied any shot at Immortality, their Immortal patron simply point blank refusing to ever sponsor them. For this reason Corruptors usually turn their twisted minds to achieving physical deathlessness.



HALF-ELVES

Half-Elves are the children of the union between an Elf and a human. They have graceful pointed ears, are generally shapely and comely, but are not as slender or delicate as a fullblood Elf. Due to some quirk of genetics they are also more random in colouration than either their human or Elf parent meaning that it may not be immediately obvious whose child they are based solely on hair or skin colour.

Half-Elves, since they are not fully human, are demihuman and therefore do not have a class. They progress using the Elf experience chart and have all the normal abilities of an Elf with one important exception. Half-Elves only roll a 1d4 for their hit dice instead of the Elf's standard 1d6. This makes them on average more sickly and weaker than a normal Elf. This is due to the interaction between their human genetics and the innately magical equivalent of genetics passed down from their Elf parent. Half-Elf characters have as their primary statistics Dexterity and Charisma.

When a Half-Elf attains 9th level he or she may undertake the rituals to become a Dragon Rider or a Warlord.

Dragon Rider

Dragon Riders bond with a specific male Dragon, and through a mystical and unbreakable bond the Half-Elf calms the Dragon's savage nature. The Dragon assumes the same alignment as the Half-Elf, even if this is very different from the alignment the Dragon would naturally have. The Half-Elf and the Dragon become inseparable companions. The relationship becomes somewhat like that of a devoted dog owner and their loyal and loving dog, although the Dragon is still in its heart a wild and powerful creature.

The bonding process requires a year spent in the far flung wilds, near where a Queen Dragon nests. During the year the Half-Elf must expend 100,000 gp in purchasing and consuming strange herbs and potions. The Half-Elf in this same time period also permanently loses a point from their Wisdom and their Intelligence. These lost points reflect the fact that through trance states and Ethereal wanderings the Half-Elf's strange hybrid nature causes them to seek a mental bond with the nearby Queen Dragon's eggs.

At the end of the year, the Half-Elf has a chance of bonding with an unhatched dragon. There is base 33% chance that the Half-Elf will successfully bond, with a bonus on the roll equal to the Half-Elf's level, plus any Charisma bonus. If the roll is unsuccessful the Half-Elf has failed to become a Dragon Rider and must begin the process again or give up. Giving up means that the Half-Elf can try again in a future year, the attempt can be made once each year spent on the quest until success.

If successful, the Half-Elf is drawn hypnotically into the lair of the Queen Dragon. The Queen Dragon and her retainers do not attack the Half-Elf because they know the purpose of the visit.

The Half-Elf will shuffle and stumble forwards, in a trance, until he or she is near where the unhatched Dragon eggs are nestled. Then, the egg with which the Half-Elf has bonded will crack open and hatch. The baby Dragon will emerge, and immediately go to the Half-Elf in the same way a bird chick bonds on a non-bird and adopts it as their "mother". The Half-Elf has become a Dragon Rider.

The Dragon that bonds with a Half-Elf can be of any type, since Queen Dragons lay a clutch of eggs each of which is from a different father. To randomly determine what sort of Dragon has hatched, roll 1d8:

Table HED-1: Dragon Rider Dragon Type

1	Red
2	White
3	Blue
4	Black
5	Green
6	Dragon Turtle
7	Flying Dragon
8	Roll 1d100. On a roll of “00” the bonded dragon is a DRAGON QUEEN. Otherwise it is an Alpha male Dragon which receives maximum hit points for each of its Hit Dice as it matures.

Other than if a Queen Dragon or Alpha male Dragon is rolled, the Dragon has minimum hit points when hatched, to reflect its newborn status. The Dragon will only increase in a “year” of its life each time its Dragon Rider goes up an experience level.

Dragonsteeds, as the Dragon Rider Dragons are known, evolve quite differently from normal Dragons. They develop unusual colouration and markings, within the same basic colour of their type, but with noticeably more exotic development. They also develop the ability to fluently speak the language their Dragon Rider uses most often.

Dragon Riding itself means that the Dragon Rider can fly using the Dragon as his or her flying mount, or in the case of the Dragon Turtle, swim and submerge to any depth the Dragon Turtle can travel, protected within a small pocket of air that also protects from cold and pressure. The Dragonflight or Dragonswimming lets the Dragon Rider move at the speed of his or her Dragon, and all terrain is treated as “road” for travel time purposes.

The Dragonsteed breath weapon develops normally, but uses as its attack bonus the better of the Dragon Rider or Dragon score.

The Dragonsteed saves are always used as the better of the Dragon Rider or Dragon score.

The Dragon Rider is telepathically linked with the Dragonsteed. They can communicate with each other as if using a Helm of Telepathy except that the range is 1200'. Beyond this range the Dragonsteed always knows what direction its Dragon Rider is in, as long as both are on the same plane. The Dragon Rider always knows how far away in miles the Dragonsteed is from them, but not the direction. When on different planes, the two characters can still tell whether or not each is alive or dead.

The most extraordinary ability of the team of Dragon Rider and Dragonsteed is their enhanced travel abilities, using the Old Straight Track. The Fey Power score to use the Old Straight Track is calculated by adding the total hit dice of the Dragonsteed to the total level of the Dragon Rider. This total is the Fey Power score.

For every full 9 points of Fey Power, the Dragon Rider and Dragon, when the rider is sitting on the Dragon, can use the Travel spell once per day.

For every 18 points of Fey Power, the Dragon Rider and Dragon, when the rider is sitting on the Dragon, can use the Word of Recall (with all normal requirements for the spell met) once per day.

Fey Power rates the available magical energy, it is not consumed in casting.

If a Dragon Rider's Dragonsteed is killed, the Dragon Rider suffers the immediate effects of an *Energy Drain* removing four levels. If the Dragon Rider seeks to bond with a new Dragon, the process takes twice as long and costs twice as much as the first time it is attempted and the chance of successful bonding is halved.

If a Dragonsteed's Dragon Rider is killed and not raised from the dead as soon as is practicable, the Dragonsteed becomes a wild Dragon, reverting in all ways other than its physical appearance to the standard pattern of behaviour, saves and so on of its subspecies. It will still pass on its unusual appearance to any offspring it produces.

Warlord

A Warlord or Warlady is a Half-Elf who has finally reconciled their two natures. From tenth level although they still progress as if an Elf, they now re-roll 1d10 for all their hit dice, once again applying any bonuses. They also must choose a weapon, usually a sword, as their Focus. This Focus is equivalent to a magical rod or staff. The chosen weapon Focus is decorated with gems or other precious items and this process carried out by master craft smiths costs the character no less than 250,000 gp. The process also takes 2-8 months to complete. In this time the new Warlord is focusing his mind, bringing arcane forces and all his learning to bear on his new path.

At the end of this period the Warlord or Warlady pours all their magical power into the Focus. This weapon then becomes a magical weapon, even if it was not enchanted before. If it did not previously have any bonuses or pluses it becomes a +1 weapon. For every even numbered level beginning at 10th level the Warlord can nominate a class, species or other GM approved type of target. This target is struck by the Focus weapon at +2. Thus at level 10 the Focus weapon could be +1, +2 vs Dragons. At the next even numbered level the Warlord can add another +1 to an existing plus on the weapon or else add a new target. Pluses are always arranged lowest to highest on the weapon. For example the Warlord could turn his Focus into a +2 weapon, +2 vs Dragons. That would simply turn it into a weapon +2 vs Dragons and waste a slot. From then on the only bonus able to be applied would be further +1 increases vs Dragons (or whatever has been chosen as the target). Or he could turn it into a weapon +1, +3 vs Dragons by adding another plus to the existing class. Or he could add a new target, making it a +1 weapon, +2 vs Dragons and Jesters for example. Adding another plus at the next even numbered level he can do the same process, making the weapon +3 vs Dragons and Jesters and wasting a slot, or making it for example +1, +2 vs Dragons, +3 vs Jesters. Until 36th level there is no limit to how refined this process can be. Adding a new target to a Warlord weapon that is +1, +2 vs..., +3 vs... makes it a +1, +2 vs X & Y, +3 vs... weapon. The next slot applied either adds yet another +2 slot target: +1, +2 vs X, Y & Z, +3 vs... or collapses the slots turning the weapon into a weapon +2 vs X, Y & Z, +3 vs... And so on.

Warlords no longer need spellbooks to cast their Magic-User spells. Instead, their spells are locked away in their Focus weapon. They still need to telepathically link to the weapon and choose each spell to be cast, spending an hour after awakening silently communing with their focus weapon.

If the Warlord loses their focus weapon permanently through its destruction, removal to another plane of existence or similar total removal from their possession, they immediately suffer an *Energy Drain* effect that removes as many levels from them as there are total pluses on the weapon. This *Energy Drain* can't be restored with any form of mortal magic. The only cure lies with the Immortals or with the recovery or if necessary reforging of their Focus weapon.

Although traditionally a Warlord or Warlady wields a sword as their focus it can be literally any individual weapon they choose, provided they are proficient to use it.

In the case of choosing a gun, whether a pistol or smoothbore, the character must either elect to make the gun the Focus, or choose to make the gun AND BULLETS the Focus. If the gun is selected, it progresses in its bonus slots as above. If the gun and bullets are selected, each bonus +1 can be added to the gun or to a clip of bullets. For a six shooter the clip is six bullets. For a single shot gun it is a single bullet. Thus a pistol could be +1, +2 vs Dragons, or if gun and bullets are the Focus, the Warlord has a +1 pistol and could have a bullet +1 vs Dragons. Focus bullets are much tougher than normal bullets and if the Warlord can dig them out of a victim or out of the ground or wall if he misses his shot, the bullet is reuseable. If something happens to make the bullet lost, it is lost forever.

Losing a weapon Focus gun inflicts the Energy Drain effect on the character. Losing Energy Drain bullets has no effect on the character other than of course meaning they've permanently lost a bonus +1 or more that they devoted to that ammunition.

HUMANOID ANIMALS



Humanoid Animals are Enchanted animals that are humanoid. They stand on two legs, have hands or hand-like feathers or equivalent, and function as if they were humanoid in terms of actions and equipment.

Humanoid Animals arise from viral mutation of the more common lycanthropy types, by acts of the Immortals and by Magic-User experiment. Most Humanoid Animals are *truebreeding*, meaning that if they mate with others of their species the offspring will be Humanoid Animals as well.

Humanoid Animals closely resemble a normal version of whatever animal they are, and are roughly the same size as a normal animal of the type, other than that when dressed in human or demihuman clothes or armour, or even simply using or wearing human or demihuman jewellery or items, they are bipedal with hands. This is called *Guising*. As a standard action in a combat round a Humanoid Animal can shed all human and demihuman items it wears. At the end of that combat round the Humanoid Animal loses all humanoid appearance and appears as an absolutely typical member of the normal animal species it resembles. As soon as the Humanoid Animal puts even a single piece of jewellery or a hat back on, it reverts to its Guising form, a bipedal humanoid version of its animal self.

Humanoid Animals typically live amongst tolerant humans or in their own civilizations, most of which are a mix of different Humanoid Animals. Sometimes, different species of Humanoid Animal war against each other and practice strict separation of the species.



A Humanoid Animal is much the same size as whatever the normal species from which it comes. A songbird or mouse Humanoid Animal is a tiny thing, a Humanoid Animal elephant is gigantic. Water breathing Humanoid Animals don't gain the ability to breathe air automatically.

All Humanoid Animals have the following special abilities: use any human item their size permits, speak languages as if a human character, use any human steed

or vehicle their size permits. Any unique attack or ability, such as poison, heatvision or flight that their normal animal ancestors have is useable by a Humanoid Animal. Speed and other statistics of the normal animal are replaced by standard movement rate for a human and so on except where they are directly tied to an innate special ability of an animal - for example the wings of a bird.



Humanoid Animals gain 1d6 hit points per level until 9th level. The Humanoid Animal adds its Con bonus to each of its hit dice. At 9th level various options become available to Humanoid Animals as detailed below. If these options are not taken up then the Humanoid Animal receives an additional 1 hit point per level but no longer receives any additional Con bonuses.

Base Attack Bonus: Humanoid Animals have an attack bonus based on their level.

Skills: A Humanoid Animal begins with 4 skill points plus extra points equal to their Int bonus. These points are all useable on the same or different skills. Humanoid Animals receive extra skill points as they rise in level.

Weapon Feats: Humanoid Animals receive two Weapon Feats at level 1 and gain more Weapon Feats as they rise in level. Their initial Weapon Feats must be chosen at level 1.

This information is set out below on *table DB-1*.

Natural Weapons: Humanoid Animals can put Weapon Feats into Bite, Claw, or both. Bite is treated as “Sword, Bastard” for Weapon Feat purposes and Claw is treated as “Sword, Normal” for Weapon Feat purposes. This could mean a tiny Humanoid Animal has a devastating natural attack or conversely a “civilized” larger Humanoid Animal never develops any Weapon Feat ability with its natural attacks. This is as it is intended to be.

Saving Throws: Humanoid Animals make saving throws using the target difficulties listed on *table DB-2*.

Table DB-1: Humanoid Animal Abilities By Level					
Level	XP	Hit Dice	Basic Attack Bonus	Skills	Weapon Feats
1	0	1d6	+1	4	2
2	4,000	2d6	+1	4	2
3	8,000	3d6	+2	4	3
4	16,000	4d6	+2	4	3
5	32,000	5d6	+3	6	4
6	64,000	6d6	+3	6	4
7	128,000	7d6	+4	7	5
8	250,000	8d6	+4	7	5
9	500,000	9d6	+5	8	6
10	740,000	9d6+1	+5	8	6
11	1,000,000	9d6+2	+6	8	6
12	1,240,000	9d6+3	+7	8	7
13	1,500,000	9d6+4	+8	9	7
14	1,800,000	9d6+5	+8	9	7
15	2,250,000	9d6+6	+9	10	7
16	2,750,000	9d6+7	+9	10	8
17	3,300,000	9d6+8	+10	11	8
18	4,000,000	9d6+9	+10	11	8
19	4,900,000	9d6+10	+11	12	8
20	6,000,000	9d6+11	+12	12	9
21	7,400,000	9d6+12	+13	13	9
22	9,100,000	9d6+13	+14	13	9
23	10,110,000	9d6+14	+15	14	9
24	11,420,000	9d6+15	+16	14	9
25	12,900,000	9d6+16	+17	15	10
26	14,500,000	9d6+17	+18	15	10
27	16,400,000	9d6+18	+19	16	10
28	18,500,000	9d6+19	+20	16	10
29	21,000,000	9d6+20	+20	17	10
30	23,000,000	9d6+21	+21	17	10
31	26,000,000	9d6+22	+21	18	11
32	30,000,000	9d6+23	+21	19	11
33	33,000,000	9d6+24	+22	20	11
34	37,000,000	9d6+25	+23	21	11
35	40,000,000	9d6+26	+24	22	11
36	45,000,000	9d6+27	+25	23	12

After reaching 9th level, a Humanoid Animal can choose to remain as it has been or take one of two different optional paths. Once chosen, the choice is irrevocable.

The first choice is to remain as a normal Humanoid Animal and continue to adventure and progress in level as before. The second choice is to become a Moreauvian, and the third choice is to renounce its humanoid form and become a Master Animal.

Moreauvian

A Moreauvian embraces the human aspect of its nature at the expense of its animal nature. A Humanoid Animal that becomes a Moreauvian loses all but the suggestion of its animal species and is basically a human of bestial appearance, whose colouration, hair colour and pattern and general face structure is *suggestive* of a particular animal, but is not in any way beyond Human

norms. A Moreauvian gains the ability to cast spells as if a Cleric 8 levels below its actual level, so for example a 9th level Moreauvian embarking on its new existence casts spells as if a 1st level Cleric, ie it has no access to spells. As of 10th level the Moreauvian gain actual spells to cast as if he or she were a 2nd level Cleric.

Moreauvians are permanently homind in form. They no longer have *Guising*. This means that for example a Humanoid Animal mouse or songbird is going to resemble a tiny human being the size of a mouse or little bird, with all attendant difficulties. Likewise a Humanoid Elephant Moreauvian is going to resemble a civilized giant with a protuberant nose and heavy set body.





Master Animal

A Master Animal is a Humanoid Animal that renounces its humanoid appearance, shedding its human and demihuman possessions for the final time, and reverting permanently to its normal animal form. However, it retains the power of speech in human and demihuman languages and also retains the ability to wear human and demihuman items and jewellery. Master Animals also gain the ability to cast spells as if a human Magic-User 8 levels below their level. At level 9 this means a Master Animal casts spells as if a 1st level Magic-User, and so on.

Master Animals become the great leaders, kings and queens, of their species. Some become the great villains and predators on their own kind, but this is very rare. Usually, a Master Animal becomes a creature of awe inspiring legend, working with Druids to protect and improve the natural world and preserve The Wilds for all time.

Some Immortals, especially those who themselves concern their thoughts with protecting nature, and those who see the value of nonhuman allies, cultivate the friendship of Master Animals.

Certain orders of Knights, Druids, some monasteries and abbeys of Mystics and Clerics who worship nature gods or pantheons revere Master Animals and serve them. Master Animals in these sorts of hierarchies have at their disposal companies of heavily armed and trained humans or demihumans and it is possible for Master Animal to create for itself the equivalent of a castle, albeit in a secluded and particularly beautiful part of the Wilds, such as a cave grotto, mighty oak tree, mountain waterfall or even a huge flower meadow or deep still pool. The retainers and servants of a Master Animal lord would live a lifestyle very far removed from the usual bustle and noise of castle life, instead living lives similar to those of Mystics.

Since Master Animals can still wear jewellery and therefore use some magic items, it is possible for a Master Animal to use rings for example in a manner completely normal for a Magic-User.

Table DB-2: Humanoid Animal Saving Throws By Level					
Level	Death Ray / Poison	Magic Wands	Paralysis / Petrify	Breath Weapon	Rod / Staff / Spell
1	12	13	14	15	16
2	12	13	14	15	16
3	12	13	13	15	16
4	11	13	13	14	16
5	11	12	12	14	16
6	11	12	12	14	15
7	10	12	11	14	15
8	10	12	11	13	15
9	10	11	10	13	15
10	9	11	10	13	15
11	9	11	9	12	14
12	9	11	9	12	14
13	8	10	8	12	14
14	8	10	8	12	14
15	8	10	7	11	13
16	7	10	7	11	13
17	7	9	6	11	12
18	7	9	6	10	11
19	6	9	5	10	10
20	6	9	5	10	9
21	6	8	4	10	9
22	5	8	4	9	8
23	5	8	3	9	8
24	5	8	3	9	7
25	4	7	2	8	7
26	4	7	2	8	6
27	4	7	2	8	6
28	3	7	2	8	5
29	3	6	2	7	5
30	3	6	2	7	5
31	2	6	2	7	4
32	2	6	2	6	4
33	2	5	2	6	3
34	2	5	2	6	3
35	2	5	2	6	2
36	2	5	2	5	2



MAGIC-USER OPTIONS

Wood Wizard

Dedicated to the memory of Peter Gaylord

When a Magic-User reaches 5th level, if he or she is moved to revere the natural world and live away from civilisation, they may elect to follow a specialized path that renounces civilized learning in favour of a Druidic lifestyle.

The Magic-User retreats into the wilderness, disappearing for a period of 5+1d8 months. At the end of that time they have become a Sorcerer, and no longer need a spellbook. However, they are also limited to the Sorcerer spell list.

Because of their close connection to nature and their dedication to living in the wilds helping the creatures who live there, animals creatures and monsters are attracted to the Wood Wizard and come to serve him or her as friends and allies. For each new level attained after 5th, the Wood Wizard has a percentage chance of attracting a new living ally equal to their unmodified Charisma score. For example a Charisma of 13 is a 13% chance per level. Each time a living ally is attracted, roll on the chart below to see what sort of creature has come to join the Wood Wizard's adventures:

Table MU-1: Living Allies

1d100 roll	Living Ally
01-05	Animal (Herd) useable as a steed by the Wood Wizard if large enough
06	1d4 Ant (Giant) they form their own little nest with the Wood Wizard
07	Ape (Chimp) as docile as a cat with the Wood Wizard
08	Ape (Gorilla)
09	Ape (Rock Baboon) as docile as a cat with the Wood Wizard
10	Bat
11	Bat (Giant) useable as a flying steed by the Wood Wizard
12	Bear (Black)
13	Bear (Grizzly)
14	2d6 Bee (Giant) they form their own little hive with the Wood Wizard
15	Beetle (Giant Fire)
16	Bird (Giant Eagle)

17	Bird (Parrot)
18	Bird (Raptor)
19	Bird (Songbird)
20	Blink Dog
21	Boar
22-23	Cat (House)
24	Cat (Lion)
25	Cat (Mountain Lion)
26-27	Cat (Panther)
28	Cat (Sabre-Tooth Tiger)
29	Cat (Tiger)
30-34	Dog (Domesticated)
35-39	Donkey
40-43	Dryad
44-49	Faerie
50-51	Ferret (Giant)
52-54	Griffon
55	Hippogriff
56-58	Horse (Pony)
59	Humanoid Animal
60	Mule
61-63	Neanderthal
64	Owlbear
65-70	Pixie
71	Pterosaur (Small) too small to ride
72-77	Rat
78-79	Rat (Giant)
80	Roc (Small) too small to ride
81-83	Sasquatch
84	Snake (Racer)
85	Snake (Rattler)
86	Snake (Rock Python)
87	Spider (Phase)
88-90	Sprite
91	Toad (Giant)
92-93	Treant
94	Unicorn
95	White Hart
96-98	Wolf
98-99	Wolf (Dire)
00	Wyvern

A Wood Wizard can have multiples of the same type of living ally if that is what is rolled.

The gentle and calming nature of the Wood Wizard quiets the creatures' hearts so even if they feel hostility to each other they do not act on it, instead working as a loyal team of nonhuman adventurers, effectively an adventuring party at the Wood Wizard's disposal.

Any time one of the Wood Wizard's living allies dies due to anything other than accident or natural causes, for example in battle, on an adventure or assassination or hunting, the Wood Wizard suffers an immediate *Energy Drain* of one level due to grief. This occurs mystically as soon as his living ally dies and in fact may be how the Wood Wizard first learns of a death.

Because a Wood Wizard gains spells as a sorcerer there are severe limits to the spell totals and levels received.

Wood Wizards grow to abhor civilization. Whenever they remain in any settlement even as small as a village for longer than a full day they suffer a -4 penalty on all saves and checks until they leave the settled area. Visiting isolated taverns, trade outposts and keeps makes them uncomfortable but doesn't cause the penalty. Remaining inside a castle or stronghold of a Dominion ruler for longer than a week causes the same penalty as if they have spent a day in settled lands. If the castle is in the middle of any sort of larger settlement the -4 penalty applies after one day.

Certain deep woods and ancient forests enhance the spellcasting ability of a Wood Wizard. When they are in such a location their spells do maximum damage or have maximum possible beneficial effect. Likewise in Barren, Settled or other areas hostile to their wild nature, their spells do minimum damage and have minimum possible beneficial effect. For example spellcasting even in a village or inside a castle has this penalty.

If the living allies can retrieve the dead body of a Wood Wizard, they can take it into the depths of the Wild Wood. There, after a week has passed, the power of nature will restore the Wood Wizard to life as though a *Raise Dead Fully* spell has been cast on them. This special ability is useable an unlimited number of times.

RENOUNCING IMMORTALITY

In the Immortals rules for Dark Dungeons it is noted that an Immortal can be slain, and in effect become a mortal being again, stripped of its Immortality after it is raised from the dead. Another possibility is an Immortal forced to use up its Power Points until it also falls back to mortal status permanently.

Another possibility is the Renouncing of Immortality. This means that a character who reaches 36th level, whether offered Immortality by a patron or not, makes a deliberate irrevocable decision to renounce any possibility of being an Immortal.

In any of these circumstances if the character is at 36th level, it will never be an Immortal again but is active. At that point, the character will progress beyond 36th level.

Beyond 36th level the character needs to earn the same amount of experience points as it needed for 36th level for each extra level above 36th. Each extra level at this ultra-high level reduces each saving throw category by 1, to a minimum of 2. Each extra level adds 1 hit point to the character's total, unmodified by any Constitution or other bonus. Spell progression ceases. Special abilities increase by 1% each per level. Their maximum is no longer 99%; they may rise to any unadjusted score that is earned. The character gains 1 new skill every other level, and one new weapon feat slot every five levels above 36.

This will not suit every game, but if Immortals and near Immortals are in play then using the Renouncing of Immortality open ended levels could make sense for such a high level campaign.



Addendum to Chapter 5: Ability Checks & Skills

Colleges

A College is a place of learning where people can learn new skills. Colleges teach groups of skills, usually in sets of four skills. These packages reflect the skills required to be various sorts of Specialist.

Entry requirements for most common Colleges are simply to meet whatever fee they charge and to attend class to learn the new skill that the character wants to pick up. However some Colleges that teach unusual skills have much more restrictive entry requirements ranging from having 18 Charisma to belonging to a particular race, class, bloodline or culture.



Once someone graduates from a College there is little real connection between them and the College they went to.

If someone learns all four of the skills that a College offers, then they have become qualified. A qualified character can always work as the Specialist type that the four skills qualify them to be, at whatever the standard rate of earning is for that profession. However working as what amounts to a NPC in someone else's stronghold takes up all of that character's time for the duration of the period the hiring character has paid for.

Trade Colleges teach practical physically oriented skills or skills devoted to Craft, Perform and other skills that produce an effect. Arts Colleges as the name suggests focus on Arts subjects especially painting, drawing, singing, performance but also history and other Humanities. Arcane Colleges teach Chemistry and many other strange skills that no one other than a Magic-User or would-be Construct maker would be interested in.

Colleges that band together form Universities. Each University must have at least two Colleges teaching at least eight skills in total between them. Universities receive a Charter from a noble who is of sufficient rank to rule a Dominion. The Charter specifies legal exemptions, freedoms, licences and approvals that the University enjoys. Frequently the exemptions protect Universities from charges of blasphemy, nuisance, breaches of etiquette and laws that would normally prosecute them for insulting nobles. This is to allow the research and inquiry higher learning tends to require.

The Specialists listed in Chapter 5 of Dark Dungeons are all considered College trained for human and demihuman characters, even if they do not have particular sets of four skills identified in the rules.



Guilds

Guilds are a combination of College and class. They are Colleges that only teach skills and weapon feats to a particular class, and they almost always also offer other side benefits. Joining a Guild is usually expensive, and some Guilds also require the new member to learn an Argot - a new language peculiar to the class and Guild.

For example a Thieves' Guild requires the new entrants to learn a language called Thieves'

Argot, an impenetrable code language that allows criminals to talk openly amongst other people because no one else can understand their weird slang. Thieves' Guilds restrict membership to the Thief class.

Likewise some Elves belong to what amount to Guilds, although they are not usually called Guilds but rather Houses or Trees. Again, Elf Houses or Elven Trees teach their members skills no one else can obtain and also provide access to spells no one else can learn because no other records of the spells exist.

Guilds maintain a permanent presence in a character's life once they join, going so far in some cases as to expect loyalty and obedience, and even for a character to go on quests for the Guild Masters. Characters that rebel against this risk being kicked out of the Guild and shut off from its unique skills and other rewards, and in

the case of the more sinister Guilds there may even be threats of violence or death from the Guild to someone who refuses to continue to contribute to it.

Guilds can be divided into three types: Operative, Speculative and Passive.



Operative Guilds are all devoted to a particular adventuring class, demihuman race or alignment. They are in effect a cult without an Immortal (usually) and belonging to one permanently alters the course of a character's life, as well as consuming a significant amount of their time with guild meetings, fund raisers, minor quests, elections and politics and social events. This sort of insular zealous Guild always issues threats to delinquent members. Operative Guilds usually charge a character 10% of all their treasure's value in Guild dues, each month, payable at the end of the month. The Guild uses spies and magic to detect how much treasure has been obtained. They also use debt collectors, thugs, spies and Magic-Users to collect on unpaid dues. The good side of their rapacious money grubbing is that they almost without exception provide one free spellcasting

to bring the member back from the dead as best they can achieve. They go so far as to send Guild members on missions to recover mortal remains of dead Guild members, especially if the departed person was a good earner for the guild. If a cult, sect or religion makes money off its worshippers, and especially if it tries to hurt people who try and leave it, it is in fact an Operative Guild masquerading as a religion.

Speculative Guilds usually have a single stronghold or castle at their disposal. All members of the Guild have to go back to this stronghold, or a major chapterhouse that this stronghold maintains in their local area, if they want to learn any of the unusual skills (or spells or weapon feats etc.) that the Guild owns. However, this sort of Guild never chases lapsed or negligent members. If they turn up again for more teaching this sort of Guild simply charges them a fortune in back fees



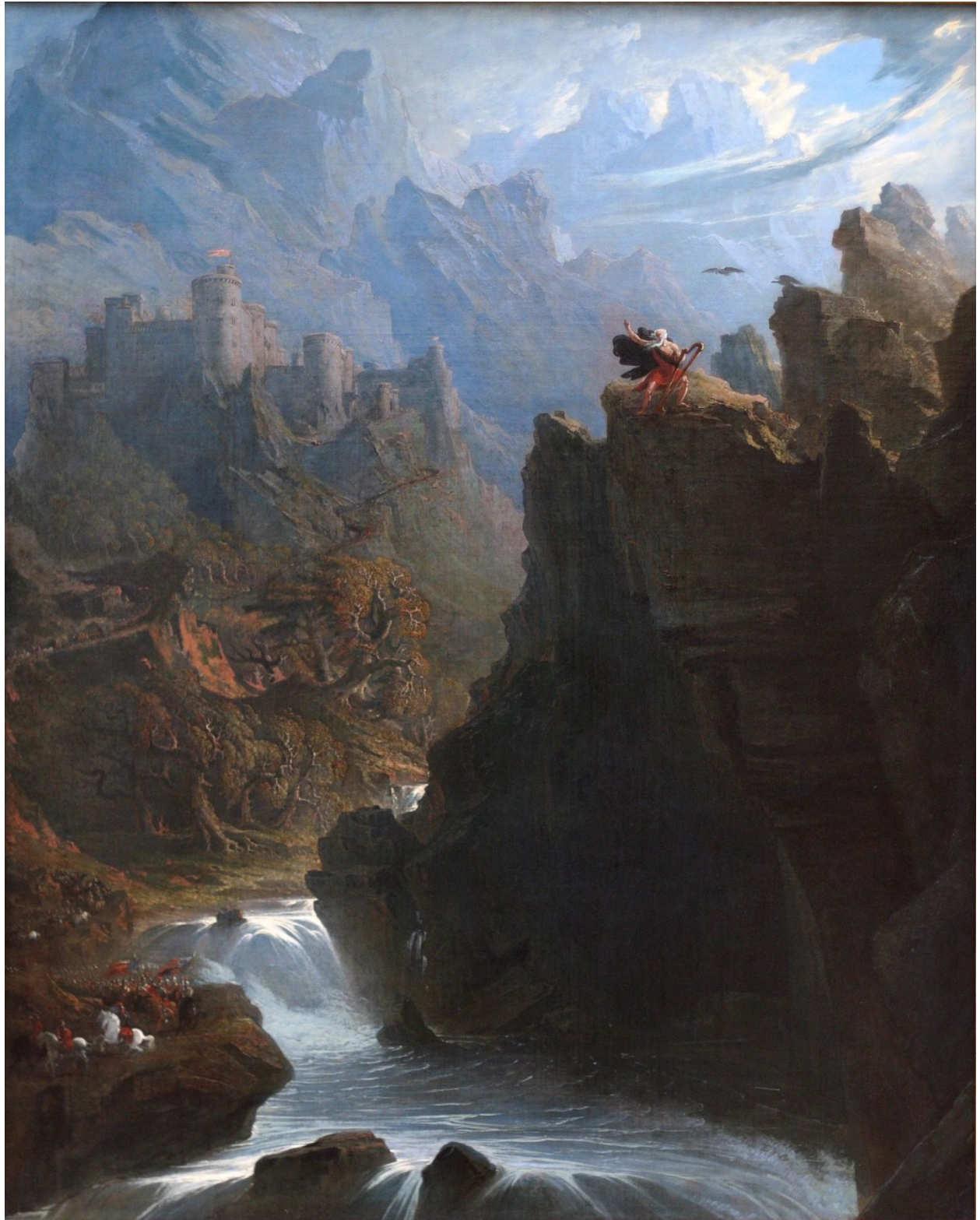
before any teaching is available. There's no special effort, beyond what local laws allow, to recover unpaid debts, but they will never teach a bad debtor again. Speculative Guilds also tend to have exotic handshakes, argot type coded language and a lot of very odd philosophical beliefs, most of which are harmless rather than part of the plot of some sinister Immortal of Chaos. Usually. Many cults, sects and religions would function perfectly well under these rules as a Speculative Guild that has its only entry requirement an apparently heartfelt belief in and support of a specific Immortal, pantheon or philosophy. Speculative Guilds also attract a lot of character that are equivalent in power to adventurers but whose skills and abilities are not oriented towards combat. This doesn't mean they are weaklings, but in the normal course of adventuring they would be of no use in the field. However in Speculative Guilds, as well as Colleges and Universities, they form the backbone of local society and do enormous good deeds in the community, as well as creating books, scrolls, maps, architecture, poetry, new options for classes and other elaborations.



Passive Guilds are little more than social clubs with excellent records. They provide most of the skills in the normal campaign that don't come from individual teachers and make no trouble for anyone. If there is no specific description of how a skill or weapon feat is obtained, this is how it is obtained. Passive Guilds also include a variety of professional associations such as the International Chapterhouses of Adventurers' Spouses, the Tavernkeeper and Allied Occupations Guild, and so on.

There is no need to formalize these sources of skills except for purposes of fleshing out the campaign and providing adventure hooks.

There is no reason for any GM to use Colleges, Guilds or Universities or any part of this addendum to Chapter 5 of Dark Dungeons. It is a way however to flesh out the Settled areas of the world, and also detail how characters learn their skills. It can provide many adventure hooks as well as provide a source of books, scrolls and maps.





The Bard

This Specialist is used in some cultures as an impartial and unimpeachable witness. The Bard's normal function is as a living repository of record keeping and genealogies as well as to sing instructional, inspiring or satirical songs.

Skills: History (local aristocratic bloodlines), History (births, deaths and marriages), Perform (song), Craft

(songwriting)

Bards frequently belong to a Speculative Guild of some sort. This Guild is usually open to literally anyone who is prepared to learn all four of the skills that they teach.

The Jester

The Jester is a Specialist employed in noble courts to entertain the aristocracy, create or dissipate tension and tell jokes. There is a traditional exemption from the normal consequences of breaching etiquette for Jesters. Up to a point.

Skills: Perform (stand-up comedy), Insult, Perform (comedy song), Perform (physical comedy)

Jesters don't tend to attend College, but some circuses and carnivals function as Schools for Scoundrels, effectively a College in all but name.

The Acrobat

Acrobats are physical performers capable of great feats of Dexterity.

Skills: Tumbling, Escape Artist, Tight Rope Walk, Gymnastics

Acrobats don't tend to attend College, but some circuses and carnivals function as Schools for Scoundrels, effectively a College in all but name.

The Fortune Teller

This Specialist uses intriguing looking decks of cards, a (usually completely non-magical) crystal ball and props such as an incense burning bowl or weird statues of unknown Immortals to create the impression that she is in touch with the primal forces of the cosmos, and the Immortals speak through her.

Skills: Cold Reading, Storytelling, Sense Motive, Perform (fortune telling)

Fortune Tellers don't tend to attend College, but some circuses and carnivals function as Schools for Scoundrels, effectively a College in all but name. Some Fortune Tellers belong to Gypsy Tribes; a specialized form of Operative Guild for the Human (Gypsy) and player characters could belong to the Gypsy race of humans and "attend" this form of College.



The Charlatan

A Charlatan is a stage magician. If the character is also a spellcaster then they may "cheat" and use real magic in their act. The point of their performance is to leave people wondering how the hell they did their tricks, and if they did use real magic or not. Charlatans try and avoid any entanglement with real spellcasters, for fear of being assaulted if they pretend to arcane powers they do not really possess. However they do cultivate a deliberate air of being terribly mysterious. This Specialist could be a member of a class that can't use magic such as a Thief, or a

member of a race that can't cast Magic-User spells such as a Dwarf. But no one will ever be 100% certain that the character doesn't command some sort of arcane power if their stage magic is good enough.

Skills: Sleight of Hand, Perform (magic act), Escape Artist, Craft (magic trick)

Charlatans attend regular Colleges but waste their time in class learning stage magic on the sly instead of whatever skills they were meant to learn. Some of them learn their profession at a circus concession or similar fairground, or in a theater of a city or large town. Circuses and carnivals function as Schools for Scoundrels, effectively a College in all but name.

The Hermit

Hermits are solitary people who live extremely simple lives, wearing little more than a robe or sometimes animal furs, and spending their time when not interrupted wandering around a local area pondering things and receiving obscure inspiration. Their chief function as a Specialist is to advise Knights (Fighters who have taken vows) on matters relating to their adherence to their vows, how better to serve their Immortal or their faith, and sometimes to provide guidance or clues to whatever quest or adventure the Knight or Knights have currently undertaken. Hermits never accompany Knights on their adventures but sometimes they will travel to the location of the adventure to be nearby when needed.

Skills: Good Advice, First Aid, Find Clue, Riddles

Hermits are educated by Holy Orders that function as Operative Guilds. These Orders are only open to zealot members of a specific religion or cult and all Hermits are dedicated members of some Holy Order. This type of Holy Order demands ALL of the treasure a Hermit earns, but Hermits don't care.



The Mummer

The Mummer is a specialist usually employed to perform silent play acting in a stronghold, especially during scheduled feasts, holy days and during times of crisis

as a distraction for common folk. Mummers dress in bizarre brightly painted costumes and cosmetics and mime out a role or a message, usually relating to great heroes or Immortals. Other common play acting is for a pair of Mummers to run around a crowd pretending to be a Knight fighting a Dragon or an Orc menacing a Maiden and so on.

Skills: Perform (Mime), Dance, Craft (Costume), Acting

Mummers don't tend to attend College, but some circuses and carnivals function as Schools for Scoundrels, effectively a College in all but name. Some Mummers attend Arts College and are actually from very prosperous families.

The Jongleur

Jongleurs are jugglers and masters of sleight of hand. They juggle balls, daggers (-4 on skill check) or even live lizards (-8 on skill check) for the entertainment of their lord or of a crowd of commoners.

Skills: Juggle, Public Speaking, Perform (magic act), Begging

Jongleurs don't tend to attend College, but some circuses and carnivals function as Schools for Scoundrels, effectively a College in all but name. Some Jongleurs learn their skills whilst they are at a College learning a more typical and better paid profession.



HERBAL REMEDIES

Herbal Remedies are crafted potions, dusts, ointments, salves, pastes, wreaths and items that produce the effect of a Cleric or Druid spell or of the Clerical Turn Undead effect. Anyone with the requisite skills can produce a remedy. The holy power comes from the ingredients, invested in them by the gods and Immortals of Nature for their own purposes.

Each Herbal Remedy requires a check on Craft (Herbal Remedy) to make. The Herbal Remedy created has a potency for 24 hours, + 1 hour for every point by which the Craft (Herbal Remedy) check to produce the remedy is made.

Each Herbal Remedy has a number of natural ingredients. The total number of ingredients required is equal to two times the level of the Cleric or Druid spell that the remedy is meant to imitate. For example a 2nd level Cleric spell would have four ingredients. Each ingredient is a herb, monster part or product (eg Medusa Saliva, Dragon Blood, Gargoyle Sweat), mineral, liquid from a specific source or metaphysical ingredient (Footfall of a Cat, Tears of the Moon, Sweat of the Sun, Scent of a Memory, etc.). The ingredients are not likely to be for sale at any shop except in the largest of cities, and even then some ingredients will be in the keeping of specific races, cultures or remote areas. Some ingredients will also only be available in dungeons - or specific dungeons.

Any attempt to Craft a remedy consumes all of the ingredients whether the attempt is successful or not.

After the period of potency has expired the Herbal Remedy loses all effectiveness and will no longer imitate the effect of the nominated spell. A new remedy will then have to be crafted.

A standard Herbal Remedy creation kit that an adventurer or herbalist can carry with them costs 25gp and weighs 50cn. It is all stored in a leather satchel and includes mortar and pestle, a small knife for snipping herbs, tweezers, stirring spoons and a wooden board.

Once a Herbal Remedy has been successfully created, it is in some portable and "safe" form such as a tiny flask of liquid, a garland, a holy symbol or a bag of dust. Using a Herbal Remedy requires the same freedom as spellcasting. If anything hampers or spoils the use of the Herbal Remedy it is lost harmlessly. The exception to this is a Turn Undead Herbal Remedy which is a relatively durable item.

Crafting a Turn Undead remedy is different from the other types of Herbal Remedy. It consists of creating a robust item, composed primarily of three ingredients. One of these ingredients is usually some specific form of vegetation or wood from which is made a loop, cross or stick on which the other ingredients are placed. The second ingredient is usually something sprinkled on the remedy or used to garland it or stick the components together. The final ingredient is always a herb, spice, bulb, flower, fruit or vegetable with specific significance.

A remedy of Turn Undead when created has a modifier to the check equal to the level of the Cleric that the person using Craft wishes to simulate. Trying to create a remedy that will Turn Undead as if a 20th level Cleric inflicts a 20 POINT penalty on the craft check - presumably making it impossible.

Also, a Turn Undead remedy will only work on one specific type of Undead. The GM may allow it to work on variants if the variants of the normal type of Undead do not have any significantly different powers or resistances.

The Turn Undead remedy must simulate a level of Cleric that has the ability to turn the type of Undead for which the remedy is intended. If a remedy is made with a level too low to supply the energy to Turn, it will automatically fail when used.

Below is a table setting out some ingredients that could be randomized or selected based on their suggested powers. Once a GM randomizes ingredients for specific remedies it is probably appropriate to record those recipes. Those become the standard recipes for those remedies in the game world. But that is a decision for individual GMs to make for their own games. A case could also be made for suggesting that complex factors relating to astrology and so on make remedies random each time they are made. The GM should also make sure there are always other ingredients, not listed here, and not easily obtainable. Questing after these rare ingredients is something that is essential if these rules are used. Some ingredients will require the adventurers to be at a certain place at a certain time. Others will require all of that as well as the means to capture or store the ingredient - for example Gargoyle sweat will need them to be close enough to a live Gargoyle to catch "sweat" off its body then store that liquid in a container secure enough to rush it back to the Craft (Herbal Remedy) skill user whilst it still has its potency.

Knowing which ingredients are needed for a remedy requires the character to either have access to a recipe book, or to make a Nature Lore roll with any penalty the GM applies.

Table HRI-1: Herbal Remedy Ingredients

Ingredient	Suggested Power	Location where found
Adder's Tongue leaf	Curing disease	Clear, Farmlands
Adder's Tongue root	Curing poison	Clear, Farmlands
Agrimony	Sleep	Clear, Forest
Al-Akdin's Kiss flower	Negating effects of being Raised after too long a time; preserving corpses	Swamp IN SPRINGTIME ONLY
Al-Akdin's Kiss root	Removal of curses	Swamp
Aloe	Doubles healing rate	Clear IN AUTUMN AND WINTER
Angelica	Curing disease, boosting Perform (Singing) skill	Any
Aniseed seeds	Turn Undead, Curing disease	Any
Arnica	Blessing, Curing disease, Curse removal	Any IN SUMMER
Ash Tree bark	Curing disease	Any
Basil leaves	Curing poison, Protection	Forest, River, Swamp, Clear
Belladonna	Death and sleep	Any
Bishop's Balls	Purification	Saltwater waterweed
Blackberry juice	Detection	Any
Blackrock	Detecting and Dispelling Evil	Mountain, Desert
Borage	Resist effects	Any
Bullrush	Protection from Evil	Swamp IN SPRING
Burdock	Resist effects	Any
Chamomile	Emotion effects especially calming and relaxation	Any
Chervil	Wound curing	Clear
Cloves	Protection effects	Clear, Forest
Coral	Detection	Undersea and sea shore
Cotton seed	Animal related effects	Clear
Cow Parsnip stalks	Curing insanity and mental effects	Clear
Daisy flower	Blessing	Any
Dandelion	Air elemental effects	Any
Death's Head Toadstool	Quest spell	Underground
Deer Salad leaves	Detecting Magic	Swamp
Dog Rose flower	Turn Undead against Ghouls	Any IN SPRING

Dog Rose seed pod	Raise Dead Fully	Any IN SUMMER
Dracaena	Elemental earth effects	Any
Dragon's blood	Raising the dead, Curse	Extracted from a living Dragon ...somehow
Dragonsprig Weed	Breath related effects	Saltwater waterweed that is found growing only on the shells of Dragon Turtles
Drakeflower flower	Detecting magic and the invisible	Any IN SUMMER
Drakeflower sap	Used as a mixing agent with ingredients that ordinarily won't dissolve	Any
Dungeon Lichen	Protection from acid	Underground
Eidelweiss flower	Protection effects	Mountain
Fennel root	Blood related effects	Swamp, Forest
Fennel seeds	Food or poison related effects	Swamp, Forest IN AUTUMN
Fern fronds	Plant related effects	Any
Flax seed	Hold effects	Clear, Forest, Swamp
Garlic Bulb	Turn Undead against Vampires	Forest, Clear, river meadows and gardens
Garlic Flower	Turn Undead	Forest, Clear, river meadows and gardens IN SPRING AND SUMMER
Giant Bee wax	Hold effects	Any
Gold dust	Communing with Immortals or gods	Mountain, River
Gold-Capped Mushrooms	Wish and Alter Reality	Underground
Green Slime powder	Acid, Bleach, Poison	Underground (First, capture a Green Slime. Second, dry it out to powder)
Gulgimosh Root	Raising the dead	Deep under the sea
Henbane	Curing poison	Any
High John the Conqueror	Dimensions, outer planes, contact and communication between dimensions	Cemeteries, Drains, Swamp
Honey	Wound curing	Any
Immortal Blood	Used in the most powerful Herbal Remedies	Battlefields where Immortals have warred

Kelp	Protection	Deep underwater
Kerenthas Root	Restores effects of Energy Drain	Redleaf Elven Forest on the Island of the Golden Hart
Kingswort	Curing poison	Swamp
Krakenweed	Hold effects	Clear, Ruins
Lilac	Curing wounds	Any IN SPRING AND SUMMER
Lilly	Cursing	Any
Liverwort	Curing poison or disease	Swamp, damp cobblestones
Lungwort	Area effect protection	Forest IN SPRING OR SUMMER
Mandrake Root	Speaking effects	Ruins, Underground
Marigold	Preventing Energy Drain effects	Any IN SPRING AND SUMMER
Marsh-Mallow juice	Anaesthetic: removes pain and fear	Swamp
Marsh-Mallow stalks	Plant related effects	Swamp
Medusa Spittle	Petrification and reversing Petrification; Physical Beauty; Poison	The mouths of Medusas, so wherever Medusas make their lairs
Merchant's Onion	Resisting breath weapons	Only grows in the ash and rubble at the bottom of the lairs of Dragons
Mewlweed	Elemental water effects	Freshwater waterweed
Mistletoe berries	Outer planes and Immortals	Forest
Mistletoe vines	Turn Undead effects	Forest
Monkeybalm	Longevity	Tropical Forest
Morrel Fungus	Food, drink, curing diseases	Forest
Mummy dust	Curing Mummy Rot	Underground
Oak Tree acorn	Detecting invisible or magic	Forest
Oak Tree leaf	Find The Path	Forest
Olive Oil	Curing disease	Urban, Ruins, Underground, Farmlands, Ruins
Onion	Love potions	Any
Peanuts	Animal related effects	Tropical Clear
Prickly Pear Cactus	Elemental fire effects	Desert
Red Mullin flower	Resisting curses	Underground

Red Wine	Used to dissolve other ingredients; Sleep effects	Any
Red-Capped Toadstools	Contact with outer planes	Swamp, Forest, Underground
Rose flower	Kills Werewolves as if lethal poison; Curing poison	Any
Rose thorns	Turn Undead effect	Any
Rosemary	Knowing and Detecting effects	Any
Rue	Create effects	Any
Saffron	Cureall	Forest IN AUTUMN AND WINTER
Snowdrop flowers	Detection effects, cold effects	Clear, Mountain
Sphagnum Moss	Wound curing	Forest, Swamp, Ruins
Strawberry	Protection, Disease and Food effects	Any
Sunflower seed	Light related effects	
Tamarind seed	Protection effects	Forest, Clear
Tarquine Powder	Travel related effects	Mountain quarries
Thyme	Curing disease and Turn Undead	Any
Unicorn Horn	Powerful curing magic	Obtained from a freshly killed Unicorn OR when a Unicorn sheds its horn for the first time when it matures
Valerian	Sleep effects and friendship with animals, especially all forms of Rat.	Clear
Waxflower flowers	Insects	Any
Waxflower leaves	Food and drink	Any
White Rose flower	Turn Undead against Wraiths	Any
Willow Tree branch	Turn Undead effect, entangling and traps	Forest, River
Wolfsbane	Curse removal, curing lycanthropy, removing Magic Jar effect	Clear, Farmlands IN SUMMER
Yellow Mould powder	Curing disease	Underground
Yellow Mullin flower	Resisting fire effects	Any

REAGENTS

A Magic-User, Elf or Sorcerer may use Arcane Lore and Craft (Reagent) to create physical Reagents. Each Reagent functions in a manner somewhat similarly to a “can only be used once” scroll in that it is a one-use spellcasting item that releases a spell when used and is consumed in the process. Each Reagent stores a single spell, useable or triggered when the Reagent is used. The Reagent is destroyed in the process and the spell appears as if it had been cast by a spellcaster of the minimum level able to cast such a spell.

With enough preparation time, and enough Reagent ingredients, a Magic-User can go adventuring with a profusion of Reagents, each one a spell or spell-like effect safely stored for use when desired.

Using a Reagent counts as spellcasting in whatever combat round it is used. Outside of combat it is a standard action to use a Reagent. Reagents are useable by Magic-Users, Elf characters, Sorcerers and at the GM’s option, Thief characters as per the use scroll rules.

To create a Reagent, a spellcaster must first make an Arcane Lore check successfully; with any modifier the GM imposes. Penalties on the check would be based on whether or not the spellcaster has the spell he wishes to make a Reagent for in their spellbook, whether they are of sufficiently high level to cast the spell for which the Reagent is being made, and if it is a normal spell or something rare, unusual or unique.

Table R1: Cumulative modifiers to Arcane Lore roll to create Reagent

Situation	Modifier to Arcane Lore roll
Increasing the level of the spellcaster who is effectively casting the spell contained in the reagent	-2 per level above the minimum level needed to cast the spell
Spell is imitating a power or special ability of a Monster	-6
Spellcaster already has spell in spellbook	+2
Spellcaster does not have spell in spellbook	-8
Spellcaster has someone else recipe for the Reagent to work from	+3
Spellcaster is creating a new unique effect with this Reagent	-12

Spellcaster is too low level to cast spell in normal fashion	-6
Spellcaster spends 10,000gp on research and experiment relating to creating this Reagent	+4
Spellcaster spends at least one month researching Reagent recipe	+2

Until this Arcane Lore is made successfully, the creator of the Reagent does not have a recipe from which to work, even if they have someone else's recipe. This is because all of the magical arts, including creating and using Reagents, are filled with codes, riddles, cryptic descriptions and unique magical visions which don't automatically translate between individual spellcasters. Someone using Arcane Lore to develop a recipe for a Reagent may only attempt one roll on the skill each game month. Failure means they must spend another month in study and experiment before being allowed to roll again.

However, once the Arcane Lore is passed, the Reagent creator has a recipe. From that point on, they need no longer make an Arcane Lore roll for that recipe. That particular Reagent can then be created with a successful Craft (Reagent) roll.

The Craft (Reagent) roll is not modified in the same way that the Arcane Lore was, because the Arcane Lore process has arrived at a successful recipe for the Reagent.

However, the Reagent recipe must be randomly rolled on the chart below, BEFORE THE CRAFT (REAGENT) ROLL IS MADE, to determine the type of form for the recipe the spellcaster has created. The user of Craft (Reagent) must pay the full cost of the Reagent immediately or the crafting will fail and the Reagent will waste away to ash as it loses potency. This means that the crafter will need to have considerable cash on hand in case the Reagent randomly obtains one of the more expensive forms or one of the rare very expensive enhancements such as Remarkable or Enduring.

Even if the Craft (Reagent) skill check fails, the cost must still be paid since the ingredients have still been used up. A Craft (Reagent) roll can be made no more than once per day and only one Reagent may be created at once. The drain on the creator is too severe to allow the creation of multiple Reagents simultaneously.

A Reagent is magically durable until used no matter what form it takes. A soap bubble is no more delicate than a Magic-User's spellbook, a clay Rune no stronger than the soap bubble.

Table R2: Reagent recipe type

1d100 roll	Recipe type	Effects	Cost
01-10	Bead	Reagent is a necklace bead. Many such beads could be worn on a necklace thread or chain. Using the reagent requires touching the bead which then crumbles to dust.	45gp
11-20	Bone	Reagent is a carved and decorated bone, other than a skull.	96gp
21-25	Bubble	Reagent is an iridescent magical soap bubble	6,000gp
26-28	Cookie	Reagent is a sweet baked biscuit. Crumbling it activates the Reagent. Option: GM can allow taking a bite out of the cookie to activate it.	212gp
29	Dice	Reagent is in the form of a die. Roll 1d6 for number of sides: 1 = Tetrahedron, 2 = Cube ("6 sided dice"), 3 = Octahedron, 4 = Dodecahedron, 5 =	1,115gp

		Icosahedron, 6 = Decahedron. Die are made from ivory, bone or carved stone.	
30-40	Dust	Reagent is a small pouch of finely ground up ingredients.	115gp
41-45	Egg	Reagent is a chemically treated hen or other small bird egg.	65gp
46	Enduring	Reagent is NOT used up after a single use. It can be used once per day, indefinitely. REROLL and combine. <i>Rolling this result multiple times adds 1 each time to the number of times per day the Reagent may be used.</i>	+56,000gp
47	Excellent	Reagent has twice the normal effect in one aspect - damage, duration, etc. REROLL and combine results	+1000gp
48-50	Eye	Reagent resembles a glass or crystal eye.	1,974gp
51-54	Firework	Reagent is a magical firework with a pull string "trigger", exploding harmlessly but spectacularly when used.	7,770gp
55-56	Flag	Reagent is a small	86gp

		very colourful flag. Deliberately waving it activates the Reagent.	
57	Flower	Reagent is an apparently freshly plucked everlasting flower that shrivels to dust when used up.	20gp
58-60	Gem	Reagent is an artificial gemstone cast and hardened by the Craft (Reagent) user.	5,000gp
61-67	Glyph	Reagent is a metallic object shaped into a strange pattern or design. It rusts away to nothing when used up.	5,500gp
68	Gong	Reagent is a small metal gong activated by being struck so as to ring out its sound, and then turns to dust when used.	333gp
69-70	Horn	Reagent is a magical musical horn fashioned from the horn of an animal or monster.	6,740gp
71-73	Key	Reagent is in the form of an ornate metal key	700gp
74	Knot	The Reagent is a knot tied in a short length of colourful handmade string or cloth.	10gp
75	Leaf	Reagent is a dried	3gp

		leaf painted with magical symbols.	
76	Monogram	Reagent is an embroidered pattern on a small square of expensive cloth	3,120gp
77-80	Oil	Reagent is a tiny flask of oil flung out when the Reagent is used.	100gp
81	Orb	Reagent is a glass ball filled with swirling chemicals. Smashing it activates the Reagent.	2,095gp
82	Pearl	Reagent is a small nacreous sphere.	3,660gp
83	Rattle	Reagent is a rattle, a noisemaker that is shaken to activate.	62gp
84	Remarkable	Reagent is reusable a total of 1d4+1 times before being consumed. REROLL and combine results	+10,000gp
85-88	Rune	Reagent is a clay tablet baked into the shape or stamped with the shape of a rune. This rune contains the power of the spell.	1,000gp
89	Scale	Reagent is a glittering reptilian scale	135gp*
90	Scroll	Reagent is a specially made sheet of	150gp

		handmade paper with ingredients embedded in it.	
91	Seed	Reagent is an enchanted seed	465gp
92	Sigil	Reagent is a carved wooden object shaped into an ornate curling form vaguely resembling an ideogram of some sort.	2,750gp
93	Skull	Reagent is a chemically treated and enchanted animal, human or monster skull.	75gp*
94-95	Stone	Reagent is a painted stone.	1gp
96	Tooth	Reagent is a scrimshawed tooth	275gp*
95-97	Trinket	Reagent is a silver charm intricately shaped to resemble a miniature object symbolic of the spell effect.	10,000gp
98-99	Twig	Reagent is a short length of wood carved with runes	8gp
00	Voodoo Doll	Reagent is in the form of a small crude doll with a needle sticking in it. Pulling the needle out and plunging it into the doll activates the reagent.	666gp

*if this item is from a very unusual creature etc. then the GM should adjust this cost accordingly.

The normal nomenclature of a Reagent is: “Rune of Fireball”, “Excellent Glyph of Fireball”, etc. If the spellcaster creating the Reagent is 9th level or above it is common once the Reagents have been seen in use to describe them as “Gloolin’s Rune of Fireball” or “The Iron Wizard’s Glyph of Fireball” and so on.

Once a recipe has been rolled up, that’s it. For that spellcaster, for that recipe and Reagent, that is the form it takes. Craft (Reagent) rolls for that Reagent will always produce the exact same Reagent if successful with the same cost associated with them. If a character wants to try and make a cheaper version of the same Reagent they will need to start from scratch again with the Arcane Lore roll and go through the whole process again.

Spellcasters above 9th level have a small amount of control over the Craft (Reagent) process, enough so that all of their Reagents can have a “signature”. This signature can be a smell or scent, a colour, a sound or some other identifier that all of their personalized Reagents possess.



SNOBBERY

It Matters So Much Somewhere

This supplement uses the basic mechanics of Dark Dungeons (save vs Paralyze / Petrification) in a social sense - being paralyzed emotionally or petrified of reactions from one's peers after acts of social aggression are directed at a character. Also the Etiquette skill, with its requirement to choose Etiquette for a particular culture, now comes into its own.

To preserve the aesthetic of OSR, in this supplement all Social Status effects are localized and optional. That way it can be used or not as a GM sees fit without it having a large ripple effect on the wider campaign. It also reduces snobbery and clique behavior to being something that a character has to "buy into" for it to matter. Although it can be very amusing and challenging. It's also a way to equalize between otherwise utterly imbalanced characters. Not every level 20 or level 36 character is going to be treated with deference awe and respect, and that can be very funny, frustrating and a good nonviolent adventure for people to play out.

Basic Mechanics

Some areas, city-states, kingdoms, baronies, dungeons and monster lairs have such a strict social hierarchy and such obsessive populations that intangible status comes to be more precious and important than magic items, gold, gems or Exalted powers. In such places, Snobbery, or "Le Snob" is everything. These tend to be, but are not always, places where there are ancient bloodlines or aristocracies competing with "nouveau riche" - recently wealthy - bloodlines or groups, and sometimes a third complication is a ruling class or species different from those over whom they rule.

Examples would be:

Extremely decadent and civilized realms that have not had war in their capitals and homelands for generations

A society of Dragons ruling over Dragon-Men, Lizardmen and non-reptilian underclasses

A dungeon ruled over by a single egotistical creature that considers any deviation from its own form and appearance to be inferior

A corrupted region ruled over by an Undead Liege where preservation of existence and intelligence brings with it an extreme paradoxical vanity

Roman and Greek style ancient civilizations

World empires where there is no real opponent capable of bringing down the empire and too many rich people with too little to do other than devote themselves to idle pursuits

“Shame Culture” societies such as medieval Japan, thirteenth century Europe and nineteenth century British Empire

In places where Snobbery exists as a real potent social force, anyone entering the realm, kingdom or empire becomes part of this system of social exclusion. Thus any culture that embraces Snobbery requires characters to generate the following characteristics, and these characteristics are automatically flavored by the culture:

[Culture] Physical Beauty

[Culture] Social Status

Physical Beauty is totally subjective. A human adventurer spending time in a dungeon where intelligent monsters have their own fashions and culture will be judged by their standards, where perhaps emerald green warty skin and folds of fat are the height of sex appeal and smooth pink skin is disgusting and affronting.

However, when a character is first forced to be evaluated for a local culture’s concept of Physical Beauty, the character is entitled to undergo a complete makeover before being judged. Since this process is artificial and somewhat illusory as well as being superficial, one never can tell who or what will make the cut as Beautiful.

For each new culture that embraces the concept of Physical Beauty, the player rolls 3d6 to randomize the character’s Physical Beauty for that culture.

Social Status is an ironbound system of rating all intelligent beings within a culture. It can have many different modifiers and can begin at a reasonably high score, but it is again entirely dependent on the culture within which one functions. It is

irrelevant how high or low it is in a different culture, because the inward-looking insular cultures who use Social Status have no interest whatsoever in what outsiders think or do, except usually to dismiss or ridicule barbaric or savage practices as inferior. Social Status functions exactly like Charisma including offering bonuses. At the GM's option, certain skills, most notable Etiquette (choose), can be rolled on Social Status instead of Charisma. In any culture where Social Status is used, even if Social Status is not replacing Charisma for skill checks, the Social Status bonus (if any) should be applied to all Charisma rolls, and vice versa. Charisma may not inspire some cultures but in such cultures Social Status will. In other words cultures strongly bound by Social Status will shame their people into acting a certain way or avoiding certain activities, for fear of what it would mean in terms of loss of face and so on.

There can be any number of situational modifiers added to a basic Social Status score: +2 with commoners, -1 with tax collectors, +3 with Dwarves, -2 with veterans of the Zognoord Border Wars, and so on. Social Status records a character's history in the culture.

For example, a standard party of adventurers blunders into the valley city-state of Braanstein. Braanstein is a strong oligarchy ruled over by a council of Notables who are the richest, most militarily powerful or best connected people from the valley. They rule over everyone else, control all imports and outside contacts, and set the tone of fashion and manners each season. Beneath this apparent decadence there is a sophisticated tradition of byzantine politics where dinner parties make or break people.

Braanstein Physical Beauty is entirely based on athleticism and classical concepts of beauty. Be you fat, skinny, misshapen or scarred from battle, in Braanstein you are considered ugly, no debate entered into.

To generate a character's Braanstein Physical Beauty therefore the character rolls 3d6 with modifiers as follows:

- 4 for visible scarring
- 2 if the character is overweight
- 2 if the character is underweight
- 2 if the character has tattoos

-1 if the character has any kind of rash or pox

-1 if the character is short

+2 if the character has Charisma of 17

+3 if the character has Charisma of 18 or higher

Braanstein Social Status is entirely centered on local history and connections. No outsider will ever be considered more than an uncouth peasant without strenuous efforts and much roleplaying. All outsiders begin with a Braanstein Social Status of 2, no exceptions. However, that can rapidly change through roleplaying.

A King has a social status of 24 within his culture. Aristocrats such as Human (Noble) have a social status of between 9 and 20. Those connected to the King by blood or marriage will have a social status between 9 and 23. Those who are trusted in a local culture, and looked up to, will have a social status between 6 and 15. Local heroes will have a social status between 12 and 18. Those who are looked down upon or who are the victims of local bigotry will have a Social Status between -4 and 4.

Faux Pas

Any time a character with social status offends against the local customs and etiquette they must immediately roll on Etiquette skill to try and negate the bad effect of their embarrassment on their social status. If the character has Etiquette skill but not for the specific culture in which they committed the faux pas, the Etiquette skill roll is at a -4 penalty. Passing the check means their social status receives a situational modifier, “- 1 with insecure people”. Thus a person who commits a faux pas and makes the Etiquette check and whose social status is 9, now has Social Status 9, - 1 with insecure people.

Failing the Etiquette check means the character must now save vs Paralyse / Petrify. If they make the save, they receive a permanent situational modifier on their Social Status specifically relating to the faux pas, for example “- 1 with fellow guests who attended the Inaugural Victory Ball” or whatever else the GM decides is appropriate.

Failing the Paralyse / Petrify means the character has become socially paralysed, and loses face. Their Social Status for this culture drops by 1, permanently.

The Hydra

Once a character is submerged in a social milieu with Physical Beauty and Social Status there is a constant series of rumours and discussions about them. Somebody somewhere is talking about them in a positive or negative way. This “Hydra” is impossible to kill, its many heads of gossip simply perpetuate ever-wilder rumours.

A character must maintain their social status if it is below 19. At 19 and above unless the character commits a total social faux pas, their social status will not go lower than 19.

Maintaining social status means that at least once per week the character must attend a social function, whether they have been invited or not. If they have not been invited to any they must successfully crash an event. Crashing an event requires an immediate Etiquette check to get in, with a -4 penalty on the roll if they do not have the Etiquette skill for the culture in which they find themselves. Failing that means they have committed a faux pas and must make the check or save against the consequences. Passing the check means they are “in” - for better or worse.

Each week that the character does not attend a social function, they must save vs Paralyse / Petrify or lose a point of social status, unless their social status for that culture is 19 or higher. At 19 or higher their social status doesn't drop but they receive a -1 modifier with people such as those whose event they have skipped out on. For example missing a royal party means their social status is “-1 with nobles”.

The Stab In The Back

Characters can be targeted for character assassination, or indeed attempt to assassinate someone else's character.

This is done by finding a person or group who knows the character to be assassinated. Then through the use of persuasion and Etiquette, and outright lies and innuendo, poison of the social kind is laid against the target.

The target of the slander must then resist its effects. Without realizing quite why, the target must save vs. Paralyse / Petrify. If they pass the roll, nothing happens this time to their social status. However, there is a cumulative “no smoke without fire” effect. Each passed save means the next save is made at a cumulative -1 penalty.

Failing to save against the slander reduces the character’s local social status by 1 permanently.

If the target becomes aware of who is spreading the vicious gossip against them they can answer the challenge in one of three ways.

In Lawful societies they may challenge the slanderer to a duel, sue them in the Royal Court to force them to issue a public retraction, or publish a public announcement of their own to answer the lies.

In Chaotic societies the only option is to challenge the slanderer to a duel to the death.

In Neutral or mixed societies the only options is to sue in the Royal Court.

Duelling does not affect the social status of either party. However, if the target survives the duel and the slanderer is defeated or killed the target is immune to any further slander attempts for 1d6 game months.

Royal Court proceedings take months or years. However, they temporarily negate any social status effects of the slander. If the target of the slander wins, their social status in that culture improves by 2 permanently. If they lose, it is reduced by 3 permanently and receives a further modifier “-2 with commoners”.

Public Announcements require both the slanderer and the target to make competing Etiquette checks. If both pass their checks, no harm is done to the target’s social status and the slanderer receives a modifier “-1 with commoners”. If both fail their checks, both receive “-1 with commoners”. If the target fails their check and the slanderer passes, the target immediately loses 1 from their local social status, no roll allowed.

Oil, Water and the Bridge

To address any lack of invitations to social functions, a character can simply hold their own. The risk is that no one turns up. A character must spend 1000gp for every point of social status they have in the culture, minimum expenditure 1000gp. They must then make an unmodified check on their social status. Each point by which they pass the check means 1d4 guests arrive to the function. Minimum number of attendees is 1d4. This means the event is successful. The character may then attempt to improve their social status by being the center of attention (check on social status), by being witty and charming (check on intelligence) or by being a charming raconteur (skill check or checks set by GM). It could also be a party where dancing is involved in which case Perform (Dance) would also be a way to earn social status.

For each such successful check the character has a 10% chance of earning 1 point of local social status, or may at the GM's sole decision automatically earn a suitable +1 modifier with an appropriate class of local people.

The Sledgehammer

Sometimes there is a time and place where snobbery, social status and local custom cut right across what the player or character find acceptable. In those times it is inevitable that the character will be out of step with local culture. When this happens the character is entitled to make an impassioned speech.

The GM must then call for a save vs. Paralyse / Petrify. Failure means the character is reduced to local social status ZERO immediately. Success means they lose 1d4 local social status to a minimum of zero, and will also receive a -4 social status modifier with an appropriate type of local as set by the GM.

It's inevitable at some point that adventuring heroes (or villains) will end up having this happen to them. Make Etiquette checks, make the mandatory roll above, but the main thing is - ROLEPLAY it out.

Addendum to Chapter 7: Spells & Spellcasting



Ool's Spallbok

Ool was an extremely powerful Magic-User who eventually disappeared after constant experimentation with magics affecting time and space. It is believed that one day soon, after an absence of forty years, he will return to share new wonders of his artistic magic with the world.

Ool's spells are found only in copies of his "Spallbok" (spellbook) and on rare scrolls recording a single one of the spells. His spells exceed all normal parameters. Where one of his spells breaks the "normal" "rules" for Magic-Users it is noted with the description.

Ool's Bleachball

Magic-User 3, Elf 3

Target: 20' splash radius

Range: 240'

Duration: Instant

The spell creates a small glob of incredibly powerful alkali liquid that shoots out to the target point then splashes everywhere in a 20' radius. This bleach is so strong that it does 1d6 damage per level of the caster, to a maximum of 20d6 alkali (NOT acid) damage for mortal spellcasters to each target in the affected area. Creatures that make a successful save vs Spells take half damage. Note that immunity to acid has no effect on this alkali effect.

Ool's Deflection

Magic-User 10, Elf 10

Target: Self

Range: Self

Duration: 1 day

Cast at the beginning of the day, the spell lasts for the whole of that day and no longer, so casting it later in the day could be somewhat of a waste. The spell deflects all *Energy Drain* attacks that would normally affect the character on to a random target within 600' of the caster. The effect deflects ALL such level draining effects, for the whole of the day.

Level 10 Magic-User spells are useable once per day for every 12 full levels the caster possesses and do not become available to the caster until they have attained 23rd level. Level 10 Elf spells are useable once per day for every 12 full levels of the caster and do not become available to the caster until they have attained 24th level.

Ool's Fertility Force

Magic-User 4, Elf 4

Target: one living being

Range: 30'

Duration: 4 rounds

This spell turns a single character or monster into an equivalent number of Human (Bandit). For example a 10th level character would turn into ten individual 5 hp Bandits. A monster with 11 hit dice would turn into eleven individual 5 hp bandits. In the event of any fractions the number of bandits the target turns into is rounded down. The bandits are not loyal to the caster, they do not automatically fight for the caster and they may well simply continue any hostility that the target had prior to the spell taking effect. The bandits have no special powers they are literally like normal Human (Bandit) creatures. Only their colouration and dress might provide a clue as to their true nature as temporary polymorph conjurations.

At the expiry of the spell the target reverts to their normal form. If during the spell effect all of the bandits are killed, the target returns to their normal form with 1 hp in a dazed state. The spell will not work on any target that has more levels or hit

dice than the spellcaster. The target is allowed to save vs Spells to resist, if successful the spell fails.

Ool's Forlorn Ethereal Encystment

Magic-User 8, Elf 8

Target: one living being

Range: 360'

Duration: Special (Permanent)

This spell throws a single character in range into the Ethereal Plane immediately, no save allowed. The character pops into the middle of an air-free 10' diameter sphere, outside of which is a thick 2' skin of Aether, beyond which is the normal Ethereal Plane. The Encystment within which the character is placed requires 10,000 structure points to be penetrated, after which a 1' diameter hole has been made in the sphere. Widening the hole to 2' diameter requires another 10,000 points of damage to be done to the sphere.

Nothing particularly nasty happens to Encysted characters, but they are imprisoned inside a very small space permanently until the caster chooses to release them back to the Prime plane, until they free themselves or until they are rescued. Throwing a creature that is larger than 10' into the Encystment causes the Encystment to expand in increments of 10' until it is just snug enough to accommodate them.

Ool's Immolation

Magic-User 1, Elf 1

Target: one living being

Range: 150'

Duration: Special

This spell sets a single object, character or monster on fire, immediately inflicting 1d6 heat and fire damage to the target. If the target does not immediately extinguish the fire, it continues to burn, inflicting 1d4 plus extra damage equal to the caster's level as damage per round from then on until the target is destroyed or the fire is extinguished. For each full 5 levels the spellcaster has above first, the initial fire causes an extra 1d4 damage when it begins. For example a 6th level Elf would inflict initial Immolation damage of 1d6+1d4, and 1d4+6 damage each

round from then on. If the target moves out of the initial range of the spell, the fire continues. The range is merely the range to begin the Immolation.

Ool's Refrigeration

Magic-User 4, not available to Elf spellcasters

Target: One corpse

Range: Touch

Duration: Permanent

The spell places a cooling aura on one dead body. The body will no longer decay and the normal time limits for *Raise Dead* and similar spells no longer apply. The body will remain inert and incorruptible until *Raised*, for centuries if need be.

Ool's Space-Time Cube

Magic-User 12, not available to Elf spellcasters

Target: Self

Range: Self

Duration: 12 combat rounds

The spell creates a 10' cube centered on the caster. The cube is apparently composed of the Void, with each side of the cube showing a different space vista. No attack or hostile effect reaches the caster, instead vanishing harmlessly into the Void. The caster can make a touch attack on a target and if successful the target is also hurled into the Void, with no save or check allowed to avoid it. The spacewarp that achieves this effect is absolutely one-way so living beings hurled into the Void are in space, unprotected, with no way to immediately return. All effects of the Void apply to those spacewarped.

Level 12 Magic-User spells are useable once per day for every 14 full levels the caster possesses and do not become available to the caster until they have attained 32nd level. 12th level spells are powerful enough to affect Immortals whether Immortal wishes them to or not and apply, with any lack of saves or other automatic effects, to Immortals just as they do to mortals. A Magic-User casting 12th level spells loses 2 Constitution points temporarily, with all adjustments applicable, for each such spell cast. Lost Constitution is regained at the rate of 1 point per full day of total rest (no travelling, no fighting, no adventuring, no study).

Power Word Pleasure

Magic-User 8, Elf 8

Target: One creature

Range: 120'

Duration: Special

This spell causes the target to experience waves of intense unbearable pleasure with no saving throw. Creatures with 35 or fewer hit points collapse and are stunned for 2d6 x 12 minutes. Creatures with 36-70 hit points are stunned for 1d6 x 12 minutes. Creatures with 71+ hit points are stunned for 12 minutes.

Summon Succubus

Magic-User 8, Elf 8

Target: Special

Range: 120'

Duration: 8 rounds

This spell summons a Succubus. The Succubus is temporarily under the command of the caster, at least for as long as the spell lasts. The Succubus can be commanded to fight, aid the spellcaster or simply be their escort until the spell expires. At the expiration of this spell the Succubus is dismissed magically however it can attempt to remain to take revenge on the spellcaster for having the nerve to summon it and enslave it. The Succubus has a base percent chance of remaining rather than being dismissed equal to its Power Points at the time the spell expires. If the Succubus makes this roll it remains and most often fights the spellcaster to the death. If the spellcaster has summoned the Succubus and not had it do anything violent nor shown it any particular disrespect, if the Succubus remains the caster can try and sweet talk the Demon using skills, bribes and blandishments. Failing in this negotiation results in the Succubus attacking the spellcaster.

Addendum to Chapter 9: Dungeon Delving

Dungeon Randomiser

The charts below can be used to randomize a complete dungeon for immediate use, or used to flesh out an existing basic idea, for example an abandoned village or flooded tomb. It's entirely up to the GM how and when to use them. At the end of this chapter there are Wandering Monster charts that have been customized for use as per the instructions on page 130 of the deluxe hardcover edition of Dark Dungeons.

Table DR-1: Type of Dungeon

2d6 roll	Type
2	Open air maze. For nature of walls roll 1d8. 1 = walls are thick hedges able to withstand 30 hp damage per 10' cube before being cleared away. 2 = walls are 10' thick stone. 3 = walls are magical thorn plants that act as a combination of <i>Hold</i> and <i>Sleep</i> spells to anyone stupid enough to go into them or attack them. 4 = walls are transparent forcefields. 5 = walls are rosebushes. In addition to the effect of thick hedge (can withstand 30 hp damage per 10' cube) they also have Giant Bees living in them which attack anyone who attacks their rose bushes. 6 = walls are metal panels able to withstand 1000 hp before being cleared away. 7 = walls are mirrors. Smashing them causes 10d6 damage to anyone within 10' of the 10' panel smashed. Behind each panel is a 10' cube of solid glass that takes 100 hp before being destroyed and which inflicts 10d6 shrapnel damage within 10' for each 10 hp damage it suffers. 8 = thick hedges with stone benches every 100'.
3	Open air ruins. Roll 1d12: 1 = ruined village; 2 = ruined temple; 3 = ruined castle; 4 = ruined town; 5 = ruined city; 6 = ruined aboveground area of a mine; 7 = ruined gardens; 8 = ruined burial ground; 9 = ruined standing stones; 10 = ruined nonhuman settlement; 11 = ruined causeway, bridge or other large structure; 12 = reroll twice and combine. Rolling multiple settlements eg village and city means there are two separate areas linked by overgrown roads, ruined bridges or other shattered travel options.
4	Sewers. Stone walls, all passageways have flowing liquid in a central

	channel, canal or gutter. Drinking the liquid inflicts the effect of a Queen Dragon's <i>disease</i> breath weapon, save allowed.
5	Temple. Roll 1d6. 1,2,3 = Temple still occupied. Cult, Sect, Religion or Guild is active in the Temple in addition to whatever Wandering Monsters are encountered. To determine nature of the Temple, Guild etc. roll on the Dungeon Organisation chart below. 4,5,6 = Temple has long since been abandoned.
6	Megalithic Structure. Roll 1d8: 1 = Pyramid; 2 = Step Pyramid; 3 = Colossus (gigantic humanoid statue); 4 = giant sphere; 5 = giant cube; 6 = Circle of Standing Stones with accompanying underground tunnels; 7 = artificial hill or mountain with accompanying underground tunnels; 8 = Tower or Lighthouse
7	Underground Complex - a network of tunnels. Roll 1d12 for how many levels there are below ground.
8	Mine. Roll 1d8. 1,2,3,4 = Mine long since abandoned. 5,6 = Dwarf mine, still occupied by Dwarves as well as whatever Wandering Monsters are encountered. 7 = Mine active, run by humans. 8 = Mine active, run by monsters under the control of an intelligent boss monster. Roll 1d20 for how many levels there are below ground. There will also be a surface level consisting of 2d6 buildings tightly grouped together.
9	Caves - a network of caverns and connecting tunnels. Roll 1d20 for how many levels there are below ground.
10	Artificial - this is a deliberately made death trap with a maze of corridors and rooms. The original purpose for which it was made varies: roll 1d20. 1 = prison; 2 = lair of a powerful Undead; 3 = tomb complex with cult temple; 4 = Magic-User's headquarters; 5 = Cleric's headquarters; 6 = Guild headquarters; 7 = arena intended to be stocked with victims for the amusement of an audience; 8 = labyrinth to imprison an extremely powerful monster; 9 = Winchester House: a mad person continually randomly added new rooms and corridors before finally dying with the whole mess unfinished; 10 = a bunker or hiding place for a powerful character; 11 = a library; 12 = a bank or storehouse; 13 = the final refuge of a now extinct intelligent race; 14 = the access tunnels for a colossal machine still buried deep underground; 15 = the nest of a race of insects or arachnids of some kind; 16 = the home of a race of subterraneans, possibly of a species never before encountered; 17 = Dwarven citadel; 18 = Halfling burial grounds from their long lost high culture period; 19 = A gigantic trap to lead intelligent and curious victims ever deeper for some particularly unpleasant and fatal purpose; 20 = a secret storage place for an Immortal's knick knacks for when they are adventuring in Mortal Form on the Prime plane. Roll 1d20 for how many levels the dungeon has in total.

11	Flooded - the entire dungeon is underwater. Roll 1d6: 1 = corridors and rooms are formed of living coral or compacted limestone (50% chance of each); the dungeon is formed from the smooth tunnels left behind by a gigantic aquatic worm; 3 = the dungeon was created by an aquatic race. Reroll for type of dungeon but it is totally flooded and deep underwater. If in an area way from seas and ocean, a giant pit has been flooded sufficient to cover the entire dungeon to a depth of 1d100 feet; 4 = the dungeon and its immediate surrounding area is basically a swamp, with the dungeon itself flooded to a level of 1d8 feet; 5 = the dungeon is above ground, but random sections of it seal off and flood apparently at random. There is some sort of control room to flood the whole dungeon or drown the whole dungeon but the control room is hidden away; 6 = the dungeon is under or behind a waterfall, geyser or huge fountain. The dungeon is flooded throughout to an average depth of 1d8 feet. Roll 1d12 for how many levels the dungeon has in total. All levels below the first are completely flooded.
12	Giant vehicle - a skysailing ship, huge land dreadnaught, ocean galleon or similar large vehicle. It will have 1d100+20 total locations / rooms plus decks and corridors connecting them all.

Table DR-2: Dungeon Organisation

1d20 roll	Result
1	Evil cult. Normal members are clerics, led by a high level cleric.
2	Evil cult. Led by a cleric but members are all sorts of humans and demihumans. Supported by monster friendly to the cult.
3	Cult. More or less Neutral in alignment it lives to serve its Immortal in all things. Led by a cleric, members include all types of race and monster.
4	Cult of Chaos. Hostile to outsiders. Led by a cleric, membership divided into Fighters, Clerics, a handful of Magic-Users, a handful of other classes. Also has Undead and monster members as heavy support.
5	Cult of Law. Led by a cleric, members include all types of class and all race provided they are aligned with Law. They are most likely attempting to totally clean out the dungeon of all evil.
6	Thieves' Guild. All members are Thief class with a small number of other classes hired to help them out. This is a hostile organized crime group and it will attack outsiders on sight.
7	Large adventuring party. This is an adventuring party that has spent a fortune on hirelings, brought along relatives and camp followers and is settling in to totally take over the dungeon either to use as

	their stronghold or because they think there is some other profitable reason.
8	Knights on a Quest. The Knights and their supporting adventurers all belong to a specific Cult or Holy Order. If evil they are most likely trying to help preserve the monsters of the dungeon; if good they are on a never ending quest to totally clean out the dungeon. There is a 10% chance that the Knights are simply using the dungeon for sport and have no interest in anything beyond going on monster hunts, feasting, jousting and having a good time.
9	Elemental Cult. This is a cult with mixed membership all of whom worship an Element as a god. Typical Elemental Cults include Fire, Water, Air, Earth, Ice, Lava, Shadow and Nature.
10	College Expedition. This is a large well organized group from a College or University carrying out academic research in the dungeon. They will have a mercenary adventurer party along for protection.
11	Lost Race. This cult is the last surviving remnant of the original inhabitants of the area. They will look and dress very distinctively.
12	Trappers. This is an organized large group of hunters and trappers collecting rare materials from the local monsters they kill. Somewhere nearby they will have a stash of furs, skins, teeth, horns, eyes and heaven knows what else.
13	Prisoners. This is a group of exiles or prisoners for whom the dungeon is their place of imprisonment or exile. There may be guards keeping an eye on them, monsters spellbound to guard them or some magical process keeping them there. There are sufficient prisoners or exiles for them to have formed their own sad subculture.
14	Fans or Groupies. This is a large assortment of very odd humans and demihumans all of whom are “fans” of the dungeon or some particular monster or aspect of it. They spend their time in the dungeon despite the risks and despite most of them not being equal to the challenge of survival there. Effectively, a very peculiar and possibly somewhat suicidal cult.
15	Fanatics. A sinister order of spectacularly clad clerics devoted to an evil force that lurks within the dungeon somewhere.
16	Monster Cult. Reroll for type but it is composed of members of a nonhuman race such as Dragonians, Medusae or Gnomes. If this is rolled again, then two or more different races all belong to the same weird cult.
17	Wizard’s Guild. This is a group of Magic-Users who all use the same set of spells, skills and also dress almost identically.
18	Demon and its followers.

19	Dragon and its followers.
20	Immortal servitors. This cult's members are agents of a specific Immortal doing its bidding for a specific purpose. Like all such people they will be at best cryptic and at worst murderously secretive about whatever it is they are doing.



Dungeons with only one level or no specified number of levels have $1d20+3$ rooms and a $1d10 \times 10'$ corridor connecting each room unless the description specifies a number of rooms or you roll enough corridors to complete your map..

Multiple level dungeons that don't specify a number of rooms have $2d12$ rooms or locations on each of their levels and a $1d10 \times 10'$ corridor connecting each room unless you roll enough corridors to complete your map.

When rolling random rooms if a corridor is rolled instead, that replaces a room from the total number.

The depth of solid earth, rock, mud, elemental matter, wood or coral etc. between each level of a dungeon is 75% likely to be the same for all levels of the same dungeon, otherwise it is randomized for each between layer. The depth between two layers is $1d10 \times 15'$.

Open air corridors are paths, roads or trails. Open air rooms are either rooms within a building or areas like forest clearings, huge holes in giant trees, or caves.

To map a Dungeon, grab some paper, graph paper if available to make it easier (assign one square of graph to equal 10' in scale) and start drawing it up. If you need extra corridors or rooms to connect everything up, just keep rolling them until you have it complete.

Absent any other idea or indication, the first location rolled up on the first level of the dungeon is the entry point.

Table DR-3: Dungeon rooms and corridors

D100 roll	Result
01	Spherical room with bridge from side to the other. Diameter is 1d100 x 10'.
02	Spherical room with walkway along the edge. Diameter is 1d100 x 10'.
03	Spherical room with central staircase. Diameter is 1d100 x 10'.
04	Spherical room with no easy means of crossing other than to slide across its curved surface. Diameter is 1d100 x 100'.
05	10' cube room, one door in and out.
06	10' cube room, two doors opposite each other.
07	10' cube room, 1d6 doors, each one on a different side of the room including ceiling and floor if necessary.
08	1d100 x 10' long straight corridor.
09	1d100 x 10' long T-intersection corridor. Each arm of the T is 1d100 x 10' long.
10	Rectangular room 1d100 x 10' by 1d10 x 10'.
11	Hexagonal room each side is 1d100 x 10' long.
12	Octagonal room each side is 1d100 x 10' long.
13	Decagonal room each side is 1d100 x 10' long.
14	Dodecagonal room each side is 1d100 x 10' long.
15	Icosagonal (20 sided) room each side is 1d100 x 10' long.
16	Octahedral room with 1d8 doors, each set into a different wall, including ceiling and floor if necessary. Diameter is 1d100 x 10'.
17	Dodecahedral room with 1d12 doors, each set into a different wall, including ceiling and floor if necessary. Diameter is 2d100 x 10'.
18	Icosahedral room with 1d20 doors, each set into a different wall, including ceiling and floor if necessary. Diameter is 2d100 x 10'.
19	U-shaped corridor, each arm of the U is 1d100 x 10' long.
20	Z-shaped corridor, each arm of the Z is 1d100 x 10' long.
21	Four-way intersection. Each of the four paths is the same length and that length is 1d20 x 10'.

22	Set of steps. If the dungeon only has one level the steps lead to a lookout or small mezzanine then back down again. If the dungeon has more than one level the steps lead to the next level down. Note that this also means the next level down have steps at a corresponding location leading up.
23	Square room with each wall 1d100 x 12' long. In or near the middle of the room is a piece of Dungeon Furniture - roll on the appropriate chart.
24	Circular room of diameter 1d100 x 12'.
25	Triangular room each side is 1d100 x 10' long. There is only one door in and out.
26	Triangular room each side is 1d100 x 10' long. There is a door set into each of the faces of its walls.
27	L-shaped room, each arm of the L is 1d100 x 10' long.
28	F-shaped room, each arm of the F is 1d100 x 10' long.
29	L-shaped corridor turning right, each arm of the L is 1d100 x 15' long.
30	L-shaped corridor turning left, each arm of the L is 1d100 x 15' long.
31	Triangular intersection. Each path leading off is the same length, 1d100 x 10' long.
32	Square room each wall is 1d100 x 25' long. The room is set up to serve a purpose. Roll on Room Purpose table below.
33	Room or corridor is fitted with gutters. Roll for contents of gutters on Dungeon Liquids table below, and reroll room or corridor on this chart. Rolling this entry more than once means there is more than one gutter filled with potentially more than one liquid.
34	Irregular room. Each of its four walls is a different length. Roll 1d100 x 1d12 x 10 for the length of each wall.
35	Vaulted corridor or room. Reroll but its ceiling is 1d100 x 12' high. If on ground level this indicates a massive buttress, chimney or tower overhead. If underground this may indicate a huge shaft leading up into the open air.
36	Undoored rectangular room. Longer walls are 1d100 x 12' long and shorter walls are half the longer walls length. Archways or openings lead into the room from each of its shorter walls.
37	Undoored rectangular room. Longer walls are 1d100 x 12' long and shorter walls are half the longer walls length. Archways or openings lead into the room from each of its longer walls.
38	Undoored rectangular room. Longer walls are 1d100 x 12' long and shorter walls are half the longer walls length. Archways or openings lead into the room two of its walls, randomize which walls have the openings.

39	Lower corridor. Corridor gently slopes down to a point 1d100 feet lower than either end. Length of corridor is 1d100 x 25'.
40	Higher corridor. Corridor gently slopes up to a rise 1d100 feet higher than either end. Length of corridor is 1d100 x 25'.
41	Zig-zag corridor. Corridor has 1d10+2 zig-zag bends or corners. Each section of the corridor is 1d100 x 10' long.
42	Pillars: room or corridor has supporting pillars along its walls. Reroll for type of corridor or room. Rolling this result more than once indicates the pillars are more massive, more ornate, include arches and buttresses and so on.
43	Rectangular room with alcoves or antechambers. The basic rectangular room has long sides of 1d100 x 20 feet, shorter sides of 1d100 x 10 feet. The room also has 1d4 other rooms or corridors leading directly off it via openings, archways or short flights of steps, no doors within the room. Roll the other rooms / antechambers on this chart and add them to the total open area of the room. Each of the antechambers has a 10% chance of being connected via a door to still another room or corridor. This adds to the total number of areas in the dungeon. Each of the antechambers is on a different wall of the main room.
44	Cruciform room. The main room is a rectangle with longer walls of length 1d100 x 30 feet. Its shorter walls are 1d100 % of this length to a minimum of 10 feet. One wall is the entrance from the rest of the dungeon. Each of the other three walls has an archway or door (50% chance of each per wall) leading to a square room with walls of length 1d100 x 10'.
45	Raised block floor. The room or corridor has interspersed raised stone blocks requiring Dexterity checks to cross safely. The drop between the raised blocks is 1d100 x 100' deep. This may or may not mean it leads to a lower level of the dungeon, or it may mean it is a pitfall deathtrap or that a monster roves around down there eating whatever falls in. Reroll for type of room or corridor. Rerolling this result adds another 1d100 x 100' to the depth of the drop between the stone blocks. Since the blocks are pillars rising from the floor far below, once someone falls, if they survive they can climb all the way back up.
46	Sloping floor. The floor of this area tilts at an angle of 1d100 degrees from true towards the far end of the area. Reroll for type of room or corridor. If this result is rolled again, the area has two or more different slopes making the whole region completely uneven and almost impossible to cross safely on foot.
47	Circular corridor (tube). Length is 1d100 x 20'.
48	Room or corridor with pipes set into ceiling. Reroll for type of room or corridor. Rolling this result means more and more pipes cover

	the ceiling, walls, even the floor if this is rolled four or more times. The pipes are metallic and take 100 hp before breaking open. Roll on Dungeon Liquids table for what the pipes contain.
49	Square room of wall length 1d100 x 30'. 1d4 total doors including the door leading into the room.
50	Square room of wall length 1d10 x 100'. Single door connecting the room to the rest of the dungeon.
51	Rectangular room with walls 1d10 x 20' on their longer side, shorter sides are half this length. 1d4 doors connect it to the rest of the dungeon.
52	Square room of wall length 1d100 x 30'. 1d4 total archways (no doors) including the opening leading into the room.
53	Square room of wall length 1d10 x 100'. Single archway connecting the room to the rest of the dungeon.
54	Rectangular room with walls 1d10 x 20' on their longer side, shorter sides are half this length. 1d4 archways (no doors) connect it to the rest of the dungeon.
55	1d100 x 20' diameter circular room with Dungeon Furniture in its center.
56	1d100 x 20' square room with 1d4 items of Dungeon Furniture in it.
57	1d100 x 20' diameter circular room with 1d4 items of Dungeon Furniture in it.
58	1d100 x 20' square room with 1 item of Dungeon Furniture in it.
59	1d100 x 15' length of corridor whose floor is a metallic catwalk. Through this grille the next level of the dungeon down, if any, is visible. And likewise things down there can look up and see the adventurers. The catwalk makes moving silently 75% more difficult than usual.
60	1d100 x 5' length of corridor with a disorienting effect. People passing through it are turned to face a random direction. This is not automatically noticeable.
61	Four-way intersection. Each path leading from it is the same length, 1d100 x 100'. The intersection has a disorienting effect. People entering it are turned to face a random direction. This is not automatically noticeable.
62	Irregular shaped room with 1d6+3 walls. Each wall is a random length of 1d100 x 10'.
63	Irregular corridor of length 1d100 x 10'. Each 10' of its length is a different width of 1d100 feet.
64	25' long corridor.
65	25' square room.
66	25' x 50' rectangular room.

67	30' long corridor.
68	90' square room.
69	40' long corridor.
70	Y-shaped corridor. Each arm of the Y is 1d100 x 10' long.
71	Staircase. If the dungeon is one level or ground level this staircase goes down to a single room or corridor, reroll for which one. For multi-level dungeons this staircase goes down one level of the dungeon. Rolling staircase again makes the staircase go deeper. For multi-level dungeons note where this staircase terminates on a lower level.
72	Bridge. The bridge is 1d100 x 20' long. It crosses an area that falls away to a depth of 1d100 x 30 feet. This will if there are lower dungeon levels lead down to whatever level below such a depth of fall would take a character to. The chamber through which the bridge passes has walls of length equal to the bridge. The distance on each side of the bridge to these walls is 1d100 x 30 feet. There is a 75% chance that the distance is the same for both sides of the bridge otherwise roll two separate distances.
73	Ropes. This area requires the characters to fly across a gulf or swing across ropes to get to the other side. The area is 1d100 x 20' long. There is a rope every 1d20 feet, equidistant from each other. It crosses an area that falls away to a depth of 1d100 x 30 feet. This will if there are lower dungeon levels lead down to whatever level below such a depth of fall would take a character to. The distance on each side of the line of ropes to these walls is 1d100 x 30 feet. There is a 75% chance that the distance is the same for all ropes otherwise each rope is closer or further away from one of the walls.
74	Trolley or mine cart. This is a corridor of length 1d100 x 100' which is set with a rail and has an empty cart, mine cart or trolley at the end the adventurers first enter. The cart can hold up to four people of human size at a time. The act of getting into the cart sets it in motion and every person after the first who gets in must make a Dexterity check to leap in or be left behind. The corridor slopes downwards making the cart race through the distance at a Speed of 120'. At the far end there is a wooden barrier that stops the cart and inflicts 1d8 hits damage on all occupants unless they make a Dexterity check at -4 to leap out in time. When the cart is empty it falls through a trapdoor and 1d6 rounds later rolls out of another trapdoor at the top of the corridor where it was first found.
75	Hand operated winch elevator. This pad or cage goes down 1d100 x 100'. If this is too deep for another level of the dungeon, or the dungeon doesn't have multiple levels, it goes down to a single random room or corridor.

76	60' x 30' room.
77	30' x 20' room.
78	25' a side hexagonal room.
79	100' x 1d100 x 10' room.
80	Catacomb. A room or rough hewn cave 1d100 x 25' long, and 1d100 x 10' wide, whose walls are covered with deep slots or shelves in which are deposited the corpses, mummies or bones of the dead. Archways connect the room to the rest of the dungeon at each end.
81	H-shaped corridor section. Each arm of the H is 1d100 x 10' long.
82	25' x 75' room.
83	Stepped room. Room is 1d100 x 10' long for each wall. 1d8 steps lead down from around the edge of the room to the middle.
84	Stepped room. Room is 1d100 x 10' long for each wall. 1d8 steps lead up from around the edge of the room to the middle.
85	Mining area. A room of 1d10+2 sides, each 1d100 x 20' long, has signs of substantial digging and excavating, with a rough hewn hole in one wall 1d100 x 5' deep and 50% of the width of that wall wide.
86	20' x 1d100 + 9' rectangular room.
87	1d100 x 5' cube room, entirely filled with a Gelatinous Cube.
88	1d100 x 5' cube room
89	Area has a weird hum. Reroll for type of room or corridor. Rolling this result again means the hum is twice as loud each time it is rerolled.
90	1d100 x 5' square room or closet.
91	50' x 80' room.
92	30' on each side triangular room.
93	Decorated area. Reroll for type of room or corridor but this area has some sort of permanent decoration set into the walls. Roll 1d12 for type: 1 = statues; 2 = frescoes; 3 = stucco paintings; 4 = stained glass panels; 5 = metal torch holders; 6 = suits of armour; 7 = stuffed and mounted heads; 8 = weapons bolted to the walls; 9 = shields bolted to the walls; 10 = a map of the night sky constellations on the ceiling; 11 = oil paintings; 12 = tribal masks. If this result is rerolled again combine random results.
94	Smoky area. Reroll for type of room or corridor. Area is filled with clouds of non-fatal but choking smoke.
95	Swarm area. This area is the home to a nest of aggressive insects that act as the equivalent of a Creeping Doom spell. Reroll for type of corridor or room.
96	Ethereal area. This area naturally overlaps with the Ethereal Plane. Reroll for type of room or corridor.

97	100' square room.
98	80' square room.
99	20' x 30' room containing plants, fungi, lichen or a mushroom or plant type monster.
100	Area with 1d10 short corridors each 1d10+10' long, interconnected to each other via a central irregularly shaped area 3d10 feet in rough diameter.

Unless something in the descriptions of Dungeon Rooms and Corridors provides measurements, all corridors are assumed to be 10' wide, all ceiling are 1d3 x 10' high in that section of a dungeon. For Dwarf, Halfling, Goblin and Gnome and similar smaller races' dungeons, halve all measurements given. For larger than human size monsters' dungeons, double all measurements given.

Each room has a 10% chance of having Dungeon Furniture in it, unless the description tells you it already has Dungeon Furniture.

Each room and corridor has a 5% chance of being trapped.

Table DR-4: Dungeon Furniture

1d100 roll	Result
1	Sacrificial altar
2	Fountain. Roll on Dungeon Liquids for what it gushes forth
3	Bookshelf
4	Statue. 25% chance it is actually a Gargoyle, Stone Golem or Construct
5	Statue
6	Tapestry on wall
7	Fireplace
8	Table and benches
9	Large book on huge wooden stand
10	Large cage
11	Chains and manacles set into wall
12	Pile of rags and bones
13	Trophy case
14	Vending machine. If this is too silly for your world, Wardrobe.
15	Wardrobe
16	Built-in closets
17	Full length mirror

18	Giant carved face set into wall
19	Giant carved head (Olmec style)
20	Huge stone ball
21	Huge metal ball
22	Large chains
23	Trapdoor
24	Chimney
25	Comfy chair
26	Throne
27	Magical glowing lamps set in walls
28	Slave chained up
29	Pile of corpses
30	Kennels
31	Water Clock - roll on Dungeon Liquids for what it is running on
32	Cooking pit
33	Torture Rack
34	Iron Maiden
35	Small chest
36	Large chest
37	Small crate
38	Large crate
39	Bed
40	Sarcophagus
41	Coffin
42	Pentacle on floor
43	Pentacle on wall
44	Fire pit
45	Pool - roll for what it contains on Dungeon Liquids
46	Goldfish Pond
47	Plants in a barrel or planter
48	Keg
49	Table and Chairs
50	Sleeping Cots for 2d4 people
51	Mosaic set into floor
52	Giant chess set
53	1d6 victims of petrification
54	Workshop Bench covered in bits and pieces
55	Whipping Post
56	Giant Spider Web
57	Vase
58	Urn
59	Bowl

60	Metal Dish
61	Weapons rack containing 2d6 weapons
62	Large leather sack
63	Small leather sack
64	Orrery
65	1 d6 levers set into the wall
66	1 d4 wheels set into the wall
67	1 d6 buttons set into the wall
68	Small slot in the wall. Whatever is placed in the slot disappears forever.
69	Metal hoop set high up on one wall
70	Swimming Pool
71	Spa with magical bubbling Jacuzzi action
72	Bubbling pool - roll for liquid type on Dungeon Liquids
73	Gate - decorated archway or circle marking out the perimeter of the <i>Gate</i> spell effect
74	Wishing Well
75	Table set with cold cuts, cheese and bread
76	Oil Painting hanging on wall
77	Banner hanging from ceiling
78	Candelabra
79	Chandelier
80	Obelisk
81	Shelf of bottles and tankards
82	Bar or counter with seats in front of it
83	Feast Table
84	Pews and a religious statue or idol
85	Angel Statue
86	Huge demonic idol
87	1 d4 Cages hanging from the ceiling
88	Hot Coals with brands and torture implements heating up in them
89	Execution Block
90	Hanging Scaffold
91	Sacks of grain
92	Rug
93	Broken weapons and armour
94	Piles of rubbish
95	Cupboard
96	Tap and Sink
97	Bathtub
98	Couch
99	Large blood-stained rock
00	1 d6 Monster Eggs

Table DR-5: Dungeon Liquids

3d10 roll	Result
3	Blood
4	Pus
5	Fresh Water
6	Salt Water
7	Black Pudding
8	Random Magical Potion
9	Brackish Water - safe to drink but doesn't taste good
10	Mineral Water - 50% chance it is poisonous otherwise treat as Brackish
11	Paint, randomize colour or shade
12	Lava
13	Acid
14	Bleach
15	Boiling Fresh Water
16	Green Slime
17	Liquefied Gelatinous Cube
18	Red Powder in water
19	Magical solution that turns into a Cloudkill Spell if disturbed
20	Ochre Jelly
21	Whiskey
22	Grey Ooze
23	Rum
24	Beer
25	Milk
26	Flavoured Milk. Roll 1d12 for type: 1 = Chocolate, 2 = Strawberry, 3 = Banana, 4 = Coffee, 5 = Vanilla, 6 = Pineapple, 7 = Malted, 8 = Choc Malt, 9 = Vanilla Malt, 10 = Lime, 11 = Orange, 12 = Raspberry
27	Fizzy Drink. Roll 1d12 for type: 1-5 = Cola, 6 = Orange, 7 = Lemon, 8 = Tonic Water, 9 = Mineral Water, 10 = Apple, 11 = Grape, 12 = Cherry
28	Soy Milk
29	Soup. Roll 1d12 for type: 1 = Pea with Ham, 2 = Chicken, 3 = Beef, 4 = Chicken Sweet Corn, 5 = Pumpkin, 6 = Celery, 7 = Vegetable, 8 = Irish Stew, 9 = Minestrone, 10 = Short Soup, 11 = Chicken and Crab, 12 = Laksa
30	Oil

Table DR-6: Room Purpose

1d100 roll	Result
1	Bathroom
2	Bedroom or suite
3	Jail
4	Torture cell
5	Study
6	Library
7	Arena or fighting pit
8	Harem
9	Slave cell
10	Kitchen
11	Feast hall
12	Cloak room
13	Storeroom
14	Warehouse
15	Animal sleeping area
16	Stables
17	Kennels
18	Magic-User study
19	Chapel
20	Interrogation room
21	Brothel
22	Hospital
23	Cleric study
24	Thief treasure stash
25	Servants quarters
26	Barracks
27	Guard house
28	Weapons store
29	Food store
30	Workshop
31	Fat rendering room
32	Smithy
33	Leatherworkers
34	Armourer
35	Weaponsmith
36	Meat locker
37	Trophy room
38	Garden
39	Aviary
40	Den

41	Nursery
42	Playroom
43	Lecture hall
44	Bar
45	Entertainment area
46	Craft room
47	Kiln
48	Lodgings for guests
49	Pilgrim lodgings
50	Master Bedroom
51	Aquarium room
52	Map room
53	Hatchery
54	Panic room, bunker or hidey hole
55	Laboratory
56	Weapon practice room
57	Archery room
58	Spellcasting practice room
59	Meditation or prayer room
60	Monster graveyard
61	Tomb
62	Bathhouse
63	Sauna
64	Throne room
65	Audience chamber
66	Council chamber
67	Courtroom
68	Scribe's office
69	Scroll room
70	Treasure house
71	Padded room (insane asylum)
72	Lecture hall
73	Wine cellar
74	Keg storage
75	Reading room
76	Art gallery
77	Artist's studio
78	Skill practice room
79	Gymnasium
80	Weights room
81	Combat practice room
82	Dojo

83	Lady's chamber
84	Quarantine
85	Waste disposal
86	Menagerie
87	Great Hall
88	Anchor point for outer plane
89	Gateway to elemental plane
90	Gateway to Ethereal plane
91	Teleport room transporting to distant location
92	Prayer room
93	Control room
94	Monster lair
95	Beer hall
96	Music room
97	Pyre
98	Rubbish dump
99	Crypt
00	Monster summoning room

The purpose of a room determines the type of permanent furniture and fittings it has, whether ruined or not. This is in addition to any random Dungeon Furniture it may have.

Each room has a 25% chance of having some sort of living thing occupying it, whether a creature making its home there, a passing adventurer or a Wandering Monster.

Customised Wandering Monsters

The charts below attempt to customize the original charts in the deluxe hardcover Dark Dungeons rulebook. Because Wandering Monster charts are for use when the GM hasn't prepared specific charts or encounters, they will throw up monsters and encounters that may be wildly, completely inappropriate. When a result doesn't fit, disregard it or just pick from the list.

These charts include monsters provided in House of Darkness so refer to both Chapter 18 of Dark Dungeons and the Addendum to Chapter 18 section in this book for maximum effectiveness.

Table DR-7: Wandering Dungeon Monsters (Difficulty 1)

1d20 roll	Monster
1	1d6 Beetle (Giant Fire)
2	1d6 Centipede (Giant)
3	1d2 Ghoul
4	1d6 Goblin
5	1d6 Human (Bandit)
6	1d2 Human (Commoner)
7	2d6 Kobold
8	1d2 Lizard (Giant Gecko)
9	1d6 Locust (Giant)
10	1d6 Orc
11	1d10 Skeleton
12	1d2 Snake (Racer)
13	1d2 Spider (Crab Spider)
14	1d8 Stirge
15	1d3 Troglodyte
16	1d3 Zombie
17	1d4 evil Dwarf
18	1d4 evil Elf
19	1d4 evil Gnome
20	NPC party

NPC party for Difficulty 1: 1d2 level 1 Fighters, 50% chance of an Elf level 1, 50% chance of a Dwarf level 1, 50% chance of a Cleric, 1d2 level 1 Thieves, 90% chance of 1 level 1 Magic-User, 10% chance of 1 level 1 Mystic. Will have normal arms, armour and equipment including 1d2 pack animals loaded with adventuring supplies worth in total not more than 1d100 x 10 gp. No magic items or equipment.

“evil” versions of Dwarf, Elf and Gnome can be simply evil or renegade members of the normal race or exotic subraces such as Dark Elves, Cannibal Gnomes, Chaos Dwarves and so on.

Table DR-8: Wandering Dungeon Monsters (Difficulty 2)

1d20 roll	Monster
1	1d6 Beetle (Giant Bombard)
2	1 Cthonic Worm
3	1d4 Ghoul
4	1d4 Gnoll
5	2d4 Goblin
6	1 Grey Ooze
7	1d6 Hobgoblin
8	1d3 Human (Commoner)
9	1 Lizard (Giant Draco)
10	1d6 Lizard Man
11	2d4 Neanderthal
12	1d10 Orc
13	2d6 Skeleton
14	2d6 Snake (Pit Viper)
15	1 Spider (Black Widow)
16	1d6 Troglodyte
17	1d6 Zombie
18	1d4 Human (Cultist)
19	1 Dragonian (Least)
20	NPC party

NPC party for Difficulty 2: 1d3 level 1 Fighters, 1 level 2 Fighter, 50% chance of an Elf level 2, 50% chance of a Dwarf level 2, 50% chance of a Cleric level 1d4, 1d2 level 2 Thieves, 90% chance of 1 level 2 Magic-User, 10% chance of 1 level 2 Mystic. Will have normal arms, armour and equipment including 1d2 pack animals loaded with adventuring supplies worth in total not more than 1d100 x 25 gp. No magic items or equipment.

If Human (Cultist) is encountered, from then on more and more cultists will begin to arrive on that level of the dungeon seeking vengeance. There is a 1 in 6 chance per hour of encountering 1d6 Human (Cultist) independent of any Wandering Monster chance of encounter.

Table DR-9: Wandering Dungeon Monsters (Difficulty 3)

1d20 roll	Monster
1	1d4 Ape (Cave)
2	1d4 Beetle (Giant Tiger)
3	1d6 Bugbear
4	1d3 Cthonic Worm
5	1d2 Doppelganger, already in a false form, 50% likely this form is one of the player characters
6	1d3 Gargoyle
7	1d6 Hobgoblin
8	1d3 Human (Slaver), 33% chance they are accompanied by 1d8 Human (Common) chained up as slaves
9	1 Gelatinous Cube
10	1d4 Ghast
11	1d3 Harpy
12	1d4 Golem (Clay)
13	1 Medusa
14	1 Ochre Jelly
15	1d2 Ogres leading 1d10+1 Orcs
16	1d4 Shadows
17	1d6 Wererat
18	1d8 Human (Cultist)
19	Battle! Reroll two encounters on this chart for the two sides. Rolling "19" again adds a third, fourth, etc. faction to the battle!
20	NPC party

NPC party for Difficulty 3: 1d3 level 2 Fighters, 1 level 3 Fighter, Elf level 2, Dwarf level 2, Cleric level 1d4, 1d3 Level 2 Thieves, 90% chance of 1 level 3 Magic-User, 10% chance of 1 level 3 Mystic. Will have normal arms, armour and equipment including 1d4 pack animals loaded with adventuring supplies worth in total not more than 1d100 x 50 gp. Will have 1d4 hirelings with them. 10% chance per character to have a single magic item or magical equipment.

If Human (Cultist) is encountered, from then on more and more cultists will begin to arrive on that level of the dungeon seeking vengeance. There is a 1 in 6 chance per hour of encountering 1d6 Human (Cultist) independent of any Wandering Monster chance of encounter.

Table DR-10: Wandering Dungeon Monsters (Difficulty 4)

1d20 roll	Monster
1	4d4 Ape (Cave)
2	1d4 Blink Dog
3	1d6+4 Bugbear
4	1 Caecilian (Giant)
5	1d2 Cockatrice
6	1d4+1 Gargoyle
7	1 Hill Giant
8	1 Owlwitch
9	1d2 Dragon dog
10	1d4 Hellhound (1d3 +2 HD)
11	1 Hydra (5-headed)
12	1d2 Medusa
13	2d6 evil Gnomes
14	1d3 Mummy
15	1d3 Scorpion (Giant)
16	1d2 Troll
17	1d4 Werewolf, 25% chance they are posing as NPC party or Human (Commoner)
18	1d2 Wraith
19	Battle! Reroll two encounters on this chart for the two sides. Rolling "19" again adds a third, fourth, etc. faction to the battle!
20	NPC party

NPC party for Difficulty 4: 1d4 level 3 Fighters, 1 level 3 Fighter, Elf level 3, Dwarf level 3, Cleric level 1d6, 1d3 Thieves each level 1d6, 90% chance of 1 level 4 Magic-User, 20% chance of 1 level 3 Mystic. Will have normal arms, armour and equipment including 1d4 pack animals loaded with adventuring supplies worth in total not more than 1d100 x 75 gp. Will have 1d3 hirelings with them. 13% chance per character to have a single magic item or magical equipment.

Wraith encounters that do not result in all Wraiths being destroyed lead to the adventurers being stalked by both the Wraith itself as well as 1d8 Zombie and 1d8 Skeleton until all the Undead are destroyed. The chance of running into stalking Undead is 10% per room until all are destroyed.

Table DR-11: Wandering Dungeon Monsters (Difficulty 5)

1d20 roll	Monster
1	Evil level 5 Cleric. He or she will immediately cast <i>Quest</i> on the player characters unless they belong to exactly the same religion or cult as the evil Cleric.
2	1d4 Blink Dog
3	1d6+4 Bugbear leading 4d4 Goblin
4	4d6 evil Dwarves
5	1d4 Cockatrice
6	1d6 Gargoyle
7	1 Lizard (Giant Horned)
8	1d2 Owlwitch
9	1d4 Dragon dog
10	1d6 Hellhound (5 HD)
11	1 Hydra (6-headed)
12	Animated Object (L) tasked with destroying all who enter the area
13	1d2 Phase Spider
14	1d3 Mummy leading 2d4 Zombie
15	1d6 Scorpion (Giant)
16	1d4 Troll
17	1d6 Yellow Mould
18	1d3 Wraith
19	Battle! Reroll two encounters on this chart for the two sides. Rolling "19" again adds a third, fourth, etc. faction to the battle!
20	NPC party

NPC party for Difficulty 5: 1d4 level 3 Fighters, 1 level 3 Fighter, Elf level 3, Dwarf level 3, Cleric level 1d6, 1d3 Thieves each level 1d6, 90% chance of 1 level 4 Magic-User, 20% chance of 1 level 3 Mystic. Will have normal arms, armour and equipment including 1d4 pack animals loaded with adventuring supplies worth in total not more than 1d100 x 75 gp. Will have 1d3 hirelings with them. 13% chance per character to have a single magic item or magical equipment.

Wraith encounters that do not result in all Wraiths being destroyed lead to the adventurers being stalked by both the Wraith itself as well as 1d8 Zombie and 1d8 Skeleton until all the Undead are destroyed. The chance of running into stalking Undead is 10% per room until all are destroyed.

Table DR-12: Wandering Dungeon Monsters (Difficulty 6)

1d20 roll	Monster
1	1d3 Basilisk
2	1d4 Caecilian (Giant)
3	1d3 Cockatrice
4	4d6 evil Elves
5	1d2 Giant (Stone)
6	1d4 Minotaur
7	1d3+1 Rust Monster
8	1d3 Owlwitch
9	2d4 Ogre
10	1d6 Hellhound (6 HD)
11	1 Hydra (7-headed)
12	1d2 Animated Object (L) tasked with destroying all who enter the area
13	1d3 Spectre
14	1d3 Spider (Tarantella)
15	1d2 Salamander (Flame)
16	1d4+1 Troll
17	1 Vampire
18	1d3 Weretiger
19	Battle! Reroll two encounters on this chart for the two sides. Rolling "19" again adds a third, fourth, etc. faction to the battle!
20	NPC party

NPC party for Difficulty 6: 1d4 level 4 Fighters, 1 level 5 Fighter, Elf level 4, Dwarf level 3, Cleric level 1d6, 1d3 Thieves each level 1d6, 90% chance of 1 level 4 Magic-User, 20% chance of 1 level 3 Mystic. Will have normal arms, armour and equipment including 1d4 pack animals loaded with adventuring supplies worth in total not more than 1d100 x 75 gp. Will have 1d3 hirelings with them. 13% chance per character to have a single magic item or magical equipment.

Vampire encounters that do not result in the Vampire being destroyed lead to the adventurers being stalked by both the original Vampire itself as well as 1d4 more Vampires until all the Undead are destroyed. The chance of running into stalking Undead is 10% per room until all are destroyed.

Table DR-13: Wandering Dungeon Monsters (Difficulty 7)

1d20 roll	Monster
1	1d3 Basilisk
2	1d6 Caecilian (Giant)
3	1d4 Cockatrice
4	1 Fireslime
5	1d4 Giant (Stone)
6	1d6 Minotaur with 2d6 Human (Common) slaves / food animals. Party led by a level 2 Sorcerer or level 4 Shaman (50% chance of each)
7	1d6 Rust Monster
8	1 Manticore
9	1d6 Mummy
10	1d6 Hellhound (7 HD)
11	1 Hydra (8-headed)
12	1d4 Animated Object (L) tasked with destroying all who enter the area
13	1d4 Spectre
14	1d4 Spider (Tarantella)
15	1d3 Salamander (Flame)
16	1d6 Troll
17	1d4 Vampire
18	1d4 Weretiger
19	Battle! Reroll two encounters on this chart for the two sides. Rolling "19" again adds a third, fourth, etc. faction to the battle!
20	NPC party

NPC party for Difficulty 7: 1d4 level 5 Fighters, 1 level 6 Fighter, Elf level 4, Dwarf level 4, Cleric level 1d8, 1d3 Thieves each level 1d6, 90% chance of 1 level 5 Magic-User, 20% chance of 1 level 3 Mystic. Will have normal arms, armour and equipment including 1d4 pack animals loaded with adventuring supplies worth in total not more than 1d100 x 100 gp. Will have 1d3 hirelings with them. 20% chance per character to have a single magic item or magical equipment.

Vampire encounters that do not result in the Vampire being destroyed lead to the adventurers being stalked by both the original Vampire itself as well as 1d4 more Vampires until all the Undead are destroyed. The chance of running into stalking Undead is 10% per room until all are destroyed.

Table DR-14: Wandering Dungeon Monsters (Difficulty 8)

1d20 roll	Monster
1	1d6 Basilisk
2	1 Black Pudding
3	1 Chimera
4	1d2 Fireslime
5	Construct (Blood)
6	Dragon (Lime)
7	5d6 Orc
8	1 Phantom (Apparition)
9	1 Undine
10	1d6 Dragondog
11	1 Hydra (9-headed)
12	1 Purple Worm
13	1d4 Owlbear
14	1d4 Snake (Rattler)
15	3d6 Ogre
16	1d8 Troll
17	1d4 Vampire
18	1d4 Weretiger
19	1d6+1 Werebear
20	NPC party

NPC party for Difficulty 8: 1d6 level 5 Fighters, 1 level 6 Fighter, Elf level 5, Dwarf level 4, Cleric level 1d8, 1d3 Thieves each level 1d6, 1 level 5 Magic-User, 20% chance of 1 level 3 Mystic. Will have normal arms, armour and equipment including 1d4 pack animals loaded with adventuring supplies worth in total not more than 1d100 x 120 gp. Will have 1d6 hirelings with them. 50% chance per character to have a single magic item or magical equipment.

Vampire encounters that do not result in the Vampire being destroyed lead to the adventurers being stalked by both the original Vampire itself as well as 1d4 more Vampires until all the Undead are destroyed. The chance of running into stalking Undead is 10% per room until all are destroyed.

Table DR-15: Wandering Dungeon Monsters (Difficulty 9)

1d20 roll	Monster
1	1d6 Basilisk
2	1 Black Pudding
3	1 Chimera
4	Level 7 evil Magic-User
5	Level 7 evil Cleric
6	Dragon (Flying Dragon)
7	Dragon (Red)
8	1d3 Phantom (Apparition)
9	1d4 Golem (Iron)
10	Construct (Flesh)
11	1 Hydra (10-headed)
12	1 Purple Worm
13	1d4 Owlbear
14	Human (Noble) leading 3d4 Human (Veteran)
15	1 Face Stealer
16	1d8 Troll
17	1 Brain from Xyrros with 3d6 Human (Veteran) soldiers
18	1d4 Weretiger
19	1d6+1 Werebear
20	1d3 Boar (Great)

Encountering a Brain from Xyrros means that the alien is embarking on some sort of special project, roll 1d8 for the exact nature of this project: 1 = archaeological dig to try and find a powerful Artefact; 2 = setting up a secret base of operations for more of its kind; 3 = recruiting new agents and operatives; 4 = hunting another Xyrrosian who has arrived in the game world, 90% likely to be NOT another Brain but rather a Xyrrosian humanoid; 4 = trying to find a source of oil for use in siege weapons; 5 = setting up a mine for precious metals; 6 = hunting a powerful enemy, usually another monster or Undead; 7 = adventuring much like player characters do; 8 = trying to make contact with an evil subterranean race to conclude a mutual benefit treaty with them as part of the overall strategy to conquer the planet.

Table DR-16: Wandering Dungeon Monsters (Difficulty 10)

1d20 roll	Monster
1	Dragon (Black)
2	1d4 Black Pudding
3	1 Chimera
4	Level 8 evil Magic-User
5	Level 8 evil Cleric
6	Dragon (Blue)
7	Dragon (Red)
8	Dragon (White)
9	3d8 Ant (Giant)
10	Dragon (Green)
11	1 Hydra (11-headed)
12	1 Purple Worm
13	3d8 Dragonians
14	4d4 Cthonic Worm
15	Level 10 evil Fighter
16	1 Demon (Cambion)
17	1 Demon (Succubus)
18	1 Demon Dream
19	1d6 Boar (Great)
20	3d6 Yellow Mould

Dragon encounters will either be with a wandering Dragon exploring or feeding, or with a Dragon in its lair area. If in the lair area a Dragon will be accompanied by 3d6 Dragonians whose basic colouration will match that of their lord or lady Dragon. In addition to any other treasure or items in that area, there is also a 5% chance that there will be 1d4 Dragon eggs, either because the Dragon encountered is a Queen or more likely because the Dragon, although male, has been entrusted with the care of a surplus of Dragon eggs. There is a 1% chance that any Eggs encountered are about to hatch.

The chance of an encountered Dragon being in its lair rather than wandering is 25%.

Table DR-17: Wandering Dungeon Monsters (Spooky Ruins)

1d20 roll	Monster
1	1d6+1 Human (Gypsy)
2	1 Black Pudding
3	1 Chimera
4	Level 1 d8 evil Magic-User
5	Level 1 d8 evil Cleric
6	1 Vampire
7	1d4 Werewolf
8	1d4 Werebear
9	1 Wyvern
10	3d6 Human (Bandit)
11	2d6 Goblins
12	1d10 Orcs
13	1 Construct (Flesh)
14	1d6 Human (Veteran)
15	1 Demodragon
16	2d6 Ape (Rock Baboon)
17	3d4 Ant (Giant)
18	1d4 Spectre
19	1 Sphinx
20	1d6 Wight

Spooky Ruins includes abandoned, Undead ruled and ancient castles, actual above ground ruined areas for example abandoned villages and towns, wrecked ships above water level, odd standing stones in the middle of nowhere, burial grounds and other places that are not inhabited by the living.

Gypsies encountered are 50% likely to be working for some sort of powerful and evil intelligent monster.

Table DR-18: Wandering Dungeon Monsters (Underwater)

4d12 roll	Monster
4	Anchor. Either a lump of stone with a hole in it tied to a rope or a metal anchor on the sea bottom attached to a chain. In either case following the anchor rope or chain to the surface will reveal the nature of whatever surface vessel it is attached to. If in abyssal depths, the anchor is no longer attached to anything other than a shipwreck.
5	2d6 Animal (Herd) [in the form of large nonhostile fish, turtles, etc.]
6	1d4 Centipede (Giant) [in the form of nightmarish aquatic worms]
7	1d2 Crab (Giant)
8	1 Crocodile (Large)
9	1 Dinosaur (L Aquatic)
10	1d2 Dinosaur (S Aquatic)
11	1d20 Dolphin
12	1 Dragon (Dragonfish)
13	1 Dragon Turtle
14	1 Elemental (Water) HD = 4d8
15	1 Fish (Giant Stonefish)
16	1 Fish (Giant Sturgeon)
17	1 Hag (Sea)
18	1 Insect Swarm [in the form of arthropods, sea mites, etc.]
19	1d4 Leech (Giant)
20	2d6 Manta Ray
21	1d20 Merfolk
22	Net. A large billowing fishing net drifting under the water. Somewhere nearby on the surface there is a ship that is dragging this net by ropes.
23	2d20 Nixie
24	1d4 Lobster (Large)
25	1d2 Lobster (Giant)
26	1 Lobster (Colossal)
27	1 Nuckalavee
28	1 Octopus (Giant)
29	1d100 Pots. Each pot is attached to a rope leading to the surface where it is attached to a buoy. These pots are set with meat as bait and this will attract predators: roll on this chart three more times for the encounters circling the pots.
30	Reef. In shallower waters, a living coral reef. In deeper waters, a prehistoric reef that is now basically a cave complex. In either case, treat as a dungeon with 2 levels and 2d6 rooms per level.
31	1d4 Shark (Bull)

32	1d4 Shark (Great White)
33	2d6 Shark (Hammerhead)
34	2d6 Shark (Mako)
35	Shipwreck. A sunken ship. Treat as an underwater dungeon containing 2d6 rooms.
36	1 Snake (Sea Snake)
37	Sunken ruins. Roll 1d6: 1 = village sized; 2 = town sized; 3 = city sized; 4 = one large temple; 5 = one large castle or tower; 6 = dungeon, roll dungeon type randomly but remember it's underwater.
38	1d8 Treant [in the form of tree sized or larger seaweed such as kelp]
39	1d6 Turtle (Giant)
40	1 Turtle (Colossal)
41	1d4 Whale
42	1d6 Whale (Killer)

Table DR-19: Ships

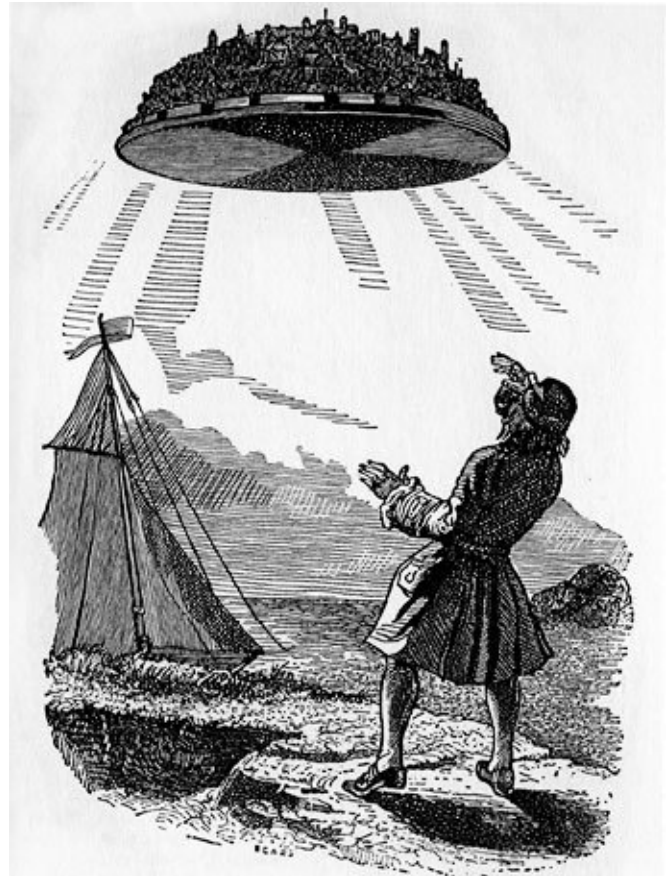
1d20 roll	Ship type
1	Fishing vessel. Sloop crewed by Human (Commoner) led by a Human (Veteran).
2	Galley. Crewed by Human (Commoner) led by a Human (Veteran).
3	Longship. For crew roll 1d10: 1 = Orcs; 2 = Ogres; 3 = Human (Bandit); 4 = Human (Commoner); 5 = Human (Veteran); 6 = Dragonians; 7 = Human (Gypsy); 8 = Human (Nomad); 9 = Human (Cultist); 10 = Kobolds; 11 = Bugbears; 12 = Hobgoblins; 13 = Lizardmen; 14 = Hill Giants; 15 = Human (Noble) and their retinue; 16 = Dwarves; 17 = Elves; 18 = Gnomes; 19 = Halflings; 20 = NPC party, roll up as if Difficulty 7.
4	Raft, Professional. For crew roll 1d6: 1 = Human (Commoner); 2 = Human (Bandit); 3 = Neanderthals; 4 = Lizardmen; 5 = Humanoid Animal; 6 = Gnome.
5	Galley. Operating as a trading vessel. Crewed by Human (Commoner) with 2d4 Human (Bandit) and 1d4 Human (Veteran).
6	Sloop. Operating as a trading vessel. Crewed by Human (Commoner) with 1d6 Human (Veteran) officers or leaders.
7	Skiff. Crewed by Human (Commoner) led by a Human (Veteran).
8	Trireme. Warship of a civilized land's navy. Slaves do the rowing, crew are Human (Veteran) led by 1d4 Human (Noble).
9	Troopship. For crew roll 1d8: 1 = Human (Veteran), 2 = Kobolds, 3 = Orcs, 4 = Ogres, 5 = Elves, 6 = Dwarves.
	Quinquireme. Warship of a civilized land's navy. Slaves do the

	rowing, crew are Human (Veteran) led by 2d6 Human (Noble).
10	Enchanted skiff commanded by a Magic-User level 4+1d12.
11	Enchanted skiff commanded by a Cleric level 4 + 1d12.
12	Sloop outfitted as fishing vessel. For crew roll 1d12: 1 = Human (Commoner); 2 = Human (Bandit); 3 = Human (Nomad); 4 = Dwarf; 5 = Elf; 6 = Gnome; 7 = Halfling; 8 = Orcs; 9 = Hobgoblins; 10 = Ogre; 11 = Humanoid Animal; 12 = Human (Veteran).
13	Sea Canoe. For crew roll 1d20: 1 = Human (Commoner); 2 = Human (Bandit); 3 = Human (Nomad); 4 = Dwarf; 5 = Elf; 6 = Gnome; 7 = Halfling; 8 = Orcs; 9 = Hobgoblins; 10 = Ogre; 11 = Humanoid Animal; 12 = Human (Veteran); 13 = Lizardmen; 14 = Kobolds; 15 = Minotaur; 16 = Medusa; 17 = Human (Cultist); 18 = Ghoul; 19 = Hill Giant; 20 = previously unknown humanoid race or Human (subtype) from a previously undiscovered continent or island.
14	Trireme outfitted as permanent floating base. Commanded by Human (Noble) crewed by Human (Veteran) and supported with heavy weapons and 1d6 Sloop type vessels, each crewed by Human (Commoner) and commanded by Human (Veteran)
15	Sloop crewed by Human (Nomad) and commanded by a Nomad who has a character class, roll 1d8 for type: 1 = Magic-User, level = 1d8; 2 = Cleric, level = 1d10; 3 = Thief, level = 1d10; 4 = Fighter, level = 2d6; 5 = Mystic, level = 1d10; 6 = Dwarf, level = 1d8; 7 = Elf, level = 1d10; 8 = Halfling, level = 1d12.
16	Skysailing ship. Reroll for type. This vessel is only temporarily sailing normally on the ocean surface before once again taking to the skies. If this result is rerolled again the skysailing ship has a unique design or unique powers of some sort, or belongs to a previously unknown humanoid race or Human (subtype).
17	Brain from Xyrros skysailing ship temporarily on the surface.
18	Ghost ship. Reroll but it is deserted of all life. If this result is rerolled again for each extra time it is rolled a type of Undead is loose on the Ghost Ship.
19	Sloop crewed by zombies commanded by a vampire.
20	Sloop crewed by Minotaurs.

Addendum to Chapter 12: Into the Wider World

Aeroliths

Aeroliths are sky islands. Most of them float in the sky naturally, although a small number are the result of individual Wishes being Granted and an even smaller handful are steam powered clockwork driven. Some regions have a permanently floating local shoal of these islands in the sky. These regions either have a more or less static set of Aeroliths (75% chance) or else the Aeroliths perform a perpetual and usually complex orbital pattern around each other. In such cases the land below may have standing stones or more civilized markers or monuments dedicated to recording, measuring and honouring the perpetual dance of the sky islands above.



If Aeroliths are large enough they may certainly be considered hexes for the purpose of colonisation or the purpose of Building a Stronghold.

Skysailing, flying steeds, magic items and spellcasting are all possible ways for characters to reach the sky islands, and there is always the possibility of travelling there involuntarily, as the prisoner of a flying monster or as unwilling cargo of sky pirates or slavers.

To determine the exact nature of any Aerolith, roll or choose from the charts below.

Dice Roll	Aerolith Size
00	Sargasso Sea of the Skies
01-04	Large rock
05-09	House
10-19	Castle with rock base
20-39	Atoll
40-59	Tiny Island
60-79	Island
80-95	Sky Duchy
96-99	Sky Continent



Sargasso Sea of the Skies: this is not a normal floating rock at all, but instead a region or pocket of the sky filled with derelict sky vessels and an absolutely random selection of objects torn from their place by storms and somehow permanently placed in the zone. Everything within the zone develops a levitation effect rendering it weightless whilst in the zone. If anything dislodges the object from this region 'normal' effects take hold of it immediately and it will plummet to the ground. This is the explanation for rains of frogs, inscribed jade blocks, fish, blood and raw meat that occasionally occur. The Sargasso Sea of the Skies should be re-rolled to determine its equivalent size. Rolling 00 again indicates that it is the size of an ocean.

Large rock: a chunk of rock big enough to sunbathe on and not much more.

House: a floating rock the *size* of a house.

Castle with a rock base: a detached chunk of a mountain *big enough* to hold a single impressive castle.

Atoll: a broad thick plate of rock or other substance formed into a floating platform big enough to play a football game on.

Tiny Island: a floating rock large enough to land a light plane on if it were flat enough.

Island: a floating rock a few miles in diameter and a mile or so thick.

Sky Duchy: a floating rock the size of an entire duchy, perhaps 10-20 miles in total diameter. Such aeroliths are sometimes (25% chance) bowl shaped, with an exterior barren rock “bowl” and an interior with a totally different environment and even atmosphere. Of the bowl shaped aeroliths some (25% chance) contain a freshwater lake, a salt sea or are filled with a magically sustained environment such as a frozen wasteland, burning desert, thick jungle or miniature alien world.

Sky Continent: an entire region, miles thick, floating in the sky.

Aerolith Nature:

Each Aerolith has a potentially unique nature. Although most are ‘simply’ floating lumps of the earth, levitated due to the presence of a strange naturally occurring element, Dimensional nature or wish, some are entirely artificial, created deliberately and sent into the skies. A separate roll determines any inhabitants, but totally artificial aeroliths are much more likely to have defenders, inhabitants or Constructs present, if only as decoration or as part of some God’s aerial zoo.

To determine the exact nature of an Aerolith roll d% on the following chart:

Dice Roll	Aerolith Nature
00	Fragment of a God - skull, rib cage, wings, arm, leg, heart, brain, etc. Re-roll and combine next result with this one.
01-04	Aerolith is natural but houses the largest artificial structure it can possess - house for house sized, castle and town for duchy size, multiple cities and towns for continent. For Sargassoes, this structure will usually be a sky vessel, magical ship or spherical castle floating in thin air since there is no 'rock' for it to be attached to.
05-09	Sky Castle: The Aerolith is a naturally occurring sky rock but has been heavily mined and modified. The lower surface is craggy and comes to a point; the entire upper surface is flat with a central artificial structure of the maximum size the rock can possess. Alternatively the whole rock has been carved to resemble a totem such as a Skull, Fist, Eagle, etc.
10-19	Rather than one Aerolith, there is actually a selection of smaller ones floating in a tight grouping. They are each close enough together for a character to at least leap between them. There is a 33% chance this 'island chain' has physical bridges between them. These bridges can range from sturdy flexible crossing points to flimsy rope bridges requiring a roll to cross without slipping off.
20-39	Q-Rock: a Sky Castle type Aerolith (see entry for 05-09 above) that has the artificial structure hidden away INSIDE the Aerolith, which from the outside seems unmodified. For huge aeroliths this means that the whole continent or duchy is a 'hollow world' with perhaps even an artificial light source or gigantic windows through the rock to the sky outside to allow light in.
40-59	Aerolith has an ecology - trees, water, etc. but no big structures.*
60-79	Moone: the Aerolith is a 'moone' - a miniature sphere resembling the Earth's Moon ⁹⁵ .

80-95	Sky City: the Aerolith is artificial and entirely composed of urban type features such as rooms, buildings, streets, etc. For very small aeroliths this might mean that it resembles a single park bench on a lump of grass or a fishing shack with a jetty extending a short way off into the sky, etc. Larger aeroliths of this type all have stables and jetties where flying steeds, sky ships and other travellers can dock or where inhabitants can maintain their own aerial steeds and vehicles.
96-99	The entire Aerolith and everything in or on it is invisible to anyone outside it. In other words it is invisible to the outside world. Re-roll. Each time this is re-rolled, the Aerolith gains another “rank” for its Invisibility to the outside world – Invisible to those who can normally see or detect invisibility, Invisible to those who have special sight or other senses that might let them detect it indirectly, finally invisible so that even lesser Immortals cannot detect it.

*”Big” is a relative term. No big structures on a small Aerolith means no buildings at all; on a sky continent it means no cities or towns, but individual castles, lairs, prisons etc. that disappear into the scale of the aerial landscape are fine.

Aeroliths drift far above the land below, usually at a stable height for each Aerolith of 1d100 times 1000 feet. Aeroliths don’t automatically generate clouds unless there is some particular spell, power or wish effect being used. They drift in and out of whatever clouds or other meteorological effects occur at their altitude, if any.

Aerolith float patterns follow the currents of the ocean of air in which they float. Most aeroliths drift eternally in a loop around the world. However, some aeroliths are magically anchored to a particular spot over which they hover. Others have become becalmed in the air and although not anchored as such, don’t move from the particular location above which they float.

Aeroliths might well be part of the local political system, and might also be wonders of the world. In a fantasy magical world however such things as floating sky islands are wonderful and inspiring to the residents but not as staggering and unique as they would be on Earth.

Beanstalks, Too-Tall Trees and Infinite Ladders

A very odd way to access an Aerolith is through means of a gargantuan ladder, pole or tree. These are static structures, whether living or not, that go all the way from ground level up to the clouds where the Aerolith is floating. Usually, this is a permanent connection and the Aerolith to which it is attached or to which it reaches doesn't move around in the sky. However some Infinite Ladders go up and up - and the Aerolith they reach isn't always there!



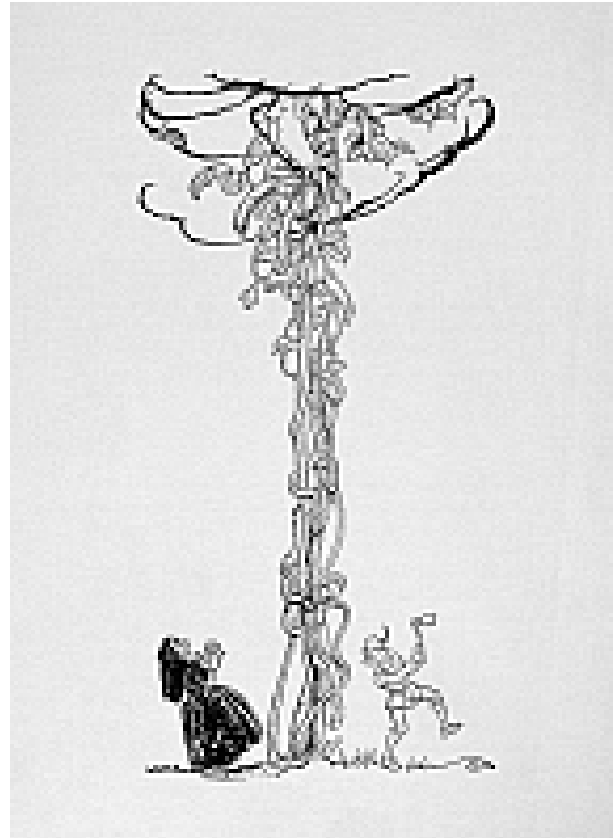
as a combination aircraft carrier and destroyer.

Aeroliths should have their own ecology. A Sargasso type should have scavenging birds like vultures, pest insects, a handful of survivors from hurricanes and waterspouts and so on. An island in the sky is one of those eternal wonders, a vision of splendour or horror, so it begs to be fleshed out by a GM.

Another sort of opportunity is if the nature of aeroliths is generally known. Strange new or unheard of Skills such as Aerial Geology, Upsidownium Alchemy or Aerolith Lore would detail the exact nature of the magical material or element that makes them float. The GM in this case should also determine whether if, when an

Dreadnaughts of the Air

A category of Aerolith so rare that a GM must decide it for the campaign is the Self-Propelled Aerolith. This is in effect a type of Vehicle with cosmic power levels, in effect a sky dreadnaught like an island that can float in the sky



Aerolith is mined of this substance, the levitation effect is useable to confer a power in an item on someone mining it. Or does the fragment separated from the whole hurtle into space as it 'falls' upward? Surely digging out the substance that makes an Aerolith float would result in it falling to earth?

Artificial Aeroliths could be covered in Sails of Skysailing, fluttering like a hundred butterfly wings and linked to not just a single wheel as on a Skysailing Ship but to a whole Wheelhouse, where many normal sized ship's wheels each are linked through magic to a slowly moving Great Wheel, focusing all the lifting power. Otherwise an artificial Aerolith will most likely have a Power Chamber, Engine Room, Crystal Heart or Holy of Holies within which lies the secret of their miraculous floatation. The item conferring the power of levitation might be removable - with disastrous consequences; or fake - a Wish made the Aerolith and the apparent power source is just for decoration, whether the current inhabitants know it or not.

Certainly, in a campaign with Skysailing vehicles, Aeroliths become much more important than merely castles in the sky for monsters to live in. It is quite conceivable that a Breakaway Civilization could form, where those with access to skysailing use it exclusively and forget all about those trapped far below on the ground with its dangers and politics. New triumphs and terrors in the skies - and the stars - might make a whole new literal level of play, where if you aren't a skysailor, you're little people. Suddenly any monster that can fly is much more important than those who can't. It would be critically important to have sky drydocks and lakes to land in and a whole potential Age of Skysail with pirates, merchantmen and royal navies could develop. Or, to keep it more rare and wonderful, the skies might belong to the occasional Sinbad of the Skies or Gulliver style wanderer rather than wargame-style regimented ships in their dozens and hundreds.

Aeroliths of large size are an excellent way to have a compact setting away from everything else, potentially unable to affect or destabilize the broader world. Continent sized Aeroliths are basically Flat Earths, and might even be supported by colossal Immortal type entities such as elephants standing on turtles or a single mountain sized giant lifting the Aerolith on his back, usually hidden in the Ethereal but sometimes visible on the Prime plane.

Immortals using large Aeroliths as zoos or experiments makes sense, but a more sinister use for an Aerolith would be as a deadly arena, where captured creatures and characters are dumped into a bowl shaped floating mountain and forced to

fight to the death to win their freedom. This would be a good challenge for any level of character if the Immortal or Exalted character running the games is powerful enough to obtain pretty much any kind of opponent for a hero to face.

In terms of inhabitants in a standard (Human) fantasy world roll d% on the table below:

Dice Roll	Aerolith Inhabitants
00	A single extraplanar being or Immortal
01-04	A (Human) Sub-race. 33% chance this sub-race has wings.
05-09	Aeropolitan: the Aerolith is frequently visited or inhabited by a diverse range of characters.
10-19	Undead: the Aerolith is infested with Undead. There is a 25% chance that there is one enormously powerful Undead only who has a 50% chance of being the sole resident; if he or she is not alone they have a horde of other Undead as their slaves, servants, army or citizens.
20-39	Classed Humans
40-59	NPC / Monster Encounter Humans
60-79	No inhabitants. There may once have been, but it is eerily deserted now if this is the case.
80-95	Randomise the inhabitants by rolling a wandering monster dungeon encounter. Whatever this roll is - that is the race or type that inhabits the Aerolith.
96-98	Birds. Either a race of intelligent birds or a whole Parliament of different bird species who use the Aerolith as their Houses of Parliament.
99	Mount Olympus. The Aerolith is the home of a pantheon of Gods or Immortals.



Castle Generator

(refer Dark Dungeons, table 12-6: *Wilderness Encounters*, subsection “Settled”, die result “3” - Castle*)

Castles and other Strongholds are suggested as being generally given to Dark Dungeons player characters between the levels of 9 and 15 at the lowest. There is also a description of Rogue dominions which are unauthorised or unapproved by any overarching local rulers. Rogue dominions also by their very nature are not automatically created by characters of the “correct” level. They might not even be created by normal characters at all, instead being the Dominion of an intelligent monster.

Below is a system for randomising a Castle or other Stronghold when one is randomly encountered when travelling.

Table DB-3: Ruler Type

1d100 Roll:	Ruler:	Effect on Castle:
01-10	Cleric	Castle is a temple, cathedral, monastery or library. There is a 25% chance the settlement is guarding some sort of

		holy relic, sacred site, holy weapon or the tomb of a revered member of the faith.
11-12	Dwarf	Castle is in or on a natural or artificial hill or mountain
16-17	Elf	Castle is a gigantic tree or other oversized plant. If combined with other types due to rerolls, the living giant tree takes precedence in whatever way makes sense to the GM. Being a living plant, this makes it susceptible to attacks that hurt plants although it is gigantic so a simple spell is not going to instantly destroy the whole stronghold. However it also means this stronghold can heal damage to its structure without the need for repairs.
18-28	Fighter	No special effects, a classical castle or stronghold
29	Halfling	No special effects other than being Halfling sized
30-34	Magic-User	50% likely to be a single main tower rather than a conventional castle
35	Mystic	Castle is a monastery, abbey, lamasery or dojo
36-37	Thief	Castle is 90% likely to resemble a bland and welcoming non-hostile structure such as a trade outpost, tavern, horse stud or ranch. The real activities of such a stronghold will be hidden

		away behind closed doors or in a separate large building whilst the rest of the place maintains an aura of bland respectability
38	Druid	Castle is actually a natural beauty spot utilising caves, dungeons, treehouses and so on as its various rooms and storehouses. It is likely to not even be noticeable as anything other than an empty plot of very attractive land.
39-48	Knight	No special effects, a classical castle or stronghold
49	Shaman	Nonhuman stronghold, usually barbaric in appearance
50	Sorcerer	Nonhuman stronghold, usually barbaric in appearance
51-52	Undead	Reroll but the structure is in ruins, overgrown and blasted and basically sinister and unwelcoming, a place of death
53	Giant	Stronghold is in scale for the Giant and appropriate for its type, barbaric, decorated with giant bones, covered in ice or draped in fire as appropriate, etc.
54	Demon	Reroll but the structure is exotic, decorated with Chaos symbols and may also have unpleasant or confronting decorations such as torture victims, slave girls, flayed skins,

		flaming skulls and so on
55	Dragon	Reroll. This stronghold was conquered by this Dragon who now rules it, possibly as a liege of the local King or equivalent or else as a Rogue State. The Dragon will always be accompanied by extra Dragonians as servants. Number of Dragonians is equal to the total hit points of the Dragon +1d100.
56	Djinni (most likely Greater)	Castle resembles an Arabian Nights fantasia. Any retainers or troops will be Human (Nomad) and similar types.
57	Efreeti (most likely Greater)	Castle resembles an Arabian Nights fantasia. Any retainers or troops will likely be Human (Nomad) and similar types or fire themed creatures and races.
58	Mortal Form of an Immortal - reroll with this in mind.	Castle will be enhanced with Immortal power in some way
59	Reroll twice and combine results.	Try and make the combination work, if it really doesn't then change it or disregard it as you need to
60-62	Island - reroll for type	Castle is built on an island surrounded by a large moat
63-64	Caldera - reroll for type	Castle is at the top of a tall cone of volcanic rock surrounded by a deep circular crater or valley
65	Overhang - reroll for type	The castle sits on the edge of a huge rock, overhanging to the

		normal ground level far below
66	Sandbox - reroll for type	The area around the castle for a mile in all directions is bare sand or gravel
67-69	Plantation - reroll for type	The area around the castle for at least a mile in all directions is under cultivation, usually of a single crop or species
70-72	Orchard - reroll for type	The area around the castle for at least a mile in all directions is a curated forest of fruit trees
73-74	Execution grounds - reroll for type	The rest of the hex in which the castle is situated has grisly reminders of punishment for misdeeds - heads on spikes, gibbets, cages with prisoners, the remains of areas where people have been burnt at the stake and stocks, whipping posts and dunking ponds
75-79	Spring, stream and pond - reroll for type	The castle is next to a water source which flows past the stronghold as a stream and empties into a pond or small lake next to the structure. A water wheel is 50% likely to be present
80-85	Stone Walled - reroll for type	Castle has a stone or brick wall surrounding it on all sides. Height of wall is 5d10 feet. The condition of the wall is 20% likely to be as if brand new, 70% likely to be rough with easy handholds and 10% likely to be ruined with huge gaps in its length. If

		it is not ruined, there will be one main doorway, gate or guard post to allow entry
86	Ethereal - reroll for type	The entire castle is surrounded by grey mists which are actually a natural boundary with the Ethereal Plane. Those travelling to or from the castle will be frequently entering and exiting the Ethereal Plane involuntarily
87	Bones - reroll for type	Castle is constructed or mainly constructed from gigantic bones. It may also actually resemble a skull
88	Crashed Skysailing Ship - reroll for type	Castle is built from the remains of an enormous crashed skysailing ship, possibly of an ancient and unrecognised type
89	Fantasy - reroll for type	This castle was originally brought into existence by a <i>Wish</i> or Immortal power. It is brighter, cleaner and more sparkly than it should be
90-93	Crude - reroll for type	This ramshackle stronghold is built from wood where it should be stone, stone where it should be metal and lacks many of the normal features. Downgrade all its defences by 75%
94	Alien - reroll for type	Castle is a repurposed pre-existing ancient ruin. It may be oddly coloured, formed from a single weirdly angled hollowed out rock or in some other

		way be obviously “alien” to the naked eye
95	Shell - reroll for type	The castle is made from the shell of an immensely giant creature be it a snail, seashell, turtle, fragments of a giant egg or just a giant lump of mother-of-pearl
96	Simple Polyhedron - reroll for type	Castle does not have normal turrets etc. but is an almost featureless polyhedron. Roll 1d6 for type: 1 = tetrahedron, 2 = cube, 3 = octahedron, 4 = decahedron, 5 = dodecahedron, 6 = icosahedron
97	Floating over pit - reroll for type	Castle is suspended over a deep or bottomless pit or chasm. The suspension may be permanent magic or it may be achieved through the use of bridge-sized chains anchored to gigantic rocks or by massive fallen trees or gargantuan tree roots, enormous metal pipes or even Exalted level spider webs. Anyone falling off whatever bridge leads to the castle into the pit will fall a long time indeed
98	Brigadoonian - reroll for type	Castle fades in and out of normal existence on a regular basis. The castle and its immediate surroundings shift from the Prime plane to their own small outer plane where no aging effects occur. The timetable for how and when the shift

		back and forth is always at least inconvenient and sometimes spectacularly out of synch with “the normal flow of time”
99-00	Repurposed - reroll for type	Castle was captured from a previous tenant. Reroll again to see what type of castle the structure began life as before being repurposed by its current Lord or Lady

When rerolling combine all results wherever possible. Yes, this can produce for example a Knight's Castle which is Ethereal, floating over a pit, surrounded by execution grounds.

Table DB-4: Fief Classification Type for Castle

1d100 Roll	Fief Type	Effects
01-50	Wilderness	Castle or stronghold is Fortified and Defended.
51-70	Civilised	Castle or stronghold is In Communication, Fortified, Defended and has at least one Cleric present of level 1d8+2 whose sole function is to support the troops present.
71-95	Borderlands	Castle or stronghold is Defended and is In Communication.
96-00	Failed	Castle or stronghold is a ruin. Roll it up but it's abandoned. EXCEPTION: even if ruined, a castle can still be occupied by a monster or other nonhuman Lord or Lady, for example a Djinni, Undead or Dragon.

A Failed Fief is one that has suffered some form of terminal cataclysm. The area is magically devastated, covered in metallic wreckage, permanently on fire, permanently encase in ice, drowning in toxic magical swamp, permanently flooded, infested with vermin or dangerous insects, sealed off by random patches of grey mist which is actually capable of randomly transported victims to the Ethereal Plane, has all of its inhabitants permanently magically put into a suspended animation type Sleep effect, is sealed off by a maze of thorn forest from the outside world, is overrun by giant spiders and their sticky webs, or similar catastrophic and permanent effects. Restoring such a Fief is a quest in and of itself.



Fortified Castles have elaborate physical defences including high walls, a drawbridge or other sturdy main door, a courtyard behind the gate or door from which missile fire can rain at any invader, siege engines and significant

storehouses. They also have cleared ground on all sides to prevent people from sneaking up to the walls.

Defended Castles have a permanent garrison of appropriate and logical troops.

In Communication means the castle has the best available means of communicating with its capital city, King or Emperor or leader of their order. This would include a signal fire on a tower, loud giant musical instruments such as trumpets, birds to carry messages or even a magical communication device of some kind. Very often the stronghold also has runners or riders whose sole job is to immediately race off to summon aid in the event of any attack or serious threat.

Castle Mightiness is a rating of how elaborate the building is and how many defenders and so on it is likely to have. Mightiness also determines the chance of the castle having dungeons or other underground levels or the equivalent - for example large numbers of unoccupied towers, a catacomb, an abandoned village nearby, and so on. "Dungeon" is just the term of art for "adventuring area in defined space, usually but not always enclosed".



Mightiness also lists (noble ruler of Dominion). This is the level of noble or equivalent to whom the castle belongs. Monsters and Undead and other nonhuman castle rulers may or may not have equivalent ranks in their own societies and cultures. If they do, that's the equivalent rank they hold. "Knight" in this context merely means social rank not automatically a Fighter who has taken vows.

Trivial castles whether Rogue State or Dominion based are either newly established and so most of their hex is only arguably under control of the ruler or close to failure in which case the hex itself might be in bad shape too, heading for Failed status. Alternatively they could belong to rulers who constantly go out adventuring and neglect their own holdings so the castle has never developed properly.

Significant Rogue State castles could be the biggest surprise package of all. They are the equivalent of a Barony only held by an outlaw, renegade or monster. They are usually well established and frequently have supporters and allies in the area

outside their direct control. These allies or supporters might be capable of harassing or attacking intruders, as well as acting as an alarm system so that the castle is never taken by surprise. If the Significant Rogue State is held by a spellcaster the sky is the limit as to what sort of irregular or monstrous troops will be brought to bear in any battle.

Table DB-5: Castle Mightiness

1d100 Roll	Mightiness of Castle or other Stronghold	Dungeon Chance
1	Trivial Rogue State	10%
2	Significant Rogue State	50%
3	Trivial Dominion	5%
4	Least Dominion	12%
5	Small Dominion (Knight below Baron rank)	15%
6-10	Barony (Baron)	25%
11-12	County (Viscount)	33%
13-14	County (Count)	50%
15-16	County (Marquis)	75%
17-18	Duchy (Duke)	99%
19-20	Grand Duchy (Duke)	100%

The Mightiness 1d100 roll gives the number of NPC heroes or superheroes (or villains) that are present at the castle. In the special case of an abandoned castle it gives the number of significant monsters present in addition to any monster ruler. For each such hero or superhero (or evil or monster equivalent) roll on the chart below.

Table DB-6: Castle Heroes

1d100 Roll	Hero	Details and effects
01-33	Fighter	Level = 1d8+4
34-50	Knight	Level = 1d8+8
51-60	Cleric	Level = 1d20
61-75	Thief	Level = 1d20
76	Elf	Level = 3d6
77	Dwarf	Level = 3d6
78	Halfling	Level = 3d6
79	Mystic	Level = 6d6
80	Druid	Level = 1d12
81-89	Magic-User	Level = 1d20

90	Golem (Clay)	
91	Golem (Iron)	
92	Roc (Large) 50% likely to be the flying steed of a level 10+1d10 Fighter	
93	Golem (Stone)	
94	Roll 1d100. 01-50 = Medusa; 51-99 = Athach; 00 = 1d4 Animated Objects (L).	
95	Roll 1d8. 1 = Manticore; 2 = Sphinx; 3 = Phase Spider; 4, 5 or 6 = Gargoyle; 7 = Troll; 8 = Succubus.	Bound to defend the castle through magic if necessary
96	1d6 Rust Monsters	Released as a biological attack from inside the castle to harass besieging forces
97	Fighter leading 3d6 Human (Veterans)	
98	Reroll twice and combine results	
99	Gorgon	Bound to defend the castle through magic if necessary
00	1d20 Dragonians	

In addition to these heroes or monsters the castle will have a number of defenders equal to 10% of the Fief's population (page 163 deluxe hardcover Dark Dungeons rulebook, *Table 13-2*). These defenders will be Human (Commoners), Gnomes for Dwarf held castles, equivalent low powered Elf foresters (treat as Human (Commoners)) or in the case of monster held castles Goblins or Zombies of equivalent Troop Rating and Quality.

Undead rulers will inevitably have converted all possible defenders into fellow Undead of whatever type they can produce. The only exceptions to this would be truly evil Chaotic humans who willingly aid the Undead, cultists, monsters, and mercenaries too powerful and useful for the Undead ruler to mess with.

Even if a castle is held by a horrible evil monster or some unpleasant thug, the reality of civilised realms is that the King or Emperor may still tolerate the evil doer

as a vassal, to use as a buffer or specialised defender (or attacker) against rival realms. Likewise a castle that is In Communication but held by rebels or monsters may be the beneficiary of a network of spies and informers, or a secret cult or Guild, operating within the realm of which it is technically still part.

This section provides a way to generate a castle and its inhabitants, hopefully in most cases in such a way that the rolls make some sort of sense. It isn't meant to somehow legislate over the top of what the GM does in his or her own game, and it definitely isn't meant to turn Dark Dungeons into that other sort of game where roleplaying is forced to give way to endless grey dice rolls. If you find that the charts in this section are messing up your game, don't use them!

However, if a GM uses the charts and creates a castle then this new castle has to be incorporated into the game. It needs to continue to exist and have an effect even when it isn't being visited or warred with and even when the adventurers have "gone back to town" or forgotten about it, if it has a powerful hostile ruler, that ruler won't have forgotten about them, that's for sure. He she or it will be sending out spies, or assassins, to take care of the adventurers.

In the same way if the castle is friendly to the adventurers, it will remain as a possible base of operations or jumping on point for adventures, or even a source of future player characters with a ready made background and place in the campaign.

Finally, there is the chance of having a Dungeon for each castle. This Dungeon is left entirely up to the GM. A Dungeon Randomiser is provided in this book on page 38.

Addendum to Chapter 15: Out of This World

The Inner Dark

A common item in some fantasy worlds is an item, much like the “inventory” in a computer game, which holds far more than it could in real life, due to its volume. The explanation for this type of item is that the items with magically large volume for storage connect to the Inner Dark, an Inner (Elemental) plane dimension that is the source of Shadow Power. Shadow is the freezing cold almost sentient force of darkness connected to the realm of infinite storage known as the Inner Dark. Further, the normal parallel world appearance of the Inner Dark has long since changed radically. Frozen to breaking point, the contents of this dimensions have become frozen dust long ages ago. Now it is similar to the Void outside the comfy atmosphere of the game world. Only much, much darker.

Shadow effects that swallow up a target in actuality consume a target and send it to a dimension of freezing cold and darkness - the Inner Dark. What is not fully known by most characters although it is hinted at, is that each Shadow effect that sends things into this darkness is not using a separate Shadow.

There is only one Shadow, with many portals to it.

From the point of view of someone within the Inner Dark “looking out” all is pitch black with two exceptions.

The first exception is the twinkling, scattered but rare “stars” - blinks and flashes of light that for the most part glitter and are gone in seconds. This scattering of light is the winking on and off of a character’s Shadow-based power or spell effect as he or she sends something into the Inner Dark.

Across the expanse of this dark dimension discs big and small float in a vague elliptic. These discs are slightly concentrated Shadow Matter, just slightly less black than everything else. Directly above each disc will float in rows and columns all the objects -and people- the owner of that disc has sent to the Inner Dark via their innate or item-based Shadow power. These discs expand or contract (or disappear completely) depending on how few or many objects and victims have been put into the darkness. An observer may even see a giant ghostly hand or a human-shaped or item-shaped patch of light and colour blaze forth and one of these objects stretch and zoom out of the Inner Dark, back to the world where the Shadow power character is, having summoned forth one of its stored objects.

The second exception to the pitch blackness is the ecology of the Inner Dark itself.

Over the many years of its use as a storage device in magical realms, a considerable amount of matter and energy has been abandoned in the Inner Dark. Usually this is because a Shadow power user dies having never brought the things back. Eventually some of the discs where the lost objects float have eroded, or been affected by stored spells such as magical fire or ice or the odd radiations emitted by some treasure. This led in time to Inner Dark islands forming, in effect, Elemental Aeroliths. The Aeroliths of the Inner Dark are usually called Darkoliths.

Darkoliths are sometimes inhabited. This is because characters can directly access the Inner Dark as with any other Elemental plane. It is also because some of the people stored awoke, and others were deliberately placed into the Inner Dark through Wishes so as to explore it.

Dimension Jumpers who use the Inner Dark are known as Shadowjacks. They are the bane of the existence of Inner Dark users who want to store tons of loot and precious things somewhere it can't be stolen or even found. If not for Shadowjacks, the Inner Dark might be secure; because of them, there is always a chance (2% at random) that a Shadowjack has found whatever you stored and either stolen it or released it. Stealing items or treasure is pretty obvious; but releasing a stored living being is simply a matter of another living being touching them in the Inner Dark. This touch of life to life immediately frees the stored object from its otherwise automatic suspended animation and the object, person or creature then drops to the 'floor' of the disc it is on.

This means that the next time the Shadow power user opens the portal to the Inner Dark to send or receive something the freed being can jump back out instead of what was desired! A GM might rule that a really bad failure on the Shadow power type results in this happening or even "someone else's" stored monster or enemy escaping instead of what was desired to be sent or received.

Shadowjacks and other free travellers have to withstand the cold of the Inner Dark. Anyone who is not immune to cold needs to dress in winter clothing as a minimum or freeze to death in 1000 minutes, plus an extra number of minutes equal to their Constitution. When this time expires, the character must start checking against their Constitution every ten minutes. Failure means the character must save vs. Paralyse / Petrify with a -10 penalty on the save or they have frozen and are dying. They are reduced to 1 hit point and will lose this hit point in 10 minutes.

With cold weather protection the Inner Dark isn't hospitable but it at least won't automatically kill you. However simply travelling into this dimension is unhelpful at best. With no other means of transport or Flight power, the character has to flail or "swim" against the slightly gelatinous clammy aether of this realm. This means their

Speed is reduced to 1/20th (round up) of its normal speed! Magical flight at least works normally in the Inner Dark. But Wings, ie physical air propulsion of all kinds, DO NOT.

Having begun to move around, the Inner Dark does reward exploration. Not only are there the discs to pillage or explore, there are other inhabitants, not all of them dire or hostile. Magic-Users who specialise in Shadow magical effects have been known to set up a chair, some snacks and a writing desk and sit on a disc for hours or days looking out into the inky darkness for inspiration on their spell research. The Inner Dark also attracts extraplanars, gods, Immortals and Forerunners. There is also an entire ecology of creatures native to the realm of darkness. Some of them might make good pets; others are stygian horrors. Sometimes in the Deeps, the part of the Inner Dark no one has ever yet reached with their Shadow powers, travellers claim to hear eerie and haunting sounds somewhat like those of whales. Who or what makes this eerie Darksong no mortal and few gods have ever yet discovered, and none have returned to reveal the secret to others.

The natural life forms of the Inner Dark fall into four categories: Shadow Eaters, Light Eaters, Burners and Physicals.

Shadow Eaters consume the raw Shadow Matter of the Inner Dark. In form they resemble corals, sea urchins and sponges. All are entirely harmless to visitors since even the ones resembling sea urchins are, when touched, as soft as cheese.

Light Eaters are creatures resembling the variety of fish, crabs and molluscs of the deepest abysses of the oceans. They are much larger than most sea creatures of the deeps however. Also their coloration is inky black, deepest purple, dull red or deep green, usually with stripes or spots. They are attracted to Light in all its forms and violently attack to consume the Light and its source. Specially favoured prey are characters who innately generate light since feeding on a victim with that power enables the Light Eater to breed.

Burners are creatures resembling Goblins. They attack in groups of 10, 20 or even 40 or more, swarming on to a vehicle or disc to kill and eat any traveller they find. They avoid active discs but clean up abandoned ones. They also attack settlements but this is how their weakness was discovered. Any light touching them does terrible damage to them, swiftly setting them on fire or burning them horribly. Thus settlements keep a perimeter of lights ever burning and it is death to lose a light because these gruesome little men will then swarm over you and eat you raw! A Burner is as small as a Goblin but as tough as an Orc, and their leaders are larger than a Goblin and should be treated as Ogres. Any Burner takes damage as if on fire from any exposure to strong light. Strong light is defined as anything as bright or brighter than a lit torch at 10' range.

Physicals are evolved and adapted versions of animals and creatures from the realm of mortals. Their adaptations are twofold - all have some form of magical flight or ability to leap huge distances, replacing their normal form of movement (Flight if wings are possessed simply means the wings have adapted to the Inner Dark and work as normal) and all of these creatures have totally lost any eyes they possessed. The eyesockets are as blank as those of a cave fish. In their place, the Inner Dark Physical version of a mortal realm animal has a form of echo location / sonar. This is a power but since it replaces the lost sense of sight it affords no net benefit. They can no longer be blinded, but are easy to deafen.

There are many, many, MANY more creatures in the Inner Dark, not all of them yet discovered...

Each hour spent drifting / swimming and each ten minutes spent flying, roll d% for what is found:

Inner Dark Encounters

Roll	Encounter
01-02	Friendly Shadowship (see below) crewed by Classed Humans
03-06	Pirate Shadowship crewed by unfriendly Classed Humans
07-08	Shadowshipwreck - something wrecked it and the crew are nowhere to be found...
09-39	Darkolith - roll up as for Aerolith (see page 3 et seq.)
40	A creature of absolute blackness glides past, utterly disinterested in you. Roll for size on the Aerolith chart.
41	A fellow traveller in the Inner Dark. Roll up as a normal character. There is a 10% chance that this character is not even from the same mortal universe as you!
42	A ball of light. It hurtles past without stopping and most likely didn't even notice you.
43	A corpse. It's desiccated; freeze dried and clearly very old.
44	A bunch of clothes with no one in them. Either someone stripped naked or there's something in here with you that dissolves people and spits out clothes.
45-51	A hero on a quest.
52	A Shadowshark - other than colouration and its ability to swim in the Inner Dark it is the same as its Prime plane version.
53	An ancient derelict Shadowship of alien design. A

	Shadowshipwreck, but not one from your own world.
54-65	An expedition of adventurers exploring the Inner Dark. They may be good guys... Or not...
66-69	An escaped prisoner. Several worlds use the Inner Dark to house a maximum security prison for their local bad guys. This is definitely a supervillain.
70	A heroic town guard or other law enforcer looking for an escaped supervillain.
71	A lost Weapon or Item, 50% chance of either.
72	A ray of multi-colored light blasts out from a tiny rift in the dimension, swings in an arc including you and then disappears again just as quickly.
73	A faint sound a little like hauntingly beautiful whalesong reaches your ears.
74	1d100 Burners. If you are not carrying or producing Light of some kind they are upon you and attacking with Initiative immediately, having swum up silently and attacked with surprise. Anything that could negate surprise can be used to change this surprise attack to normal combat - Telepathy, Ambush skill, etc.
75	A god or Immortal, on a quest or expedition for his or her pantheon.
76-80	A Crate. This is the classical form of largescale storage once used by those with various Portable Shadow items.
81-86	A river of debris. This is the detritus and wreckage from one the largest discs in the dimension which has been filled beyond its capacity, had 'an event' occur, and collapse in on itself. Every kind of mundane item is here but virtually all of it has been crushed into bits. Someone searching for at least an hour can make a roll to find something useful or unusual that is still in one piece.
87	An extraplanar monster. It could have any attitude to you, and could be of any type.
88	An Undead.
89	An abandoned disc with its loot intact!
90-94	An abandoned disc long since pillaged.
95	A disc still in use. There is a selection of frozen objects and a 10% chance of a frozen character too. There is a 75% chance that any character found is evil or some sort of villain.
96-99	A disc that is slowly turning into a Darkolith. Shadow

	Eaters have taken root on it and it is draped in slowly creeping Shadowy creatures similar to sea urchins.
--	--

Loot on a disc will mostly be excess items such as ladders, tools, a longboat, various keys and pieces of puzzles to which no answer has been found and other quest related junk.

Crates turn up all the time in the Inner Dark. A fair number of them also find their way back to the world of mortals. To determine what is inside the Crate you have discovered, roll 1d100 on the following chart:

Roll	Contents of Crate
01	Roll twice and combine results.
02	Empty except for straw.
03-11	A melee weapon such as an axe.
12	Pistol with 1d6 charges remaining and ready to use.
13	3d6 wooden boxes each containing 6 pouches of Red Powder.
14	Brand new clothing packaged for sale.
15	Hundreds of sheets of parchment ready for use by scribes or spellcasters.
16	Hundreds of pages of sketches, coded writing and diagrams drawn up by an engineer.
17	A Construct, neatly packaged up. Without a specific command word spoken to it, it will remain inert.
18	A Crystal Ball.
19	A long length of leather tube waxed and made waterproof. In other words, a medieval garden hose.
20	A pair of leather and paper flipflops with the words in Common tongue written on them "Enjoy Sunny OGREDEATH Waterslide Park!"
21	A work of art shrouded in straw. This is a work of fine art - a sculpture, painting, engraving, or similar.
22	Some explorer's biological samples, long since spoiled.
23	The stuffed corpse of a monster.
24	Parts for someone's mechanical or clockwork item. Unassembled.
25	A Flummery Agitator, Deluxe.
26	A Book of Magic consisting entirely of brightly coloured little panels telling stories using sequential art.
27	Bags of potting mix, clay pots, seed packets and

	gardening tools.
28	What looks like a Crystal Ball. It's actually the egg of a Celestial Moon Dragon.
29	School uniforms for a School of Magic.
30	Pots and pans. These are top notch Halfling made. Using them confers Cooking skill whilst they are in use.
31	Pots and pans. These are incredibly shoddy that LOOK Halfling made. They may even be cursed in some way.
32	Empty bottles of all shapes and sizes, destined by the label for somewhere called 'Vexor's Vineyard, Home of the Cabernet of Clues'.
33	Empty jars of all shapes and sizes.
34	This Crate has been infested. 1d4 Black Wasps (treat as Giant Bees) erupt out of it when you interfere with it.
35	Dwarf-made tins of soup, 2d100 of them. This stuff's delicious and even better each tin provides the equivalent of 3d6 points of healing magic. Now if only you had a tin opener...
36	Gnome-made tins of rations for the Glorious Army of Simol the Impatient. Each is fitted with a self-opening device in the form of a tiny key pressed into the lid. By the date stamped on them they are well over 50 years old. Still fresh!?
37	Hundreds of packets of biscuits. It's comfort food.
38	1d100 bottles of something called 'Sister Sunshine's Soda'. It's a lurid pink colour and looks extremely fizzy.
39	1d100 bottles of decent wine.
40	1d100 bottles of Dwarfish 'Alten Nivadilrbier' - beer.
41	A stone statue.
42	An ornate wooden carving.
43	Material for repairing nonliving items and buildings, enough to repair 100 points of lost structure points.
44	Material for repairing nonliving items and buildings, enough to repair 1000 points of lost structure points.
45	A live monster in a cage.
46	1d100 flasks of oil. Useable if lit as +3d6 damage fire grenades with an effective throwing range of 120'.
47	Primitive art items from a tribe somewhere.
48	Painting and other art supplies.
49	Lots of scraps of leather.
50	Lots of offcuts of cloth.
51	Huge sheets of vellum.

52	A sealed treasure chest. It is definitely trapped.
53	A tiny Crystal Ball wearable as an ear ring. This also allows communication at any distance with whoever is wearing another one.
54	The Crate is full of children's game and puzzles.
55	A musical instrument.
56	Components to make or repair armour.
57	Pornography.
58	1d100 sticks each of which functions as a cold light torch when waved. They will generate a slightly sickly looking pale green light enough to fill 10' with illumination. Each lasts one hour before going out.
59	A lantern with 2d6 flasks of oil and a tinderbox and flint.
60	A Rod of Illumination (flashlight) which will last 1d100 hours (GM should roll this duration and keep it secret).
61	Some kind of magical battery but no instructions on how it works or what it's for.
62	The Crate is full almost to overflowing of some sort of grain. There is a 25% chance some non-Inner Dark monster stowed away in this crate - a Giant Rat, Chaotic Weevil, etc.
63-66	Wool
67	Peculiar chemicals
68-69	House tiles
70-74	Bricks
75	Gems. Total value: 1d6 x 10,000gp. 1% chance of a magical gem or Power Gem mixed in with the rest.
76	Gold Bars. Total value: 1d10 x 10,000gp. But very, very heavy and bulky.
77	Strange metal items, possibly parts for some kind of vehicle or Construct?
78	Cables, ropes and leather belts of various sizes and designs
79	1d100 candles
80	A Box of Wondrous Noise (ie a boombox) with enough charge left to play for 1d100 hours continuously. Its 'music' is so incongruous to the game world it could easily constitute a sonic attack.
81	Bathroom fittings.
82-83	Simple tools.
84	Blankets, enough to keep 1d6 people perfectly warm.
85	Coal or brickettes.

86	Segments of plate armour.
87	Bottles of detergent.
88	Sports equipment.
89	Aquarium supplies.
90	This Crate has been outfitted as a sort of tiny headquarters for someone much smaller than human size.
91	The internals of some sort of Construct. This stuff is wrecked.
92	2d4 Rods of Communication (walkie talkies). Each set of these Rods allows communication at a distance of up to 3600' as if the people speaking are next to each other. The charge on each of these items will run out after 1d6 x 10 minutes.
93	Empty except for tiny white lightweight beads of some papery substance. When Crate is opened this stuff goes everywhere.
94	A manikin or dummy.
95	Scraps of old notices from taverns.
96	An unrecognisable bundle of junk.
97	This Crate is waterproof and filled with fresh water.
98	This Crate is waterproof and filled with sea water.
99	Crate is full of sand.

Some hardy souls have grown sick of the slow travel and hazards and chosen for their vehicle a Shadowship - a type of Skysailing Ship outfitted and equipped to sail the Shadow Seas of the Inner Dark! Most of these vessels are captained and crewed by explorers as much as thieves, since the vast realm of darkness has Aerolith sized lumps of Shadow Matter drifting through it and there are even settlements of sailors, pirates, captains and so on, complete with peasants and others who they have brought through to work and live freely under the Black Sky. These settlements are lit by magical means or through the successful use of great powers such as Wish. The usual crops are fungi since nothing else can grow well in the Inner Dark. Likewise the people who dwell there use sunlight generating items to obtain the life giving rays of the sun that all (Humans) need. However there are also settlements established by races like Dwarves and evil Elves who despise sunlight or are hurt by it.

A large multiracial settlement called Xurshard is built all over a craggy Darkolith of duchy size. It is the only known source of normal plants in the Inner Dark since it has a magical artefact called the Shield of the Bigmouth placed inside its castle in the middle of the small town. This castle, called the Greenhouse, is home to a royal family known as the Swardens of Xurshard. They are a hereditary family of Druids,

with only non-Druids permitted through marriage; all scions of their bloodline choose Druidism and develop as classed humans. The Shield of the Bigmouth is some sort of extremely powerful artefact made by the Forerunners and it permanently emits bright, almost blinding, pure healthy sunlight. The Druid royal family use it to illuminate the entire castle complex using mirrors and windows, and especially to feed and nurture their array of plants.

Xurshard has a total population near 1,000 - a vast number for the sparsely populated Inner Dark - and due to its sunny glow, not entirely shielded by the immense plants growing inside the glass sections of the Greenhouse, is actually quite a pleasant place. Especially since no part of the surface of Xurshard Rock, its Aerolith, is remotely dark enough for Burners. The main threats to Xurshard come from occasional Shadow Pirate raids, from particularly powerful and hostile Shadowjacks and from the rare but dangerous attack from a gigantic Light Eater. Xurshard maintains a squadron of Shadow Eagles (Blind Inner Dark adapted Giant Eagles) ridden by adventurers, usually Fighters of the Knight subclass. Xurshard functions as Headquarters for quite a few adventuring characters, as well as being casual home to many more. It is the main safe destination in the dimension.

Far from Xurshard, on the edge of The Deeps, there is a Darkolith pub, a spherical tavern hanging in the blackness. Called "Dameron's Den", it is owned and run by long-retired adventurer Jaark Dameron, once a rogue of repute but now a tired tavernkeeper. Not all visitors can afford his extremely steep prices, but on offer is every kind of food and drink imaginable. There are also eight large rooms on offer as bedrooms, rarely more than two are filled. Visitors who can't or won't buy any services are tolerated but pretty much ignored by everyone.

Since the Inner Dark is eternally cold, a fire burns eternally in Dameron's hearth. It's magical but not all-powerful and tending it is a significant task for his staff. Adventurers huddle as close to it as they can get since the rest of the building other than Dameron's private rooms deep in the heart of the Darkolith are not warmed - that's up to characters to do for themselves.

Dameron himself isn't talkative but he delights in encouraging others to tell tales of their adventures. Since the Inner Dark connects not just to one but to a myriad of mortal worlds, there could be adventurers present from *very* far away...

People in Dameron's Den (roll d%)

Roll	Contents of Crate
01	Other than you, Dameron and the live-in staff the place is utterly deserted. "That's a first," Dameron mutters.
02	A group of Undead led by an Undead Liege.

03-11	The place is packed to the rafters with every kind of character, all raucously getting drunk, telling stories, chatting up likely adventurers and showing off their weapons, armour, items and pets.
12	A watchful Ranger sits in the corner, smoking pipeweed. You can almost HEAR him being terribly mysterious.
13	A group of Magic-Users sit around a table, politely arguing about what they're going to do next.
14-21	A group of gamblers sit round a table, gambling. You're welcome to join... Sucker...
22-25	A party of adventurers are sitting and going over their maps, notes and items.
26	A god is sitting at the bar, drinking mead and chatting with Dameron. Looks like they're old friends.
27-40	3d6 totally random characters are in the bar, sitting and drinking or chatting in small groups.
41-50	4d6 characters playing dice. It costs a few gold a throw and the dice are enchanted to be fair - and to automatically take your losses from your gold. Standard rules for throwing 7 and 11. Or any others the GM imposes. The stakes here are very high if you keep betting since there are Demons and other extraplanars gambling alongside mortals.
51	An Inner Dark big game fisherman sits at the bar, a creel full of the strangest looking things you've ever seen at his feet.
52-60	3d6 characters are in the bar, listening to a filking bard really belt out some classics.
61-70	5d6 characters are sprawled asleep around the pub. Another 2d6 characters are awake and murmuring in conversation to each other as they keep drinking. The entire place smells, strongly, of spilled beer, some kind of fried snack and various smoking ingredients.
71-80	Dameron and his staff are cleaning up after some kind of pub-wide event: d%: 01-10: Barbarian Convention; 11-25: Attack by a supervillain; 26-50: someone opened the wrong Crate; 51-75: a wedding; 76-80: a coming of age ceremony; 81-98: the weekly talent contest; 99: an organised bareknuckle boxing match; 00: attack by a giant Inner Dark monster.
81-86	A party of visitors from Xurshard are feasting and having a good time. Their children are with them,

	running around underfoot. Nearby a pair of Knights stand watchfully, on guard.
87	A Wereanimal. In the Inner Dark wereanimals of most sorts don't undergo their change.
88-89	3d6 characters, all heroes or would-be heroes.
90-94	A group of adventurers who have been sent to the Inner Dark on a quest for someone called the Adventuremaster.
95	The Adventuremaster, deep in conversation with Dameron.
96	A dryad.
97	A Shadowjack.
98	Roll twice on this chart and combine results
99-00	Roll three times on this chart and combine results

The Inner Dark is a true Elemental plane. Except for how its internal geography has changed radically, travel across it still maps exactly in terms of relative position on the Prime plane. This extends to the Shadow powered items that open into the Inner Dark. For example if two people in an adventuring party each use a Shadow power storage device and they are standing next to each other, their two discs are almost touching in the Inner Dark. As they move further apart, so too do the discs (and anything suspended above each of them).

Shadowjacks are constantly using Shadow portals on storage items as a means to "shortcut" physical barriers on the Prime plane. The problem is that when a Shadow powered storage item is closed, it is utterly nonexistent on the Inner Dark. It provides no way whatsoever back to the Prime until it is opened again. One trick Shadowjacks try and use is to transport an open Bag of Holding to wherever they wish to enter, then climb out of it. However the many logistical challenges of this and similar schemes frequently end up backfiring on them.

Addendum to Chapter 18: Monsters



ACEPHALON aka BLEMMYES

Type: Humanoid

Habitat: Forest, Ruins or Clear (Rare)

Wandering Group: 1d6 (U)

Lair Group: 3d6 (A)

Move 30'

Armor Class: 8

Hit Dice: 5 (23 hp)

Attack Bonus +5

Attacks: Bash (1d6) & Bash (1d6) or Blemmyeknocker (2d12)

vs Death / Poison: 8

vs Wand: 9

vs Paralyze / Petrify: 10

vs Dragon Breath: 11

vs Rod / Staff / Spell: 12

Alignment: Chaotic

Intelligence: 7

Morale: 7

XP Value: 1,250

Acephalons are headless 7' tall humanoids with a large human face on their chest. This face functions as their normal head, they eat through its mouth and so on. The vulnerability of having a sensitive area on their torso worsens their otherwise excellent AC considerably. There is a second variety of Blemmyes or Acephalon known as the Epiphagi. The Epiphagi have eyes set into their shoulders and have an AC of 6. Acephalons rarely wear any clothes other than a loincloth, although they may wear a harness, satchel or backpack for carrying items.



Acephalons have a general purpose tool called a Blemmyeknocker which is similar to an oversized mallet, with an elongated lozenge shaped wooden head on a long reinforced 8' pole handle. Acephalons are masters of this weapon and use it as a quarterstaff, pole for investigating traps and hazards, combat weapon and crafting tool.

The Acephalon society is matriarchal, with every lair including one female Acephalon who serves as Queen for life. A new Queen is elected from the females of the group on the death of the Queen.

APE (Chimp)

Type: Animal

Habitat: Forest, Jungle or Clear
(Rare)

Wandering Group: 1d12 (Nil)

Lair Group: 2d12 (Nil)

Move 40'

Armor Class: 6

Hit Dice: 4 (18 hp)

Attack Bonus +4

Attacks:

Bash (1d6) & Bash (1d6) or Bite (1d8) or Unarmed Strike (3d4)

vs Death / Poison: 12

vs Wand: 13

vs Paralyze / Petrify: 14

vs Dragon Breath: 15

vs Rod / Staff / Spell: 16

Alignment: Chaotic

Intelligence: 7

Morale: 7

XP Value: 80



Chimps are an intelligent and highly aggressive species of Ape. They live in remote jungles and forests and in grasslands unless they are driven out. They are extremely unpredictable creatures. Chimp leaders are often the equivalent of a 2nd level Thief or Fighter.

APE (Gorilla)

Type: Animal

Habitat: Forest, Jungle or Mountains (Rare)

Wandering Group: 1d10 (Nil)

Lair Group: 2d12 (Nil)

Move 40'

Armor Class: 6

Hit Dice: 4 (18 hp)

Attack Bonus +4

Attacks:

Bash (1d6) & Bash (1d6) or Bite (1d8)

vs Death / Poison: 12

vs Wand: 13

vs Paralyze / Petrify: 14

vs Dragon Breath: 15

vs Rod / Staff / Spell: 16

Alignment: Neutral

Intelligence: 5

Morale: 5

XP Value: 79

Gorillas are an intelligent and gentle species of Ape. They live in remote jungles and forests and in forested mountain areas. They are not aggressive unless they feel threatened.

BEAR (MIGOU)

Type: Animal

Habitat: Arctic or Mountains (Rare)

Wandering Group: 1 (U)

Lair Group: 1 + 1d4 juveniles (minimum hit points)
(U x 2)

Move 40' (bipedal) 60' (quadrupedal)

Armor Class: 6

Hit Dice: 6* (28 hp)

Attack Bonus +6

Attacks:

Claw (1d6) & Claw (1d6) & Bite (1d12)

Phantasmal Visions* (see below)

NOTE: if both Claw attacks are successful against a single target in that combat round the Migou does an extra (2d8) crushing damage to that target.

vs Death / Poison: 11

vs Wand: 12

vs Paralyze / Petrify: 7

vs Dragon Breath: 17

vs Rod / Staff / Spell: 14

Alignment: Chaotic

Intelligence: 6



Morale: 9

XP Value: 485

The Migou or Yueh-Teh is a prehistoric survival, being an ancestral offshoot of the bear species that eventually became the Bear (Black) and Bear (Polar) subspecies.

The Migou is a relentless and extremely savage predator, preferentially attacking humans, demihumans and canines as it obviously sees the taste of these prey as a delicacy. The Migou's paws are foot-like on its hind legs since although it is a quadruped its light build and proportions allow it to move rapidly on two legs as well as four. The front paws of the Migou are covered in long shaggy fur, and its claws are in a row on the front paws almost resembling a spiky fin.

Migou are solitary, mating is a one-off event each year and females give birth to live young that follow her around for a year before going their own way.

At some point in their existence the Migou have developed mental powers as an adaptation to hunting Mystics and Magic-Users and these powers make them a vastly more formidable opponent than a conventional Bear of any type. This attack which the Migou can use once per combat round is called Phantasmal Visions and operates as a form of mental illusion that creates an effect somewhat similar to Hold Person or Hold Monster. The Migou emits a psychic field with a 60' radius of its body. Within this spherical zone all characters must save vs Paralyze / Petrify or be treated as if under the influence of a Hold Person (or Hold Monster or Hold Animal as appropriate) spell. The Phantasmal Visions effect lasts only a maximum of ten minutes, and each time a character suffers any form injury it can re-roll its save to end the effect upon it. Characters can be re-affected by the Migou as long as they are within the range of the effect. The Migou uses this effect either when in direct combat or as its first attack on potential prey, sleeping campers or anyone else it encounters who it decides to eat.

The nature of the Phantasmal Visions is such that the affected victim sees the Migou as a character or animal for whom it has love, trust or respect. At the same time, the victim stops moving, as if under the Hold spell as described above. The character does nothing but murmur quietly to itself, as it sees the Migou as a peaceful figure standing nearby in a friendly way. This despite the fact that most likely the Migou is in all reality a slavering bloodthirsty attacker at that point in time.

It is said that a Mystic who can fight a Migou to the death single handedly whilst at equal or lesser hit dice to the creature gains permanent total immunity to all Hold and illusion magic. Such a Mystic is henceforth known as a Monk of the Iron Mind, and accorded great honor amongst his or her class.

BIRDS

Birds are feathered flying creatures which have claws, a beak, keen intelligence and usually some form of song. Bird song in some situations has Immortal-conferred magical power, particularly related to lifting specific curses or awakening those put into forms of magical sleep. Since this is not an innate power of birds it is not counted in their XP Value.

Birds lay eggs and these eggs are used as food by many other species.

Birds in legend all participate in a complex social system centering around the Parliament of Birds. This is a huge meeting of representatives of all Bird species, which gathers on a floating castle high in the clouds. It is said that all Bird species have a nobility or leadership group, and that there are also royalty and even an Emperor of all Birdkind.

Birds build nests, which usually are a hemisphere of twigs or woven grass, but can be much more elaborate than this. Birds place their nests in places as far away as possible from predators or hidden away from prying eyes. Birds that live in extreme conditions such as deserts or snow fields sometimes simply sit on their eggs or chicks and use their own bodies to protect their eggs or young from both predators and the elements.

BIRD (Giant Flightless)

Type: Animal

Habitat: Any (Common)

Wandering Group: 1d8 (Nil)

Lair Group: 4d8 (Nil)

Move: 80'

AC: 8

HD: 2 (9 hp)

Attacks: Claw (1d6) or Bite (1d4)

vs Death/Poison: 13

vs Wand: 14

vs Paralyse/Petrify: 15

vs Dragon Breath: 16

vs Rod/Staff/Spell: 17

Alignment: None

Intelligence: 4

Morale: 7

XP Value: 7

Giant flightless birds include the “dwarf” varieties such as the Cassowary, Emu and Ostrich, “normal” size varieties such as the Moa, and the larger heavier varieties such as Gators and Drumsticks. All giant flightless birds have enormous legs, atrophied wings which sit next to their bodies except when displayed during courtship rituals, a long neck and a small head with a thick conical beak.

Giant flightless birds may be domesticated for use as riding animals.

Table GFB-1: Pack and Riding Birds

Item	Carrying Capacity	Speed	Cost
Gator	3000cn	30' / rnd	250gp
Drumstick	500cn	100' / rnd	750gp
Ostrich	1000cn	50' / rnd	200gp
Cassowary	800cn	30' / rnd	100gp

BIRD (Giant Flightless Carnivore)

Type: Animal

Habitat: Any (Rare)

Wandering Group: 1 (V)

Lair Group: 1d4 (U + V)

Move: 80'

AC: 4

HD: 20 (90 hp)

Attacks: Claw (2d6) & Bite (7d6)

vs Death/Poison: 7

vs Wand: 8

vs Paralyse/Petrify: 9

vs Dragon Breath: 10

vs Rod/Staff/Spell: 11

Alignment: None

Intelligence: 4

Morale: 9

XP Value: 2,800

Giant flightless carnivore birds have enormous legs, atrophied wings which sit next to their bodies except when displayed during courtship rituals, a thick short neck and a large head with a heavy curved razor sharp beak. They stand between 20' and 30' tall and are fearless apex predators. Under normal circumstances these creatures can never be tamed to use as riding animals.

BIRD (Giant Eagle)

Type: Animal

Habitat: Mountains (Very Rare)

Wandering Group: 1 (I)

Lair Group: 1d4 (Nil)

Move: 15' (Fly 180')

AC: 8

HD: 10* * * * (50 hp)

Attacks: Claw (2d8) & Claw (2d8) or Bite (3d6) or special - can cast spells as if a 3rd level Magic-User (Sorcerer)

SPECIAL: If a Giant Eagle strikes the same target successfully with both claw attacks the target is held as if subject to a magical Hold spell. Whilst in this Hold the Giant Eagle can deliver its Bite (pecking) attack to the held target automatically each combat round from then on. If it does so it cannot also use another Bite attack on any other target in that round.

vs Death/Poison: 13

vs Wand: 14

vs Paralyse/Petrify: 15

vs Dragon Breath: 16

vs Rod/Staff/Spell: 17

Alignment: Neutral

Intelligence: 15

Morale: 11

XP Value: 1,450

Giant Eagles are very similar to Rocs and Raptors. However the Giant Eagle is russet brown, golden or white in colour and possesses vastly greater intelligence than most other Bird species. Their long association with pantheons of Immortals

from the Mountains and frozen lands of the far North have resulted in this species picking up spellcasting abilities as well as gradually being bred for their intelligence by their Immortal allies.

Giant Eagles have a wingspan between 32' and 60'. The rulers of their race all have a wingspan of at least 55' or more and are usually also highly distinctive in appearance.

Giant Eagles hate and despise Goblins of all kinds and will attack them on sight.

Giant Eagle feathers can, at the GM's sole decision, have magical powers of their own of some minor sort, such as conferring a +1 bonus on rolls when Crafted into a quill for writing and researching spells.

BIRD (Parrot)

Type: Animal

Habitat: Any (Common)

Wandering Group: 1 (Nil)

Lair Group: 1d100 (Nil)

Move: 5' (Fly 60')

AC: 8

HD: 1d4 hp

Attacks: Claw (1d2) (combined both claws treated as a single effective attack) or Bite (1d4)

vs Death/Poison: 13

vs Wand: 14

vs Paralyse/Petrify: 15

vs Dragon Breath: 16

vs Rod/Staff/Spell: 17

Alignment: Neutral

Intelligence: 7

Dexterity: 13

Morale: 7

XP Value: 16

Parrots are raucously squawking Birds with highly distinctive plumage and very useful claws that function almost like hands or monkey paws. Parrots also have large heavy beaks in a hook-like shape which function as amazingly versatile tools. Given enough time, Parrots patiently open doors, pick away at windows, tear holes in backpacks and even armoured leather sacks and panniers, and are capable of picking up and using simple tools such as a stick or even a lockpick. As a species, the Parrot is a dedicated and curious Thief, and all Parrots have the skills and abilities of a 1st level Thief. Perhaps most amazingly, Parrots can also learn to speak the languages of Humans, humanoids and demihumans. This is true speech and not simple imitation.

At the GM discretion, a Parrot character can be allowed to progress past 1st level Thief in class, up to a maximum of 9th level. If this is allowed the Parrot is treated as a Halfling for all level progression purposes such as XP and extra Hit Dice, but as a Thief in terms of gaining advancement with Thief skills and abilities. Such a Parrot Thief character will never use any weapon other than its claws and beak. If the Parrot Thief is allowed and progresses in level, its saving throws as of 2nd level as a Thief substitute for its Bird saving throws above.

BIRD (Raptor)

Type: Animal

Habitat: Any (Common)

Wandering Group: 1 (Nil)

Lair Group: 1d6 (Nil)

Move: 5' (Fly 60')

AC: 8

HD: 1d4 hp

Attacks: Claw (1d2) & Claw (1d2) or Bite (1d4)

vs Death/Poison: 13

vs Wand: 14

vs Paralyse/Petrify: 15

vs Dragon Breath: 16

vs Rod/Staff/Spell: 17

Alignment: Neutral

Intelligence: 5

Morale: 7

XP Value: 5

Raptors are predatory carnivorous Birds. They have an incredible sense of sight which allows them to see as if adjacent to an object from over one mile away. Raptors nest in utterly inaccessible places as high up as they can possibly manage to get, be it a mountain top, floating castle or the topmost rooftop spire of a palace. Any approach to a Raptor nest is met with savage force from the adult birds who nest there with their young. Nocturnal Raptors such as Owls have heatvision or its equivalent. Raptors may be domesticated for use as hunting animals or pets with the assistance of an Animal Trainer.

Raptor is a general term covering many species such as the different varieties of Hawk, Vultures, Condors, Owls, normal sized Eagles and exotic species such as Carnivorous Finches and other oddities.

BIRD (Songbird)

Type: Animal

Habitat: Any except Underground (Common)

Wandering Group: 1 (Nil)

Lair Group: 1d12 (Nil)

Move: 1' (Fly 6')

AC: 6

HD: 1/4 (1 hp)

Attacks: Special see below

vs Death/Poison: 15

vs Wand: 16

vs Paralyse/Petrify: 17

vs Dragon Breath: 18

vs Rod/Staff/Spell: 19

Alignment: Neutral

Intelligence: 5

Morale: 3

XP Value: 5

Songbirds are the smallest and most beautiful of all Birds. Their bright and patterned colourful plumage makes them extremely impressive, but also highly sought after by hunters for use as decorations.

Songbirds are usually inoffensive, indeed delightful and pleasant. They will never under any circumstances fight unless someone is literally harassing them in their actual nest. However when defending their nest they will fight.

Particular Songbirds, such as the Bluebirds of Happiness, Peacocks of Taus, Canaries of Azor and others, are greatly beloved of particular Immortals. Those Immortals traditionally Curse any who slay or hurt their beloved Bird species.

BRAIN FROM XYRROS

Type: Monster

Habitat: Any (Very Rare)

Wandering Group: 1 (I always has a magic item, item is always a *Helm of Telepathy*)

Lair Group: 1d4 (I x number of Brains, each always has a magic item, item is always a *Helm of Telepathy*)

Move: 20'

AC: 0

HD: 10* * * *

Attacks: None - see below

vs Death/Poison: 7

vs Wand: 6

vs Paralyse/Petrify: 5

vs Dragon Breath: 10

vs Rod/Staff/Spell: 17

Alignment: Chaotic

Intelligence: 24

Morale: 5

XP Value: 5,050

Brains from Xyrros are invaders from another Prime plane, in another crystal sphere. They come to the normal home Prime plane of the campaign specifically to raid, enslave, conquer and do evil.

The Brains are literally large faintly glowing brains, roughly 4' diameter and shaped much like a highly crenellated human brain. They generate a mental field capable

of permanently levitating them and their possessions approximately 5' from the ground or the deck of a ship. Each is encased in a sinister looking container, so that when they levitate they seem more like haunted giant helmets than living beings.

Their home Prime plane, Xyrros, is relatively speaking “local” in the Luminiferous Ether to the campaign world. This means Brains from Xyrros can make the journey relatively easily with little chance of being lost between crystal spheres.

Each Brain wears a Helm of Telepathy which also functions as the equivalent of plate armour for them since they have no normal body.

Brains affect the outside physical world using a mild telekinetic field that functions as if a pair of Strength 18 human arms. However, they rely on slaves and their soldiers to carry out their will, not usually engaging in direct combat. If they do enter physical combat, their ghostly telekinesis will always wield for them the most devastating weapon they can obtain, preferably missile weapons so that they can keep themselves from physical harm.

Due to their alien form and use of telekinesis in addition to any physical weapons or items the Brain uses it can also cast spells. Each male Brain of Xyrros is the equivalent of an 18th level Magic-User. Each female Brain of Xyrros is the equivalent of an 18th level Cleric. Spellcasting for a Brain of Xyrros takes standard actions in a round, but its use of physical attacks are free bonus attacks, however limited to one two handed attack per round or two single handed attacks per round.

Brain slaves are whatever life forms they have managed to capture and enslave. Brain soldiers are humans, monsters and demihumans who surrendered their will to that of a Brain and are now in constant low level telepathic contact with their master or mistress. The Brain demands absolute unquestioning suicidal loyalty from its troops. In return it equips them with the best equipment, potions and weapons it can steal. These soldiers also function as the Brain's crew on board whatever skyship it operates if it still possesses one.

Xyrros skysailing ships are quite beautiful, resembling spiral seashells with gracefully shaped decks. They are also highly unusual since their keel supports a set of landing skids, heavily armoured struts ending in ski like strips which allow the ship to land without crashing on dry land. These struts halve the damage taken by a ship that would ordinarily crash after losing its flight power, and allow a spellcaster to automatically land safely on land as though landing safely on water with equivalent rolls.

These Xyrros skysailing vessels are configured such that they are considered skiffs for all purposes. Each Brain of Xyrros will have such a Xyrros Skiff, and it is usually close enough to its base of operations that it can quickly flee on board and escape if things go against it.

It is believed that Xyrros is a world that orbits a dying Radiating Body, and is also extremely low in resources such as metals and plant life. The Brains of Xyrros are trying to permanently abandon their homeworld and take over another, ironically in the process they are causing all the same destruction that has doomed Xyrros.

CAT (Erlot)

Type: Animal

Habitat: Any (Very Rare)

Wandering Group: 1 (Nil)

Lair Group: 1d2 (Nil)

Move 48'

Armor Class: 3

Hit Dice: 16 * * * (75 hp)

Attack Bonus: +4

Attacks: Bash (6d6) & Bash (6d6) or Bite (5d8 + *Energy Drain*)

vs Death / Poison: 8

vs Wand: 9

vs Paralyze / Petrify: 10

vs Dragon Breath: 11

vs Rod / Staff / Spell: 12

Alignment: Neutral

Intelligence: 17

Morale: 1 1

XP Value: 10,540

Erlots are 20' long panther-like cats standing 10' at the shoulder. They have white eyes with no apparent iris. From each of their shoulder blades a 10' long tentacle extends. One the end of each tentacle are six smaller tentacles which form a hand fully capable of functioning like the human hand.

At will, the Erlot can use a camouflage effect equivalent to the effect of a *Potion of Blending* (90% chance of not being noticed).

In combat the Erlot strikes with each of its tentacles or attacks with its bite. The bite drains a level from any victim it successfully bites, which is how Erlots feed.

CAT (Flying Tiger)

Type: Animal

Habitat: Album Covers (Uncommon), Any (Very Rare)

Wandering Group: 1 (Nil)

Lair Group: 1d2 (Nil)

Move 60' (Fly 120')

Armor Class: 4

Hit Dice: 8* (40 hp)

Attack Bonus: +1

Attacks: Bite (3d6) or Wing Buffet (Bash) (2d8+2)

vs Death / Poison: 1 1

vs Wand: 1 1

vs Paralyze / Petrify: 1 1

vs Dragon Breath: 1 1

vs Rod / Staff / Spell: 1 2

Alignment: Neutral

Intelligence: 10

Morale: 11

XP Value: 4,500

Flying tigers are very similar to large normal tigers except they also have bat-like or bird-like wings. These wings enable flight and are also useable in combat. Flying tigers may be domesticated as flying steeds.

CAT (House Cat)

Type: Animal

Habitat: Urban (Common); Underground (Rare)

Wandering Group: 1 (Nil)

Lair Group: 1d4 (P)

Move 30'

Armor Class: 6

Hit Dice: $\frac{1}{2} * (1 \text{ hp})$

Attack Bonus 0

Attacks:

Claw (25% of 1 hp else no damage) &

Bite (50% of 1 hp else no damage)

vs Death / Poison: 12

vs Wand: 13

vs Paralyze / Petrify: 14

vs Dragon Breath: 15

vs Rod / Staff / Spell: 16

Alignment: Neutral

Intelligence: 6

Morale: 6

XP Value: 7

* A House Cat is considered to be a 2nd level Thief solely for the purposes of using abilities it has in common with a Thief: Climb Walls, Find Traps, Move Silently and Hear Noise.

House Cats speak their own language as well as the language of Sphinxes. If this ability to speak Sphinx tongue has an impact in the game, for example allowing the cry of a House Cat to attract a Sphinx to aid it in combat, then a House Cat should be worth 11 XP for defeat not 6 XP.

“For the cat is cryptic, and close to strange things which men cannot see. He is the soul of antique Aegyptus, and bearer of tales from forgotten cities in Meroë and Ophir. He is the kin of the jungle’s lords, and heir to the secrets of hoary and sinister Africa. The Sphinx is his cousin, and he speaks her language; but he is more ancient than the Sphinx, and remembers that which she hath forgotten.”

- H.P. Lovecraft

House Cats are the smallest of all Cat subspecies. They are not fully domesticated and an Animal Trainer is required if a House Cat is to be considered fully trained and a loyal pet or ally. Once an Animal Trainer has successfully trained a House Cat it is considered a (small) party member which will follow loyally next to its master or mistress, or demand to be carried on their person once it gets tired or sleepy.

House Cats are treated with extreme reverence in some nations and city-states, due mainly to the strange interest certain Immortals take in them and the weird weaknesses some very rare forms of evil being have to the cry, spittle, claw, bite or gaze of the House Cat.

CONSTRUCT (Dreadnaught)

Type: Enchanted Construct

Habitat: Urban (Very Rare); Barren (Rare)

Wandering Group: 1 (Nil)

Lair Group: 1 (Nil)

Move 70'

Armor Class: -1

Hit Dice: 24 * * * * * (108 hp)

Attack Bonus: +8

Attacks: Cannon (2d12) & Cannon (2d12)

vs Death / Poison: 11

vs Wand: 12

vs Paralyze / Petrify: 13

vs Dragon Breath: 14

vs Rod / Staff / Spell: 15

Alignment: Neutral

Intelligence: 5

Morale: 11

XP Value: 18,250

A construct is an artificial creature created by a high level spell caster. Constructs differ from golems in that golems are made from a single piece of material whereas constructs are made from material from multiple sources.

Remnants of some dreadful ancient war, Dreadnaughts resemble a cross between a tortoise and a World War I tank. The Dreadnaught is constructed of bolted plates of iron and steel, with shields screwed on to its surfaces here and there. They are approximately 20' long and 15' high. They have treads instead of legs and these treads are moved by a series of partially concealed wheels. Their large cannon are set on each side of their squat body. Each Dreadnaught can "reload" its cannon by eating red powder, oil, magical potions and sulfur. This is done by the Dreadnaught rolling over the substances and crushing them in its treads, which then drag the substances into its inner workings. Dreadnaughts make a constant deafening roar

which causes any living thing with fewer than 3 hit dice to flee in terror for 2d6 rounds. This effect works each time it is encountered, there's no way to get used to this construct's intolerable noise unless the character is deaf or immune to *Fear* effects.

Each Dreadnaught has a compartment within its body accessible through a hatch in its upper body. This compartment can hold up to four human sized figures and has the carrying capacity of a cart. A Dreadnaught may voluntarily open this compartment to transport characters to whom it is nonhostile or from whom it needs some service. Otherwise forcing open this compartment is the only easy way to destroy a Dreadnaught quickly, because inside the compartment the Dreadnaught's AC is merely 5 and within the construct is NOT immune to fire and cold effects.

Dreadnaughts can only be harmed by magical weapons. Dreadnaughts are immune to *Sleep*, *Charm* and *Hold* spells and all fire effects, cold effects and gases.

A destroyed Dreadnaught produces enough useable metal to make a suit of +2 plate armour and 1d6 +2 shields.

CONSTRUCT (Flesh)

**aka Synthetic Man /
Synthetic Woman**

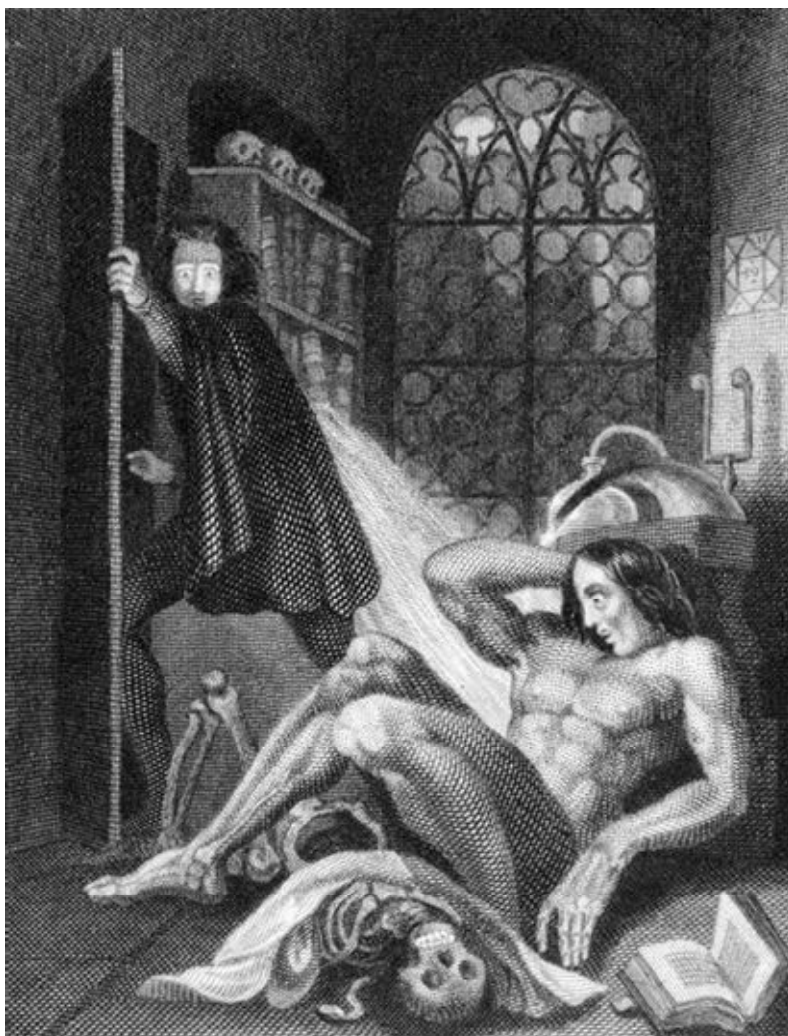
Type: Enchanted Construct

Habitat: Urban (Rare); Any
(Very Rare)

Wandering Group: 1 (Nil)

Lair Group: 1 (Nil)

Move 30'



Armor Class: 4

Hit Dice: 6 (27 hp)

Attack Bonus: +8

Attacks: Bash (1d6) & Bash (1d6) & Bite (1d6)

vs Death / Poison: 11

vs Wand: 12

vs Paralyze / Petrify: 13

vs Dragon Breath: 14

vs Rod / Staff / Spell: 15

Alignment: Neutral

Intelligence: 10

Morale: 11

XP Value: 1,250

A construct is an artificial creature created by a high level spell caster. Constructs differ from golems in that golems are made from a single piece of material whereas constructs are made from material from multiple sources.

Flesh constructs, also known as Synthetic Men, are humanoid figures, somewhat larger than human average, assembled from body parts from at least three different dead humans or demihumans. Some of them are relatively normal looking, although most have a misshapen or grotesque appearance in some way. They are shaped to resemble muscular human beings. The most well made versions have few visible scars, which is a reflection of extra skill rolls made by whoever created them.

Flesh constructs can only be harmed by magical weapons. They are however terrified of fire and a naked flame presented to them strongly acts on them as though they are an Undead successfully turned by a Cleric.

Flesh constructs are immune to *Sleep*, *Charm* and *Hold* spells and all gases.

Sweet music or singing and happy laughter attract the attention of Flesh constructs and they will approach such sounds unthinkingly even if it might endanger them to do so. Once people notice them and the music stops normal reactions should then be rolled.

DEMONS

Demons are incredibly powerful creatures created by Immortals from the souls of mortals as agents of chaos and destruction. All demons are immune to magic cast by mortals and have anti-magic of 25% against magic cast by Immortals.



Demons mate with mortal life forms from time to time, producing new horrors in the process. Some Demons also mate with each other so although the original Demons are all mortal souls transmogrified their offspring are “true born” Demons.

Demon (Cambion aka Crooked Demon or Demonic Changeling)

Type: Exalted Extraplanar

Habitat: Any (Very Rare)

Wandering Group: 1 (Nil)

Lair Group: 1 (I)

Move 40'

Armor Class: 0*

Hit Dice: 5 (23 hp) * * * * *

Attack Bonus: +5

Attacks: None



Power Reserve: 50

vs Spell Attacks 18

vs Physical Attacks 15

vs Mental Attacks 17

vs Power Attacks 17

Alignment: Chaotic

Intelligence: 16

Morale: 4

XP Value: 6,000

A Cambion is the offspring of a Demon (Succubus) and a mortal. The creature more or less resembles a normal human or demihuman except it suffers scoliosis to some degree, whether minor major (50% chance, 01-50 on a d100 roll) or has a hunchback (50% chance, 51-00 on a d100 roll).

For the first seven years of a Cambion's life, it does not breathe, nor need to. In this time its flesh is cold and blue tinted, only becoming warm and normal colouration for the race of its mortal parent on its 8th birthday. Also during this first seven years the Cambion weighs twelve times its normal weight. This excessive heaviness is not in the form of fat but rather due to the incredibly dense physical form of the larval half-demon. A Cambion child cries at the touch of a mortal, but is otherwise a silent and watchful infant and child. From the time of its eighth birthday the Cambion undergoes rapid, supernaturally precocious, development and is essentially a fully formed adult by the age of 12.

Cambions are not just Chaotic but also extremely strongly and gregariously either good or evil. Good Cambions always become flamboyant or distinctive heroes if they can survive and evil Cambions always become extremely high profile evil-doers, practicing every vice, cruelty, perversion and violence until stopped.

Cambions spend their Power Points on *Prepare Mortal Magic* spell although they also can but rarely do use it to *Control Undead*.

Anyone making a successful unarmed attack on a Cambion's hunchback hump or curved spine has a 1% chance per successful strike of obtaining the effect of a *Wish* spell. This attack must be nominated before the attempt and does no damage to the Cambion. The attack must be in genuine combat to the death. Jousts, the Cambion "letting people hit it" and other workarounds never produce the desired *Wish*. The attempt to hit and score a *Wish* requires much greater accuracy than a normal attack and so the attacking character suffers a -8 penalty when making the attempt. One attempt can be made each round for each normal attack the attacker would have.

Demon (Demodraco)

Type: Exalted Extraplanar

Habitat: Any (Very Rare)

Wandering Group: 1 (Nil)

Lair Group: 1d3 (G)

Move 60'

Armor Class: 0*

Hit Dice: 25 (113 hp)*****

Attack Bonus: +25

Attacks: Tentacle (3d6) & Tentacle (3d6) & Tentacle (3d6) & Tentacle (3d6) & Breath Weapon (cold) and Breath Weapon (fire) - breath weapons as per the White and Red Dragons respectively; Breath Weapon is equal to Demodraco's current hp total.

Power Reserve: 100

vs Spell Attacks 19

vs Physical Attacks 15

vs Mental Attacks 18

vs Power Attacks 17

Alignment: Chaotic

Intelligence: 12

Morale: 10

XP Value: 35,000

Demodracos stand 30' tall and resemble wingless brown dragons with two heads, one the head and neck of a Red Dragon and one the head and neck of a White Dragon. The Demodraco has four legs each ending in cloven hooves, and four tentacles, two on each side of its necks. These writhing tentacles resemble those of an octopus, and have suckers on their undersides.

Demodracos can spend their Power Points on preparing mortal spells, which they generally use to protect themselves and any servants and to cause the maximum amount of destruction possible to whatever happens to be the target of their anger at that time. The Demodraco also employs Groan and Howl to great effect whenever possible.

Demodracos are creatures of fury and berserk bloodlust, attacking without mercy or hesitation until destroyed or driven off. If they work with any assistance it is always a band of desperate Chaotic monsters similarly dedicated to destruction and hate.

Demon (Demon Dream)

Type: Exalted Extraplanar

Habitat: Any (Very Rare)

Wandering Group: 1 (Nil)

Lair Group: 1 (G)

Move 40' (20' on the Ethereal Plane)

Armor Class: 0*

Hit Dice: 22 (99 hp) * * * * *

Attack Bonus: +16

Attacks: None

Power Reserve: 100

vs Spell Attacks 20

vs Physical Attacks 15

vs Mental Attacks 13

vs Power Attacks 17

Alignment: Chaotic

Intelligence: 28

Morale: 4

XP Value: 20,750

A Demon Dream resembles an emaciated female zombie with long pale hair and tangled tentacles resembling coils of intestines instead of arms. Its rotting face is dominated by its glowing white lidless eyes, like two pearlescent lamps burning in their sockets.

Demon Dreams are Demons that, whilst they absolutely are physical and can visit physically, basically refuse ever to do so, instead using magic and mental attacks to plague a mortal whilst he or she sleeps. The Demon Dream might be quite close physically to the victim, or it might be a dimension away, using its powers remotely in every sense. When the Demon Dream is not attacking remotely, it is in the Ethereal Plane, next to where the mortal victim sleeps.

Demon Dreams seek to destroy mortals through destroying their ability to rest and recover, and ultimately to possess the physical form of a mortal permanently, taking over their physical existence. This possession is then used to create a bridgehead so that more Demon Dreams can do the same. The most common way to do this is for the first successful Demon Dream to obtain the means to put a lot of mortals to sleep at the same time and keep them unconscious for hours or days until each new Demon Dream has successfully parasitized its host mortal. Mortals

who successfully resist the Demon Dream will be attacked again and again whilst they sleep until either the Demon Dream is destroyed, or the mortal succumbs.

Defeating the Demon Dream requires either a Battle of Wills, or to find and kill the Demon Dream either on the Ethereal or in its extraplanar lair. The Demon Dream will basically never give up once it chooses a target unless it is forced to retreat or it is killed.

The Battle of Wills

This is the preferred form of struggle for the Demon Dream. Basically once a character falls asleep, the Demon Dream uses *Prepare Mortal Magic*. It uses *ESP* to enter the thoughts of a sleeping character and if possible will use other spells to protect itself from being discovered, prevent friends of the victim from interfering, and illusion magic to create a new sinister dream for the sleeper. This dream state becomes deeper and deeper. Once it is deep enough, the Demon Dream uses *Magic Jar* and possesses the character. This is initially only temporary but it enhances the psychic struggle to the point where both the Demon Dream and its victim must save each combat round. Nothing else is possible for the sleeping character or the Demon Dream at that point including spellcasting other than a titanic Battle of the Wills.

From the first round onwards, the victim must save vs. Paralysis / Petrify each round (or save vs Mental Attack if they are Exalted or Immortal) and the Demon Dream must save vs Mental Attack.

Failure by the Demon Dream

If the Demon Dream fails its save, it is driven out of the victim's sleeping mind and cannot return until the following day. The moment the Demon Dream fails its save, it is driven off. However, the struggle still means that the victim has lost all benefit of rest! No healing, no recovery of spells, no restoration of uses of other abilities that require rest to reset, or anything else requiring sleep is granted back to the character the following day. Also, the trauma of the nightmare the Demon Dream causes inflicts a hit point of damage on the victim. This can be healed in any normal way - except sleep - since if the Demon Dream is not yet killed or defeated it will return the next night, once more robbing the character of restoration and once more inflicting a hit point of damage.

A failed save by the Demon Dream means it is driven off even if its victim fails its own save in the same round.

Failure by the victim

The victim of the Demon Dream suffers a gradual loss of his or her mind in any round where they fail their save but the Demon Dream makes its save. The total number of times a character can fail a save in the Battle of the Wills is equal to their Wisdom, with extra bonus times added equal to their Int bonus if any. This is their Will for the purposes of this struggle. Each failure deducts a point of Will. If the Demon Dream is forced to leave, this Will does not regenerate until the Demon Dream is killed or permanently defeated, ie the character can enjoy a full night's sleep. If more than one Demon Dream is attacking the same character, each Demon Dream is inflicting Will loss, from the same Will total. This means that if there is ever a situation where more than one Demon Dream assaults the mind of a character it is likely to lead quickly to the permanent possession of that character by the demon.

No More Will

If or when the victim's Will is reduced to zero, the victim suffers Soul Death, a black tidal wave of despair that leaves them open to Demonic possession. At this point the Demon Dream casts its *Magic Jar* and quickly makes it Permanent. They have now possessed the character and the character's soul, its essence is consumed by the Demon Dream and permanently destroyed. This means there can be no raising from the dead for the original character, and its Intelligence is replaced with that of the Demon Dream.

Note that *Magic Jar* allows the victim to save vs spells to resist. If a victim of a Demon Dream successfully resists the *Magic Jar*, they immediately awaken, screaming. However they still have no Will left, are still in a state of utter despair, have still not recovered any abilities or spells and will be subject to another *Magic Jar* attempt once they fall asleep again. Truly, a miserable state. However it at least opens the door to their adventuring companions or heroes to race against time and slay the Demon Dream responsible.

If forced into physical combat the Demon Dream will do all in its power to escape and failing that attacks as if an unarmed 22nd level Mystic.

Once in its host using *Magic Jar* all of the normal rules relating to susceptibilities and weaknesses when possessing a victim using that spell apply.

Demon (Midnight Caller)

Type: Exalted Extraplanar

Habitat: Any (Very Rare)

Wandering Group: 1 (Nil)

Lair Group: 1d2 (G)

Move 80'

Armor Class: 0*

Hit Dice: 22 (99 hp) *****

Attack Bonus: +16

Attacks: Claw (1d8) & Claw (1d8)

Power Reserve: 100

vs Spell Attacks 20

vs Physical Attacks 15

vs Mental Attacks 18

vs Power Attacks 17

Alignment: Chaotic

Intelligence: 28

Morale: 9

XP Value: 20,750



Midnight Callers resemble reptilian pointed eared humanoids somewhat like a cross between a lizardman and a kobold, standing 8' tall. Their crocodile skin and long reptilian tail add to their reptilian appearance although their eyes are cat-like and their mouths are more like that of a great white shark.

Midnight Callers are slavers and deceivers, especially devoted to disrupting children and the growth of children into adulthood. They spend Power Points on

anything that furthers schemes to abduct human and demihuman children for use as slaves and to protect themselves from any heroes who may come to try and stop them and free the children they have enslaved. They are incredibly devious and sneaky and completely treacherous even to fellow Demons.

Midnight Callers and other Demons and evil-doers who work with them are on a long standing quest to enter and conquer the outer plane known as the Twilight Kingdom. This plane is the size of a principality. It has a deep well of fresh water around which sit extensive ruins of an enormous city of bygone days. There are no obvious native inhabitants and outside the ruined city the rest of the plane is an expanse of greenish sand and peculiar blue and yellow spiky bushes. Beyond the landmass there is nothing, the Twilight Kingdom hangs in an empty darkness.

Despite the emptiness, all attempts to conquer this plane have failed, because each time the Midnight Caller making the attempt arrives in the Twilight Kingdom strange shadowy beings drive it back out whence it came. These shadowy beings fascinate and enrage the Midnight Callers. From time to time Midnight Callers will put together an adventuring party from amongst its captured child slaves, or use the slaves as hostages to blackmail an adventuring party, and send an expedition of non-Demons into the Twilight Kingdom to explore. Although these expeditions at least manage to remain in the plane, they never encounter the same shadowy beings that block the way of the Demons.

It is also a mystery as yet why the Midnight Callers are so obsessed with conquering this obscure and apparently pointless outer plane. But there must be something of great significance so to motivate them, perhaps centered on the pure waters that flow endlessly from the Well of the Twilight Kingdom. Some Sages theorize that there is a connection between the Twilight Kingdom and the much larger, better known and populous outer plane known as the Purple Twilight. No Immortal who knows the truth of it all has yet revealed any part of the mystery to mortals, or if they have, those mortals have themselves kept the secret.

DOG (Domesticated)

Type: Animal

Habitat: Urban (Common); Underground (Rare)

Wandering Group: 1d4 (Nil)

Lair Group: 2d6 (P)

Move 30'

Armor Class: 6

Hit Dice: 2 (7 hp)

Attack Bonus: +1

Attacks: Bite (1d6)

vs Death / Poison: 12

vs Wand: 13

vs Paralyze / Petrify: 14

vs Dragon Breath: 15

vs Rod / Staff / Spell: 16

Alignment: Neutral

Intelligence: 4

Morale: 8

XP Value: 20



Dogs are the domesticated cousins of Wolves. They are intelligent carnivores who have begun adapting to an omnivorous diet due to close proximity to humans. Their original pack hunting instinct has been submerged through Animal Training such that the Domesticated Dog now sees its owner and their immediate family as its “pack” and is fiercely protective of them.

Domesticated dogs are only reared and kept by Humans, Dwarves and Halflings. Other races use their own variants of the dog / wolf species which have diverged into more or less separate subspecies or species.

DRAGON (Dragondog)

Type: Dragon

Habitat: Any (Rare)

Wandering Group: 0 (Nil)

Lair Group: 3d6 (H)

Move 60'

Armor Class: -5

Hit Dice: 30* * (135 hp)

Attack Bonus: +22

Attacks: Bite (3d12) & Gore with Horns (3d6)

vs Death / Poison: 6

vs Wand: 6

vs Paralyze / Petrify: 6

vs Dragon Breath: 2

vs Rod / Staff / Spell: 8

Alignment: Lawful

Intelligence: 3

Morale: 11

XP Value: 13,450

The Dragondog or Hoardhound is a true Dragon, that has long ago lost its wings and breath weapon and evolved into a thickset muscular quadruped, vaguely resembling a large dog such as a mastiff. Dragondogs are approximately the size of a rhinoceros. The Dragondog is covered in shiny metallic reptilian scales and has a blunt dragon like head. Horns sprout from its skull and also decorate its back along its spine. These spines make close combat with the creature very dangerous indeed.

Dragon dogs are kept as pets or allies by Dragonians and some more intelligent Dragons also use them as lair guardians.

Three times per day the Dragon dog can in addition to any other attacks sweep and roll. This attacks an area in a radius of 30' around its body with the full set of its horns, impaling, slashing or crushing anyone in range. Any character within 30' of the Dragon dog when it uses its sweep and roll must save vs Rod/Staff/Spell or suffer 10d6 physical damage, 33% chance impaling damage, 33% chance slashing damage and 34% chance crushing damage. Those making their save still suffer the Dragon dog's normal Gore damage of 3d6.

DRAGON (Dragonfish)

Type: Dragon

Habitat: Any underwater (Rare)

Wandering Group: 1d3 (Nil)

Lair Group: 1d3 (B)

Move 100' (swimming underwater only)

Armor Class: varies (typically 3)

Hit Dice: varies (typically 6 * * (27 hp))

Attack Bonus: varies (typically +6)

Attacks: Bite (1d8+4)

vs Death / Poison: 6th level Fighter

vs Wand: 6th level Fighter

vs Paralyze / Petrify: 6th level Fighter

vs Dragon Breath: 6th level Fighter

vs Rod / Staff / Spell: 6th level Fighter

Alignment: Chaotic

Intelligence: 4

Morale: 9

XP Value: 1,989

Dragonfish are a minor species of Dragonkind that live in warm water areas. They resemble giant goldfish, roughly 10' long from snout to the root of their tail fin, with extremely ornate and long fins and decorative scales.

Dragonfish can breathe out a huge cloud of bubbles three times a day. This cloud of bubbles is 100' in diameter. The bubbles stay in a dense sphere and slowly rise to the surface (Movement 10'). They only dissipate when they reach open air. Until they dissipate, anyone caught within them is subjected to an Anti-Magic effect of 50% effectiveness and must save vs Dragon Breath or suffer stunning damage equal to 10d6+10. If this stunning damage exceeds the hit points of the victim, the victim loses consciousness for 1d4 hours. This will cause an air breather to drown unless rescued. Otherwise if the victim is conscious they cannot attack or cast spells and can only move at one third of their normal speed. Stunned characters also suffer a +2 penalty to their armour class and a -2 penalty to all saving throws. A stunned character may attempt a saving throw vs Death Ray each round to shake off the stun. However, if they shake off the stun and remain within the sphere of bubbles, they suffer the stunning damage all over again. This continues every combat round they spend in the bubbles until the bubbles dissipate or they successfully move out of the cloud.

DRAGON (Flying Dragon)

Type: Dragon

Habitat: Any (Rare)

Wandering Group: 1d12 (Nil)

Lair Group: 3d6 (B)

Move 10' (Fly 180')

Armor Class: varies (typically 3)

Hit Dice: varies (typically 6** (27 hp))

Attack Bonus: varies (typically +6)

Attacks: Bite (3d6)

vs Death / Poison: 6th level Fighter

vs Wand: 6th level Fighter

vs Paralyze / Petrify: 6th level Fighter

vs Dragon Breath: 6th level Fighter

vs Rod / Staff / Spell: 6th level Fighter

Alignment: Neutral

Intelligence: 4

Morale: 8

XP Value: 885

Flying Dragons are a minor species of Dragonkind with smooth brown skin and plain almost snake like heads. Their large wings enable them to fly swiftly and with great agility.

Their breath weapon is a half power (half damage and range) fire attack in a line pattern, with the Queen Flying Dragon producing the melt type of attack.

DRAGON (Lime)

Type: Dragon

Habitat: Any (Very Rare)

Wandering Group: 1 (Nil)

Lair Group: 1 (B x 2)

Move 40' (Fly 40')

Armor Class: varies (typically 3)

Hit Dice: varies (typically 6 * * (27 hp))

Attack Bonus: varies (typically +6)

Attacks: Bite (3d6)

vs Death / Poison: 6th level Fighter

vs Wand: 6th level Fighter

vs Paralyze / Petrify: 6th level Fighter

vs Dragon Breath: 6th level Fighter

vs Rod / Staff / Spell: 6th level Fighter

Alignment: Lawful

Intelligence: 12

Morale: 9

XP Value: 1,100

Lime Dragons or Tyrampeers as they are sometimes known are a minor species of Dragonkind with smooth green skin with darker spots and a somewhat rubbery head with a large snout and small bat-winged ears. Their wings are small and enable them to effectively levitate at will rather than providing them with genuine flight under normal circumstances.

Their breath weapon is a half power (half damage and range) fire attack in a line pattern.

Lime Dragons of either sex are intelligent, laid back and friendly. They still collect treasure and try to have a nice clean civilized lair, preferably in a castle or large dungeon. They are extremely gregarious and make friends with other creatures, meaning that the lair of a Lime Dragon will have a large assortment of other monsters living there as hangers-on and servants of the Dragon.

Because of their high intelligence Lime Dragons make great investments and smart financial plays as well as collecting loot from adventuring. This explains why their treasure is so bountiful. Lime Dragons use this treasure wherever possible in their homes so magic items and other unusual gear will be equipped or in use by their friends or soldiers and not simply littered around on the floor.

Lime Dragons are avid wargamers and one area of their lair will always be set aside for the playing of a Dragon-sized board game, wargame or similar table top activity.

DRAGONIAN (Least)

Type: Enchanted Dragon

Habitat: Any (Rare)

Wandering Group: 1d4 (V)

Lair Group: 1d4 (E)

Move 40' (Fly: 5')

Armor Class: 2

Hit Dice: 3 * * * (14 hp)

Attack Bonus +1

Attacks:

Claw (1d4) &

Bite (1d4)

Or by weapon - usually a mace or club or by weapon feat

vs Death / Poison: 13

vs Wand: 14

vs Paralyze / Petrify: 12

vs Dragon Breath: 16

vs Rod / Staff / Spell: 14

Alignment: Neutral

Intelligence: 10

Morale: 9

XP Value: 200

Dragonians are lesser cousins of true dragons. They are much smaller than true dragons, being only the size of a human, and stand upright.

Unlike their larger cousins, Dragonians have no magic use or breath weapon. However, they are immune to all magic spells of 4th level or lower. They can voluntarily drop this immunity by concentrating, for example to receive a cure spell.

Least Dragonians have no ability to change their shape and always exist in their reptilian winged natural form. Least Dragonians can rise to 3rd level as a shaman or 2nd level as a sorcerer although both of these options are extremely rare. Most all Least Dragonians are simple warriors. They are able to wear and use armor and weapons as if a human fighter.

Dragonians have little interest in human and demi-human society, but are occasionally found interacting with it either as emissaries of their own communities of Least Dragonians, as emissaries of other more powerful Dragonians or as solitary adventurers. Solitary adventurer Least Dragonians are 50% likely to be Chaotic in alignment rather than Neutral.

FORERUNNER

Type: Exalted Extraplanar

Habitat: Urban (Common); Underground (Rare)

Wandering Group: 1 (B)

Lair Group: 1 (B x 2)

Move 40'

Armor Class: -10

Hit Dice: 20 * * * * *

Attack Bonus: +14

Attacks: Special see below

Power Reserve: 100

vs Spell Attacks 14

vs Physical Attacks 15

vs Mental Attacks 10

vs Power Attacks 19

Alignment: Neutral

Intelligence: 25

Morale: 11

XP Value: 18,000

Special:

SHAPESHIFTING: Forerunners can once per combat round at their initiative count assume the complete physical form of any other being with the exception of the chosen form of an Immortal. This physical form is identical to a “real” member of the species or construct chosen with the exception that all mental powers, saves and intelligence are those of the Forerunner. Also if the form could not normally use magic, the Forerunner still can if it knows any spells.

DISINTEGRATION: Once per combat round as their standard attack and in addition to any Shapeshifting, a Forerunner may launch an energy blast, ray or cone equivalent of a breath weapon (affecting 1d6 characters at once). This energy attack instantly destroys any target that fails its save vs Dragon Breath or save vs Power Attacks.

Forerunners are similar in nature to ball lightning, but have powers that can destroy even lesser gods.

Forerunners are a race of incalculably powerful entities. Despite this, their nature or personality is not entirely different from that of normal characters. Many theories have arisen to explain this empathy or compatibility; most turn on some theory of common origin or a Genesis Event.

As insanely, almost indescribably, powerful as the Forerunners are, by being finite at all and able to be reduced to statistics however vague places the Forerunners firmly within the realm of all that exists, and not in the realm of the true Everywhere Spirit or One Above All, the “god of the gods” referred to in the most mysterious (or obvious?) of ancient texts. Mortals venerate or worship many things, Immortals and interdimensional beings included. This does not make what is worshipped truly divine, or even superior to that which offers worship. No number, no matter how immense, even approaches infinity.

In its natural form, “how they really are”, a Forerunner is a ball of light, covering approximately 10’ in diameter. The light is neither dim nor too bright to look at; it varies in color with the mood and intent of the Forerunner. When a Forerunner generates sound in its natural form, whether the crackle of energy or human speech, the ball of light pulses perceptibly and varies slightly in size.

A Forerunner is incredibly powerful, yet lacks a power that even lesser Immortals might have – Telepathy. They are so alien that they can’t read the minds of ANY other species. Even though they can create items with telepathy, just as humans can create X-Ray machines, we cannot directly see X-Rays, only create pictures. So too with Forerunners and telepathy.

Forerunners have never lost their appetite for coldly and disinterestedly examining the existences of other characters. When someone, who is considered by Forerunners to be lesser than they, uses Telepathy power successfully on a Forerunner, if that is ever possible, all they will discover is alien images beyond understanding and a sense of cold detachment and gentle patronising amusement. Even though they are truly and unintentionally dismissive of ‘lesser’ life-forms, they still compulsively study them. Perhaps it gives them “something to do”. Or perhaps they deceive themselves about their level of disinterest?

Forerunners usually undertake studies in one or both of two ways: direct involvement or artefact dropping.

Direct Involvement (DI) means exactly what it says. A Forerunner uses its shapeshifting to disguise itself as a member of the local race or community. As such it goes about its business exactly like a normal local. This effectively means that the Forerunner has adopted a strict code of “Behave Exactly Like A Local, Including Pretending To Be Injured Or Killed If Necessary” and created for itself an alter-ego. This alter-ego should be generated identically to how any normal character is generated. Just remember that EVERYTHING about this alter-ego is 100% FAKE. Even if it seems Undead or a Construct, it’s all simulated using Immortal power and acting. In fact it is the extreme forms of character that are most likely to detect or guess that a Forerunner walks amongst them, since they know their own nature so well that no matter how skilled a Forerunner actor may be, it will not pass muster. A clique of Vampires all being exquisite and sucking people’s blood will tell that the Forerunner fake’s heart is just not in it, or that although it casts no reflection for a second there is the hint of something else there. People may also leap to the WRONG conclusion, suspecting that it is not a

Forerunner but some kind of horrific monster amongst them or even an actual Immortal...

Artefact Dropping (AD) is the practice a Forerunner or group of Forerunners undertake when they create a powerful item and literally drop it out of the sky, let it wash up on a beach or give it to a mortal knowing it will begin a long history. This item is almost always a One-of-a-Kind Weapon, Item or similar unique thing which quickly passes into myth and legend. Even Immortals and Extraplanars don't always realise the sheer lack of care that Forerunners exhibit when they do this. There is no higher purpose served, no Cosmic Balance established, no sense of justice fulfilled. Forerunners do it so they can see what happens. That's it. If the Artefact is purer in form than a 'mere' Weapon, Item (or Vehicle or Steed, etc.) it almost always takes one of three forms: Ball, Child, or Puzzle.

BALL

A Forerunner Ball is a 30' diameter sphere, resembling a giant golfball with a highly reflective metallic surface that almost seems liquid. The Ball has Flight at a standard Move of 10,000', ESP 1 mile radius permanently on, and the innate ability to cast the spell Wish as if a 36th level Magic-User with a Wisdom of 25. It can cast up to seven Wishes PER DAY.

The weakness of the Ball is that the Wishes it grants include every subconscious urge, suspicion and fear of those within 1000' of it, at all times, beginning with the most focused minds and ending with even the primitive reproductive and predatory urges of all minds down to any creature with an Intelligence of at least 2. The power of a Ball to fly activates once, to bring it in range of people who can use it, or if it is lost in the sea or drifting in another dimension to bring it in range to be found; and once more to depart when its 'work' is done and the whole area is in chaos and uproar, which usually doesn't take too long. Its second and final flight use sends it hurtling first across the sky, then out of the local Crystal Sphere, into the broader universe and then finally across The Fence (the bizarre borderland created around the Forerunners' home outer plane and directly via a zoomway (Gate) into the world of the Forerunners. If a being can somehow stay holding on to the Ball's almost infinitely frictionless surface, and somehow survive the trans-universal flight and the crushing tidal forces of the zoomway he or she will find themselves in the Forerunner World.

Let us pause to ask, WHY WOULD YOU WANT TO? Well, supervillains being greedy thugs or delusional emperors might well think the Forerunners were a

worthy target for theft or alliance. Perhaps the truly delusional imagine the Forerunner realm to be one of infinite treasures and pleasures. Megalomaniacs might dream of alliance with the gods. As for heroes, well there might be a problem too big for any normal extraplanar or Immortal to assist them with. Or they might naively think Forerunners are “good” in their intentions. Finally, an outraged sense of right and wrong might prompt superheroes to call on the Forerunners to tell them off - or even try and bring them back to face local legal proceedings!



CHILD

A Forerunner Child is exactly what it sounds like. A Forerunner comes to the realm of lesser beings, be it Mount Olympus or the mortal world, and impregnates a (Human) woman. This impregnation is either a baffling, almost inexplicable thing, carried out via a beam of light or a similar mating to when Immortals or demons polymorph temporarily to impregnate a character.

The result of the impregnation by a

Forerunner is exactly like any other hybrid. It's just that the Forerunner Child randomises its statistics using those of a Forerunner for its father. Potentially, that could make for a fairly impressive character. Even if by some mischance the Child inherits NONE of its Forerunner father's Traits, it still inherits the nature of a Forerunner. Upon the character's death, a Forerunner Child undergoes a Physical Metamorphosis. 50% of Forerunner Children shift permanently to a Forerunner form, although one that still has their same characteristics. The other half of resurrected and changed Forerunner Children return from the dead, but are simply as they were before death.

In either event, only after death will the parent Forerunner express any interest whatsoever in its child. And even then the interest might be cold and clinical rather than expressing and detached but genuine affection.

PUZZLE

A Forerunner Puzzle is devastating. This callous and one might suggest evil item is in the form of a physical puzzle easily able to be handled and interacted with. Almost all Forerunner Puzzles are no larger than a large apple if intended for human use. Another common form of Puzzle is a Book of Magic.

The Puzzle is created and programmed by Forerunners so as to automatically function as a Gate, with a diameter of 1d10 x 10', between two or more entirely different and hostile dimensions. Sometimes, the Gate connects to what seems to be another time in the history of the same mortal world, but which is a twisted parallel with something deeply, permanently and incurably amiss - a world at the mercy of Undead for example, or a world without Magic.

When the Puzzle is interacted with it becomes immediately obvious that it is able to be used or 'solved' in some way. Clever players might realise this is not necessarily a good idea. Others may not care.

Solving the Puzzle is not very difficult for normal characters; in fact it requires merely a successful check against the character's Intelligence. However, solving this Puzzle, whether moving sliding pieces around or reading a book, results in the immediate and permanent creation of the Gate. One end of the Gate is centered on the puzzle itself, meaning whoever solved the Puzzle and whatever else is in range is now transferred, with the Puzzle, to the other end of the Gate and whatever world awaits. This means the Gate is mobile, moving wherever the Puzzles moves.



IN THE FORERUNNER DIMENSION

A non-Forerunner in the Forerunner World sees precisely and only what the Forerunners wish them to see. At its simplest and if somehow the Forerunners are caught napping by the non-Forerunner's arrival, the realm will resemble a blank white floor, a featureless landscape covered in swirling gray-white smoke (Ether) and off in the distance a single pillar of apparently infinite height. As soon as the Forerunners are aware of the presence of an interloper, the world will change to resemble something equivalent to the home realm of the visitor. It will still at its outer edges however turn back into flat white ground and greyish smoke. If the particular Forerunners encountered can't be bothered, then the local area converted will be more or less like an unconvincing stage, any buildings mere painted backdrops or nailed up wooden fronts and flat rather than full buildings. Sometimes the smoky local dimension is left as is, with a complete functional building such as a castle or casino nearby, to encourage the visitor to isolate themselves away from the general Forerunner population.

MORTAL THOUGHTS

Forerunners who have spent a life-time with a 'lesser' race (and lesser to them even includes pantheons of Gods) sometimes experience Mortal Thoughts. This means that they 'go native'. They don't surrender their powers, but they do begin to act in the interests of their local group or race. They identify too strongly with these petty concerns and become 'Un-Forerunner-like', or as Forerunners describe it, "sick". The first sign of this sickness is that the gone native Forerunner sticks to a differentiated sex and appearance rather than its natural form.

Forerunners are irritated by "Sick" Forerunners. It spoils their own observations by interfering with their uncontaminated specimens. In rare cases if a "Sick" Forerunner begins exhibiting its full powers around lesser beings and generally drawing attention to the Forerunner race, this behaviour risks making lesser beings aware of what Forerunners do and how they do it. If this happens a Council of Forerunners convenes in their unimaginable home dimension. Sufficient Forerunners are sent to 'have a talk' with the offending member of their race so that in the event the rebel will not return to normal behaviour the group can overpower the individual and take it home. If the offending Forerunner can somehow survive and triumph, official Forerunner policy is to strip the gone native entity of its Forerunnerhood. This means that although it is still a ball of light, the ball of light true form is now only assumed at the point of death and its "fake" form it has chosen is now its 'real' form, permanently. Further, the Power Points of the changed Forerunner can now only be used to generate the equivalent of mortal spells.

Gone native Forerunners could be amongst the Greek Gods or early 1960s London on Earth, either way they are forever consigned to that reality to the same extent a local would be. It doesn't mean they are somehow trapped in a mundane world, they can still adventure, Travel, use Gates or embrace whatever else is going on, but they are forever shut off from their own people. To a rebel Forerunner this initially seems fantastic, but as the centuries wear on it can pall terribly.

GYRYX

Type: Enchanted Construct

Habitat: Ruins (Rare)

Wandering Group: 1d4 (Nil)

Lair Group: 2d4 (C)

Move: 30' (Fly 70')

AC: 5*

HD: 8* (37 hp)

Attack bonus: +8

Attacks: Claw (1d8) & Claw (1d8) & Bite (1d8) & Wing Buffet (Bash) (1d6)

vs Death/Poison: 8

vs Wand: 9

vs Paralyse/Petrify: 10

vs Dragon Breath: 11

vs Rod/Staff/Spell: 12

Alignment: Chaotic

Intelligence: 6

Morale: 11

XP Value: 400

Gyryx are a special type of Gargoyle in the size and shape of a winged lion. They are usually made of stone and when still resemble a statue of a sphinx. Despite their weight, they can fly clumsily and very quickly. Gyryx are extremely territorial whether rogue or still functioning as guards, and are also highly aggressive by nature.

A Gyryx is immune to *Sleep* and *Charm* spells and can only be hit by +1 or better weapons.

GIANT (Gawr)

“Gawr” is the general name for Giants, in particular fairy tale Giants, ie extremely BIG but basically human characters. Through intermarriage and interbreeding the Gawr have produced sub-races just as humans did.

Gawr dwell anywhere, but their homeland is the continent-sized Aerolith Jötunheimr (“Giant-Home”).

Jötunheimr: Sky Continent, Aerolith has an ecology and is invisible to all but the greatest Immortals, inhabited by True Giants

Giant-Land has some features that are

immediately obvious to anyone flying over it, should they survive long enough. It is a place of extreme conditions. Generally cold but with a thick atmosphere breathable by normal characters, the upper surface of this aerolith is covered with Himalayan-sized mountains, equally titanic scaled rivers, forests, glaciers and other rugged wilderness, and all the animals, whether species from the time of humans or prehistoric creatures from before humans held sway, are gigantic. The animals that are normally enormous are not more so - an allosaurus in Jötunheimr is normal sized - but the other animals are all ‘Masters’ of their species - and at least two to three times the size of the normal human encountered size. No bear is less than a Cave Bear or larger, the deer and stags are jaw droppingly large even as fauns, and the salmon and other fish are big enough to gulp a human down in one swallow.



Some believe that Jötunheimr is a zoo, created by truly awe inspiring Immortals to preserve what once was the 'normal' condition of the mortal realm.

Giant-Land has dwellings for its more civilised or organised inhabitants but nothing anywhere larger in purpose than a feast-hall, magical castle, cave full of bones, isolated farm house, ring of enormous (in human scale) standing stones or a fenced field for giant sheep, cattle, goats or other livestock. The only other recognisable feature is the trail of Causeways.

Since even Giants and True Giants are prey for some of the creatures of Jötunheimr, ancient Gawr began the practice of making stepping-stones. The stepping stones are house sized or bigger boulders that Giants can easily stride or leap between to avoid ground-based predators or swarms of pack feeding smaller predators in their wilderness home. To normal sized characters these Causeways don't immediately suggest a path, and resemble massive rows, circles or spirals of menhirs or other gigantic rocks. Causeways are composed of hundreds of stones, each anywhere from 30 to 50 feet tall and 20 to 150 feet wide.

"Jötun" (plural: "Jötnar") means "Hungry One" or more colloquially "Eater of Men". This is a reference to the typical diet of a Giant, namely anything smaller than them, including sentients such as humans. Man-eating Giants are not the only kind though and some sub-races are as civilised and non-cannibalistic as any other character. It should be noted though that in general, humans are considered a delicacy for the Gawr races.

There is a feature of true Gawr that many of their sub-races have lost but which all True Giants as they call themselves possess. All Gawr have the power of Invisibility! Yes, True Giants all have this power, and it explains why so often we see what they have done but not the character who has done it!

At some point a long, LONG time ago, Gawr gave rise in some inexplicable way to many of the Named Gods (those Immortals who have cults, religions and pantheons). Either groups of Gawr acquired more and more powers to the point where their nature changed, or they encountered and interbred with Immortals, or were elevated by Immortals. This last possibility is what many Gawr believe of themselves. They believe that Giants held sway in all the realms, and that they were then elevated by incalculably powerful Immortals to whom they give the name The Forerunners.

Gawr (True Giant; The High Race of Giants; Godlings; Jotunn, Thurians, Hungry Ones) stand on average 330' tall, although some are as tiny as 60' and a few are as

massive as 600' tall. The strange elemental flesh from which Gawr are made makes them able to lift truly incalculable masses, such as mountains or small islands.

Each Gawr is considered to be a Level 1 Immortal. Their home plane is Jotunheimr, their mortal body is their normal form in which they are encountered. Due to their nature and culture Gawr do not have multiple mortal bodies, nor do they have other forms such as an Embodied Form besides their Spirit Form. They do not truly understand their Immortal nature, they do not embrace the ways of Immortals, and so are amongst the easiest Immortals to permanently kill. In incalculably ancient times the Gawr waged war against both Immortals and other mysterious "Gods". After this war and the defeat of the Gawr, it seems Gawr either rejected having Embodied Forms or actually have been somehow banned from having a true Immortal physical form, by fiat of the assembled power of all other Immortals. Technically, every Gawr must have an Embodied Form to be an Immortal by definition, but for that purpose, each Gawr's Embodied Form is simply a 300' diameter spherical chunk of the strange matter of which Jotunheimr is made. Their home sky island is literally a gestalt of their collected Embodied Forms. Gawr were born at the Dawn Time when such strange elemental things were common. So technically, Gawr have no normal Embodied Form, but somewhere in their vast floating continent is chunk of matter with their name on it.

All True Giants are feared and hated by those smaller than themselves due to their nature. They are predisposed to violence. They are exceptionally bloodthirsty, and will only rarely spare defeated enemies, preferring to eat them. This is a compulsion and not a choice. Giantkind call this the Eternal Hunger. Gawr are also creatures of pure primal Chaos who claim descent from the Luminiferous Ether itself. Their Chaos is innate and unable ever to be quelled or mastered.

Some True Giants include:

Atlas, who is said to hold up the world itself;

Draulika, father of the Elves of Darkness;

Loki-Beyond-The-Fence (Utgard-Loki), a rare True Giant Magic-User with an Intellect of 19 but who is much physically weaker than a typical True Giant;

Mimir, severed head of a mighty giant that has Telepathy and the ability to see the past present and future and still lives to speak of it;

Vafprúðnir, "Mighty Weaver", an ancient True Giant who has the knowledge of past, present and future and whose might is equal to that of Atlas himself.

True Giants have a long and storied history and still live to this day in their cloud-land. Their lifespan is extraordinary, but they are not true Immortals due to their embrace of a mortal form. If permanently slain, due to their primaeval nature their corpses become features of the sea, land, sky or void.

Some True Giants deserted their fellows and sought out places at The Fence, the strange borderlands outer plane that connects to bizarre crystal spheres, between outer planes and the Prime plane, or in mortal lands.

Interbreeding with other Immortals produced truebreeding races of Giants, each of them strongly linked to an element. There are lesser Giants, such as Frost, Fire, Cloud and other Giantkin, that are more or less depowered after generations of outbreeding. Those Giantkin have become mortal. The Elemental Giants below are still ageless, and although not Exalted or Immortal, do not age and will only die of accidental causes or violence.

GIANT (Elemental Giants)

Type: Giant

Habitat: See below (Very Rare)

Wandering Group: 1 (E + 5,000 gp)

Lair Group: 2d4 (E x 2)

Move: 40'

AC: -10

HD: 15*** (67 hp)

Attack bonus: +6 (M with their chosen weapon type)

Attacks: Varies

vs Death/Poison: 5

vs Wand: 6

vs Paralyse/Petrify: 7

vs Dragon Breath: 8

vs Rod/Staff/Spell: 10

Alignment: Chaotic

Intelligence: 12

Morale: 10

XP Value: Varies

Giant Type:	Sea	Star	Clay	Corpse-Swallower
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Height:	48'	27'	27'	27' with 120' wingspan
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Sea Giants inhabit the oceans of the Prime plane and the Elemental Plane of Water. They are attractive in appearance, with sea shell, pearl and coral jewellery and sometimes similar decorative armour that provides no real bonus to their AC. They have turquoise skin, black or white hair and purple eyes. They resemble well proportioned humans, other than their gigantic size.

Once per round they can cast any of the following: Magic Missile, Sleep or Create Normal Monsters as if a 24th level Magic-User. Sea Giants typically are Masters of the trident and use Oversized Weapons in the form of tridents and lances.

XP Value: 9,260

Star Giants inhabit isolated desolate rocks floating in the void. They have grey, pale yellow, pale green or black skin and a huge afro and mane of silver hair. They wear simple togas, kilts or skirts. They frequently tattoo themselves with chaos runes and bizarre tribal markings, using glowing tattoo ink to do so.

Once per round they can cast any of the following: as if a 13th level Magic-User. Star Giants typically hurl gigantic pieces of rock at opponents, an attack they have mastered and can use once per round instead of any other action. This attack is treated as an attack by a cannon for all purposes.

XP Value: 6,260

Clay Giants inhabit remote wilderness regions or mountains. They resemble clay golems to some extent but each Clay Giant has a gem, carved runestone or large glittering mineral set into their forehead. Unless this gem or stone is smashed, the Clay Giant is invulnerable to all attacks, even by Immortals. The gem / stone has a

separate AC of -14 and requires 111 hp to destroy. Each combat round in which the gem or stone takes damage, it regenerates 3d6 hp at the end of the round, even if it has taken enough damage to be destroyed. If the 3d6 regenerated hit points are enough for the stone to be on a positive number of hp, the Clay Giant is still alive and can fight on.

Once every three turns, Clay Giants can liquefy their form and become a tidal wave of liquid clay. This is an area attack equivalent to the Melt effect of a Queen Dragon's fire breath except the damage is soggy water based corruption and ruining rather than fire. The tidal wave of clay effect covers an area of 200' diameter in a sphere. A save vs Dragon Breath allows a character to escape the zone of destruction but take no other action.

In the turns where the Clay Giant does not use its tidal wave of clay attack it attacks unarmed with its fists, two Bash attacks doing 4d8 hp each on a successful hit.

XP: 10,830

Corpse-Swallowers resemble giant pale ghouls with 120' wingspan giant eagle wings. They attack with Claw (3d8), Claw (3d8) and Bite (2d10). On a successful Bite attack a Corpse-Swallower engulfs its prey and swallows it whole. Any prey 67% smaller than the Corpse-Swallower or less is engulfed. Swallowed victims take 4d8 damage per round until the Corpse-Swallower is killed and it can engulf any number of victims.

XP: 7,700

Mutations and hybrids occurred in the past history of the Giant races also. Some were destroyed at birth, others proved so useful they were allowed to live and breed. This has led to other gigantic related beings, all of them much weaker than True Giants but nevertheless formidable beings.

Oversized Weapons are a type of Summoned Weapon that is permanently summoned. It lacks the normal ability to disappear when not in use. It's just literally a ridiculously oversized weapon. Damage is whatever the normal damage for such a weapon would be, doubled, and has added to its damage the height in feet of the giant using it. Example: A Sea Giant using an Oversized Weapon: trident does $2d6 + 12 + 48$ hp on a successful hit against an armed opponent.

HELLHILL

Type: Monster

Habitat: Clear (Very Rare)

Wandering Group: 1d6 (A each)

Lair Group: 2d6 (A each)

Move: 1'

AC: -20*****

HD: 100 (450 hp)

Attack bonus: +40

Attacks: 25 x Envelopment (1d10 x 10)

vs Death/Poison: 2

vs Wand: 2

vs Paralyse/Petrify: 7

vs Dragon Breath: 8

vs Rod/Staff/Spell: 12

Alignment: Neutral

Intelligence: 5

Morale: 12 (fearless, will never retreat or break off combat)

XP Value: 150,000

Hellhills are a colony lifeform that is virtually identical to a normal hill 2d4 miles in diameter and up to 1d100 x 20' high at its highest point. They are usually graceful and rounded and covered in green fur resembling grass. No life exists on them though, no trees or animals. The Hellhills creep slowly around grasslands and other open areas. Whatever they pass over is eaten and any living thing moving on to them is attacked and swallowed. Once swallowed the Hellhill continues causing damage until the victim has been completely disintegrated. Hellhills regenerate when killed, slowly reforming in the same manner as a Troll. Their "heart" is a

50,000gp gem resembling a large ruby deep inside their form and only by permanently destroying this 1,000 structure point gem will the Hellhill be permanently killed.

HELLSTORM

Type: Monster

Habitat: Any (Very Rare)

Wandering Group: 1 (Nil)

Lair Group: 2d4 (A each)

Move: 1000' (Flying)

AC: -20*****

HD: 100 (450 hp)

Attack bonus: +40

Attacks: 25 x Envelopment (1d10 x 10)

vs Death/Poison: 2

vs Wand: 2

vs Paralyse/Petrify: 7

vs Dragon Breath: 8

vs Rod/Staff/Spell: 12

Alignment: Neutral

Intelligence: 5

Morale: 12 (fearless, will never retreat or break off combat)

XP Value: 150,000

Hellstorms are an Elemental contaminated version of a Hellhill colony lifeform that is virtually identical to a stormcloud 1d4 miles in diameter.

HUMAN (Amazon)

Type: Humanoid

Habitat: Any (Common)

Wandering Group: 1d8 (K)

Lair Group: 8d8 x 8 (H)

Move: 30'

AC: 5

HD: 2 * (9 hp)

Attack bonus: +8

Attacks: Bash (strike with shield in off hand) (1d8+9) & Sword (1d8+10)

vs Death/Poison: 12

vs Wand: 13

vs Paralyse/Petrify: 14

vs Dragon Breath: 15

vs Rod/Staff/Spell: 16

Alignment: Lawful or Chaotic

Intelligence: 13

Morale: 11

XP Value: 224

Amazons are tribes of human women. They add to their number by organized breeding with similar all-male tribes, by adoption or in some cases by keeping a small number of male slaves. They are highly trained warriors who tend to shun outsiders and defend themselves with extremely savage courage against any invasion or attack. Rarely, individual Amazons will leave their home village, island or stronghold to become adventurers.

HUMAN (Cultist)

Type: Humanoid

Habitat: Any (Common)

Wandering Group: 1d6 (J)

Lair Group: 1d100 (V)

Move: 30'

AC: 6

HD: 2 (9 hp)

Attack bonus: +2

Attacks: Dagger (1d6)

vs Death/Poison: 13

vs Wand: 14

vs Paralyse/Petrify: 15

vs Dragon Breath: 16

vs Rod/Staff/Spell: 17

Alignment: Chaotic

Intelligence: 10

Morale: 10

XP Value: 19

Cultists have given themselves over entirely to the fanatical worship of a God, Immortal or some other spiritual obsession. They attack any infidel they encounter for the greater glory of their cult and to cause terror among the unbelievers. Skilled with their dagger, they will throw it as a last resort but prefer to use it in melee.



HUMAN (Gypsy)

Type: Humanoid

Habitat: Any (Common)

Wandering Group: 2d6 (J)

Lair Group: 6d6 (B)

Move: 30'

AC: 6

HD: 2* (10 hp)

Attack bonus: +1

Attacks: Sword (1d8)

vs Death/Poison: 12

vs Wand: 13

vs Paralyse/Petrify: 14

vs Dragon Breath: 15

vs Rod/Staff/Spell: 16

Alignment: Neutral

Intelligence: 10

Morale: 8

XP Value: 35

Gypsies are nomadic human who do not remain in any one place for longer than a month. All Gypsies belong to a Family and Tribe. The Family functions as an Operative Guild, and a Thieves Guild, for all members. Competition between Families is fierce but all members of the same Tribe ultimately work together against outsiders, especially against people who live in towns and cities.



Gypsies travel in Family groups in caravans drawn by camels or horses. They usually have one or two extra riding animals for use in emergencies. The Gypsy Caravan is a small house on wheels with all of their possessions bundled up and stowed away all over its inside and outside. When a camp is set up the caravan becomes the central part of a tent arrangement so that there is a covered area

equivalent to a normal cottage. Caravans in a camp are arranged in a protective circle with a central large fire and smaller cooking fires around the central blaze. Each night of the camp Gypsy musicians and singer will perform whilst most of the other Gypsies dance, whether they have any skill to do or not. This sound and spectacle attracts nearby intelligent beings, who by custom enter the camp only after being invited. Gypsies trade whatever property they have for silver or gold coins. Visitors to Gypsy camps risk being pickpocketed constantly.

Local Knights, toughs and Sheriffs will also visit Gypsy camps, usually during daylight hours, to harass the Gypsies into leaving the area. This frequently leads to fights or atrocities.

Gypsy Tribes function as Universities, but mobile ones, that teach all the skills a Thief might wish to acquire.

All Gypsies are considered to be at least 2nd level Thief class, with leaders of a Gypsy Family being 5th to 9th level Thieves and leaders of tribes being Thief level 20 or higher.

Although Gypsies never remain in one place longer than a month they sometimes wander over a set of adjoining hexes, in effect making that region into a Chaotic Dominion with no castle. Within such a Dominion Gypsies will actively attack intruders including expeditions from neighbouring settled lands seeking to conquer the hexes.

Some Gypsy Tribes have sworn allegiance to powerful Undead such as Vampires, or to Demons. Others have sworn allegiance to Djinni (Greater), Efreeti (Greater) or to Immortals. Most Gypsies however follow a folk religion based on ancestor veneration and traditional folk beliefs and do not involve themselves in Immortal machinations if they can avoid it.

It is extremely common for Gypsy women to become Fortune Tellers and for Gypsy men to become Charlatans.

Gypsies receive a -4 penalty towards them when reactions are rolled from any Knights or Lawful characters because of their bad reputation for theft and fraud.

Some evil Gypsy Families steal human children from settled areas to raise as their own.

In any Gypsy family there is always at least one Sorcerer and one Shaman. The Sorcerer can be up to 6th level, the Shaman up to 5th level.

HUMAN (Nomad)

Type: Humanoid

Habitat: Any (Common)

Wandering Group: 1d6 (P)

Lair Group: 4d6 (B)

Move: 30'

AC: 6

HD: 1 (5 hp)

Attack bonus: +1

Attacks: Sword (1d8)

vs Death/Poison: 12

vs Wand: 13

vs Paralyse/Petrify: 14

vs Dragon Breath: 15

vs Rod/Staff/Spell: 16

Alignment: Neutral

Intelligence: 10

Morale: 8

XP Value: 10



Nomads are humans who live in the great desert regions of the world. The Nomad city-state of Al-K'Adis is amongst the oldest and mightiest nations in the world, ruled by its aristocratic Sultan. Other settlements of Nomads are ruled over by 9th level or above Clerics called Caliphs. The majority of the race of Nomads however,

wander the deserts, camping in tents, visiting an oasis when possible and using camels as their steeds and beasts of burden.

HUMAN (Oathen)

Type: Humanoid

Habitat: Any (Rare)

Wandering Group: 1d4 (U)

Lair Group: 64 (A)

Move: 30'

AC: 3 but see below

HD: 10* * (45 hp)

Attack bonus: +6

Attacks: Bash (Shield strike) (1d8) & Spear (2d4+4)

vs Death/Poison: 13

vs Wand: 14

vs Paralyse/Petrify: 10

vs Dragon Breath: 16

vs Rod/Staff/Spell: 14

Alignment: Lawful

Intelligence: 10

Morale: 12 / 10 if 12 is rolled on first check reroll on 10 or less

XP Value: 2,519

Oathen are human warriors who have undergone since childhood the most rigorous indeed abusive training to become unthinking almost construct-like

fighters. For each additional Oathen in combat, the AC of each Oathen is improved by 1 to reflect the perfect training and teamwork they possess. Thus if 2 Oathen are being fought, their AC is 2 each until one falls. When a squad or army of them is encountered, the limit to the AC bonus is -20.

Oathen do not have families. Their numbers are replenished by Oathen commanders buying children and raising them as Oathen or by seasoned Fighters of at least 10th level renouncing the world and joining their number.

Oathen prize total uniformity above all else so unless there are at least 64 (the normal maximum number of Oathen in a “lair” ie a garrison or emplacement) of a particular magic item, special armour or spear no Oathen will use any such item. All use it or none use it.

HUMAN (Slaver)

Type: Humanoid

Habitat: Any (Rare)

Wandering Group: 2d6 (U)

Lair Group: 1d100 (U x 2)

Move: 30'

AC: 5

HD: 2 * (10 hp)

Attack bonus: +6 (M with Whip) or +2

Attacks: Whip, Bolas or Sword (1d6)

vs Death/Poison: 12

vs Wand: 12

vs Paralyse/Petrify: 12

vs Dragon Breath: 18

vs Rod/Staff/Spell: 18

Alignment: Lawful

Intelligence: 12

Morale: 10

XP Value: 26

Slavers are humans, trained somewhat as Fighters, who practice a culture entirely devoted to using other living things as slaves. In effect they attempt to create a highly technological society where the “machinery” is living flesh. Slavers will always try and keep defeated enemies alive, placing them in heavy chains and shackles as soon as possible. Slavers are also used as bounty hunters and prison guards by other groups.

HUMAN (Taxisian)

Type: Humanoid

Habitat: Any (Rare)

Wandering Group: 1 (J)

Lair Group: 2d4 (V)

Move: 30' (Driving carriage 70' or by animal type towing carriage)

AC: 6 (on or in carriage - AC: 0)

HD: 2 * * * (9 hp) + 60 hp see below

Attack bonus: +6 (M with pistol)

Attacks: Red powder pistol (3d6)

vs Death/Poison: 10

vs Wand: 14

vs Paralyse/Petrify: 15

vs Dragon Breath: 16

vs Rod/Staff/Spell: 16

Alignment: Lawful

Intelligence: 12

Morale: 10

XP Value: 260

When fighting a Taxisian both the Taxisian and his or her vehicle and animals must be defeated or killed. The carriage and its draft animal must suffer 60 hp to be subdued or destroyed. Killing or incapacitating the Taxisian and leaving the vehicle and its draft animal alive results in the trained animal immediately racing off back to Taxis, assisted remotely by the Licensing Board (see below) with no chance for an opponent to stop it. A GM might allow rolls for someone to leap on to a returning Taxisian carriage, but it will not stop for any reason until it enters the gates of Taxis and the offending character if they are still on board will face the draconian justice system of the Licensing Board spellcasters.

Taxisians are a race of humans who come from the city-state of Taxis and who follow a strict code arising from their culture, which is what they call a Constitutional Republic. This Code extends to their legal system and daily life but when most often encountered the most relevant parts of the Code relate to the Taxisians means of trade with the outside world: Far Despatch.

Far Despatch is the time honoured practice whereby Taxisians set off from their home base in Taxis, each operating an animal-drawn carriage. The Taxisian carriage is always painted bright yellow, with a black and white checkered pattern decorating its sides, and a series of brightly lit lanterns hanging from its roof at night. The Taxisian operating this carriage wanders the world, sending messages back to Taxis or receiving messages from the city instructing where he or she is to go to pick up a fare. Taxisian cart operators are called in native Taxisian “Cabbies”. Each Cabbie is responsible for the upkeep of his or her cart and animals.

Cabbies are presided over by other Taxisians called Despatchers. These men and women run a kind of guild, although each Taxisian guild includes a blend of family members, tribe members, casually joining members who seek their fortune as Cabbies, and various other functionaries such as Magic-Users to provide

communications, Travel and Gate spells, Clerics to provide healing, and Fighters to provide roadside assistance when it occasionally becomes necessary.

Taxisian society is ruled over by a President and Senate, all of whom are retired veteran cart drivers.

Between the formal political rulers of their city-state which is composed of the President, Senators, Representatives, Pages, Knights and Sages, and the Despatchers who run the city day to day, there is the dreaded college of Magic-Users called the Licensing Board. Their job is not only to protect the rule of law in Taxis and on the roads where the Cabbies take their fares, but also protect the Immortal of Taxis, an awesome if somewhat abstract being called The Living Constitution. Because their Immortal seemingly lives right in their city-state in its gigantic marble temple, Taxisians believe themselves to be “exceptional”, and they can frequently be heard referring to Taxisian Exceptionalism as an explanation for their sometimes ruthless mercantile behaviour or for their high handed if not rude treatment of some of their fares. However Taxisians are also kind hearted people and will stop to help someone in distress on the road, unless they are carrying a fare and that fare specifically forbids them from stopping.

Taxisian carriages are operated by their Taxisian driver as transports. They take their passengers or “fare” wherever the fare specifies, in return for a fee. The fee is charged per mile or fraction of a mile travelled, with a special loading for use of a *Travel* spell, a special even greater loading for use of a *Gate* spell, and all other tolls or charges incurred en route are also paid by the fare, as per the Code of the Taxisians. Also, the fare is liable for any mess, soiling, damage or other problem caused during the transportation.

Taxisian Cabbies live on or around their carriages, and during transportation of a fare do not stop, for anything short of an errand of mercy or direct blockage of their path. If they are travelling where there is no road, they still race as quickly as they can over whatever terrain is beneath their wheels and the hooves or feet of their animals. Because they do not stop, fares will need to make sure they have enough provisions to last them for their land voyage. On very long trips Cabbies do sometimes stop when their animals need rest, or when they themselves need rest or healing. Those are the only times a fare can safely get out of the carriage without risking the Cabbie leaving without them. If a passenger prearranges it with their Cabbie the Cabbie can make scheduled stops. However this is extremely expensive for the fare because all costs of bed and board for the Cabbie are the responsibility of the fare, by the Code.

It is a right under the Code for a Cabbie to demand half of the total cost of the trip from his or her fare before setting off, if they have any suspicions that the fare doesn't have the money for the trip.

Taxisians, and those who wish to encourage them, set up outposts, stables and strongholds that function as Carriage Stops, where several Taxisians can stand ready to answer a call for fares or can recuperate after particularly harrowing missions. These Taxis Stands, as they are known, range in size from simple strips of grass with a small inn behind them to elaborate gated castles, with a typical Taxis Stand being equivalent to a two-story inn with large stables attached.

Taxisian Cabbies may have various items helpful to them or that they use to pass the time such as musical instruments, communication magic or board games.

Despite its bulk, size and lumbering nature, a Taxisian operated carriage moves as if a pony for the purpose of Overland Movement in miles and 8-mile hexes. It ignores any nonmagical terrain effects other than open water 5' deep or deeper. In all other circumstances it moves at its normal speed.

Those riding inside the carriage as the "fare" suffer an automatic stun result whenever the Taxisian carriage is travelling over anything other than a paved and flat road surface as the vehicle bounces, crashes and shakes. This stun effect continuously reapplies itself until the vehicle is either back on a normal road or track or comes to a complete stop at its destination or at a Taxis Stand.

The typical cost of Far Despatch provided by Taxisian Cabbies is 65 gp per mile travelled and if they are required to carry multiple passengers in their cab, an extra charge per mile of 25 gp per extra passenger. Also, if they are required to carry cargo on top of their carriage, which they loathe doing, they usually charge 4,500 gp per backpack or equivalent size container, and up to ten times this for anything requiring more space or weight, or anything fiddly or strange such as a caged animal or a statue, etc.

According to their Code, a Cabbie **MUST** accept a fare if he or she is free for hire, and the fare **MUST** be taken to their exact destination by the shortest quickest route practicable.

Taxisians have an unerring sense of direction, excellent reflexes (18 Dex) and a formidable knowledge of geography specializing in roads, paths, tracks, anchor points for outer planes and areas that have any sort of functioning teleportation effect or other feasible short cut.

HUMAN (Whirling Dervish)

Type: Humanoid

Habitat: Any (Common)

Wandering Group: 2d6 (U)

Lair Group: 1d100 (A)

Move: 30'

AC: 6 but see below

HD: 2 (9 hp)

Attack bonus: +3

Attacks: Sword (1d8)

vs Death/Poison: 12

vs Wand: 13

vs Paralyse/Petrify: 14

vs Dragon Breath: 15

vs Rod/Staff/Spell: 16

Alignment: Chaotic

Intelligence: 10

Morale: 12

XP Value: 32



Whirling Dervishes are a subrace of Nomads who have abandoned the ironbound Law alignment and religion of the Nomad people in favour of their own ecstatic cult version of the same belief system. When in combat, Whirling Dervishes enter a trance state and spin around constantly. As they do so their movement reduces their AC to 2 and they become immune to any fear based effect. Dervishes believe

that dying in battle sends them instantly to paradise. Because of this they will never retreat and fight to the last man.

Amongst any group of Whirling Dervishes numbering more than ten there will be at least one Cleric. This holy person casts as many healing spells as possible on the Dervishes as they fight and attacks when possible using their own weapon which is usually a bolas, supported by an off-hand cestus.

Due to their Chaotic nature Whirling Dervishes are not welcome in the great city of Al-K'Adis and have even waged war against it from time to time. Dominions held by members of the Dervish cult are all treated as Rogue States by most Nomads.

HUMANOID ANIMAL

Type: Animal

Habitat: Any (Very Rare)

Wandering Group: 1 (U)

Lair Group: 3d6 (V)

Move: 30' (or by special such as wings, swimming, etc.)

AC: 6 (on or in carriage - AC: 0)

HD: 1d4 (2 hp)

Attack bonus: +0

Attacks: Club (1d6)

Weapon Expertise: Basic

vs Death/Poison: 12

vs Wand: 13

vs Paralyse/Petrify: 14

vs Dragon Breath: 15

vs Rod/Staff/Spell: 16



Alignment: 40% chance of Lawful, 40% chance of Chaotic, 20% chance of Neutral

Intelligence: 12

Morale: 6

XP Value: 10

Humanoid Animals are normal animals given the ability to use *Guising*. This means that when they wear humanoid clothing or items they become bipedal, possess hands and are able to converse in standard languages. When encountered as monsters they are typically armed with a club.

IMMORTALS

According to Dark Dungeons chapter 17, Immortals do not usually visit the Prime plane in their Embodied Form because to do so invites the concern of other, and presumably more powerful, Immortals. Immortals therefore use a Mortal Form when on the Prime plane.

However, in some circumstances an Immortal will visit the Prime plan in their Embodied Form, and for extended periods of time.

Extremely high level adventures or campaigns will absolutely involve one or more Embodied Form Immortals. Also as with the patron Immortal of the Human (Taxisian) race, some Immortals have such odd, lame or abstract Embodied Forms that it doesn't disrupt the general game at all. Usually such Embodied Form Immortals are hidden away in a Holy of Holies.

Below are some Immortals who are on the Prime plane from time to time, in their Embodied Form, and who are not hidden away. There is usually a trigger for their arrival, and this is given in their descriptions.

Note that according to the Dark Dungeons rules an Immortal can shift between their Mortal Form and Embodied Form without casting a spell, meaning that Immortals on the Prime plane can assume their Mortal Form and change back to their Embodied Form at will. Doing this takes one round each way. Remember also that all Embodied Forms are "larger than life", very impressive and so changing

back to the Embodied Form from the Mortal Form has specific in-game effects on surrounding characters.



IMMORTAL: KING DAARYL OF DRAGONCLAW

Type: Immortal

Level:

Habitat: Kingdom of Dragonclaw, anywhere where Knights are going on high level heroic quests

Title: Defender of the Faithful, Champion of Goodness, The Aid and The Guide

Patron of: Heroic Knights who serve

goodness and fight against evil

Move: 40'

AC: 0 (-10 in armour)

HD: 15 * * * * * (75 hp)

Attack bonus: +14

Attacks: Artefact: Silver Longsword +7, Power Reserve 555; Handicaps and Penalties: Aging, Wounding, Energy Drain, Lameness. Other powers and so on are left to the GM. Unarmed strike to kill damage 2d6.

Embodied Form: 36th level Knight, resplendent in armour, shield, flag and helmet with golden crown set on it. Also riding a pure white warhorse itself resplendent in its own armour

Embodied Form powers: Enhanced Reflexes, Fighter Options, Improved Saving Throws, Summoned Weapons (items are permanently “stored” on the Prime plane)

Mortal Form: Identical to Embodied Form except out of “costume” and so in some ineffable way lesser and less impressive. Changing between forms for this character is stage managed so as to seem like King Daaryl is simply donning his

impressive armour really quickly, with the help of pages who run in and run out again once he's "changed into armour".

Power Reserve: 300

vs Spell Attacks 20

vs Physical Attacks 15

vs Mental Attacks 18

vs Power Attacks 17

Alignment: Lawful

Intelligence: 15 (when pretending to be mortal)

Morale: 12 then 10 - on a roll of double 6 roll again

XP Value: 4,000,000

King Daaryl is an Immortal Knight, King of his own small kingdom and a superhero who aids and guides other good Knights in their quests and adventures. His presence in his home region is permitted by other Immortals because he is maintaining a zone of Law and goodness and a haven for all of the chivalric traditions, Knightly orders and related items, people, Orders and structures. Effectively he is the owner of a theme park. Outside his "theme park" area the surrounding Dominions are of course heavily influenced by him, with the effect fading the further one travels from his kingdom itself.

Because of his permission to exist amongst his mortal subjects, evil Immortals, Gods and Demons and other powerful Exalted beings are allowed to Assail. Assailing means they are allowed to appear within the borders of his kingdom, and run one scheme, plot, project or attack either directly on King Daaryl's kingdom or on the whole region. If they succeed, they may take his place as King or equivalent and usher in a Dark Age. If they fail, they are usually banished forever if they are not in fact permanently killed during their Assail. The Immortals use this region as a chessboard where within a form of containment they can play out their dichotomous ideas to their heart's content. King Daaryl cannot refuse to allow an Assail, but it is conducted along chivalrous lines and the fabled Law of Equalities is enforced strictly by all the governing Immortals.

The Law of Equalities says that if the evil Immortal making the Assail for example connives to awaken a whole flight of evil Dragons, King Daaryl has the right to use his own Immortal powers to fudge a quick one-off solution to such an overpowered threat. Likewise if the evil Immortal raises an army, King Daaryl too is allowed to gather a host.

At the conclusion of each Assail, King Daaryl uses his Immortal power to restore the kingdom and if necessary fade the memories of locals so that life goes on much as it has always done.

Outside his kingdom the effects of each Assail might be much more severe but since he is a very good hearted being King Daaryl will do his utmost to restore all the harm done everywhere. Whatever remains changed despite his efforts is the foundation for the ongoing history of the region.

IMMORTAL: SUTEKH

Type: Immortal

Level:

Habitat: Home dimension: ; normally
Aries (outer plane of imprisonment)

Title: Maker of the Desert, Lord of
Storms, The Destroyer



Patron of: Chaos, evil, war, storms, winds, desert and violent death; patron of the evil people amongst the population of the Upper Kingdom (a large river delta with fine cities)

Move: 40'

AC: -6

HD: 31 * * * * * (260 hp)

Attack bonus: +20

Attacks: Unarmed Strike, Unarmed Strike, Howl

Embodied Form: 9' tall red-skinned human wearing simple kilt and the solid golden head dress (worth 50,000 gp) of an Emperor of the desert people. Sutekh's head is that of the *Typhonian Animal*, a square-eared long-muzzled wolf-like creature

Embodied Form powers: Immortal Eye, Invest Cleric, Prepare Mortal Magic, Increase Height, Probe, Leech

Mortal Form: 7' tall Human (Nomad) who is a 36th level Fighter. The form has red hair and blood red irises.

Power Reserve: 1,700

vs Spell Attacks 15

vs Physical Attacks 9

vs Mental Attacks 12

vs Power Attacks 11

Alignment: Chaos

Intelligence: 30

Morale: 12 then 12 then 10 - on a roll of double 6 roll again; on a second roll of double 6 roll again

XP Value: 20,000,000

Sutekh is an Immortal dedicated to Chaos and the destruction of all living things. He is normally imprisoned on an outer plane resembling a stormy desert of red sand. This is not his own home outer plane. Occasionally his worshippers on the Prime plane concoct a successful scheme that sets him free. When this happens he doesn't hesitate to travel to the Prime plane as quickly as he can and begin a reign of terror until he is stopped.

Sutekh's own home outer plane has its anchor point in a far-off crystal sphere so if he is slain on the Prime plane of the game world he returns to his own outer plane as per the rules, not his place of imprisonment. However with no way to get back to the game world this effectively ends his involvement with the world, at least until he can physically leave his own outer plane and use a Gate to reach the game world again.

Sutekh has enemies in every pantheon of good Immortals of Law, and even has many enemies amongst benevolent Immortals of Chaos. The original Immortals, sometimes called The Gods, those who were never once mortal, are all opposed to him, even those Gods who themselves are evil destroyers. Sutekh is too arrogant, too merciless and too dangerous to ever ally with any God or Immortal. He will in the fullness of time destroy even his own worshippers, although he will kill them last.

Unless he is using it for some specific nefarious purpose, once free Sutekh never uses his Mortal Form when his Embodied Form is on the Prime plane.

LOBSTER (Large)

Type: Animal

Habitat: Ocean (Common) River (Rare)

Wandering Group: 1d2 (Nil)

Lair Group: 1d6 (Nil)

Move: 20'

AC: 2

HD: 3 (14 hp)

Attack bonus: +3

Attacks: Claw (2d6) & Claw (2d6)

vs Death/Poison: 12

vs Wand: 13

vs Paralyse/Petrify: 14

vs Dragon Breath: 15

vs Rod/Staff/Spell: 16

Alignment: None

Intelligence: 2

Morale: 7

XP Value: 35

Large lobsters are bigger versions of normal lobsters and crayfish, up to 5' in length. Lobsters can survive out of the water for up to 6 hours. They are normally scavengers but are also active predators if they see small enough prey to attack. They will attack anything twice their own size or smaller. Lobsters walk along the bottom of flooded areas and do not swim.

LOBSTER (Giant)

Type: Animal

Habitat: Ocean (Common) River (Rare)

Wandering Group: 1d2 (Nil)

Lair Group: 1d6 (Nil)

Move: 20'

AC: 0

HD: 5 (23 hp)

Attack bonus: +5

Attacks: Claw (3d6) & Claw (3d6)

vs Death/Poison: 12

vs Wand: 13

vs Paralyse/Petrify: 14

vs Dragon Breath: 15

vs Rod/Staff/Spell: 16

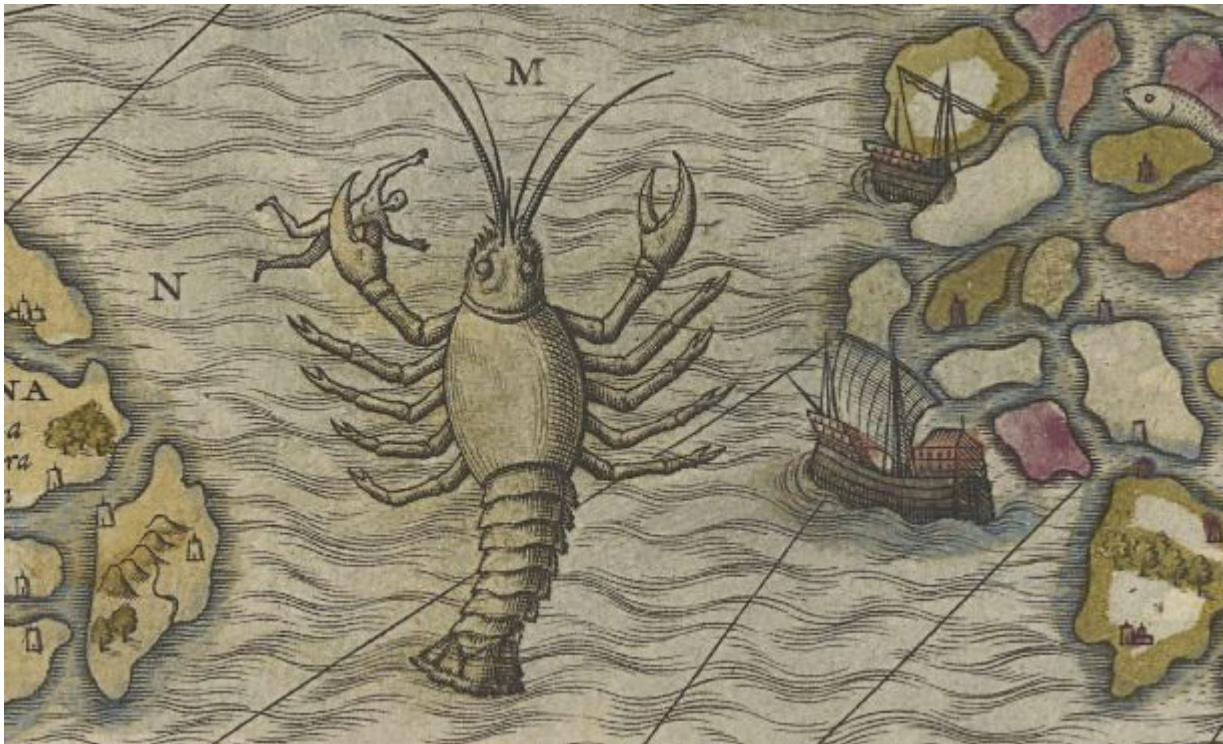
Alignment: None

Intelligence: 2

Morale: 7

XP Value: 85

Giant lobsters are much bigger versions of normal lobsters and crayfish, up to 15' in length. Lobsters can survive out of the water for up to 6 hours. They are normally scavengers but are also active predators if they see small enough prey to attack. They will attack anything twice their own size or smaller. Lobsters walk along the bottom of flooded areas and do not swim.



LOBSTER (Colossal)

Type: Animal

Habitat: Ocean (Uncommon) River (Very Rare)

Wandering Group: 1d2 (Nil)

Lair Group: 1d6 (Nil)

Move: 40'

AC: -1

HD: 10 (55 hp)

Attack bonus: +8

Attacks: Claw (5d6) & Claw (5d6)

vs Death/Poison: 12

vs Wand: 13

vs Paralyse/Petrify: 14

vs Dragon Breath: 15

vs Rod/Staff/Spell: 16

Alignment: None

Intelligence: 2

Morale: 10

XP Value: 335

Colossal lobsters are the size of ships, up to 60' in length. The colossal lobster can survive out of the water for up to 6 days. They are normally scavengers but are also active predators if they see small enough prey to attack. They will attack anything twice their own size or smaller including ships and large monsters. Lobsters walk along the bottom of flooded areas and do not swim.

Some (15%) of colossal lobsters have a colony of one or more smaller creatures living permanently on their outer shells, on their backs out of the way of their legs. These colonies can even include a small enclave of an intelligent species, or a smaller species such as specially adapted giant crabs that live in symbiosis with the colossal lobster, cleaning it, protecting it from parasites and so on. If a colony exists on the back of a colossal lobster, the colossal lobster is immune to being surprised because the colony creatures will raise the alarm for it before any surprise attack can be successful. These colony creatures also always join the lobster in combat and are never attacked by the lobster under any circumstances, although it will feed on their corpses when any of them die.

OCTOPUS (Giant)

Type: Animal

Habitat: Ocean (Uncommon)

Wandering Group: 1 (Nil)

Lair Group: 1d2 (B)

Move: 80'

AC: 8

HD: 12** (54 hp)

Attack bonus: +11

Attacks: 8 x Tentacle (Unarmed Strike); if more than one tentacle successfully strikes the same target that target must save vs Paralyze / Petrify or is treated as under a *Hold* spell until released from the Octopus' grip

vs Death/Poison: 8

vs Wand: 9

vs Paralyze/Petrify: 10

vs Dragon Breath: 11

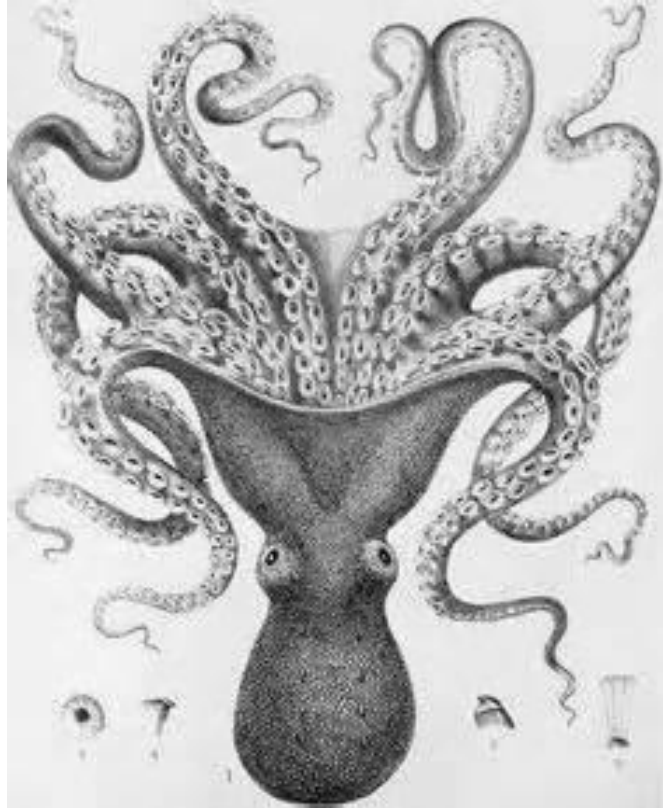
vs Rod/Staff/Spell: 12

Alignment: Neutral

Intelligence: 12

Morale: 9

XP Value: 1,350



The Giant Octopus is a 30' diameter mollusc with eight arms each of which are also 30' long. It has 40 Strength for any Str related rolls. Damage to an Octopus' arms is not tracked independently but for each 9 damage inflicted on the creature one of its tentacles is severed. Lost tentacles do not grow back and an Octopus that loses three or more tentacles will die of ichor loss within 4 weeks unless healed.

Octopi are intelligent, albeit with an alien psychology. There is a 10% chance that any Giant Octopus encountered is a level 1 d6 Sorcerer.

A Giant Octopus once its morale fails will release a 200' diameter cloud of ink which functions as the equivalent of a *Darkness* (reversed *Light*) effect within the cloud. The cloud endures for 10 minutes and in this time the Octopus makes its escape.

OWLWITCH

Type: Undead

Habitat: Barren, Ruins or Underground (Rare)

Wandering Group: 1d4 (Nil)

Lair Group: 1d6 (E)

Move 40' (Fly: 120')

Armor Class: 4

Hit Dice: 4 * * (17 hp)

Attack Bonus +4

Attacks: Bite (1d6) or Special -see below

vs Death / Poison: 10

vs Wand: 12

vs Paralyze / Petrify: 10

vs Dragon Breath: 16

vs Rod / Staff / Spell: 17

Alignment: Chaotic

Intelligence: 8

Morale: 11

XP Value: 185

Owlwitches resemble severed female heads with hair spread out like wings either side of their skull. Their eyes glow green, yellow or blue and instead of a normal nose they have the beak of a large owl in its place. Below their neck is a weird glowing patch of soft light.

Owlwitches are Undead that although physical spend most of their existence on the Ethereal Plane awaiting victims on the adjacent Prime plane. Once they find targets, they appear in the normal world, swooping in to attack.

Anyone successfully bitten by an Owlwitch must immediately save vs Paralyse / Petrify or lose 1d2 levels from an *Energy Drain* effect. On a successful save the victim still loses one level.

When an Owlwitch has drained four levels from victims it splits in two, creating a new Owlwitch through a form of undead asexual reproduction.

Anyone killed by an Owlwitch will if female rise as an Owlwitch themselves the following night unless a *Dispel Evil* or a *Raise Dead* is cast upon their corpse or ashes.

Owlwitch treasure is located in their lair. This lair is always on the Ethereal Plane near where they are encountered, usually on a more solid lump of Ethereal substance resembling a storm-tossed rock in a grey ocean.

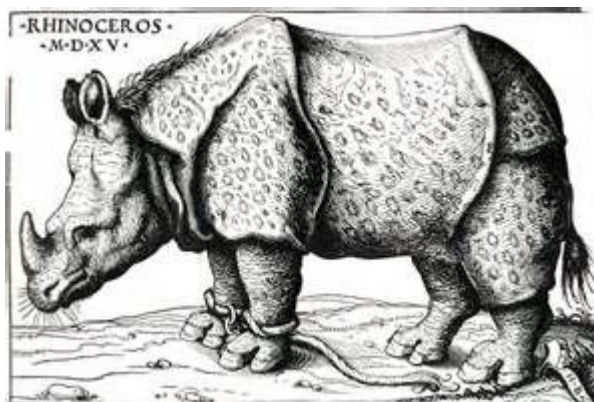
RHINOCEROS

Type: Animal

Habitat: Grassland (Common)

Wandering Group: 1d6 (Nil)

Lair Group: 3d8 (Nil)



Move: 40'

AC: Head 3 Body 4 33% chance of randomly striking head

HD: 7* (38 hp)

Attack bonus: +7

Attacks: Horn (1d8) & Trample (3d6)

vs Death/Poison: 10

vs Wand: 11

vs Paralyse/Petrify: 12

vs Dragon Breath: 13

vs Rod/Staff/Spell: 14

Alignment: None

Intelligence: 2

Morale: 9

XP Value: 1,400

Rhinoceroses are medium to large sized mammals with thick armoured skin and a heavily armoured head with one or two large horns.

A Rhinoceros is peaceful unless disturbed at which time it becomes highly aggressive until any threat has left. It is prepared to start combat to drive off a threat to its family.

Although a Rhinoceros has no listed treasure the larger horns of an adult Rhinoceros can be sold for 900 gp each.

Rhinoceroses are capable of making *Charge* attacks in combat.

There are rare Rhinoceroses that are born with radically different skin colouration including jet black, pink, green and snow white. These animals command vast sums of money as pets, for their horns or as components of armour.

RHINOCEROS (Baroque)

Type: Animal

Habitat: Grassland
(Common)

Wandering Group: 1 (Nil)

Lair Group: 3d4 (Nil)

Move: 30'

AC: Head 1 Body 2 33%
chance of randomly striking
head

HD: 7* (38 hp)

Attack bonus: +7

Attacks: Horn (1d8) & Trample (3d6)

vs Death/Poison: 10

vs Wand: 11

vs Paralyse/Petrify: 12

vs Dragon Breath: 13

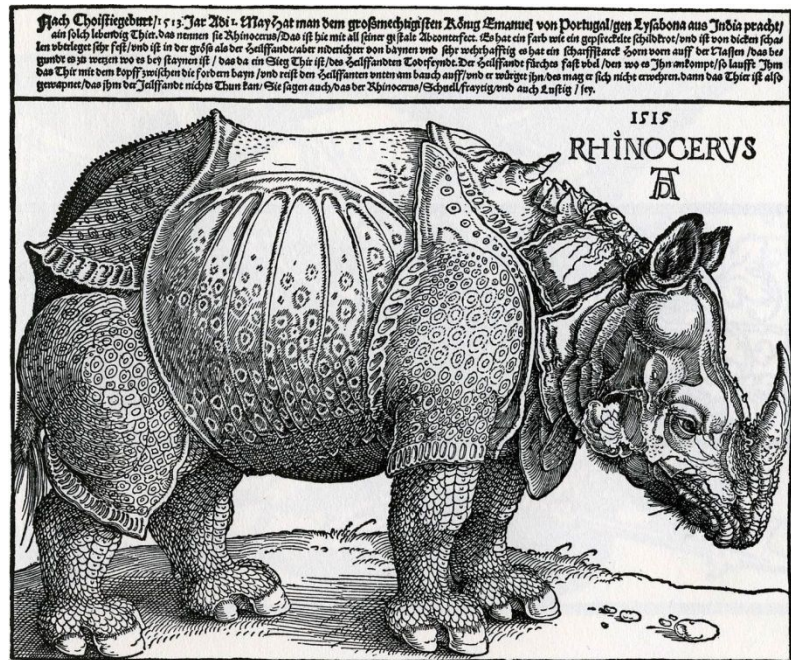
vs Rod/Staff/Spell: 14

Alignment: None

Intelligence: 2

Morale: 9

XP Value: 1,700



Baroque Rhinoceroses are medium to large sized mammals with thick armoured skin and a heavily armoured head with one or two large horns.

A Rhinoceros is peaceful unless disturbed at which time it becomes highly aggressive until any threat has left. It is prepared to start combat to drive off a threat to its family.

Baroque Rhinoceroses have ornate armour plates on their back and sides and their horns branch out somewhat like thick antlers, curling and spiraling in amazing patterns.

Although a Rhinoceros has no listed treasure the larger horns of an adult Baroque Rhinoceros can be sold for 2,000 gp each.

Rhinoceroses are capable of making *Charge* attacks in combat.

RHINOCEROS (Carbuncled)

Type: Animal

Habitat: Grassland (Common)

Wandering Group: 1d6 (Nil)

Lair Group: 3d8 (Nil)

Move: 40'

AC: 0

HD: 7* (38 hp)

Attack bonus: +7

Attacks: Horn (1d8) & Trample (3d6)

vs Death/Poison: 10

vs Wand: 11

vs Paralyse/Petrify: 8

vs Dragon Breath: 13

vs Rod/Staff/Spell: 14

Alignment: None



Intelligence: 2

Morale: 9

XP Value: 1,950

Carbuncled Rhinoceroses are medium to large sized mammals with thick armoured skin and a heavily armoured head with one or two large horns.

A Rhinoceros is peaceful unless disturbed at which time it becomes highly aggressive until any threat has left. It is prepared to start combat to drive off a threat to its family.

A Carbuncled Rhinoceros has heavy skin folds that form natural plate armour on its body. These dimpled folds form large squares across all of its body other than the horns.

Although a Carbuncled Rhinoceros has no listed treasure the larger horns of an adult Rhinoceros can be sold for 900 gp each. Its armoured plates can also be used to make +1 plate armour.

Carbuncled Rhinoceroses are capable of making *Charge* attacks in combat.

RHINOCEROS (Prehistoric)

Type: Animal

Habitat: Grassland (Common)

Wandering Group: 1d6 (Nil)

Lair Group: 3d8 (Nil)

Move: 40'

AC: Head 3 Body 4 33% chance of randomly striking head

HD: 7* (38 hp)

Attack bonus: +7

Attacks: Horn (1d8) & Trample (3d6)

vs Death/Poison: 10

vs Wand: 11

vs Paralyse/Petrify: 12

vs Dragon Breath: 13

vs Rod/Staff/Spell: 14

Alignment: None

Intelligence: 2

Morale: 9

XP Value: 1,400

Prehistoric Rhinoceroses are medium to large sized mammals with thick armoured skin covered in a layer of shaggy red or white woolly hair and a heavily armoured head with one or two large horns. They are primarily found in “lost world” areas.

A Rhinoceros is peaceful unless disturbed at which time it becomes highly aggressive until any threat has left. It is prepared to start combat to drive off a threat to its family.

Although a Rhinoceros has no listed treasure the larger horns of an adult Rhinoceros can be sold for 900 gp each.

Prehistoric Rhinoceroses are capable of making *Charge* attacks in combat.

SHARK (Hammerhead)

Type: Animal

Habitat: Ocean (Rare)

Wandering Group: 1d6 (Nil)

Lair Group: 1d100 (Nil)

Move: 60'

AC: 3

HD: 4 (18 hp)

Attack bonus: +5

Attacks: Bite (1d8+2)

vs Death/Poison: 12

vs Wand: 13

vs Paralyse/Petrify: 14

vs Dragon Breath: 15

vs Rod/Staff/Spell: 16

Alignment: None

Intelligence: 2

Morale: 9

XP Value: 177



Hammerhead Sharks have a distinctive T shape with their eyes set on thick stalks in a T-shaped skull. They reach up to 20' long but almost always when encountered will be smaller than this, rarely appearing longer than 8'. They have the ability to Find Traps (and nets, snares and cages underwater) of a 5th level Thief.

STAR-SHAMBLER

Type: Enchanted Extraplanar

Habitat: Any (Very Rare)

Wandering Group: 1 (Nil)

Lair Group: 0 (Nil)

Move 120' (Fly: 300')

Armor Class: 0

Hit Dice: 35 * * * * * (158 hp)

Attack Bonus +20

Attacks: Bash (10d6) or Grab (Special)

vs Death / Poison: 2

vs Wand: 3

vs Paralyze / Petrify: 4

vs Dragon Breath: 5

vs Rod / Staff / Spell: 6

Alignment: Chaotic

Intelligence: 12

Morale: 11

XP Value: 20,850

Star-Shamblers are 15' tall octopus-like patches of fog. Until they have begun feeding they are indistinct and hazy. Once they feed the life-blood they have sucked fills their strange form and it begins to resemble a floating octopus made out of a red net. Star-Shamblers are only present on the Prime plane when they have been summoned there by a spellcaster or use of a powerful item. They are extremely violent and merciless and always turn on whoever summoned them at the first opportunity.

A character that is successfully grabbed by the Star-Shambler is sucked into its cloudy form and slowly devoured by being exsanguinated directly through their skin. This process inflicts 3d6 damage to the victim automatically each round after it is grabbed. Each round the victim can attempt to save vs. Paralyze / Petrify to escape.

The only way to control or banish a Star-Shambler is through use of an ancient stone charm known as the Utterstone of Glaaki. They are almost unobtainable and if found are usually not for sale. However, anyone holding one must be obeyed by

the Star-Shambler. Most often, a user simply commands the Star-Shambler to return to its home plane and never return from it again. The Star-Shambler must obey and disappears forever.

TURTLE (Giant)

Type: Animal

Habitat: Ocean (Rare)

Wandering Group: 1d6 (Nil)

Lair Group: 1d10 (Nil)

Move: 10' (Swim 30')

AC: -1

HD: 20* (89 hp)

Attack bonus: +15

Attacks: Bite (6d6)

vs Death/Poison: 8

vs Wand: 8

vs Paralyse/Petrify: 8

vs Dragon Breath: 9

vs Rod/Staff/Spell: 10

Alignment: None

Intelligence: 5

Morale: 6

XP Value: 6,000

Giant turtles are enormous versions of normal sea turtles. Normal sea turtles are basically Animal (Herd) creatures that live in the sea. Giant turtles are much the same except their size makes them more solitary and they stay away from any land other than the remotest islands where they lay their eggs, buried in the sand of deserted beaches. A giant turtle has a shell approximately 35' long and 28' wide when fully grown. They are not aggressive although they do hunt smaller fish, giant crabs and large and giant lobsters as their prey.

TURTLE (Colossal)

Type: Animal

Habitat: Ocean (Rare)

Wandering Group: 1 (Nil)

Lair Group: 1 (Nil)

Move: 5' (Swim 30')

AC: -10

HD: 50* * * * * (225 hp)

Attack bonus: +50

Attacks: Bite (10d6 x 10)

vs Death/Poison: 2

vs Wand: 2

vs Paralyse/Petrify: 2

vs Dragon Breath: 4

vs Rod/Staff/Spell: 2

Alignment: Neutral

Intelligence: 6

Morale: 6

XP Value: 25,750

Colossal turtles are gigantic versions of normal sea turtles. They are usually over 1000' long. They are immense living islands and the back of their shells is almost always home to smaller sea creatures. There is a 10% chance when encountering a colossal turtle that it not only has sea creatures making their home on its back amongst anchored seaweed groves and coral encrustations but there is also a castle or stronghold built on its back. If this belongs to air breathing people it will have some form of permanent air bubble around it, otherwise it will be the citadel of merfolk or other intelligent underwater humanoids.

UTOS

Type: Monster

Habitat: Ruins (Rare) Underground (Uncommon)

Wandering Group: 1 (Nil)

Lair Group: 1d4 with 10% chance of Eggs (Nil)

Move: 60'

AC: 2

HD: 10*** (45 hp)

Attack bonus: +11

Attacks: Slash (5d6 plus chance of *Slicing*) & Slash (5d6 plus chance of *Slicing*)

vs Death/Poison: 7

vs Wand: 8

vs Paralyse/Petrify: 9

vs Dragon Breath: 10

vs Rod/Staff/Spell: 11

Alignment: Chaotic

Intelligence: 13

Morale: 11

XP Value: 2,975

Utosi are bipedal creatures with a thick tough exoskeleton. The exoskeleton is dark green or brown with tufted fur at the joints. The head of an Utos is joined directly to its torso with no neck. Two armoured feelers stick out of their head and their eyes are compound like the eyes of a bug.

The Utos is a creature that naturally prowls the underground and ruins looking for prey. Each of its arms ends in a blade-like armoured claw similar to the upper arms of a praying mantis. These claws each strike like a weapon of *Slicing* (on a natural roll of 19 or 20 the target's head is cut off). Also since they are natural weapons and able to parry blows etc. there is a chance to be determined by the GM that Utosi can strike off an opponent's arm or leg depending on how they are being attacked.

Utosi lay clutches of 5+1d4 eggs. These eggs are fiercely defended by female Utosi. New hatched Utosi grow to adulthood in only weeks. Utos armblasses can be fashioned into edged weapons of *Slicing* by smiths and craftsmen of the highest skill.

VAMPIRE (Uvanx)

Type: Undead

Habitat: Mountain (Rare) Arctic (Uncommon)

Wandering Group: 1 (Nil)

Lair Group: 1d4 (M)

Move: 30'

AC: -10

HD: 12** (54 hp)

Attack bonus: +12

Attacks: Touch (1d10 cold damage + *Energy Drain* 1 level)

vs Death/Poison: 3

vs Wand: 4

vs Paralyse/Petrify: 5

vs Dragon Breath: 6

vs Rod/Staff/Spell: 7

Alignment: Chaotic

Intelligence: 13

Morale: 11

XP Value: 3,000

An Uvanx is a subtype of Vampire created on the Elemental Plane of Water or in the coldest regions of the Prime plane. Like a normal Vampire it is immune to *Sleep*, *Charm* and *Hold*. Since it is partly elemental in nature it also takes no damage from any cold based attack and minimum damage from any water based attack. It can only be hit by magical weapons. Uvanx normally resemble a Noble (Human) native to the cold region from which it comes. If there is no such plausible human type to imitate, its “normal” human form is like that of an ancient king or queen of the frozen northern realms although unequipped with any weaponry.

An Uvanx can take the form of an Ape (Snow), Dire Wolf, Giant Bat or cloud of ice crystals. In frozen cloud form it inflicts 10d6 damage to anyone entering or being struck by its 10’ diameter cloud.

When in Ape (Snow) form the Uvanx can still use its touch attack.

Anyone successfully struck by an Uvanx is *Chilled*. On each subsequent round the person struck takes another 2d4 cold damage. This *Chill* effect lasts for 3d6 rounds or until any form of healing magic is cast on the character. Normal attempts to warm up have no effect on the *Chill* effect and in fact a *Chilled* character will extinguish all normal fires within a 10’ radius around their body. Magical fires and spell effects are unaffected. Uvanx do not take extra damage from fire attacks and are irritated rather than fearful when in the presence of flames.

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WHALE

Type: Animal

Habitat: Ocean (Common) River (Very Rare)

Wandering Group: 1d8 (Nil)

Lair Group: 2d100 (Nil)

Move: 40'

AC: 4

HD: 15 (68 hp)

Attack bonus: +15

Attacks: Bash (10d6) or Tail Slam (6d6 across 100' diameter circular area, save vs Breath Weapon to halve damage for all in range,

vs Death/Poison: 8

vs Wand: 9

vs Paralyse/Petrify: 10

vs Dragon Breath: 11

vs Rod/Staff/Spell: 12

Alignment: Lawful

Intelligence: 8

Morale: 7

XP Value: 685

Whales are gigantic aquatic mammals. Typical whales can be 30', 50' and at their largest 100' or more long. They breathe air but their fish-like body allows them to swim to great depths in the deepest oceans as well as travel incredible distances underwater before surfacing again for air. Because their flesh contains a valuable oil

as well as a substance used for perfume making and other esoteric practices, and despite the Whale being intelligent, they are hunted by many intelligent races.

Whales are gentle, and do not fight against attackers preferring to flee. However if escape is impossible they fight bravely, especially to protect their young.

Whales eat small fish, tiny aquatic arthropods and incredibly tiny aquatic plants as their main diet. They do not voluntarily eat intelligent creatures of any kind.

Whales have have echo sonar location allowing them to use the equivalent of a *Detect Invisible* spell with a range of 1,200' at will.

Whales produce an eerie and complex Whalesong, which is an argot similar to that used by Guilds. Druids and Elves can understand their singing language, and other whales can, but it is impenetrable to anyone else. Whalesong forms a continuous history similar to the histories recorded and remembered by human Bard specialists.

Addendum to Chapter 19: Treasure

Gifts from the Gods: Crates

A lot of people who would potentially try Dark Dungeons as players have certain common expectations of what gaming and its in-game rewards are like, after many years of online games.

Rather than Treasure Types and random loot being found loose, in most modern online games treasure and even experience points thump down in front of characters in the form of ornate crates.

STRICTLY AS AN OPTION, in a Dark Dungeons game instead of normal end of battle or end of adventure rewards, in a campaign where Immortals or Gods are active, or even where there are very high level mortal characters guiding or assisting the player characters, the GM may deliver crates to the heroes rather than traditional treasure rolls and experience point awards.

Each Treasure Type is considered a crate. Each crate type is wildly different in appearance, but marked or stamped on its outside with the head of a monster of a particular colour or perhaps simply a great big rune of the letter of the alphabet corresponding to the Treasure Type.

Until the crate is opened, no treasure is generated. The act of opening the crate causes a burst of magical energy and the random treasure is then rolled up. The crate itself is consumed in the process in a sparkle of energy, in effect the crate turns into the treasure.

As an addendum to this system or flavor of reward, magic potions should be in the form of bottles of wine, cupcakes, pieces of fruit, cheeses and jars of honey and so on. Likewise jewellery might be in the form of medals, headbands and “appearance” items, items designed to fit over existing gear and change how it looks.

Any crate can be sold unopened. Whoever buys it can then open it and receive the award inside. Already, there is the possibility of gross abuse under the crate system, but on the other hand it also means there can be a secondary market in “Crates of the Gods” or “Power Crates”. It is recommended that all crates have a market value equal to the maximum amount of money of the highest denomination they might hold. For example an A type crate might contain up to 2,000 platinum pieces – so that is its price when sold to a merchant or another

adventurer. If the GM is prepared for the consequences then crates should also be available to buy. But the price to buy one should be TRIPLE the sell price. For an A type crate this means it costs 6,000 platinum pieces, a sum it will never contain.

This is a very different sort of approach to take. In the writer's experience sometimes this kind of innovation brings a campaign alive, but more often it permanently irrevocably alters a game to the point that it mutates a long way away from where it is meant to be. For example can these crates coexist in a high fantasy world with Knights going on Arthurian quests and epic battles being waged between mythological kingdoms?

It's a call for the individual GM to make.

Non-random Treasure: Power Gems

Power Gems come into existence when Gods, Immortals, Demons and other extremely powerful entities begin to try and stockpile their supplies for making artefacts, hedging against potential death or when they are trying to maximize portable storage space when they embark on a cosmic quest far from their home outer plane.

Inevitably, some of these cosmic characters perish in the attempt. As a result, their Power Gems find their way on to the Prime plane.

Power Gems come in a variety of types. Each type provides a different permanent effect. Once the effect is conferred, the Power Gem is used up and disappears.

Using a Power Gem requires a character do nothing else for 10 minutes but exert their will over the object to trigger its effects. Any interruption to this time period requires the character to start again. Once the time elapses, the Power Gem activates, confers its boost or effect and is consumed.

It is unheard of to ever find more than one Power Gem at a time. If a GM wishes to place one in treasure found on an adventure, the best way is to wait until the party finds treasure that has a chance of containing one or more magic items. The GM should check to see if any magic items are present. If magic items are present in the loot, replace ALL OF THEM with a random Power Gem from the chart below.

Table PG-1: Power Gem Types

1d100 Roll	Power Gem Type	Effect when used
01	Amber Lozenge	User gains 500 xp immediately.
02	Amethyst Wardstone of Glaaki	The user immediately receives a living ally as though a Wood Wizard. Roll the living ally randomly on the Wood Wizard living ally chart to see the type of creature.
03	Amorous Heartstone	User gains a new statistic: Sex Appeal. This is rolled on 3d6, plus any Charisma bonus the character has. The character's Sex Appeal is a physical characteristic useable to seduce, persuade, convince, wheedle or just please other characters of their same species and near-species. For example an Orc could use it on Orcs, Goblins, Hobgoblins and Bugbears amongst others. A human could use it on any type of human and demihuman and so on. In any situation where victorious enemies are likely to simply execute our heroes, this character will be spared death - for a fate worse than death.
04	Black Dragonstone	If the user is not Chaotic in alignment the Power Gem is consumed with no effect. For a Chaotic user, their Charisma is permanently increased by +1.
05	Black Heartstone	User gains the ability to shift shape as if a Vampire. They are not a Vampire but they have the same innate shapeshifting ability. They do NOT have the regeneration ability of a Vampire.
06	Black Pearl of Chaos	User must immediately reroll all their statistics!
07	Black Pearl of Deceit	User's class is changed to Thief. If it is already Thief, user gains 5,000 xp immediately. The class change makes the character multi-class otherwise. Advancing in levels will now require the character to earn experience points equal to the total of each class, Thief (level 1 to start with) added to whatever their existing level requirement may be. Only when enough for both classes is earned can the character

		advance in each. Hit dice for BOTH classes are rolled, effectively doubling the number of hit dice for the character. If this is unacceptable to the character's player, the character can abandon its Thief class - but only after it has advanced at least one level as a multi-class. This effect applies to demihuman characters as well as humans.
08	Black Pearl of Power	Roll 1d4: 1 = User loses 1 point of Wisdom and gains 2 points of Strength. 2 = User loses 1 point of Strength and gains 2 points of Dexterity. 3 = User loses 1 point of Intelligence and gains 2 points of Charisma. 4 = User loses 1 point of Charisma and gains 2 points of Wisdom. All effects are permanent.
09	Blue Dragonstone	User's Wisdom is permanently increased by +1. User's eye colour permanently changed to sky blue.
10	Blue Firestone	User gains +1d4 on their Constitution.
11	Blue Gemstone of Focus	User gains permanent increase to Dexterity of +1d4.
12	Cracked Clawstone	User receives +2 to Constitution but LOSES 1d4 from their Dexterity, effect is permanent.
13	Cracked Trapezohedron	User gains permanent immunity to all forms of <i>Hold</i> effect.
14	Crystal Eye of Arktoonosus	User gains +1 on ALL statistics, Int, Con, Cha, Wis, Dex, Str.
15	Crystal Globule	The user gains the ability to cast a random first level Sorcerer or Shaman once each day. The exact spell is random every day but because it forms innately within the character knows which spell it is and how to cast it.
16	Crystal Star	The user becomes permanently immune to poison.
17	Cursed Moonstone	User is permanently turned into a random type of werecreature. From that point on, the user is a lycanthrope of whatever sort is randomised.
18	Diamond Droplet	User can reassign points between Intelligence and Constitution, raising and

		lowering each by any amount which leaves both scores positive. For example a character with Int 12 and Con 12 could raise Int to 23 and lower Con to 1. It would be idiotic, but it could be done.
19	Diamond of Mydos	All metal treasure such as coins carried on the user's person is permanently transmuted up one step, to a maximum of platinum. Copper coins turn to silver, silver to gold, gold to platinum. The same effect will also affect silvered weapons and bullets, golden cups and crowns, lead bullets become silver, and so on.
20	Diamond of Psychic Empowerment	User gains charge of mental power. He or she has one hour to use this power before it dissipates and is lost forever. The power charge can allow the user to permanently put an ESP effect on any one item they select simply by touching the item.
21	Diamond of the Big Mistake	User enters into a rainbow coloured vortex of light. They can now travel backward in time up to 1d100 years. Once they arrive in the past, the vortex fades and they are stuck there.
22	Diamond Shard	User activates a Clone Cauldron far off on a lost outer plane. The GM must insure that a complete copy of the user's character sheet at the exact moment this Power Gem is used is preserved. Far off on that outer plane, the Clone Cauldron bubbles away and then 1d8+2 IDENTICAL COPIES of the character splurt out of the cauldron and are carried off by servants. Each is placed inside a large crystal tube. If or when the character permanently dies, the first of these clones will appear on the Prime plane. It will not have any of the character's equipment but it will be identical in terms of statistics, abilities and so on including level AS AT THE TIME THE CLONE WAS MADE. The player may choose to continue to play on using the clone which may well be low powered

		compared to the lost character, or move on. Either way, the newly arrived clone will live out its life, until, on its permanent death, THE NEXT CLONE APPEARS... and so on until there are no more clones. This process will even take place if the character attains Immortality and THEN permanently dies.
23	Diamond Sphere	User permanently gains +2 on Wisdom.
24	Drubblestone of the Axalotl	User gains the permanent ability to <i>Regenerate</i> 1 hit point per hour. This is identical to a Troll's power to heal without the slime. Acid and fire damage cannot be regenerated and must be healed normally. If the character is killed, it can no longer be <i>Raised</i> but instead must slowly rebuild itself at the rate of 1 hp per day. It is assumed that the character begins at -50 hit points for this process unless the GM has recorded the "overkill" from whatever killed the character, eg if a 10 hp character is killed with a 30 hp fireball then it is at -20 before it begins to <i>Regenerate</i> again. Finding and burning the dead character's heart, or whatever fragment is left of it, permanently destroys the character forever.
25	Drubblestone of the Dragonfish	User gains the permanent ability to breathe underwater or, if a water breather, to breathe air.
26	Dull Trapezohedron	User permanently gains the shapeshifting imitation power of a Doppelganger. They do NOT also get the Doppelganger's immunities.
27	Emerald Eye of Zskgroonob	User permanently gains heatvision. If they already have heatvision they gain +2 on all rolls when using it.
28	Emerald of Talent	User permanently gains 1d8 skill points. They need not be spent immediately.
29	Emerald of the Big Mistake	User enters into a rainbow coloured vortex of light. They can now travel forward in time up to 1d100 years. Once they arrive in the future, the vortex fades and they are stuck there.
30	Emerald of the	User gains the permanent ability to

	Helmsman	generate the power for a Skysailing ship without having to be a spellcaster or use their own spells if they are a spellcaster.
31	Emerald Shard	User gains permanent ability to <i>Regenerate</i> 1 hit point per combat round. Character will never die from simple damage inflicted. Even if turned to ash or dust, the 1 hit point effect will kick in and the character (minus any destroyed equipment etc.) will begin to reform. The GM should record how much damage was done to the character so that if they were taken down to eg -37 hit points, they will have to regenerate 38 hit points to be (barely) functional again.
32	Epic Amethyst	User gains 1,000 xp instantly. This stuns them unconscious for 4d6 hours with immediate effect. During their unconsciousness their mind is flooded with strange dreams. They receive no normal benefit of the rest.
33	Faceted Diamond	User gains permanent +1 bonus to all Charisma based ability and skill checks.
34	Faceted Emerald	User gains permanent +1 bonus to all Intelligence based ability and skill checks.
35	Faceted Ruby	User gains permanent +1 bonus to all Constitution based ability and skill checks.
36	Faceted Sapphire	User gains permanent ability to <i>Read Magic</i> as an innate ability even if he or she is not a spellcaster.
37	Fierce Heartstone	User gains +3 Constitution as a permanent increase. Their hair also changes colour permanently to bright cherry red. No amount of dye or bleach will change this magically enhanced hair colour.
38	Fireheart Gem	The user gains the permanent ability to generate a <i>Fireball</i> spell once per day.
39	Fossil Orchid of Mnaessot	User becomes immune to surprise.
40	Fossil Orchid of T'Ukk	User gains the ability to cast one random Sorcerer spell once per day. The spell is randomised at the time that the Fossil Orchid is consumed, it is this same spell that is available for the character to cast for free each day.

41	Fossil Orchid of the Nameless God	The user sprouts a pair of large horns from either their forehead or either side of their head (50% chance either way). In addition, they gain immunity to <i>Sleep</i> , <i>Charm</i> and <i>Hold</i> spells. The horns are useable in combat; instead of any other actions the character can gore or slash with the horns as an unarmed attack for 3d4 hits damage. The character also gains the ability to <i>Charge</i> as if a wild animal.
42	Glorious Amethyst	User gains an Immortal Flux. This means that they have a bonus point, a “+1” that they can nominate each day to be added to a specific statistic. The effect lasts for the day and night and then ends. Each day the character can select a different statistic to add it to but they must make the selection each day, it isn’t possible for them to specify for example that “it’s always a +1 on my Intelligence”.
43	Golden Gem of Power	User gains a permanent increase of +6 hit points.
44	Golden Pearl	User’s Intelligence and Dexterity are permanently swapped.
45	Golden Wibblestone	User gains permanent +1 bonus on all skill rolls relating to speech, song and persuasion.
46	Green Dragonstone	User’s Constitution is permanently increased by +1.
47	Green Firestone	User becomes permanently immune to disease.
48	Iceheart Gem	The user gains the permanent ability to generate an icy version of a <i>Fireball</i> spell once per day. This <i>Iceball</i> is identical to <i>Fireball</i> except it generates shards of ice and supercooled air to do its damage - freezing cold damage in other words.
49	Inspirational Wyvernstone	User receives an Immortal blessing. This blessing makes all those within 30’ of the character +1 on all <i>Fear</i> related saves and checks including morale, Undead and spell effects.
50	Jade Shard	User gains permanent effect of iron-hard skin. The character now takes minimum

		damage from all edged and piercing attacks including swords, spikes and spears etc. Effect does NOT protect against guns.
51	Lapis Lazuli Scarab	User gains one <i>Wish</i> which must be used immediately (within ten seconds) or it dissipates and is lost forever.
52	Lapis Lazuli Shard	User gains permanent ability to generate <i>Entangle</i> spell effect on any rope or vine they are holding for as long as they are holding it.
53	Lucky Amber Star	User gains the permanent friendship of all animals. Any creature that has as its type "Animal" will never attack the character except in the most dire of circumstances and is usually considered friendly towards the character.
54	Lucky Heartstone	User gains a permanent bonus of +1 on all saves vs.
55	Onyx Shard	User gains permanent increase of +1 to each and all of their skills.
56	Opal of Debilitating Study	User immediately loses 1 point of Constitution permanently and gains 5 skill points.
57	Opal of Enhancement	User can raise any one known skill by 2 points.
58	Opal Scarab	User becomes permanently immune to <i>Curse</i> (Remove Curse (R)) spell.
59	Opal Shard	User permanently gains ability to make Intelligence based checks and skill rolls as though their Intelligence is 50% higher than its actual score.
60	Opal Star	The user permanently gains the ability to use the effect of a <i>Commune</i> spell once per week.
61	Orange Dragonstone	Roll 1d8. 1 = User is permanently turned into a random type of Dragonian. From that point for all intents and purposes they ARE a Dragonian. 2 = Permanently increases user's Dexterity by 1 point. 3 = User's primary weapon permanently enchanted with an extra +1 irrespective of existing bonuses if any. 4 = user's Dexterity is permanently increased by 2. 5 = User is

		permanently turned into an Orc. 6 = User is permanently turned into a Goblin. 7 = User is permanently turned into an Ape (chimp). 8 = User receives a permanent +1 bonus on all save vs Dragon breath of fire type.
62	Pearl of Perception	User gains +3 on Wisdom.
63	Pearl of Persuasiveness	User permanently gains +3 on Charisma.
64	Pearl of Power	User gains +2 on Strength.
65	Polished Clawstone	User receives +1 to Constitution
66	Purple Alpha Gem	User's energy field is permanently altered so that their unarmed attacks are considered to be attacks by a silver weapon.
67	Quartz Rhomboid	The user permanently gains the ability to take half damage from all Dragon breath. Effect is applied after any save is made.
68	Quartz Shard	User's hit points increase by +1d8 permanently.
69	Quartz Sphere	The user gains 3 points of Intelligence permanently.
70	Quartz Star	The user becomes permanently immune to ESP effects of all kinds. With an effort of concentration the character can allow friendly ESP to work on them to a limited extent.
71	Red Dragonstone	Permanently increases user's Intelligence by 1 point
72	Red Firestone	User becomes permanently immune to fire damage including magical fire.
73	Red Gemstone of Focus	User gains permanent increase to Strength of +1d4.
74	Relocative Moonstone	User gains the permanent power to have the effect of a <i>Find The Path</i> spell effect on themselves once per day.
75	Ruby Droplet	User can reassign points between Wisdom and Charisma, raising and lowering each by any amount which leaves both scores positive. For example a character with Wis 12 and Cha 12 could raise Wis to 23 and lower Cha to 1. It would be idiotic, but it could be done.
76	Ruby Fang	User permanently gains the ability to turn

		into an Insect Swarm once per day. In Insect Form the character can move, and make attacks, but do nothing else. If the swarm is destroyed the character reverts to their normal form unharmed. Otherwise no damage or other effects in swarm form transfers to normal form.
77	Ruby of Enhancement	User can raise any one known skill by 3 points.
78	Ruby of Intensity	User receives a permanent boost to their hit points of +1d4.
79	Ruby of Talent	User gains 1d6 skill points.
80	Ruby Shard	User gains +2 to Constitution permanently.
81	Sapphire Fang	User permanently gains the ability to turn into an Elemental equal in hit dice to their own hit dice, once per day. To determine type, roll 1d4: 1 = Air, 2 = Fire, 3 = Water, 4 = Earth. In elemental form the character loses any spellcasting or special abilities but has all the normal powers of an Elemental of that type.
82	Sapphire Icicle	User becomes permanently immune to the <i>Energy Drain</i> touch attack of a Vampire (and only Vampires).
83	Sapphire Shard	User is permanently turned into a Living Statue. Their weight is multiplied by 10. Their Strength is increased by 10. They no longer need to breathe, eat or drink but must still sleep, which they now do by simply freezing in place like a real statue. Their AC is lowered by 5. They can still wear clothes and armour, they can still use items and weapons. Their great weight makes travel by cart or ship potentially difficult or impossible and it is now impossible for them to swim. They'd sink like a stone... The character is now immune to <i>Charm</i> and <i>Sleep</i> . The character is also now only able to be hit by magical weapons.
84	Sapphire Sphere	User gains 1d8 skill points.
85	Shining Trapezohedron	User forms a permanent magical link to a Star-Shambler. The Star-Shambler is irritated by the link and will immediately set out from its home outer plane, arriving to

		do battle with the user and if possible destroy them in 1d100 days from the day the Power Gem is used. Each night until the night of its arrival, the character will dream of an invisible terror approaching, and each night it will count down the days, ending each nightmare with the single word “ <i>soon...</i> ”
86	Silver Pearl	User’s Wisdom and Intelligence are permanently swapped.
87	Snowflake Obsidian Shard	The user gains the permanent aura of boosted life force which causes 3d6 hits damage to anyone or anything that successfully uses <i>Energy Drain</i> on the character. The <i>Energy Drain</i> still takes effect, but the sore loser damage is inflicted on the attacker automatically.
88	Stone Eye of Yug	User permanently loses 4 points of Constitution to a minimum of 1 but becomes permanently immune to all forms of <i>Energy Drain</i> .
89	Subtle Ruby of Appalling Hygiene	User gains the permanent ability to breathe a Queen Dragon’s <i>disease</i> breath weapon once per day. However, the user also gains bad breath which lowers their Charisma by 4 permanently.
90	Subtle Sapphire of Sleeplessness	User becomes immune to being surprised. However, they also suffer from incurable insomnia meaning they can never rest effectively, thus never healing more than 1 hit point per day from rest.
91	Tigerstone of Power	The user becomes permanently immune to the <i>Slicing</i> power of magical weapons and equivalent creature attacks.
92	Time Onyx of the Lost Gods	User can advance or reduce their age by up to 3d10 years. If this would reduce them to less than 1 year old and greater than their maximum age the effect dissipates with no effect. The user must select whether they are advancing or reducing their age before activating the Power Gem, THEN randomize the result.
93	Time Sapphire of the Lost Gods	User can reroll as many of their hit dice as they wish. The new roll for each die is

		permanent.
94	White Dragonstone	If the user has suffered any effects of an <i>Energy Drain</i> then those effects are removed, restoring the character to its previous level before the most recent <i>Energy Drain</i> effects.
95	White Firestone	User becomes permanently immune to cold damage including magical cold.
96	White Heartstone	User gains the ability to Fly as if a Djinni (Lesser).
97	Wyvernstone of Power	User gains permanent +4 bonus on their save vs. Dragon Breath.
98	Xanthite of Watchfulness	User receives a permanent +2 bonus on all surprise related checks and rolls.
99	Yellow Alpha Gem	User receives permanent increase in hit points of +2.
00	Yellow Dragonstone	User's Strength is permanently increased by +1.

Most descriptions say so but for the rules lawyers - all of the effects of using a Power Gem are as permanent as they can be.

For extra sadism points or just to conceal the likely effect of the Power Gem a GM can roll once for the type... Then roll again for the effect. That way there are 10,000 possible different Power Gems rather than a mere 100. A compromise between total randomness and using the chart "as is" is to assume that Immortals of Chaos have perverted some Power Gems, making them random in effect. Decide on a standard chance the Power Gem produces a random effect on the chart rather than the normal effect. Perhaps there is a 13% chance any Power Gem has been perverted.

Because the user has consented to whatever effect these Immortal level Power Gems cause, NOTHING can undo what they have done. Not even a *Wish*. Even an Immortal can't *directly* undo their effects.

Power Gems can be sold for a lot of money, to the right buyer. The trouble is, are you selling this powerful item to a good guy or a bad guy? Is there something you don't know that they DO know about the Power Gems and how they work? But on the other hand keeping them without using them is going to attract every crazy treasure hunter within a thousand miles. Decisions, decisions.

Power Gems can also be used in herbal remedies, magical potions and as alchemical reagents, usually to “boil out” or otherwise extract the same basic effect. Extracting the permanent effect of a Power Gem is extremely expensive, highly dangerous and unlikely to succeed. A check on Chemistry or Craft (Herbal Remedy) is required. This check is with a -50 penalty. This penalty must be negated by the use of reagents, expensive laboratory equipment, consumption of magical potions in the mix and the use of magical scrolls as fuel for the small fire required.

Failing the check results in an explosion with a radius of 600’ inflicting damage of 20d6 to all targets in range. A successful save vs Magic Wands halves the damage. This is not mortal magic either so even Immortals and other Exalted types will take the full effects. The same explosion also causes a multi-coloured fire to break out, complete with clouds of smoke equivalent to a Cloudkill effect. Any magic items within the blast zone suffer a Warp; this means that they have a permanent 10% chance of malfunctioning when their owner tries to use them. In most cases this means the item simply fails to work. In most cases.

Whatever war it was that the Immortals and Gods were preparing for with these Power Gems must have been on an unimaginable scale, if these are the empowering gifts they were going to distribute to their followers and armies.

Some believe that each Power Gem contains a point of Immortal power. Others think that they are the shattered forms of incalculably powerful Immortals and the captains of Immortals’ armies, and that if the complete forms can be reassembled, with Power Gem set into it as its heart, the dead Gods will live again...

Skilled smiths and artisans can also set Power Gems into items in a process called Fusion. Fusing a Power Gem costs 1d8 x 1000,000 gp in materials as a bare minimum plus whatever costs for the time and trouble of the person setting it into the item. If the item or weapon being Fused with a Power Gem is not already magical, it becomes magical with the Fusion. Roll a random effect for the type of item it is from the Treasure chapter of the Dark Dungeons rulebook.

If the item or weapon is already magical, it gains a new power based on the nature of the Power Gem.

Any Power Gem that adds to a statistic, skill, etc. with a numerical score adds the same amount to the item or weapon. For example a Power Gem that adds 1d4 to a statistic adds a plus equal to 1d4 to the item or weapon. This applies even to an item that wouldn’t logically normally have a plus so one could end up with a +4 tankard or a +4 book. The effect of a plus on a non-weapon is that it becomes a

plus on any skill check using the item, and if the item is somehow used in combat it applies in combat as well. This potentially makes fragile and inappropriate items more likely to hit a target than some mundane powerful weapons. However even if they hit most such items are not going to do much damage.

Any Power Gem that confers a permanent power adds an equivalent power to the item or weapon. The power only activates the same number of times and in the same way. It is useable no more or less often than if it had been conferred on the “user”.

Any time Fusion is attempted, there is a flat 13% chance that the Fusion will fail. If Fusion fails both the item or weapon and the Power Gem are destroyed, irrevocably lost. No matter how powerful the item or weapon, it is destroyed by the power unleashed in Fusion with the Immortal energies from the Power Gem.

Just as with a “user” getting a permanent personal power or boost, a Fused item or weapon is incredibly powerful. Power Gems can create superheroes and supervillains in a campaign quicker than any other path to ultimate power.

Addendum to Part 5-Additional Material



Flavour Text and Campaign Threads

Flavour text is the descriptive language that sets the scene in a game. Campaign threads are a special kind of flavor text is information that a GM can take inspiration from or use as the basis for fleshing out new areas of the game. Below are set out a whole series of entries that don't have rules directly attached to them but which hopefully can fill in some blanks when the GM wants them to.

It's a bit like reading through the character classes and the monster descriptions, especially the Human (whatever) ones and asking, where the hell do these single-minded weirdos come from? The Human (Taxisian) is an example of monster plus flavour text.

Cities and kingdoms and lairs and shops don't have to be adjacent. Each of the entries in this section could be entirely unconnected to each other except in the most indirect way imaginable. Make the world big!

Al-K'Adis, City-State of the Desert Nomads

Al-K'Adis is the great city of the Desert Nomad humans. Their cousins the Whirling Dervishes are banned from this nation, because the Al-K'Adisians are extremely Lawful and believe the Dervishes are heretical. 650 years ago, Al-K'Adis declared its neutrality in the great war that had begun 22 years earlier when an Elf-led coalition waged a genocidal war against the coalition of shapeshifters known as the Shapeless Empire. At that time, Al-K'Adis was surrounded on all sides by miles of fruit trees and farms, right up to its great walls. Respecting its neutrality though they did, the many combatants of the war against the Shapeless Empire still managed to reduce all of those beautiful fertile hexes to perpetual desert.

Al-K'Adis is ruled by a Caliph, who leads his people in their worship of Lawful gods and Immortals as well dispensing justice. Below him is a court of nobles and merchants, each of whose families control some essential part of the city and its affairs. Century after century the Al-K'Adisians have looked inward, with some justification. Their wealth and civilization is legendary and great care is taken to preserve a luxurious lifestyle and safety for the commoners. Their traders and patrols range across their desert but no further; foreign traders trek across the sands sometimes in the shadows of unimaginably ancient ruins, to seek the enormous profits a good deal in Al-K'Adis will bring.

Al-K'Adis has every kind of magic, and the Caliph maintains at his court many different spellcasters. The exception is the clerical orders and religions. Only the strictest followers of Law are tolerated and no shamans of any kind.

Al-K'Adis is legendary. Far beyond its desert, across the reaches of the world, fables and stories are told of its people, its heroes and its wealth. Not all such tales are exaggerated.

Aratan

Aratani, or in the Common speech, Returners, are people who are drawn from a technological world called Earth into the world in which the game is set. How exactly this happens seems to be at the whim of the gods, or at the very least at the whim of the umpteenth level spellcasters and Immortals who do it.

Each Aratan comes through just as they are. If they have any warning of what is to come or if they journey across the dimensions deliberately, they may well arrive operating an infernal engine of some sort and armed to the teeth with weaponry

from their own world, loaded up with books on their home dimension's lore regarding alchemy, physicks, natural philosophy and even more esoteric information.

Two shocks await all Aratani.

Firstly, their books, whilst still containing much wisdom, are not automatically correct, even as to the fundamentals of the "sciences" they contain.

Secondly, they have entered a world where no child will live to adulthood without living a hard life filled with dangers. The soft, tame world from which Aratani originate, even at its worst, has no level of power equivalent to that which an Immortal or high level spellcaster can produce.

Each Aratan is assessed by the gods as they arrive, openly or not. Their physical and mental attributes are quantified in the terms their new world understands. They might be taller, or even fitter, than many locals, but they will have no levels in any class. They have never been trained. Perhaps if they served in a military force in their home dimension, or obtained skills according to a profession, exceptions would be made. But for many Aratani, they will be as newborn, with so much to learn.

Some Aratani are immediately equipped on arrival by an Immortal or Forerunner sponsor, sometimes even given artefacts to wield. Others arrive and are quickly enslaved, or hunted by some Chaotic cult or secret force.

All Aratani however are very special beings. They are creatures of prophecy. Many are strongly anti-magical, or have some strange innate power that makes magic work differently upon them. None ever rise as true Magic-Users or Clerics, but some Aratani manifest magical forces as if they were monsters, or produce spells as though they were a Sorcerer or Shaman.

Whether an enchanted fairground ride whisks them between the worlds, or they awaken naked on an ancient altar stone, or even simply fall from the sky along with their chariot and weapons, once an Aratan arrives, events begin to center upon them with frightening speed. Some Sages believe that the world itself was created by Aratani, and it is due to this that they are called "Returners" - they are the First Gods, returned at last to set the world to rights again.

Or destroy it.

The Arnesoneum

Immortals take many forms, and more of them than the Chronicles admit even walk the Prime plane in Embodied Form, not just Mortal Form. In terms of forms, perhaps the strangest is the giant glowing floating scroll called the Living Constitution of the Taxisians. However, an Immortal of the highest rank has also taken a bizarre Embodied Form, although it doesn't walk the Prime plane. The Arnesoneum is a glorious marble temple with 144 pillars, each 120 feet tall, interspersed with mighty Olympian statues of Immortals of Wisdom and Intelligence. Above the pillars is huge rubric of colourful friezes depicting the foundation of mighty civilisations. Inside the Arnesoneum one discovers a gigantic rectangular room, shelved all over its inner surface. Every shelf is stuffed with books, scrolls, memory crystals capable of casting minor illusions (these incredibly ancient devices function like tiny hologram projectors - if indeed they are not hologram projectors), message sticks, intricate stone carvings, wax tablets, stone tablets, clay tablets, knotted strings, tally sticks and every other kind of recording device or archive.

The Arnesoneum is an Immortal who has taken the form of a glittering shining white awe inspiring temple to itself - a temple to knowledge and wisdom, to inclusivity and peace, to open mindedness and exploration and to making the world your own.

Below the gigantic ground floor reading room are The Cells - not a prison, but rather the simple quarters for hundreds upon hundreds of sages, clerics and learned people of all species and backgrounds. Here, your alignment matters not; as long as you keep the peace. Indeed, with the massive power of the Immortal behind it, the Arnesoneum is an oasis of safety no matter what horror may spread across the realms beyond.

Greater than any impact made by the knowledge it gives to those who visit it, the greatest impact of the Arnesoneum is the small pamphlets and booklets that its agents send out across the world. Each of them is filled with snippets from the Chronicles, rules to live by and summaries of information on great treasures, fearsome monsters and patterns of life and adventuring. It is no exaggeration to say that the Arnesoneum pamphlets created the world in which the player characters' adventures take place. Certainly, when all else fails, those seeking a strange new path in life, or an option to choose when they have earned the right to their own Dominion, will sooner or later seek their answers within the Arnesoneum.

The Baths at Tynnlahes

Tynnlahes is a tiny village, lost amid grassy hills and overlooked by the Krogdanian Alps. However, on one of the little hills overlooking Tynnlahes is a ruined temple, to what god or Immortal no one now knows.

A husband and wife team of adventurers cleared the temple out of its monsters, and made a wonderful discovery. On the third level of the dungeons of the temple were five springs, each flowing forth from a huge carved face. The faces were strange, serene, gigantic and although human in appearance – alien. What set these springs apart was that each of the five springs flowed with healing, or curse removal, or level restoration, petrification reversal and the most incredible one of all – waters of life. This last spring can raise the dead. The springs feed ancient but still working baths, complete with spas and sauna areas.

The adventurers, Lane the Sword and his wife Mystic Margaret, set up the Tynnlahes Baths, and made sure that Taxisians knew the best routes to get clients to them. Lane and Margaret are dead now, but 50 years after they passed their family still owns and runs the Baths at Tynnlahes. The fees are steep – twice what one would commonly pay for spellcasting, but the baths let an adventurer wade, swim and bathe, through grottoes and tunnels, in complete safety. Since bathers are naked, or nearly so, anyone trying to sneak in containers to carry away the waters are found out quite easily. The baths themselves sell bottles and potions decanted from the waters below.

Tynnlahes itself has grown prosperous. It's still tiny, and too remote to ever really experience a population explosion, but it endures. Enough patrons of the baths come through that the inn in the village, The Saucy Cat, does a great trade. Behind the Saucy Cat is a Taxisian Stand, usually with one or more Taxisians and their carriages idling, ready to whisk away bathhouse patrons after they have soaked away their cares.

Between Inn

The tavern known as the Between Inn is in actuality the outer plane of an Immortal. However, it presents itself as an isolated tavern in the Wilds, usually in a region with low lying fog or mist (actually the Ethereal Plane's ectoplasm and concealing fog generated as a side effect of the outer plane).



The plan is little more than twice the diameter of the Between Inn itself. On two sides of the Between Inn there are steps and flagstones leading in more or less conventional fashion to doors of entry to the tavern. On the other two sides of the building at a short distance there are respectively a large flagstone that functions as a powerful focus for Travel, Gate and Immortal generated transportation effects, and opposite this benign teleport pad is the glistening and sinister Dread Maw of the Black Zoomway. The Dread Maw is a circle of bloodstained stone, complete with shackled skeleton and protruding gigantic fangs or tusks set into it. This fearsome appearance is akin to a warning sign. Whilst the teleportation pad flagstone is “upbeat” and “normal” for a fantasy realm, the Dread Maw oozes evil and chaos, warning any who utilize it that it functions as an expressway to the darkest places, the most dangerous dimensions and the deepest dungeons where no other means of entry is provided.

The combination of the four external paths to and from the Between Inn emphasizes that, like its futuristic counterpart The Fourth Wall nightclub, the Between Inn is an outer planar pocket dimension, masquerading as a remote patch of the Prime mortal plane, acting as neutral ground and a meeting place for heroes, villains, outsiders, strangers, Immortals in their mortal forms and those who set the tasks and quests for adventurers of every level.

The host Immortal takes the form of the innkeeper, and he and his permanent staff are archetypical in their human fantasy realm appearance and behaviour. Even though some dark corner of the common room might have a star spawn of Cthulhu hulking over it or a party of undead and necromancers examining the loot from their most recent conquest, the rest of the place will almost always be filled with every conceivable type of fantasy hero or antihero, from every conceivable kind of world or setting.

It would be vaguely possible for someone from a metal-poor or other unusual world to game the system to an extent, gradually earning the more generic local copper pennies, silver florins and gold sovereigns to take back to their own world where they would fetch a relatively inflated price. However, usually through some strange eventuality or another, they will end up with little that would unbalance their native Prime plane when they finally depart.

The Between Inn is most often used, by unsuspecting high fantasy adventurers, as a place to visit when getting their first quest and subsequently when they end their adventures. There is nothing during most visits as exotic or obviously extremely powerful as the Star Spawn example that would tip anyone off that it is anything other than a remote tavern and outpost where characters of every level rub shoulders.

Darkfen: The Dying of a Dream

Of all the lays sung by minstrels, bards and Elves, one of the best known is the Tragedy of Darkfen.

Darkfen is a large river valley, protected on the north and west by the Exile Mountains, to the south by the Sudden Desert and to the east by the River of No Return. Despite its gloomy name Darkfen was actually a vibrant and exciting place, a Barony whose surrounding hexes were unsettled but not so toxic as to doom the settled lands in the center. It was ruled over with great aplomb by Phand the Just, ably assisted by Odo of the Eight Delusions, a Magic-User who also served the barony as the Bishop of Law, by the mystical musings of the Wood Wizard, Drolyag-Reteph and by many others, most of them veterans of nearby foreign wars.

Unfortunately, Phand became enamoured of tales of Refodzirk the Eel, a legendary noble ruler of a faraway land. Refodzirk had succumbed through use of the dark

arts to the curse of vampirism. Phand himself gave in to the same temptation to use the dark arts, and an Immortal turned him, too, into a vampire. This was done so suddenly and in such secrecy that Darkfen had no idea until, upon the survivors of the realm's heroes returning from an epic battle against a Balor, they were confronted by their ruler – in his terrifying vampiric form!

So began the Great Vampire Hunt.

In those days there were no priesthoods. Warriors succumbed to even minor wounds unless Chemists and Herbalists could make some cure.

Odo sent word across all the settled lands that an evil had arisen in Darkfen that might be beyond anyone's power to stop. This call for heroes was answered by many, and many died. Baron Phand, now known ironically as Baron Fang, destroyed those who opposed him. Mists of Ethereality began to billow at the borders of his land, as it slowly became sealed off from the outside world. At this same time Eegargh the Chaotic stole most of the Darkfen library's contents and fled across the River of No Return to found his own upstart Dominion.

Finally a stranger came and found the surviving heroes. Odo has perished by this time and the land had no Bishop. Still, this stranger, Kshing Rac, brought with him a strange new power. He had meditated and prayed to the Immortals – and they had answered. Kshing Rac, first in all the world, became a Cleric. Suddenly, there was a power that could try and oppose the para-entropic force of Undeath.

After many battles, Kshing Rac ended the menace of Baron Fang and became the new Bishop of Darkfen.

However, the damage was done. Across the River of No Return, word was spreading that a new fascistic overlord had begun recruiting an army of darkness. Eegargh the Chaotic was now Eegargh the Mighty, digging the crater-like stronghold forever after known as The Pit...

...As a pair of evil Dwarves brought Baron Fang back from the dust!

The Drying Sea

797 years ago, a massive earthquake cracked the very bedrock of the Western Wilds. The rock encircling the Arrebnac Sea shattered and its waters poured away, leaving in their wake an extensive lake district known as the Drying Sea. Some of

the lakes are many miles across, but most are extremely shallow. The draining of the waters has never ended, so now each lake has marshes, silt dams or swamps surrounding it. Many small ports dot the intricate coastline, chief amongst them Blackshark, a classic haunt of pirates and other waterborne Thieves and Fighters.

12 years after the earthquake that ruined the region, the entire northern extremity of the Drying Sea silted up, creating a gigantic swamp known as the Oilof Delta. 11 years after the Oilof Delta formed, a powerful Hag took up residence in one part of it. The area that fell under her domination quickly became known as Despondent Swamp.



The Arrebnac civilization, which had once given its name to the sea they controlled, survived the earthquake and upheavals. Stripped of its maritime dominance since it now had to contend with a sea that is a labyrinth, Arrebnac nevertheless maintained its culture, although any possibility of expansion was lost forever. Arrebnac's last great high period was two centuries ago, when Arrebnac was financially dominant over its neighbours, and fully adapted to being a civilization based on canals, rivers, lakes and seafaring. No great cataclysm ended their dominance, just the slow decline that awaits all senescent realms. Powerful indeed to this day, Arrebnac now counts five cities and over one hundred towns in its Dominions, all answering not to a King or Emperor but to the Dux, an elected

president ruling over a council composed of the leading seafarers, explorers and merchants of the Arrebnacian League. Blackshark is the constant thorn in Arrebnac's side, raiding its shipping lanes and harassing its towns with pirate attacks.

Haranlarche

Haranlarche is a Savage Kingdom, so called because it was established in utterly wild and dangerous lands with no direct routes to and from more civilized and peaceful regions. As an originally self contained colony city state it was sealed off from the outside kingdoms, surrounded by monster tribes and other hostile creatures for a long time. Eventually it sent emissaries back to the settled lands, and now commerce moves back and forth, still slowly, and still with many losses, because the surrounds of Haranlarche are as untamed as ever.

Although it has preserved the Common tongue and all the traditional classes, it has also developed an underclass of humanoids, especially Orcs and Goblins, who have somewhat modified their normal patterns of behavior so as to benefit from the city state's largess. There are thus Orc suburbs or ghettos in the human dominated settlements of the kingdom, as far away from the botanical garden style Elf suburbs as is possible. There is also a local tribe of Amazons, who long had a series of settlements in the regions where the kingdom was established. They have now become the royal bodyguard for the Queen and Princesses of Haranlarche. In this role they are known as the Lifeguard Distaffe, or *Distaffentruppen*.

Haranlarche established tiny satellite towns most of which have shrunk to the size of villages, albeit villages with quite impressive stoneworks or a large stone building in each of them. There hasn't been a largescale war for many generations



so these villages are peaceful agricultural centers now, the stoneworks treated like decorations. The castle of the Kings and Queens of Haranlarche is known as the Haranfast, and it is immense, the size of a village. It sits on an artificial island moated on all sides with a water gap hundreds of feet wide. The only way across other than by Skysailing Ship is by use of the Hidden Walk, a wooden bridge usually sunk beneath the waters of the Haranmoat, but raised mechanically as needed.

Near the giant castle is a suburb devoted entirely to the Knights and Fighters serving the royal house. A central square flutters and clatters with their banners and shields in this suburb, and a huge pair of trapdoors set into the square lead down to the royal dungeons - a sprawling underground prison called Deepkeep. There, giant owls prowl the corridors alongside pardoned Thieves who serve as the prison guards, supported by Constructs.

Outside the capital city is the Lost Highway. This giant causeway of cyclopean stonework is only exposed near the coast, where it goes down into the clear waters of Haranbay, straight as an arrow, into the depths. Used as moorings by ships, divers also retrieve pearls and sponges along its length although in the depths to which it descends the presence of a lively ecology prevents any but the bravest or most desperate from seeking to explore the Haranlarchean undersea.

Mnosian Calendar

Mnos is long gone, now one of the Lost Cities of the Five Steps Mountains, buried under fallen cliffs and overgrown with trees. However, the 12 month solar calendar their astrologer-scribes developed is still in use. The dating is called “Year of Mystery”, a dating system counting from the Discontinuity, the Immortals-level Event that somehow formed the Realm known as the World of Mystery and ended the Eleven Ages of the Gods. The twelve months are:



Months

- 1 Griffon
- 2 Harpy
- 3 Pegasus
- 4 Sphinx
- 5 Wyvern
- 6 Chimera
- 7 Roc
- 8 Manticore
- 9 Dragon
- 10 Cockatrice
- 11 Hippogriff
- 12 Phoenix



Each of these solar months has three Tendays. If the GM's world has irregularities of orbits (if indeed it orbits) then scattered other days will be seeded amongst this regular year. Some cultures that use this calendar also still preserve the Mnorian Great Years - each year is also named after one of the 12 month monsters. Above this are the 12 Epithets - Lawful, Reckless, Furious, Curious, Neutral, Vengeful, Meditative, Peaceful, Royal, Gifting, Chaotic, Calm. Thus there is a year of the Royal Cockatrice, and a grand cycle of 144 years in which all possible combinations express themselves. More mystical further local variations add Prefixes before the Epithet of each year or a Suffix after the monster, or both. Thus in one city-state there could be the Ascending Royal Cockatrice year.

An entire, and very complex, system of proverbs and analects revolve (pun intended) around these cycles of years. Another common practice is to record events for each year. The Chronicles thus created compare histories year to year and cycle to cycle. And it does seem to be true, certain combinations of years tend to match up to the appearance of comets, wars, great treaties, notorious births and deaths and so on.

Purple Twilight

As the sun sets each day and lambent colours of twilight shade the sky and soften the light across the lands, the gateway to the Purple Twilight opens. The Purple Twilight is Elemental, and like all Inner Planes is a parallel of the mortal world. But in the case of the Purple Twilight, its parallel is lavender and purple, maroon and indigo in an eternal twilight. There is no sun in the sky, but night never falls. Out in the void beyond the world there is a deep purple darkness, but it is neither freezing cold nor boiling hot. The air is breathable in the Purple Twilight, and faintly aromatic with strange perfumes and odd aroma.

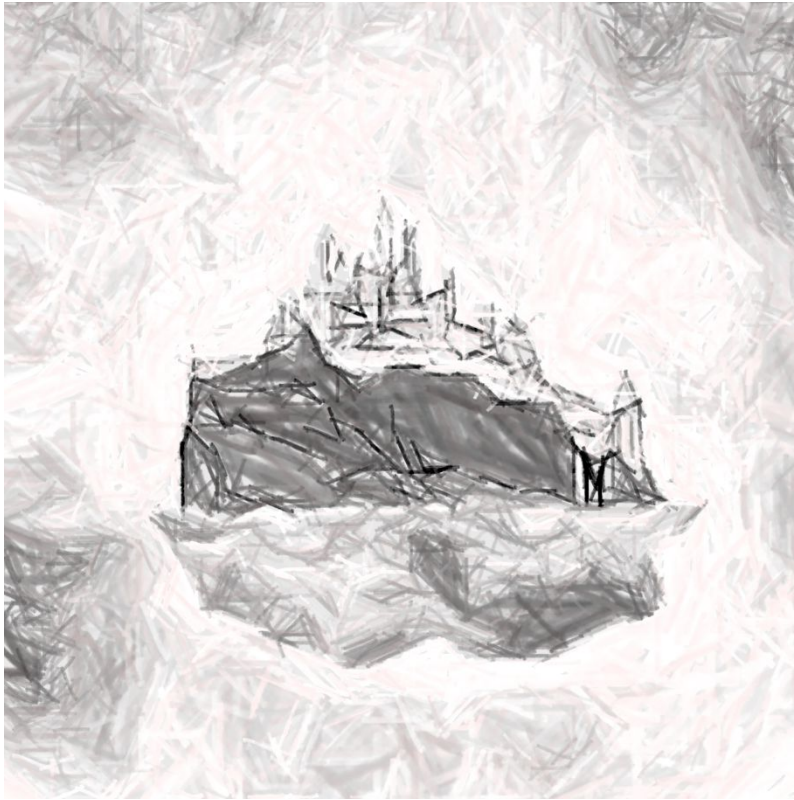
The Purple Twilight is the elemental plane of Love and Passion. It is quite beautiful, with even the harshest parts of the Prime plane turned into impressive structures or landmarks, overgrown with flowering creepers and orchids. The Purple Twilight inspires peace and love in all who travel there. Chaotics laugh and never rage; Lawfuls find peace and contentment; Neutrals are at ease, undisturbed. It is not a plane that usually attracts Demons, or other raging creatures of destruction or evil. If any such come to the Purple Twilight, the longer they remain the more likely they are to begin to be gently overgrown with creepers and flowering vines, slowly but surely rendered immobile and then equally slowly petrified into a chunk of amethyst, like a somewhat abstract amethyst carved statue of whatever form they once possessed.

The water of the Purple Twilight resembles purple or pink ink, but it is safe to drink. The skies are sometimes stormy and produce the equivalent of brief summer showers before they clear once more to reveal the slowly changing purple tinted sky in its swirls of gentle colours.

Purple Twilight elementals are usually in the form of small grape-coloured cherubs, whose breath can be exhaled in a manner similar to the breath weapon of a dragon. However all that comes out is lavender smoke, scented of berries, with the effect of a *Charm* spell on all who are covered by it. There are mightier purple elementals, akin to Angels, but they rarely appear unless the dimension is under serious attack. Should it ever be truly besieged, it would be protected by a plethora of love gods, Immortals of love and peace, and other benevolent extraplanars for whom it is a favourite vacation destination.

The opposite Element of the Purple Twilight is White Hot Hate, a dimensional realm on the Inner Planes filled with anger and shattered ruins of what stands on the Prime plane...

Serranian



Serranian is a floating castle that drifts across the world at high altitude. Its mighty halls are normally quiet, although the stronghold is inhabited by a race of Amazons and there are numerous other curious creatures that make their home there too. The ruler of Serranian is an eternally young fairy princess, sleeping an enchanted sleep through the centuries within a crystal box.

Serranian is notable as well because in addition to sailing the skies forever it

also Gates into and out of innumerable outer planes. Shrouded in its clouds, it is safe from whatever threats or torments would destroy it, although it is not immune to invasion or the scheming of Demons.

The great enemy of Serranian, who is forever hatching plots against it, is the Demon queen Chul Hoos, a Succubus. After crossing the wrong Immortal, Chul Hoos is now forever trapped in mid-polymorph. Her left half is that of a beautiful woman with purple-black hair and a strange amber eye. Her right half is that of a gorgeous Succubus, complete with a horn on her skull on her right forehead, red skin, lavender colored hair and blood red skin. Her right eye blazes yellow with a lambent evil light. It is impossible, no matter how much Power she expends, for Chul Hoos to ever shapeshift into a different form. Illusions cannot conceal it either.

Chul Hoos sometimes tries to send heroes of goodness against Serranian. It amuses her to tell them a pack of lies then send them against the good Amazons of the sky castle.

From time to time Serranian enters the Ethereal Plane and then drifts into either the Inner Dark or the Land of Dreams. At those times, Dark-miners and Dream-miners from the steading explore those fabled realms to bring back wonders and treasures.

The Shai-Band

One one side: endless deep forests. On the other: the Green Desert, a flat continent covered in grasslands, haunted by the predatory Hellhills. Between the two, following the meandering path of a nearly dry very broad river is the Shai-Band. The river Isabella is the oldest great river known, but it is drying out, its waters burying themselves ever deeper in the riverbed. But dotted along its length are the Shai, the Well-Castles. Each is a walled garden guarding verdant farmlands and in the middle of each walled territory a mighty castle, guarding the surrounding regions. The outer stone walls rise tens of feet, still well maintained by the commoners who live within. The castles guard massive wells and pumphouses, fresh water enough for the people, their animals and the farms.

Shai Bezaint has fallen into disarray, its wastrel lord caring nothing for his imperial duties and so far away as to be virtually independent. Beyond Shai Bezaint is the Cloudy Coast and a myriad of outlanders visit Bezaint to trade.

Shai Jezeraine is the opposite. Midway along the Shai-Band, it is a fortified settlement on the borderlands. Its fighting men practice chivalry and its commoners tend not only farms but raise horses and giant riding birds as well.

Shai Codraint sits on a great rock in the middle of the marshy river-bed of the Isabella, the river gently flowing around it in streams. Codraint patrols the region diligently because constantly plotting Lizardmen also make their home in the same 8 mile hex. Shai Codraint's Knights are remarkable for their use of War Gondolas to patrol the surrounding waterways. Each gondola is operated by a band of Veterans with the Knight sitting on a wooden throne amidships. In some respects these River Knights use the gondola like a warhorse, so it is told.

In total there are over two hundred Shai, cutting the giant landmass in half. Far off in the imperial capital within the Endless Forest, people tell tales of the Shai and their Lords and Ladies, their Border-Knights and their fierce enemies from the marshes and the borders. Few visit them however, preferring the endless banquets and jousts of the capital to the dangerous reality of the borderlands.

Stone Monk

This mighty Mystic achieved immortality of a kind...

Stone Monk began his adventuring career like any other Mystic, his original name long forgotten, and had a successful set of adventures until he took part in the quest to clean the Cube of Gorrgorros of the evil that had infested it. In the penultimate chamber within its ever-shifting levels, Stone Monk discovered in place of scattered riches a single Power Gem. Activating it, the Stone Monk was instantly turned to living rock!

He continued to adventure, making the most of his stone form, until he had outlived his companions, their children, their children's children... Finally one day, wearying of his endless existence, he sat beneath a mighty tamarind tree and began to meditate.

His meditation became a trance like unto death, and the centuries that had flowed past slowly now raced past him like race horses.

A thousand years later, a gigantic tamarind tree grew on the left shoulder of a curiously shape rock outcropping, a stone hill that some said resembled a Mystic sitting cross-legged in the lotus position.

One thousand five hundred years after that, the town of Monkton had established itself, exporting tamarinds far and wide, safe in the shadow of Monk Hill.

And still the Stone Monk sleeps.

Now, a powerful Dwarf trading house has sent its emissaries to Monkton. Buying up the land and houses of the freefolk, pressuring the nobles into yielding to their demands, they have but one purpose. They're going to mine the Stone Monk.

Every part of Stone Monk's giant body has internal organs and/or bones made of precious stones. His blood alone has all turned to garnets and rubies. This Dwarf trading house can no longer resist the call to dig out and take all this treasure waiting for the kiss of their picks and axes.

The people of Monkton don't want this to happen, but they don't have the power to stop it. Sooner or later they will send for help, and Stone Monk's impassive gaze will look down on a battle for his very existence.

Will he awaken?

Vexor's Vineyard, Home of the Cabernet of Clues

Vexor was a wine loving Magic-User who retired to a winery-themed stronghold. That hex has since been known ever after as Vexor's Vineyard. It is also known as the home of the Cabernet of Clues, and many similar wines. Vexor's wines are almost all nonmagical but superb, costing anywhere from ten to a thousand times more than a typical red or white win available in civilized taverns. They also come in every conceivable colour of wine, not just red and white, and every type of bottle and label.

It is the labels in particular that make Vexor wines so special. Through his particular customized wizardry handed down to his successors at Vexor's Vineyard, each and every label of his bottled wine combines the effects of boons from Immortals with variants of *Quest* and *Find The Path* type magics. Patrons of establishments where the wine is stocked, and adventurers finding rare vintages in dungeons both experience the same odd effect: whatever the bottle or bottles of wine provided to them, the labels contain pictorial clues to whatever adventure they are on - or are about to be presented with.

Some famous labels contain maps, puzzles, rebuses and similar clues. Some wines have bizarre names which are clues, anagrams and so on.

For this reason, patrons most often order "a vintage from Vexor" rather than specific wine, firstly to obtain clues they may later need and secondly because the bespoke vineyard of Vexor makes thousands of different wines in tiny runs. Only the biggest megadungeons, ruined cities and never completed quests still have their wines in stock in larger numbers across the planet.

Some adventurers send "fan mail" or "thank you" notes to Vexor's Vineyard. These snippets from their adventure journals are used to create updated and new labels for the wines. Of course, there are also many places of mystery and terror across the world for which there are no clues or maps. The best a Vexor wine label might manage for such a place as those is some extremely vague hint or a very difficult puzzle.

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