

Campaign Elements



Goblins of the Faerie Woods

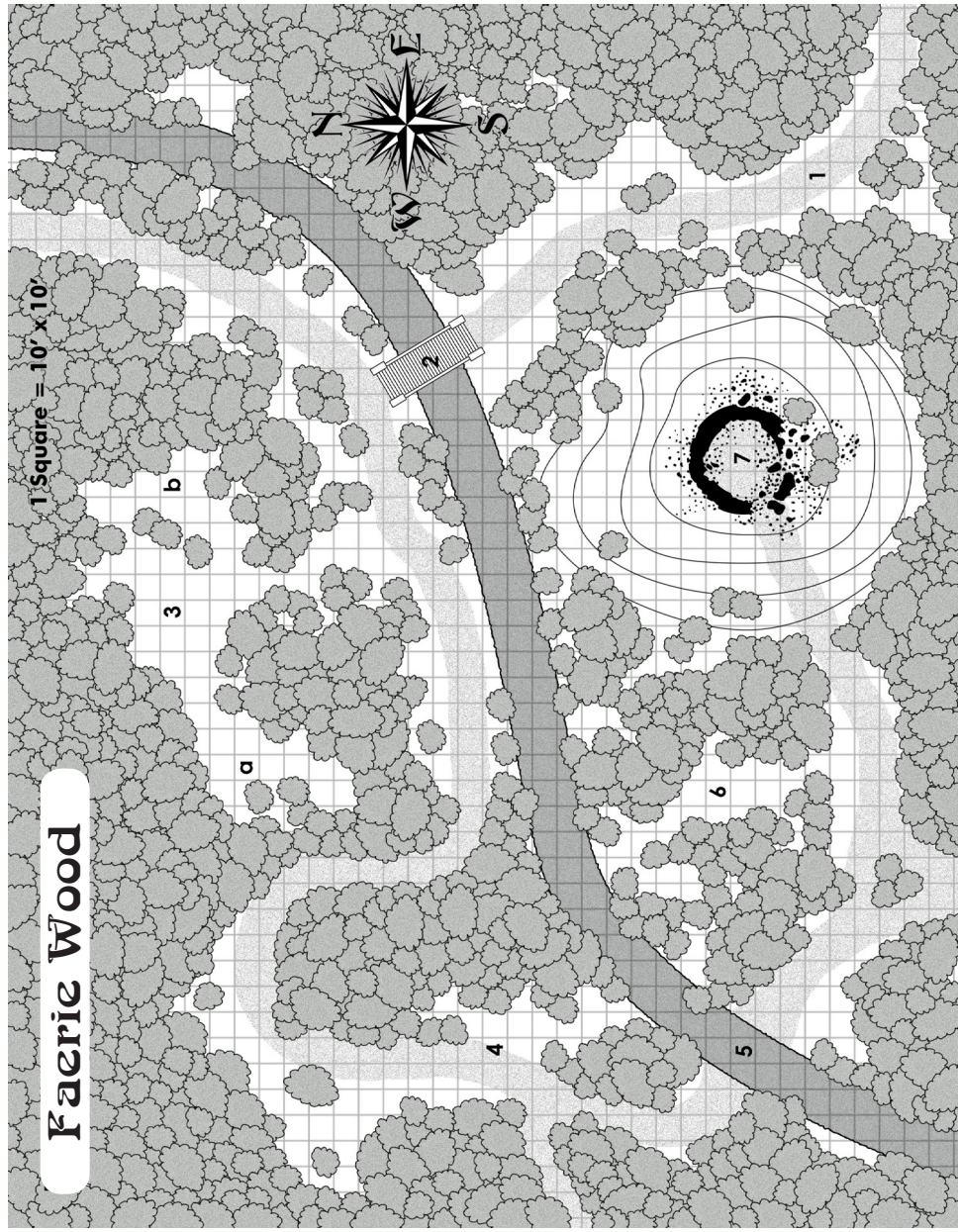


Daniel J. Bishop

COMPATIBLE WITH
**DCC
RPG**

Faerie Wood

1 Square = 10' x 10'



Goblins of the Faerie Wood

A campaign element to help you create a rich campaign environment for use as a 0-level funnel or for 1st level characters.

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Introduction

Any role-playing game session can take a left turn at Albuquerque, leaving the poor Game Master wondering what to do next. This is even truer for the dedicated **Dungeon Crawl Classics** judge, who discovers that patron quests, divine disapproval, and the requests of gods to pay back divine favor can make the game take incredible new turns with the roll of a few dice.

Add to this the advice urging players to “Quest For It” when they want something unusual for their characters, and you have a potent stew for gaming, but also a situation in which the judge may want a short adventure location with strong DCC elements and a minimum of preparation required.

In addition, for various reasons sometimes only a few players were available for a night’s gaming. Each of these areas is short enough to be played through by most groups in only a single session. That doesn’t mean that the value of the area is limited to a single session – each adventure includes notes on “squeezing it dry”...effectively getting the maximum re-use from your investment.

Goblins of the Faerie Wood offers a short adventure location and two goblin character classes. This information can be used and re-used in a normal campaign setting, and is a perfect addition for the **Faerie Tales from Unlit Shores** series published by ***Purple Duck Games***.

The adventure assumes that the PCs have entered an area of woodland controlled by a goblin king, a goblin witch doctor, and their servants, and is suitable for a 0-level funnel or 1st level characters. Higher-level characters may return to this area to consult an ogre-sorcerer or oracular carnivorous sheep. Finally, this area can be used as a 0-level funnel for goblin PCs, who are sent to gain a charm from the witch doctor to cure their tribal king of a horrible toothache.

About Goblins

These goblins are small humanoids that dwell in forests, caverns, and ruins. They prefer old mineworks and extensive cavern systems, but seldom get to choose their dwelling places except where they are found in great numbers. Sometimes, outcast goblins are found living in hollow trees, or in homes hidden beneath the earth. Goblins are able to hide their homes with great skill, at least part of the time. Similarly, goblins are talented miners – but they are also lazy, and their stonework is often slipshod and unfinished. They are cunning in the creation of traps and weapons.

The goblins of the Faerie Wood are ugly, misshapen things with large heads and sharp teeth. Their heads are squashed and pumpkin-like. Their skin is greenish, brownish, yellowish, or even orange. Their feet do not have separate toes, and about 10% of all goblins have a single thick “finger” and a thumb on each hand. Goblins dress in rags or cast off clothing for the most part, although goblin smiths are able to make objects of great beauty and value when they are moved to do so. Not all goblins are evil, but the vast majority are grasping, cruel, and sneaky.

Goblins have an aversion to daylight, having a penalty of -1d on the dice chain to all attack rolls, ability checks, and skill checks in full daylight (or equivalent). This penalty does not apply if it is very overcast due to cloud cover, foliage, etc.

Goblins are often engaged in kidnapping babies, children, and nursing mothers for the Faerie Host. They are sometimes engaged in abducting brides-to-be and midwives for other types of fey as well. They are paid for these services with bright gold, which they highly prize.

Tactics

Goblins are cowardly, preferring to accomplish by stealth what they cannot

do by force of arms. They are fond of trickery – goblin witch doctors use their selective invisibility to sneak into homes to steal babies from their cradles, for instance, or to create mischief in mortal lands.

When they must fight, goblins enjoy ambushes, so long as they outnumber the creatures ambushed by at least 3-to-1. If the odds seem particularly favorable, goblins are willing to engage in combat with reckless abandon. For the most part, though, they dislike becoming involved in melee combat.

Whenever possible, goblins use their animals to attack, use traps, or attack with ranged weapons. They also prefer to attack in waves, even if doing so isn't the most efficient form of combat. In melee, they seek to overwhelm with sheer numbers.

Background & Adventure Hooks

The Faerie Wood is a forest close enough to human dwellings that the goblins therein can steal children. The judge can place in near any human village.

Hooks:

- Rescue a stolen child. See **Area 3a**.
- Gain access to goblin magic....particularly clerical spells that may be cast by wizards or elves.
- Recover the iron belts of Alagar or the weird of Sortharl from the ogre Gaulmurk. See **Area 7**.
- Risk asking the Grey Ones for information – perhaps the last piece of information required to learn a spell, the location of a desired magic item, or the secret of a martial technique. See **Area 4**.

Sidebar: Optional Start for a Goblin Funnel

King Murltis of the Blue Stocking Clan is suffering from a horrible toothache. He has sent you as emissaries to the Red Hood goblin tribe to acquire a charm from Jungus, the witch doctor. You are to offer fraternal greetings to Ifhane, the King of the Red Hoods, gain the charm from Jungus, and then return. This should be simple!

The Red Hoods are known to dwell on the far side of a stone bridge in the Faerie Wood. After you have crossed the bridge, turn left and look for the gap in the trees. You have been given 5 sp, to be held by the most trusty among you...this is well

known to be Jungus' standard fee for a charm.

King Murltis has made one thing clear – the charm is more valuable than your lives! You are not to return without it!

The order of encounters for a goblin funnel is:

- Meet the hook-nosed gobbler at **Area 1**.
- Give respects to the Goblin King at **Area 3a** and ask for a charm at **Area 3b**.
- The witch doctor at **Area 3b** demands the weird of Sortharl be recovered from the ogre at **Area 7**.
- The ogre demands that the PCs learn how to capture a spider's voice from the Grey Ones in **Area 4**.
- The PCs either capture the spider's voice in **Area 6**, or the ogre demands this second service.
- The PCs exchange the spider's voice for the weird of Sortharl.
- The PCs either exchange the weird of Sortharl for the charm, and return to their own tribe, or decide to keep the weird for themselves.

Encounter Areas

The descriptions of the following areas assume that the PCs are exploring the area after nightfall. This allows for the greatest dramatic effects, and is a good choice if you are running a 0-level goblin funnel. Each area contains enough information to allow the judge to present the area if it is explored during daylight hours as well. A daylight reconnaissance followed by a nighttime foray is a good option for low-level PCs.

1. Into the Faerie Wood: *The path before you leads onward into the darkling woods. As it turns northward, you can hear the sound of running water splashing ahead. Faerie lights dance along the path and in the trees to either side – glimmering motes of blue, yellow, violet, and green, blinking in and out of sight like fireflies. To the left, the ground rises beyond thinning trees, and you can see the stones of a broken tower standing jagged against the night sky.*

The faerie lights are harmless. With some effort, the PCs can catch up to them, revealing inch-high insect-like fey with gauzy wings, carrying tiny lanterns. Any successful attack against AC 18 destroys one, and any area effect can catch dozens. Slaying a single faerie incurs a loss of 1 point of Luck;

Sidebar: Faerie Mischief

At the judge’s discretion, each player must roll a Luck check for every hour of actual time their character is in the Faerie Wood. Failure indicates that some form of faerie mischief has occurred. Roll 1d16, modified by Personality, on the table below, or use these ideas to generate unique pranks for your home campaign. Faerie mischief can occur during the day or night.

1d16 Faerie Mischief	
0 or less	Elf-shot! The PC is pierced by a tiny flint arrowhead, no bigger than a fingernail. If not removed (a DC 10 skill check using an appropriate skill), it works its way inward. Every day, the character takes 1d3 damage to a random ability score (not Luck), and the DC to remove the elf-shot increases by +2. Any given character may make one attempt per day.
1	Invisible pixies place thorns in the PC’s clothing and footwear. At the start of the next encounter, he takes 1d3 temporary Agility damage, which persists until the character strips and removes all of the thorns (requiring 1d3 turns).
2	Pixie-led. The PC finds herself moving the opposite of whatever way she wishes for 1d3 turns. If she attempts to go the opposite of the way she actually wants to go, she veers off in a random direction instead. The character can escape immediately by turning a piece of clothing inside-out (Intelligence DC 10 reveals this; characters with rural backgrounds roll 1d20, characters with urban backgrounds roll 1d10).
3	The character catches a glimpse, out of one eye, of a green-clad faerie man with a dark green pointed hood. That being takes offense, and attempts to blind the PC. The faerie man attacks with a sliver (+2 ranged, if successful Fort DC 10 or be blinded in one eye). The faerie man is then seen no more. Hopefully.
4	A faerie is offended by the PC. At an inopportune moment of the judge’s choosing, a boot heel snaps, a buckle becomes undone, or some other minor misfortune causes a -2 penalty to a roll. The judge announces the penalty before the roll is made.
5	The PC’s head is replaced by the visage of an animal until the next sunrise. The PC can still speak (although his speech may be affected by the animal type, so that asses tend to bray, pigs to snort, etc.). There are no mechanical effects. Roll 1d5 to determine animal type, or choose if one seems particularly appropriate: (1) ass, (2) pig, (3) dog, (4) sheep, or (5) goat.
6	Elf-locks. The next time the character sleeps, she awakens to incredibly tangled hair. If possible, she is tied to the bedposts with her hair. Every lace or rope she owns is tangled in the same way. It could take hours to undo them all (3d30 minutes minimum).
7	During the next encounter, the PC must succeed in a DC 10 Reflex save or fall prone. His shoes are tied together. He takes a –2 penalty to attack rolls and a –10 penalty to speed until he can untie them (1d3 minutes).
8	The PC must succeed in a DC 10 Will save or succumb to an enchanted slumber. The PC will remain asleep for 2d3 hours, or until kissed.
9	The PC is convinced that he has swapped visages with another random PC. This effect lasts as long as the PC is in the Faerie Wood, but has no mechanical effect. It is an illusion that affects on the PC.

10	The character's true name (see page 293 of the core rules) is changed by faerie magic. The PC must succeed in a DC 20 Will save, or she is unable to remember or even comprehend her own regular name. The PC may immediately choose another name, which now seems to her to have always been her name. This is a permanent change.
11	The PC is accosted by a rude little man that no one else can see. The man is intangible and apparently immune to all spell effects, being able to do nothing but annoy, distract, and block the PC's vision. The man remains for 3d3 minutes, during which the PC has a penalty of -1d on the dice chain to all rolls.
12	Intoxicated. The character is mildly intoxicated for the next 3d3 turns, gaining a +2 bonus to all Fort saves, but suffering a -2 penalty to Reflex and Will saves.
13	Love spell. The PC must succeed in a DC 15 Will save or be smitten by another, random PC. If this bit of mischief is re-rolled, either the subject of the PC's fascination is changed, or, if the same other PC is randomly rolled, love becomes antipathy. If the players involved role-play this well, and have fun with them, reward both with +1 point of Luck. If the smitten PC ignores it, he gains no Luck check to avoid the next instance of Faerie Mischief, and rolls 1d12 on this table for each check thereafter. This effect lasts until the next sunrise, or until the affected PC leaves the Faerie Wood.
14	Faerie theft. An item of the PC's gear (chosen by the judge) has been "borrowed", and replaced with a worthless simulacrum made of sticks and dry leaves. If the PC is prone to grumble about this, he must succeed in a DC 10 Fort save, or toads begin to fall from his mouth each time he speaks for 1d3 turns (-2d penalty on the dice chain to any spell checks). If the PC takes this calmly, the item is returned after 2d3 turns. If the PC is particularly gracious (i.e., addresses the invisible thief with courtesy, making him welcome to the item stolen), the item is returned in 3d3 turns, but it is returned with a gift of 1d24 gp value (or 1d24 gp if the judge has no specific item in mind). Courtesy is important to the fey folk.
15	A swirling cloud of 3d16 tiny faeries appears – can you count them? The player makes a guess, and then the judge rolls the dice. If the guess is correct, the PC gains +1d3 Luck. If the guess is wrong, the PC takes 1d3 points of Personality damage from the curses of the offended faeries. The player may choose simply not to guess.
16	The PC trips over a pot of gold! It contains about 500 gp, but is so heavy as to reduce speed by 10'. After 3d3 encounters, or as soon as it is brought out of the Faerie Wood, the pot of gold is revealed as nothing more than a heavy stone. If the PC reacts with a sense of humor, he gains +1 Luck.
17 or higher	Abducted! As soon as the PC is alone, or is unwatched, the faeries abduct her. She spends 3d6 years in Elfland, gaining 1 XP for every 5 years so spent (round upwards). Time runs differently in Elfland. Roll 1d6 + Luck modifier to determine when she reappears: (0 or less) never, (1) after 3d3 x 10 years, (2-4) after 3d3 years, (5) after 3d3 hours, (6) after 3d3 minutes, or (7+) immediately. At the judge's discretion, the PC may have learned a unique spell, acquired a patron, gained valuable knowledge, wed, or had offspring while in Elfland. These can be used as plot hooks for future adventures. The author recommends consulting the player before determining what happened in Elfland.

destroying several incurs a loss of 1d3 points of Luck. This Luck is restored when the PCs leave the Faerie Wood, as it represents the malevolent attention of the fey here – but the penalty is always renewed if the PCs should return. Note that nothing prevents the PCs from leaving the path and going directly to the ruined tower.

Daylight Hours: The faerie lights are not present. Any lost Luck from malevolent faerie attention is still in play, however, as invisible fey watch for chances to do mischief.

2. Bridge Guardian: *An arched stone bridge crosses the river, which gurgles pleasantly over and around tree roots near the banks.*

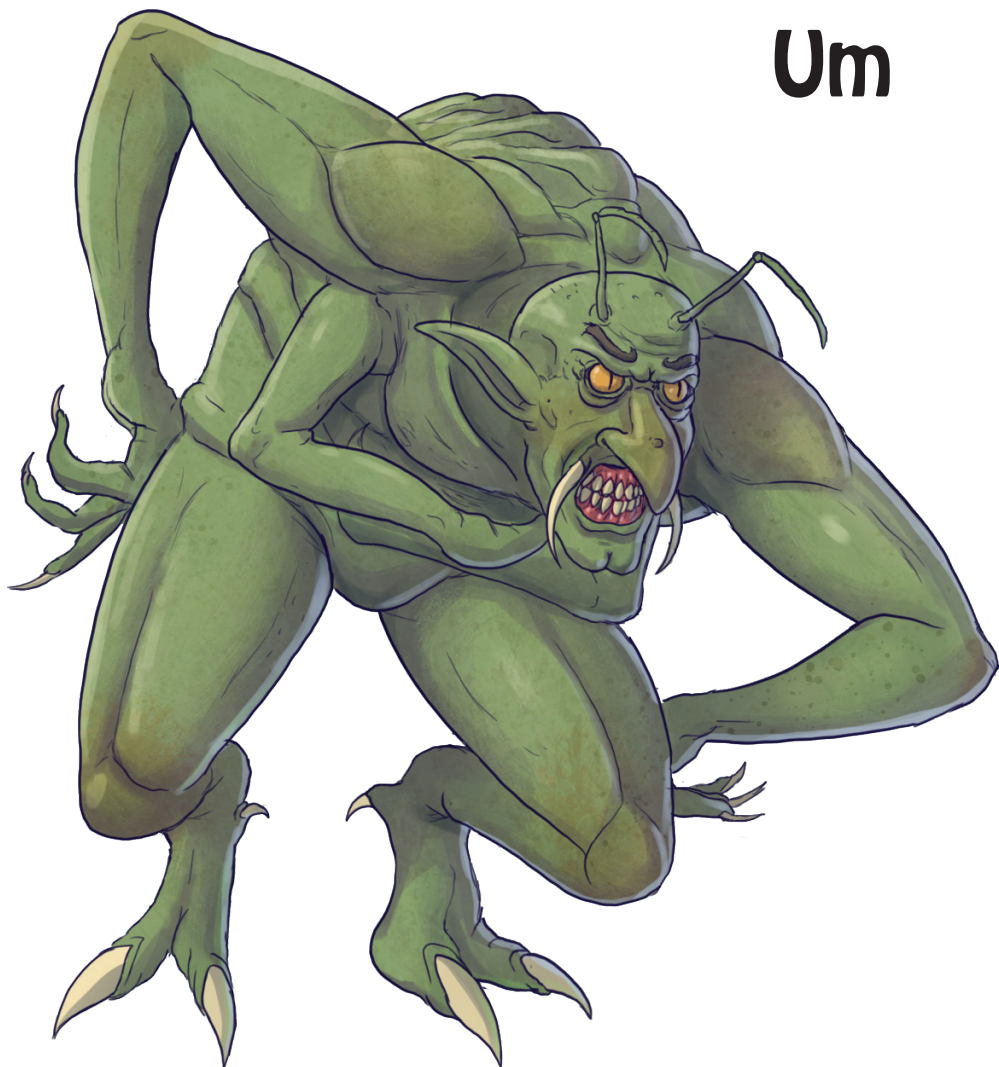
Beneath the bridge on the north side is the lair of a hook-nosed gobbler called “Um”, a nasty long-armed creature reminiscent of a small troll admixed with a water beetle. It is named for its prominent hooked nose, and the noise it makes when excited. The hook-nosed gobbler guards this bridge for the Red Hood tribe of goblins (see **Area 3**). It will demand a toll from anyone not wearing a hood (being both foolish and colorblind, it cannot discern between goblins and other humanoids). It doesn’t really care what toll it collects either, being as happy with a stinky cheese as with an ingot of purest gold.

Hook-nosed gobblers have an almost supernatural sense of balance. Mighty Deeds intended to knock them prone, unbalance them, or move them in any way, do so as if the Deed Die result were 2 less than the number rolled. This does not affect the Deed Die for attack rolls or damage, or any Deed not intending to move the gobbler.

On the other hand, the gobbler can pitch other creatures into the river on any natural claw attack roll of 18+. This is in addition to (but takes precedence over) any normal critical hit effect. The water here is clear and deep; PCs attempting to wade across must succeed in a DC 10 Strength check or be swept 3d5 x 10’ downstream (westward), becoming thoroughly soaked in the process. The DC is 15 for PCs pitched into the water, who become drenched but suffer no additional damage from the fall.

Um, the hook-nosed gobbler: Init +0; Atk bite +4 melee (1d4) or claw +2 melee (1d3 plus pitch); AC 14; HD 4d8;hp 16; MV 20’ or swim 20’; Act 3d20; SP hard to trip or move, pitch into water, regenerate 1 hp/round (except from fire or acid); SV Fort +6, Ref +0, Will –4; AL N.

Um



PCs that successfully wade into the river can access Um's hole from beneath the bridge – a damp, muddy place where characters must crawl one at a time to enter. After 30', it opens up into a dry chamber nearly 10' in diameter, supported by tree roots and strewn with old reeds and dry grass for bedding. Here, the gobbler keeps all of its "treasure" – a hoarder's paradise of candle stubs, bent copper pieces, old fish bones, and other miscellaneous garbage.

There is only enough room remaining for two characters to search the den. Searching for 1 turn allows a Luck check on 1d30; rolling under the PC's Luck uncovers a random item from Table 3-4 on page 73 of the ***Core Rulebook***. The item is not in good condition – each time it is used, a standard Luck check must succeed or it fails in some way.

Sidebar: Pulling a Fast One

Lots of encounters are set up so that the judge can surprise, and possibly outwit, the players. This encounter allows the players to have fun outwitting a foolish creature, and the judge should absolutely accommodate his players in this. The world is full of clever creatures that want to trick the PCs; it is a joy for players to be on the other side of the exchange.

To run this encounter, have Um demand payment from beneath the bridge before it physically appears. If the players want to turn the encounter into a fight, roll with it, but at least you gave them a chance. If given a chance to trade names, use it. Make it sound like the gobbler is thinking when it says “Um”. If a player says “Um” while speaking, the gobbler assumes he is being addressed. With the right group, this can be really fun, and, when the players realize that the gobbler’s name is Um, there is a real sense of accomplishment.

If a PC is wearing a hood, don’t tell them why that PC can pass without a toll. “You goblin. You pass.” is a better way to go about it. The players will figure it out eventually.

The gobbler imagines itself a clever creature. When it comes up on the far end of the bridge, it bellows out “Toll to cross!” Inevitably, the players will want to know what the toll is. Thinking itself canny, the gobbler replies, “What you got?” and then rejects the first offer. “You think me stupid? What else you got?” And then, no matter what the second thing is, it takes it. Play variations of this as the PCs cross the bridge.

Make sure you give the same XP you would for a combat encounter, if you want your players to try talking to the creatures they meet.

3. Red Hood Goblin Field: As the PCs approach this area at night, they will hear the sound of metal ringing rhythmically on metal and the murmur of low voices speaking in goblin. This is quite audible from the trail. At night, there are sentries hidden near where the trail passes by the opening to Area 3. If characters stay on the path, regardless of whether they travel east or west, a group of goblins wearing red hoods will accost them. Their goal is to escort the PCs to **Area 3a** for “judgment”.

This group consists of 3 goblins per PC. Their leader is mounted on a black goat. They must make a morale check (Will save vs. DC 10) for each time a number of goblins equal to the number of PCs is slain, and also when their

leader is slain. If this check fails, they flee back to Area 3.

Red Hood goblins (3 per PC): Init +0; Atk long dagger -1 melee (1d4-1); AC 10; HD 1d4; hp 2 each; MV 20'; Act 1d20; SP infravision 60', light vulnerability; SV Fort -2, Ref +1, Will -2; AL L.

Goblin leader: Init +1; Atk long dagger +1 melee (1d4); AC 10; HD 1d6+2; hp 6; MV 20'; Act 1d20; SP infravision 60', light vulnerability, d3 Dirty Trick Die (see "Goblin Warrior" in Appendix A); SV Fort -1, Ref +2, Will -2; AL L.

Black goat: Init +2; Atk butt +1 melee (1d5); AC 12; HD 1d6+2; hp 5; MV 40'; Act 1d20; SP charge increases critical range to 18-20; SV Fort +3, Ref +2, Will +0; AL N.

The trees give way to an unusual sort of encampment, where short creatures with red hoods over pumpkin-like heads are busily engaged, working on iron, tin, and even silver with portable forges and small anvils. It looks for all the world like a collection of tinkers and charcoal burners, except that they are not human. Nor are the creatures you see moving among them – tall elf-like beings with gauzy wings, squat hobgoblins, and thin, twiggy beings not much taller than the hooded goblins themselves!

The hooded creatures are goblins, and the others are creatures from Elfland, come to haggle for goods or services. This especially includes the stolen child at **Area 3a**. PCs carrying mithril can sell it here for 100 sp per pound, potentially making a tidy profit. An elf (or other character) can obtain mithril weapons or armor for twice the standard cost. At the judge's discretion, they may have to return another night to obtain finished goods. If an elf has yet to obtain a weapon or armor at base cost, he can do so here when an Elfland creature offers to pay the other half ("Because there is something about you that I like.").

There are a total of 34 working goblins (AC 9, 1 hp, tool -1 melee for 1d4-1 damage), as well as 30 armed goblins, and 7 goblin leaders mounted on black goats (as described above) interspersed in the camp and hidden in the woods around it. At any given time, there are 3d4 creatures from Elfland, with each d4 indicating the quantity of each type:

Elf-like fey: Init +5; Atk mithril rapier +3 melee (1d7); AC 14; HD 2d6;

hp 7 each; MV 30' or fly 50'; Act 1d20; SP spells, return to Elfland; SV Fort +0, Ref +5, Will +3; AL C.

These creatures are able to cast the following spells, with a +4 bonus to the spell check: *Charm person*, *detect magic*, and *sleep*. If they do nothing else for a full round, they can step into Elfland and disappear on their initiative in the following round.

Hobgoblin: Init +0; Atk short sword +1 melee (1d6+1); AC 10; HD 1d8+3; hp 7 each; MV 25'; Act 1d20; SP step into Elfland; SV Fort +4, Ref +0, Will +0; AL L. If they do nothing else for a full minute, they can step into Elfland and disappear.

Twiggy man: Init +1; Atk claw +2 melee (1d3 plus lignify); AC 14; HD 1d4+4; hp 7 each; MV 30'; Act 2d20; SP lignify, step into Elfland; SV Fort +5, Ref +1, Will +5; AL N. A successful attack by a twiggy man requires a DC 10 Fort save or the target begins to turn into wood, taking 1d3 points of temporary Agility damage each round for 1d5 rounds. If Agility reaches 0, the victim takes root, and Agility damage is permanent. The effects of multiple attacks do not stack, but Agility damage continues until the last period of effect is completed. Treat as poison for halting the condition. A twiggy man can step into or out of Elfland using an Action Die, so long as a tree is at hand to step through.

Examination of the trees in this area shows that many are hollow, with hidden entrances allowing goblin-sized beings to access chambers below their roots. This is where the goblins hide during daylight hours. Forges and anvils, and other similar goods are usually moved into the woods to the northwest and covered with mounds of brush.

If combat breaks out, the denizens of Elfland seek to flee at the soonest opportunity. Unless accosted by the PCs, they do not fight. However, reinforcements from **Areas 3a** and **3b** will arrive shortly. Remember, though, that the goblins are cowardly, and if the odds ever fall below 3-to-1, they must make an immediate Morale check (Will save against DC 10), and another Morale check each time goblins equal to the number of PCs, or a goblin leader, is slain.

Treasure: Should the PCs somehow defeat this massive opposition, there is a massive treasure in ingots of iron and tin (5d30 ingots of each type, weighing

10 lbs. each), 1d3+1 portable forges, and 3d3 anvils. There are also masses of completed iron weapons – 6d6 daggers, 2d8 handaxes, 3d5 short swords, 2d7 maces, and heads for 3d10 spears. There is a 10% chance that 2d10 mithril ingots are also present, and a 10% chance of 1d3 completed mithril weapons (roll 1d6 for each weapon: [1-3] longsword, [4] batch of 20 arrowheads, [5] rapier doing 1d7 damage, or [6] handaxe). Picking among the bodies uncovers 10d100 sp and 2d100 gp.

Sidebar: They Went East!

The map for this Campaign Element includes options for the PCs to simply follow the paths shown out of the area altogether. The judge has a few options:

- **Mischief.** Faerie mischief makes the area loop back into itself until the judge lets them go. Travelling east from **Area 2** causes the PCs to arrive south of **Area 6**, and travelling west of **Area 4** leads back to Area 1. If using this CE as a goblin funnel, use this option.
- **Expansion.** The judge expands the Faerie Wood so that the paths lead somewhere interesting. *FT 1: Creeping Beauties of the Wood*, published by **Purple Duck Games**, may be of some value here.
- Allow the PCs to wander away. If this is just a portion of the explorable campaign world, this is probably the best option, especially if the PCs have returned to this location after having explored it initially.

3a. The Goblin King: *Ahead you can see a carved wooden throne, around which a dozen goblin spearmen in chainmail stand at attention. Seated upon the throne is a gnarled old goblin with a huge misshapen head, crowned with autumn leaves.*

Seated upon the throne is Ifhane, the King of the Red Hood Goblins. His twelve goblin guards will react immediately to any threat against their king, and make Morale checks against DC 5.

Ifhane, Goblin King: Init +3; Atk long dagger +2 melee (1d4+1); AC 12; HD 3d6+3; hp 15; MV 20'; Act 1d20; SP infravision 60', light vulnerability; SV Fort +1, Ref +2, Will +6; AL L.

Goblin guardsman: Init +1; Atk spear +2 melee (1d8) or dagger +2 melee (1d4); AC 15; HD 3d6+2; hp 13 each; MV 15'; Act 1d20; SP infravi-

sion 60', light vulnerability, d4 Dirty Trick Die (see "Goblin Warrior" in Appendix A); SV Fort +0, Ref +3, Will +0; AL L. Spear, long dagger, chainmail.

If the goblins have recently stolen any children, they will be located here. Recovering (or purchasing) a stolen child may require money (at a minimum of 1d100+100 gp) or doing a favor for the goblins. One such favor might be gaining the weird of Sortharl from Gaulmurk the ogre-sorcerer in **Area 7**.

If there is only a single stolen child, he or she will be kept visibly at the side of Ifhane's throne. If there are more, they will be hidden within hollow trees.

The Goblin King's crown is cunningly made of silver and gold, admixed with other metals and tinted to appear as real leaves. The whole is worth 200 gp to a discerning buyer, but the crown is too large to fit on the heads of most human-sized beings.

3b. Jungus the Witch Doctor: *Beyond the trees is a small clearing where a strange being holds court beneath an open pavilion. This creature appears similar to a goblin, but her face looks like that of a crow, and her eyes like those of a cat. Her feet are distinctly foxlike paws. She seems to be selling trinkets made of beads, feathers, sticks, and twine. Other goblins pay silver for her advice, but not all leave happy from the little pavilion.*

This is Jungus, the witch doctor of the Red Hood Tribe. She will give advice for 2 sp, or sell a charm for 5 sp. Each charm can be used only once, and they have the following properties. Their protection does not stack with a charm of the same type, although if one has several *protective charms*, for instance, that character can be hit multiple times before the protection is lost. When a charm loses its potency, it crumbles into dust.

- **Lucky charm:** Adds 1 point of Luck to a die roll, using the normal rules for Luck for the character possessing it.
- **Protective charm:** Adds +1 to all saves and AC until hit in battle or a save is failed.
- **The Charm of Alternate Fate:** Reroll any die roll at -1d on the dice chain. You must abide by the second roll.
- **Battle charm:** Adds +1 to all attack rolls, until an attack misses.
- **Spell charm:** Can be used to add a +2 bonus to a spell check or to treat a spell check against this character as if it had the result one step lower for

saves and effects. If this reduces the number of targets so that the character could not be targeted, the character is immune to the spell.

- **Healing charm:** Can be used to heal 1d3 damage, or to allow a new saving throw against a disease or poison. If the disease or poison normally allows no save, a single Fort save (DC 20) is allowed to negate the effects.

Jungus has 2d4 of each charm type available for sale at any given time. If attacked, she can use an Action Die or a move to grab a charm from her pavilion. PCs can do likewise, but they do not know what type of charm they are grabbing (determine randomly).

If a PC asks for advice for any problem, Jungus listens carefully and then throws a handful of bones. These bones are taken from small birds and mammals, and are covered with runic carvings. To determine the effects of the rune-bones, roll 3d7 and consult the following table. The judge must modify the results to better fit with the question asked. All modifiers end when the goal the PC asked advice about is obtained, if not sooner.

3d7	Advice Given	Effects
3	Your chosen course will result in disaster!	Every time a roll is made to further the goal, the character suffers a -2d penalty on the dice chain.
4-5	The bones tell against your desire. Choose another path!	If the character goes against the advice given, the judge may impose a -2 penalty on up to 3 die rolls, choosing the moments of greatest impact.
6-8	The time is not ripe. You must temper your desires with patience, if you wish to succeed.	As 4-5, above, but only if the character does not wait at least 24 hours before pursuing his goal.
9-12	Your chosen course will surely fail without a charm to aid its success!	As 4-5, above, but only if the character does not buy a 5 sp charm that has no other effects.
13-15	The bones can tell nothing. You must do as you feel wisest.	No effect.
16-18	Now is the best time for action. Delay provokes Fate to move against you.	The character gains a +2 bonus on up to 3 die rolls, chosen by the player, during the next 6 hours (in game).
19-20	The bones speak of your success!	As 16-18, above, but there is no time limit to their use. When the goal is obtained, unused bonuses are lost.
21	Success is certain! Go boldly and without fear!	Every time a roll is made to further the goal, the character gains a +1d bonus on the dice chain.

Goblin Funnel: Jungus has a single charm which is sovereign against all forms of toothache. She will not part with this charm for love nor money, but will only accept the weird of Sortharl, which is currently possessed by Gaulmurk, the ogre who dwells in **Area 7**. Jungus will warn the PCs, “Ask no questions of strange sheep you may meet on the road!”

4. The Grey Ones: During daylight hours, this field is littered with rough boulders, each the size and rough shape of a large sheep. These are the Grey Ones, which turn to stone when sunlight falls upon them, and again become creatures of flesh and blood only once the sun has set. The area description applies to the hours of darkness.

The path passes through a clearing where a number of large, grey sheep graze. Each of the sheep has four long, twisting horns.

These creatures are the Grey Ones, wise carnivorous sheep which can answer any question the judge allows with 95% accuracy. They will answer any question asked, even one such as “Who are you?” or “How are you doing?” However, once they have given an answer, the questioner becomes the lawful prey of the Grey Ones. The Grey Ones only attack creatures that they have answered, even if they themselves are attacked.

Wise PCs do not speak to the Grey Ones unnecessarily. The Grey Ones wish to be asked questions, however – they crowd around travelers and speak to them so long as they remain in the area. Examples include: “Greetings, O’ Mortal Being. Why do you not ask me my health?” “O’ courteous traveler, do you not wish to know my name?” “All beings have some wonder which is their heart’s desire to know. Have you nothing you desire?” “Ask, O’ Mortal, for our lives stretch back as far as the lives of stones, and we know the truth of many things.”

Grey Ones (13): Init +0; Atk bite +0 melee (1d5); AC 13; HD 3d6+3; hp 13 each; MV 35’; Act 1d20; SP infravision 60’, petrified during daylight hours, answer questions, turn to stone when reduced to 0 hp, regenerate 1 hp/round, teleport up to 30’ away using an Action Die, stone form cannot be damaged by mortal means; SV Fort +5, Ref +1, Will +3; AL L.

Goblin Funnel: If asked how to capture a spider’s voice, the Grey Ones answer: “Across the ford, there is a clearing to the north of the path. In that

clearing is a ring of mushrooms. Under the northmost mushroom is a spider. Every dawn she complains bitterly about the bullying of her sisters, and at this time only you may capture her voice. Cut a hollow reed from the edges of the stream, and when the spider begins her tirade, use the reed to suck her words into it. But beware not to suck too hard, or the spider's voice will lodge inside you. Quickly hold shut both ends of the reed, and do not open them or let the reed fall until the spider's voice is needed."

See **Area 6** for more details.

Sidebar: Asking Questions Safely

Your players will undoubtedly consider several avenues for questioning the Grey Ones safely. These plans will no doubt fall into two broad categories: Flee after a question is asked, and slay the Grey Ones after they answer. If the PCs have the option of consulting the Grey Ones throughout a campaign, they will eventually ask the Grey Ones themselves how to ask a question safely. The following is provided to help you answer, and to help you adjudicate your players' cunning plans.

- **Flee After Asking:** The Grey Ones do not pursue past the ford at **Area 5** or beyond the bend to the north. The safest way to flee is to ask so that the sun rises as the answer is completed, although this risks receiving an incomplete answer. Magic that immobilizes a creature, such as sleep, is effective, but the Grey Ones will happily attack and eat even a creature that has charmed them.
- **Slaying the Grey Ones:** A Grey One reduced to 0 hp is transformed to stone, and restored to full hit points and health at the following sunset. Their stone forms resist all damage. There is probably no way to kill them, beyond some special quest of the judge's devising.

The Grey Ones do not forget. A questioner who returns after escaping is still their lawful prey.

5. River Ford: *The river here is shallow and appears easily fordable. The water makes a pleasant music as it gurgles among the reeds and runs over the occasional grey, round stones jutting up from the flat river bottom.*

There are five rockshell crabs hidden among the round stones. Scanning the stones specifically allows a DC 10 Intelligence check to spot 1d5 of them

(characters with outdoorsy occupations, sages, etc., roll 1d20; all others roll 1d10). The first crab attacks the second character to enter the ford. 1d3 new crabs enter the fray each round thereafter until all are engaged. The crabs do not leave the river.

Rockshell crabs (5): Init -2; Atk claw +2 melee (1d3); AC 15; HD 1d6+1; hp 4 each; MV 20'; Act 2d16; SP AC increases to 20 when not moving or attacking; SV Fort +8, Ref -4, Will +0; AL N.



6. Faerie Ring: *There is a small clearing here, with the trees growing tight around the sward to create almost a bower. The grass is dominated by a nearly-perfect ring of light brown-orange mushrooms, each between six inches to a foot high. The grass within is visibly healthier than that without.*

Entering the faerie ring: A PC stepping within the faerie ring, which is 10' in diameter, must succeed in a DC 15 Will save or begin dancing. Those who fail this save cannot leave the ring or stop dancing on their own. For every minute they spend dancing, they take 1d3 points of temporary Stamina damage. When Stamina reaches 0, the PC falls into an enchanted slumber that lasts for 1d100 years. The character can be awoken with a reversed sleep spell (spell check 28+), dispel magic, or remove curse.

Eating a mushroom: Roll 1d7 + Luck modifier and consult the following table:

1d7 + Luck mod	Effect
0 or less	Deadly poison. No save. Character dies immediately.
1-2	Deadly poison. Fort save DC 14 or take 1d4 damage each round for 1d5 rounds.
3-4	Poison. Cramping causes 1d3 temporary Agility damage. Fort DC 10 of 1 point is permanent.
5-6	No effect.
7	Character gains +1d3 hit points. These are permanent.
8	Character gains +1 point to a random ability score (including Luck), to a maximum of 18. If the randomly determined score is already 18, roll again.
9 or more	Character gains the ability to see invisible objects and creatures within 15'. This ability lasts for 1d3 months. At the end of this time, a successful DC 20 Will save makes the ability permanent.

The spider's voice: Under the northernmost mushroom is a three-inch-long spider who complains bitterly about her bullying sisters every dawn. Her voice can be captured as described in Area 4, but the character doing so must succeed in a DC 5 Reflex save to avoid breathing the spider's voice when sucking it into the reed. If this occurs, the character learns to speak Spider, but forever after has a tiny, squeaky voice...if the spider's voice is somehow removed, the knowledge of the spiders' language remains and the character's voice returns to normal. It requires two hands to hold a reed closed on both ends. If the reed is dropped, the spider gets her voice back. Another attempt can be made the following dawn.

The bullying sisters: Three much larger spiders lurk in the branches forming the near-bower over this clearing. These are the sisters of the spider under the mushroom cap. They are intelligent and can speak, but only in the languages of spiders and goblins. They attack when their sister's voice is captured, when a creature is caught dancing in the faerie ring, or when the PCs are leaving the clearing (and they target the last three stragglers).

The sister spiders can shoot down a silent web to snare prey. If this attack hits with a natural roll of 18+, the spider can yank its victim up into the trees and attempt a bite as an extra attack. The victim may attempt a Luck check to cry out, and, if no one is looking, the nearest PC may attempt a Luck check to see the hapless victim pulled up into the trees.

The webs cause temporary Agility damage. 1d3 points can be restored per Action Die used for that purpose with a suitable tool. The sister's webs can be removed by using a sharp blade, such as a knife or a dagger, or even a short sword. Axes are not the right shape to be used to great effect, and anything longer than a short sword is difficult to use. Unsuitable tools can only restore 1 point of Agility with an Action Die, and even this requires a successful Luck check. If Agility reaches 0, a victim is bound in webs and unable to move. An appropriate Mighty Deed with a sharp weapon can restore Agility equal to the Deed Die result.

The sisters' venom causes 1d4 temporary Stamina damage, and requires a DC 7 Fort save to prevent 1d3 temporary Strength damage as well. A character reduced to 0 Stamina falls into a swoon, gaining 1 point of Stamina every turn thereafter until restored. A character reduced to 0 Strength dies.

Sister spiders (3): Init +1; Atk bite +3 melee (1d5 plus venom) or web +4 ranged (1d3 temporary Agility); AC 12; HD 3d6; hp 13, 11, 10; MV 30' or climb 30'; Act 1d20; SP webs, venom; SV Fort +0, Ref +3, Will +0; AL C.

Treasure: High up in the trees (DC 5 Climb check) are several old husks and bundles. One of these contains a suit of serviceable chain mail. Another contains a longsword, only slightly rusty and still in its scabbard. A third has a pair of good boots; the heel of one can be turned to reveal a hidden compartment containing three 10 gp red garnet gems.

7. Broken Tower of the Ogre Sorcerer: *Ahead, at the top of small hill, you can see the broken ring of a ruined tower, the walls rising nowhere more than a dozen feet high. Tumbled stones lie all around, and a few brave but stunted trees have colonized the ruins of the tower's base. The path leads directly up the hill towards the broken arch that once held the edifice's door.*

Gaulmurk, Ogre-Sorcerer of the Iron Belts, haunts this area at night. During the day, he retreats into a gap in the stone that leads to Elfland. Far from the stupid ape-like ogres common in the Lands We Know, Gaulmurk is intelligent and converses with a dry wit. He knows the languages of giants, goblins, elves, spiders, wolves, and eagles. His body is covered with dark tattooed symbols of power, and he wears the robes of a wizard with an enormous tricorn hat. He bears a blackthorn walking stick with a silver handle and spike (35 gp) that he can use effectively as a weapon.

His most striking feature is a trio of thick iron belts banded tightly around waist, abdomen, and chest. These are the remaining iron belts of Alagar, which originally numbered seven. When a wearer of one of these belts is reduced to 0 hp, or otherwise takes damage which would result in his death, one of the belts bursts instead, and the wearer is healed completely. Needless to say, these are Gaulmurk's most prized possessions, and he will not give even one of these belts away, even if charmed.

The judge may use Gaulmurk as a potential mentor for wizards, as he is willing to sell knowledge of the spells he knows in exchange for specific items or the accomplishment of tasks. In general, Gaulmurk allows the judge to motivate his players to undertake adventures of his choosing. If the PCs wish to gain his iron belts, they may be forced to ask the Grey Ones for advice.

Finally, if the judge wishes to embroil the characters in the intrigues of Elfland, Gaulmurk can be used to supply the means of transit.

Gaulmurk, Ogre-Sorcerer of the Iron Bands: Init +3; Atk slam +5 melee (1d6+6) or walking stick +5 melee (1d8+6); AC 16; HD 6d4+22; hp 38; MV 20'; Act 1d20 + 1d14; SP spells, iron belts; SV Fort +6, Ref +4, Will +5; AL C.

Gaulmurk can cast the following spells (+9 to the spell check): *Color spray*, *comprehend languages*, *Ekim's mystical mask*, *force manipulation*, *invoke patron* (the King of Elfland), *patron bond*, *scorching ray*, *wizard staff*,

fireball, fly, runic alphabet (fey), and turn to stone.

Goblin Funnel: Gaulmurk also possesses the weird of Sortharl – a strange magic item fully described in Appendix B. He is willing to trade the weird for a suitable gift...of late, he is seeking the voice of a spider. The judge can certainly have Gaulmurk trade this item to PCs whether running a funnel or not!



Squeezing it Dry

- Use the monsters in this Campaign Element in other adventures. It is unlikely that the PCs will engage the twiggy men, for instance.
- The Red Hood goblins are a longterm source of mithril weapons and armor, if elf PCs need to replace their initial equipment granted at 1st level.
- Similarly PCs may desire to visit Jungus from time to time to replenish their charms.
- The Grey Ones offer knowledge at some risk.
- Gaulmurk offers spell knowledge in return for items or tasks, so that the judge may use him to seed further adventures.
- Full information is given for two goblin classes, and 0-level goblin characters.
- The judge is strongly urged to expand the Faerie Wood, adding encounters of his own. The Faerie Tales from Unlit Shores series published by Purple Duck Games, and especially Creeping Beauties of the Wood, may be of some value in doing so.

Appendix A: Goblin Characters

Zero-level goblins have the following traits:

- Infravision to a range of 60’.
- Movement speed of 20’.
- **Light sensitivity:** All goblins take a -1d penalty on the dice chain in bright daylight or its equivalent. This affects all die rolls.

Goblins determine their starting occupation using the following chart:

1d30	Occupation	Trained Weapon	Trade Goods
1-2	Goblin Baby Thief	Dagger	Bone rattle
3	Goblin Beastmaster	Whip (1d3*)	Collar and leash
4-6	Goblin Firetender	Stick (1d4)	Flint & steel and 4 torches
7-8	Goblin Fisherman	Club	Fishing net
9-10	Goblin Footpad	Dagger	1d6 sp in a stolen purse
11	Goblin Fungi Farmer	Shovel (1d4)	1d4 pounds of edible fungus
12	Goblin Goatherd	Staff	Goat
13	Goblin Guano Hauler	Shovel (1d4)	Wheelbarrow of bat guano
14	Goblin Guardsman	Spear	Studded leather armor

15-18	Goblin Miner	Pick (1d4)	Helmet with candle holder and 1 candle
19	Goblin Rat Trainer	Dagger	Giant rat (as per core rulebook, p. 424)
20-21	Goblin Shepherd	Shepherd's crook (1d4)	Sheep
22	Goblin Slaver	Whip (1d3*)	Manacles and 10' rope
23	Goblin Smith	Hammer (1d4)	10 lbs. bog iron
24-26	Goblin Soldier	Spear	Leather armor
27-28	Goblin Trapper	Club	10' of stout cord
29	Goblin Witch Doctor's Apprentice	Dagger	Hex doll, strange tattoos
30	Goblin Wolfrider	Spear	Normal wolf (as per core rulebook, p. 431)

Zero-level goblins who gain 10 XP can level either as goblin warriors or as goblin witch doctors. Both classes have only five levels, and are fully described below. In both cases, the level titles associated with the class do not take alignment into account.

Goblin Warrior

You are a wary and wily fighter, skilled in stealth, sneaky tactics, and dirty tricks.

Hit Points: A goblin warrior gains 1d6 hit points at each level.

Weapon Training: A goblin warrior is trained in the use of these weapons: club, dagger, dart, handaxe, javelin, shortbow, short sword, sling, and spear. A goblin warrior may wear any armor that he can obtain, so long as it is fitted for a goblin.

Alignment: Although evil and allied with Faerie, goblins in *Dungeon Crawl Classics* are typically Lawful. Not only do they work together, and create generations-spanning projects (such as their selective breeding of lesser species), but the domination of Chaos would deprive them of their place in the cosmos. They require humans, not only for slaves and a source of babies to steal, but to prevent the greater races of the Wilds from subjugating the goblins themselves. Neutral and chaotic goblin warriors are not unheard of, however.

Dirty Trick Die: Goblin warriors are experts in dirty fighting tactics, either

to strike a more telling blow, or to make it harder to hit them. When a goblin warrior attacks, it gets to roll a “Dirty Trick Die” (DTD), the result of which does one of two things: increases the goblin warrior’s AC by an amount equal to the DTD roll, or increases the goblin warrior’s critical range by the amount of the DTD roll minus 2. The goblin warrior must announce what he is attempting before the roll is made, or the effect is lost. Neither is dependent upon the attack being a success, but the DTD does not increase attack or damage rolls, nor does falling within an improved critical range cause an attack to automatically succeed. Both effects last until the goblin warrior rolls his next Action Die, or until a combat is over (whichever comes first).

Sneaky: Goblin warriors gain a bonus to moving silently and hiding, as indicated.

Luck: A goblin warrior may spend a point of Luck to negate a critical hit result (but not the actual hit) made by any creature whose Hit Dice are equal to, or less, than the goblin warrior’s level.

Infravision: Goblin warriors have infravision to a range of 60’.

Small: Goblin warriors move at a speed of 20’.

Light sensitivity: Goblin warriors take a -1d penalty on the dice chain in bright daylight or its equivalent. This affects all die rolls, including the Dirty Trick Die.

Languages: Goblin warriors automatically speak the Common tongue and the language of goblins. Goblins with an Intelligence modifier bonus gain one additional language per point of bonus, with 50% of additional languages being rolled as a halfling, and 50% as an elf.

Action Dice: Goblin warriors may use their Action Dice to attack or to sneak.

Goblin Warrior Class Table

Level	Attack	Crit Die/ Table	Action Dice	Dirty Trick Die	Sneak Modifier	Ref	Fort	Will	Level Title
1	+1	1d4/I	1d20	D3	+3	+1	+1	+0	Grunt
2	+1	1d6/II	1d20	D3	+4	+1	+1	+1	Sergeant

3	+2	1d6/II	1d20	D4	+5	+2	+2	+1	Goblin Hero
4	+2	1d8/II	1d20	D5	+6	+2	+2	+2	Goblin Champion
5	+3	1d8/III	1d20+ 1d14	D6	+6	+2	+3	+2	Legendary Goblin Hero

Goblin Witch Doctor

You have gained the aid of supernatural powers – faeries, demons, and spirits – to make you more than a mere goblin. As you progress in power, your body undergoes changes that reflect the nature of the magics that you command. Somewhere between a wizard and a cleric, you are beholden to other powers, and act their will upon the world, but yours is a mutually beneficial arrangement. You do not worship the powers you work with, although you need to keep them happy to maintain your power.

Hit Points: A goblin witch doctor gains 1d4 hit points at each level.

Weapon Training: A goblin witch doctor is trained in the use of these weapons: dagger, javelin, sling, and spear. Although there is no prohibition against wearing armor, a goblin witch doctor's spell checks are modified by armor worn, and it is difficult to find armor that fits the body of an individual witch doctor.

Alignment: Goblin witch doctors may be of any alignment.

Spellcasting: Goblin witch doctors know a number of spells as determined by their level and Personality modifier. They learn and cast spells as do wizards (using their Intelligence modifiers), but each spell that a witch doctor learns is indicative of a pact with a single faerie, demon, or nature spirit, and each spell causes some physical deformation (which occurs when the spell is learned).

Examples of deformation include cat-like or rat-like tails, hands like rat paws, cat-like faces, and so on. The judge may roll as indicated by spells, below, or may consider using the features of various small animals that have a supernatural and or nocturnal connotation in folklore, such as ravens, cats, rats, mice, weasels, foxes, owls, bats, and the like. By the same token, the features of animals normally allied with humans, such as dogs and horses, should be

avoided. When deformations seem contradictory, the judge may combine them or rule that only the most recent deformity is in effect.

See below for the spells available to goblin witch doctors. If a spell is normally a clerical spell, it is lost on a roll of 10 + the spell's level or less. If the roll is a natural "1", roll 1d6: (1-3) misfire, (4-5) major corruption, (6) greater corruption. Goblin witch doctors may use spellburn as do wizards and elves.

Selective Invisibility: Goblin witch doctors have the ability to become invisible to selected mortal creatures. Every 24 hours, resetting at midnight, a goblin witch doctor may disappear from the sight from mortal creatures whose total Hit Dice do not exceed the witch doctor's level +2. The witch doctor is completely invisible to affected creatures, and the effect lasts 1 turn per level of the witch doctor. Although a goblin witch doctor must be aware of a creature to become invisible to it, attacking does not break the effect. The witch doctor can spend all of these Hit Dice at once, or can break the effect up throughout a 24-hour period. If the witch doctor has too few Hit Dice remaining to affect a creature, the attempt fails but the available Hit Dice are not lost. This invisibility only affects the selected creature(s); all others see the witch doctor normally.

In most campaigns, humans and halflings are mortal creatures. Elves and dwarves may (or may not) be mortal, depending upon the Appendix N works influencing the campaign milieu.

Luck: A goblin witch doctor may spend Luck to create or command the un-dead, at a rate of 2 HD per point of Luck spent. Created un-dead are equivalent to skeletons or zombies (see the core rulebook, pages 426-427 and 431 respectively), and automatically revert to true death after 1 day per witch doctor level; command lasts 1 turn per witch doctor level. Created un-dead automatically obey their creator. The witch doctor must have suitable bodies or skeletal remains to create the un-dead.

Goblin witch doctors do not automatically regain Luck. This represents a permanent expenditure of supernatural favors.

Infravision: Goblin witch doctors have infravision to a range of 60'.

Small: Goblin witch doctors move at a speed of 20'.

Light sensitivity: Goblin witch doctors take a -1d penalty on the dice chain

in bright daylight or its equivalent. This affects all die rolls, including spell checks.

Languages: Goblin witch doctors automatically speak the Common tongue and the language of goblins, and gain one additional language. In addition, goblin witch doctors with an Intelligence modifier bonus gain one additional language per point of bonus. For each additional language, there is a 50% chance that it is rolled as a wizard, and 50% chance that it is rolled as an elf.

Action Dice: Goblin witch doctors may use their primary Action Die to attack or cast spells, but their secondary Action Die can only be used to cast spells.

Goblin Witch Doctor Class Table

Level	Attack	Crit Die/ Table	Action Dice	Spells	Max Spell Level	Ref	Fort	Will	Level Title
1	+1	1d4/I	1d20	3	1	+1	+0	+1	Apprentice
2	+1	1d5/I	1d20	4	1	+1	+1	+1	Shaman
3	+2	1d6/I	1d20	5	2	+2	+1	+2	Witch Doctor
4	+2	1d7/I	1d20	6	2	+2	+1	+3	Spirit Caller
5	+2	1d8/I	1d20+ 1d14	7	3	+2	+2	+3	Master of Bones

Witch Doctor Spells			
Level 1		Level 2	Level 3
1	Animal Summoning (129)	Curse (273)	Animate Dead (285)
2	Chill Touch (133)	Invisibility (172)	Consult Spirit (204)
3	Darkness (258)	Locate Object (178)	Demon Summoning (206)
4	Detect Magic (260)	Monster Summoning (184)	Make Potion (223)
5	Find Familiar (141)	Scare (191)	Speak With the Dead (290)
6	Paralysis (264)	Wood Wyrding (284)	
7	Second Sight (267)		

- *Animal Summoning* (*core rulebook*, p. 129): Deformation (1d5): (1) stag antlers (1d3 damage), (2) ram horns (1d3 damage), (3) tiny goat horns (no damage).
- *Animate Dead* (*core rulebook*, p. 285): Deformation (1d4): (1) face becomes skull, (2) hands become bony claws, (3) body takes on corpse-like pallor, (4) constant smell of decay.
- *Chill Touch* (*core rulebook*, p. 133): Deformation (1d4): (1) hands resemble fox paws, (2) hands turn bone white, (3) hands turn icy blue, (4)

hands become skeletal.

- **Consult Spirit** (*core rulebook*, p. 204): Deformation (1d6): (1) tongue becomes forked, like a serpent's, (2) face resembles that of a cat, (3) face becomes bat-like, (4) face becomes fox-like, (5) face becomes rat-like, (6) eyes become cat-like, and grows enormous bat ears.
- **Curse** (*core rulebook*, p. 273): Deformation (1d7): (1) mouth and nose become raven's beak, (2) black feathers sprout all over body, (3) gains long rat's tail. (4) nose and mouth become rat's snout, (5) eyes become multi-faceted like those of an enormous fly, (6) grows black and red scales over entire body, (7) teeth become serpent's fangs (1d3 damage plus asp poison 1 in 3 chance per bite, see *core rulebook*, p. 446).
- **Darkness** (*core rulebook*, p. 258): Deformation (1d3): (1) face becomes bat-like with enormous ears, (2) eyes become huge owl eyes, (3) eyes become beady red rat eyes.
- **Demon Summoning** (*core rulebook*, p. 206): Deformation (1d5): (1) hands become twisted rat-like claws, (2) twisted goat horns grow from forehead (1d3 damage), (3) feet become cloven hoofs (equal chance of goat or stag hoofs), (4) grows scaly forked tail, (5) feet become black crow's feet.
- **Detect Magic** (*core rulebook*, p. 260): Deformation (1d3): (1) gains cat-like whiskers, (2) eyes grow to twice normal size, (3) nose resembles that of star-nosed mole.
- **Find Familiar** (*core rulebook*, p. 141): Deformation (1d4): (1) grows dark fur over whole body, (2) face elongates and goatlike beard appears, (3) left hand becomes cat's paw, (4) eyes become unblinking serpent eyes.
- **Invisibility** (*core rulebook*, p. 172): Deformation (1d3): grows snail shell on back (+2 AC, permanent -2 Agility and -5' movement speed), (2) height decreases by 2d12 inches and features become mouselike, (3) skin hardens into glistening purple-black beetle carapace (+2 AC).
- **Locate Object** (*core rulebook*, p. 178): Deformation (1d3): (1) grows stunted raven wings (no flight, but falling damage reduced by 1d6), (2) grows rat-like whiskers and hunched posture, (3) grows prehensile, monkey-like tail.
- **Make Potion** (*core rulebook*, p. 223): Deformation (1d3): (1) skin becomes glistening, frog-like, and damp, (2) skin takes on mottled pattern, like a newt or salamander, (3) hands become webbed, long-fingered frog feet.
- **Monster Summoning** (*core rulebook*, p. 184): Deformation (1d7): (1) all hair falls out, replaced by warty skin, (2) eyes move to side and become toad-like, (3) legs fuse into snake's tail (1 in 5 have a rattle), (4) grows

jointed scorpion tail (1d3 damage plus scorpion venom, see core rulebook, page 446, all saves at a +4 bonus), (5) one hand becomes scorpion claw (1d5 damage, equal chance of right and left hand), (6) grows bat wings (fly speed 30'), (7) teeth become giant rat's teeth (1d3 damage).

- ***Paralysis* (core rulebook, p. 264):** Deformation (1d4): (1) one hand becomes translucent (equal chance of right or left; spell only manifests through that hand), (2) hands become animal paws (equal chance of fox, cat, rat, hedgehog, monkey, and lizard), (3) hands become emaciated and bony, (4) entire body becomes emaciated.
- ***Scare* (core rulebook, p. 191):** Deformation (1d7): (1) face becomes fox's face, (2) eyes glow with a lambent orange light, light the flickering flame within a jack-o-lantern, (3) mouth gains a bat's sharp teeth (1d2 damage), (4) head doubles in size (-1d3 Agility), (5) voice develops serpent-like hiss, (6) skin glistens like that of a slug (-1 AC, Strength check DC 5 or weapons stick to witch doctor when they hit), (7) constant faerie fire flickers around character (equal chance green, orange, blue, red, or violet; surprise normally impossible).
- ***Second Sight* (core rulebook, p. 267):** Deformation (1d5): (1) third eye appears in forehead (equal chance bird, reptile, or beast eye), (2) eyes completely disappear (vision unaffected), (3) eyes become cat-like, (4) eyes become completely one color (equal chances black, red, or purple), (5) moth-like feelers grow from forehead.
- ***Speak With the Dead* (core rulebook, p. 290):** Deformation (1d5): (1) tongue appears black and rotted, (2) mouth and nose become beak (equal chance of raven, vulture, or owl beak), (3) skin becomes leprous (-1 Stamina, non-contagious), (4) skin resembles that of pinkish-purple ribbed worm, (5) legs fuse into giant maggot tail (-5 move).
- ***Wood Wyrding* (core rulebook, p. 284):** Deformation (1d4): (1) grows vines and moss instead of hair, (2) skin grows bark (+2 AC, -1d3 Agility), (3) autumn leaves form mane around face, reappearing as swiftly as they fall, (4) character becomes rooted to the spot (1d3 Strength, Agility, or Stamina to become mobile, as chosen by the player; character roots again at noon and midnight each day if upon soil).

Appendix B: The Weird of Sortharl

The object known as the weird of Sortharl changes its appearance whenever it is unattended. No matter what its appearance, anyone who has ever seen it before instantly recognizes it. This is true even though the weird has no discerning features. Characters simply know it when they see it, and no one can say how. Some sages claim that the weird is a piece of the Primal Chaos, only partially fixed into material form. Regardless of its appearance, the weird is indestructible by any means, physical or magical.

To determine the current appearance of the weird, roll 1d50. If you don't have 1d50, roll 1d5-1 to determine the tens place, and 1d10 to determine the digits. (The 50-sided die is marked from 00-49.)

1d50	Appearance	1d50	Appearance	1d50	Appearance	1d50	Appearance
00	Old tooth-brush	13	Pewter goblet	26	Ball of twine	39	Tin can
01	Toy dog	14	Clay pipe	27	Wooden yo-yo	40	Stone carved with the Elder Sign
02	Acorn	15	Glass unicorn	28	Ballpoint pen	41	Curiously carved stick
03	Stone	16	Old boot	29	Plastic polyhedral die	42	Bit of scrimshaw
04	Leather-bound tome	17	Iron spike	30	Crystal wine goblet	43	Thimble
05	Posey of flowers	18	Torch	31	Claw-tipped wand	44	Glass ball
06	Dagger	19	Candle	32	Bedknob	45	Peach pit
07	Key ring	20	Lump of coal	33	Tin fork	46	Plastic straw
08	Flashlight (30' range)	21	Alligator puppet	34	Ratty old fox tail	47	Candy cane
09	Lighter	22	Raven skull	35	Small wooden box	48	Small hammer
10	Plain gold ring	23	Dragon tooth	36	MP3 player	49	Candle snuffer
11	White gem on a chain	24	Mummified monkey's paw	37	Lead miniature figure		
12	Silver walnut	25	Ivory figurine	38	Red rubber ball		



Anyone touching the weird immediately knows how to use it. So long as the wielder has direct contact with the weird, he may choose to invoke it using an Action Die. When this is done, the player first rolls 1d7, keeping track of the results. If he calls upon the weird again that day, and a number is repeated, not only does the weird fail to activate, but the wielder must roll a Luck check or the item transports itself to some other location in the multiverse, chosen by the judge. Thus, every time the weird is used more than once in a single day, there is a chance that it will disappear forever, and this chance increases with each successful use.

If the weird does activate, roll 1d30 and consult the following table for effects. Players should not know what results are possible until they are rolled.

1d30	Effect
1	Casts random 1st level wizard spell with +5 bonus to the spell check; wielder chooses targets and variables. Corruption or misfire are possible.
2	Wielder surrounded by a cloud of butterflies with a 30' radius. All ranged attacks against targets in the cloud are at a -2 penalty.
3	Casts random 1st level cleric spell with +5 bonus to the spell check; wielder chooses targets and variables. Divine disapproval is possible.
4	Owlbear (core rulebook, p. 423) appears at a range of 1d3-1 x 10' and immediately attacks the closest creature. It keeps attacking until slain. The wielder has no control over this creature.
5	Casts random 2nd level wizard spell with +3 bonus to the spell check; wielder chooses targets and variables. Corruption or misfire are possible.
6	Generic spell misfire occurs.
7	Casts random 2nd level cleric spell with +3 bonus to the spell check; wielder chooses targets and variables. Divine disapproval is possible.
8	Wielder must choose one wizard spell to reroll the Mercurial Magic effect of. If the wielder knows no wizard spells, he learns a random one of 1st level. Thieves may use their chance to cast spells from scrolls for casting this spell; other non-casting classes use 1d10.
9	Casts random 3rd level wizard spell with +0 bonus to the spell check; wielder chooses targets and variables. Corruption or misfire are possible.
10	Wielder erupts into a complicated dance, improving AC and Reflex saves by +5 for 1d5 minutes, but penalizing attack rolls and spell checks by the same amount.
11	Casts random 3rd level cleric spell with +0 bonus to the spell check; wielder chooses targets and variables. Divine disapproval is possible.
12	Wielder teleported 1d10 miles away in a random direction. The wielder does not appear in immediate danger.
13	Target chosen by wielder suffers minor corruption, 30' range. If no target is chosen, the wielder is affected.

14	The wielder grows wings (roll 1d5 to determine if they are the wings of a bat, butterfly, bird, pterodactyl, or dragonfly) and gains a fly speed of 40'. These wings disappear in 1d6 turns + 1d10 rounds time. If the wielder is flying when the wings disappear, he falls.
15	Target chosen by wielder suffers major corruption, 100' range. If no target is chosen, the wielder is affected.
16	All prepared food and drink within 10 miles of the weird is corrupted and rendered unedible.
17	Target chosen by wielder suffers greater corruption, 200' range. If no target is chosen, the wielder is affected.
18	3d24 ducks suddenly appear within a 30' radius around the wielder. They are all normal ducks, except that they have a deep purple coloration.
19	A hole opens beneath a target of the wielder's choice, 200' range. The hole is 3d6 x 10' deep.
20	A hole opens beneath the wielder, 3d6 x 10' deep.
21	Wielder is completely healed of all hit point and temporary ability damage, and is cured of any disease or poison currently affecting him.
22	Roll 1d16 and consult Appendix P (p. 446 in the core rulebook). If the result is from 1 to 15, the wielder is affected immediately by that type of poison. If the roll is 16, roll 1d14, and the wielder is forever immune to that type of poison.
23	All allies within 30', including the wielder, sparkle with glittering lights. They gain a +4 bonus to AC and all saves for the next 1d4 turns, after which the lights fade. The sparkles provide dim light to a 5' radius.
24	Wielder re-rolls occupation, ignoring race if indicated.
25	Insight into the interactions of Law and Chaos grant the wielder a +1d bonus on the die chain to a single roll of his choice, which must be made within the next hour.
26	A forest of mighty oaks grows everywhere within 1d10 miles of the wielder. If on the ocean, a new island forms directly beneath whatever ship or vessel the wielder is traveling on to accommodate the forest. The forest is thereafter normal in all regards, and is inhabited by whatever sort of creatures the judge desires.
27	Roll percentile dice and consult Table VI: Dragon Unique Powers on pp. 409-410 of the core rulebook. The wielder gains the indicated power for the next 1d3 days.
28	The wielder, and all creatures within 30' of the wielder, take 3d10 damage (Fort DC 10 for half).
29	Choose a patron and roll an Invoke Patron check with a +7 bonus to the spell check. The patron then appears to the wielder, angry at being invoked, and demands some service in return.
30	Wielder chooses a mortal creature anywhere in the multiverse, and that creature dies immediately. The wielder then takes damage equal to the hit points of the creature before it died. If reduced to 0 hp, the wielder's body melts away. The wielder knows that the creature chosen will die, but does not know the consequences of that decision, before making this choice.

Anyone possessing the weird takes a -3 penalty to Luck so long as the weird is possessed.

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