

Stairway of V'dreen



Venger As'Nas Satanis

Stairway of V'dreen

FIND A PLACE TO HIDE!

Something happens, requiring the adventurers to seek a hiding place in a hurry.

This could be anything from a meteor shower to a dripping purple god of endless tentacles and mouths floating above... or something in between. The cause is up to the Dragon Master. The effect is that PCs need to either get out of sight, find shelter, or both.

Luckily, such a place happens to be nearby. Approximately 50' away from where the adventurers currently stand is a half-buried hunk of metal the size of a small village. Various metallic parts of the thing are halfway sunk into the ground. The large metal structure is tilted slightly downward.

Investigation will prove useful in locating an entrance. Once humanoids crawl inside, it seems doubtful that anything from the sky can reach them.

ALMOST COMPLETED EXPERIMENT

A man with a long gray beard and strange, shiny clothing occupies the metal interior already. He busies himself with a panel of buttons in front of him, a display of knobs and levers to his side, and an array of colorful crystals behind him. There are 3 crystal shards - emerald green, amethyst purple, and the last a deep dark red - suspended in the air by a visible field of energy.

Under his breath, the man is saying weird things. Those actively paying attention can hear him mutter, "Almost complete. Just a little more electromagnetic pulse into the Ghooric zone as I reverse the polarity."

This is Doctor Ebzub. He is a scientist from another world; one similar to ours but with pronounced differences. For instance, his parallel world has cars,

phones, and factories... but it also has elves, sorcery, and starships.

If interrupted, Dr. Ebzub is startled and soon becomes panicked unless he's allowed to continue the experiment he's working on. The annoyed scientist is convinced that what he's doing is more important than anything the PCs have going on, and interfering could be extremely dangerous! Besides that, the only thing he's at liberty to divulge is the experiment will open a gateway to "a place the gods have forgotten."

Of course, if the issue is forced, Dr. Ebzub confesses that he's been openly listening to inter-dimensional frequencies, anything his machine can pick up. There's a parallel world close by - dimensionally speaking - that is in grave danger. Ebzub plans to go there to try and assist the people of that world... if he can.

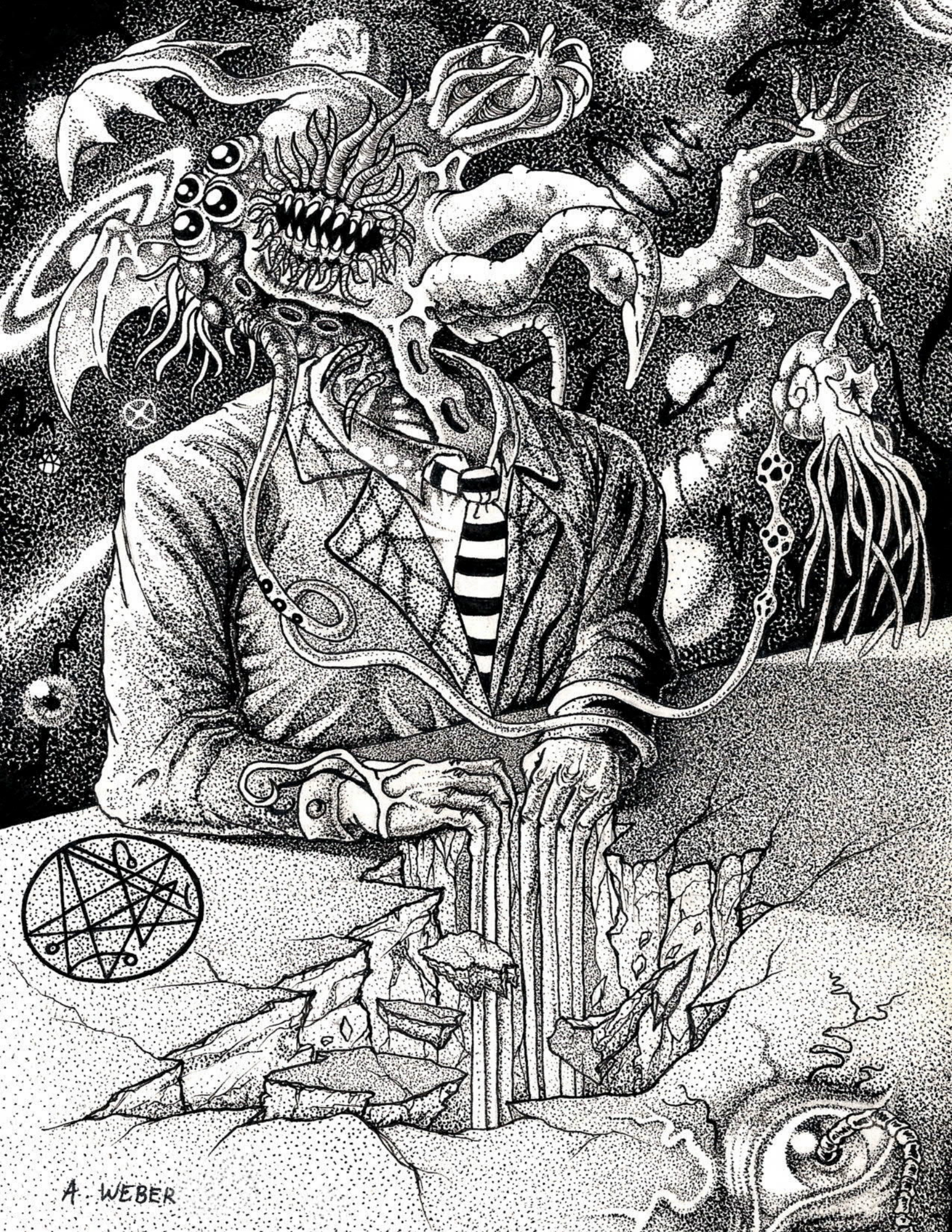
Doctor Ebzub

Health: 15 **Armor:** 0 **Number of Attacks:** 1

Attack: 2d6

Treasure: He has two things on him that are valuable. The first is a tracker programmed to locate a legendary stairway that shouldn't exist but does. The second is a small notepad with writing scrawled upon it. It mentions The Stairway of V'dreen and something about it being a wonder of the universe. Apparently, the stairs lead beyond known reality.

'Just a little more electromagnetic pulse...'



A. WEBER

OPENING THE GATEWAY

Usually, one of two things will happen. Either the experiment continues as it should or it's ruined in some way. Assuming the former, a shimmering portal of mystical energy appears out of thin air. Walking through it will transport individuals to V'dreen. The gateway stays open for only a short period of time.

If the experiment is disrupted, I've provided a little random table to determine the effects...

Roll	Result
1	As soon as a person enters through the portal, it disappears for that person on the other side. In other words, it's a one-way trip for everyone entering.
2	The portal does not materialize, and basically nothing happens. The PCs will have to find another way to V'dreen. Perhaps The Faceless Demon has allegiances to demonic entities in the PCs' home world?
3	There's a tremendous explosion. Everyone in that section of the ship takes 6d6 damage; however, the force of the explosion was so great that a portal was created, able to transport the PCs to V'dreen.
4	A gateway opens, but it does not go to V'dreen. Instead, it leads somewhere else.

If option #2 occurs, Dr. Ebzub can try again later. But he'll need three more crystals in order to recharge the dimensional doorways. Such crystals can readily be found upon the purple islands, for instance.

If option #3 occurs, it's likely that one or more of the PCs are dead. Certainly, Dr. Ebzub will have died. That means the adventurers will have to be satisfied with exploring the wrecked starship until other arrangements can be made. Perhaps, before the doctor dies, he mentions V'dreen. At least that gives the PCs a clue about the place the gods have forgotten.

If option #4 occurs, either the GM is on his own in describing some other world or maybe he can roll on some random table. I believe there's an appropriate table in *The Islands of Purple-Haunted Putrescence*.

LIFE ON V'DREEN

THIN AIR

The air is very thin in V'dreen, so thin, in fact, that it's difficult to breathe - especially while exerting oneself.

Anytime one or more characters are engaged in strenuous physical activity like combat, for instance, roll on the following d4 random table to determine the effect.

Roll	Result
1	Can't catch your breath - like an asthma attack, you're wheezing, gasping for air, and need to rest.
2	Winded - the rarified atmosphere is just too much for you, disadvantage on all physical activity until you've rested for at least a half-hour.
3	Unaffected - you can tell that the air is thinner in V'dreen, but it doesn't bother you.
4	Oblivious - you can't tell the difference.

'A shimmering portal of mystical energy appears out of thin air.'

ECHOES OF GODS ABANDONED

Every once in a while, faint whispering can be heard by those who are still and silent. These are said to be echoes of the six forgetful gods. Even though the deities who fashioned V'dreen have forgotten its existence, ancient phrases of power used to create the world can be heard throughout the realm. Perhaps, these are fragments of some sorcerous incantation or charm of making.

Below is a random table for determining what is periodically half-heard throughout the realm...

V'dreenian Susurrations

Roll	Result
1	Did you see that? It sliced through his magical armor!
2	I want pepperoni... what do you guys want on your pizza?
3	Is it more of a dinosaur or dragon? It definitely has to be part spider.
4	I would like to multi-class my fighter's alignment to be both Lawful-Good and Chaotic-Evil.
5	It can't be a danger sign, the words aren't red and they aren't big, like normal danger signs.
6	It doesn't smell like poison, I think I'll drink it.
7	Can't stand dwarves. Any creature that values gold more than sex just can't be trusted.
8	Can we just kill this princess and say the bad guys did it?
9	I want to interrogate the skeleton.
10	I'm kicking the spherical abomination in the dick!
11	My name is GHARG! For that is the sound my enemies make when I stab them!
12	No! Don't tell me we've run out of Mountain Dew.

CITIZENS OF LAARZDYN

"Tis a weird place, m'lord. Full of weird people doing weird things. The citizens of V'dreen think they have jobs, but they don't. They have strangeness..."

The above is a quote one might hear outside the largest city of V'dreen, which is called Laarzdyn. Things being what they are, Laarzdyn is a ghost town of inactivity. Very few buildings are left standing - most have vanished - and the remaining people are more likely to be just standing there like their brains have been replaced with cauliflower. The people who can still think and act "normally" have become distinctly weird - specializing in oddball hobbies and careers that shouldn't be, but are.

Even though most of the non-adventurer humanoid population is contained within Laarzdyn, wandering citizens can be found throughout the entire realm.

The following d30 random table is for determining what kind of employment opportunities are available in V'dreen, the place the Gods forgot.

V'dreenian Professions

Roll	Result
1	Colorist of artificial fish
2	Knight of the Thimble
3	Disinfecter by railways
4	Examiner of underclothing
5	Invisible net maker
6	Electric bath attendant
7	Proprietor of midgets
8	Maker of sand views
9	Turnip shepherd
10	Emasculator
11	Sampler of drugs
12	Fatuous pauper
13	Fish-bender
14	Grape dryer
15	Beef twister
16	Newt fancier
17	Pseudopod strainer
18	Tentacle tickler
19	Prophet of the flesh-pits
20	Census taker
21	Throat wobbler (mangrove)
22	Unicorn testicle slapper

Roll	Result
23	U'ntok of Thaar
24	Scrying tablet repairman
25	Peach fuzz grower
26	Stain aficionado
27	Precipitation guesser
28	Mandolin distortionist
29	Hippity hoppity featherist
30	Obscene mask wearer

‘Back when the six Gods were actively involved in developing this realm, all manner of weird and exotic creatures lived and breathed.’

GENETIC EXPERIMENTS GONE WRONG

The following random tables are for creating unique monsters that populate V'dreen. Back when the six Gods were actively involved in developing this realm, all manner of weird and exotic creatures lived and breathed. Even though there are far less of them now, the adventurers (or some other entity or force) may restore V'dreen to its former glory - allowing hundreds of unique species to roam the land.

Roll once on each of the three tables to find out what is scurrying, shambling, or walking around. Next to each result you'll find one or more tags that may help you interpret the monster's faculties.

Creature Feature "A"

Roll	Result
1	Snake-Man: reptilian, sneaky, may know sorcery
2	Demon: evil, cunning, resistant to magic
3	Spherical Abomination: awful to look upon, cruel, has special powers
4	Skeleton: takes half-damage from piercing weapons
5	Zombie: stinking rotten flesh, eats brains, slowly shambles about
6	Giant: really big, inflicts double damage, takes half damage from weapons
7	Dragon that breathes... 1) fire, 2) poison gas, 3) lightning, 4) acid, 5) frost, 6) casts spells
8	Spider (large): poisonous bite, long furry legs (creepy), eight eyes
9	Armadillo: small, armored shell, causes leprosy
10	Human: normal dude (2 in 6 chance of being female)

Creature Feature "B"

Roll	Result
1	Bunny Rabbit: small, cute, really good hearing and eyesight
2	Ooze: translucent slime, dissolves flesh, immune to non-magical weapons
3	Dinosaur... 1) T-Rex, 2) Stegosaurus, 3) Triceratops, 4) Allosaurus
4	Robot: uses technology like lasers, jetpack, rocket launcher, etc.
5	Large Cat... 1) Panther, 2) Tiger, 3) Lion, 4) Cheetah
6	Scorpion (large): stinger contains lethal poison
7	Serpent (large): poisonous bite, constriction
8	Shark: tremendous bite
9	Pizza: hot cheese like napalm
10	Bacon: delicious
11	Marshmallow: sticky
12	Carnivorous Plant: able to psychically talk to other plants, photosynthesis, green jaws of steel

Creature Feature "C"

Roll	Result
1	Tentacles (2d6): extra attacks
2	Mutation: roll 1d4 mutations on whatever random table you wish
3	Cyborg: part machine, armored, 2 in 6 chance of having red laser eye
4	Winged: ability to fly
5	Horned: extra attack with horns
6	Vampiric: ability to drain opponent's health in order to restore itself
7	Wizard: can cast spells
8	Phantom: incorporeal, can only be harmed by magical weapons

STRANDED NPCS

There are a myriad number of motley characters living in the central wasteland of V'dreen. These individuals were created at one time or another by the six gods and stranded here. Each one has a profession, name, personality, and motivation.

- A human scientist named Dr. Riker. Fastidious, he likes things neat and orderly while paying attention to details. Dr. Riker is more interested in cataloging the various flora and fauna of V'dreen.
- A dark elf named Elestryth - his skin tone is such a deep shade of purple that it almost looks black. He's a pessimist and misanthrope. Elestryth's subterranean home was consumed by hot lava years ago and now he wanders the surface, trying not to get killed.
- A post-apocalypse mutoid from the future named Ro-Dan. He has seen too much and it has scarred him, physically and emotionally. If someone he was talking to was decapitated right in front of him, Ro-Dan might shrug or raise an eyebrow, nothing more. But if some hireling accidentally spills the sword oil, he will fly into a level 10 freak-out rage! Ro-Dan tries to warn people that the end is nigh and Armageddon is on its way.
- A pirate named Castaway Pete. The belt keeping his trousers on was fashioned from his ship's skull and crossbones flag... just before it sank into the sea. Castaway Pete loves to play games, sneak around, cheat people out of their gold, and demand his fair share of any wenches to be claimed. He's looking for another ship to sail him away because pirating is in his blood. Arrrggghh!
- Professor Yeltzen is a mild-mannered archaeologist at Miskatonic University. The professor mysteriously appeared in V'dreen whilst exploring an ancient tomb in Sumeria. Though he's all for investigating eldritch phenomena, professor Yeltzen wants nothing more than to go back home to his tea, warm fireplace, and affectionate black cat, Frank.
- Captain Cozzi is a lecherous old man with an eye for the ladies. In his younger days, he was a starship captain in the Federation. Still wearing the uniform, he's dressed in a tight-fitting mustard-yellow top with black pants.

When encountered, he's lying on a patch of grass, relaxing. "This is a dead world; pretty soon you won't even be able to see the corpse. For instance, Iron Mountain yonder." Captain Cozzi points to the east. The PCs see a mountain in the distance, but they can actually see through it as if the entire mountain were on the verge of fading out of existence. The Captain used to have his own ship that landed on this mysterious planet years ago. Unfortunately, his starship began to disappear, stranding him on V'dreen. He's interested in either leaving the realm or finding a way to bring everything back. If asked about the stairway, he has the following to say. "It is rumored that years ago, a man climbed the stairway only to become pure color before his kaleidoscopic essence simply blew away, carried off by a gentle breeze."

THE LAND THE GODS FORGOT

There is no single, perfect way to explain what V'dreen is, where it comes from, or how it came about. One could use phrases like pocket dimension, closed universe, parallel plane of the purple islands... yet that would only yield a surface understanding.

V'dreen is a place that was created long, long ago and then abandoned. Some say that it is so ancient that the gods have forgotten all about it - meaning their divine secrets may still be lying about the battlefield or secreted within lost caches, just waiting for men to discover and use to further their own ends.

Because it's forgotten, V'dreen is wasting away - literally fading from sight. That tower in the east? It has almost totally vanished. The realm is but a fragment of its former glory. Stray too far from the center and the edges are mere vertical and horizontal lines of graph paper. Spend time in the village and a third of its people just stand there staring like god damned vegetables.

It's been too long since they created it. People move on... even Gods. Now, V'dreen is but a distant memory, seldom thought of and never celebrated.

The Temple and just beyond The Temple are all that exist. Years ago, V'dreen had life, civilization, a thriving community, economy, and culture. Now, there's only The Temple where The Faceless Demon dwells and The Stairway of V'dreen. It is the stairway that holds the key to the realm's existence.

Adventurers, if they defeat The Beast, could re-write the source code, bringing back V'dreen to what it once was - or something completely different!

The Faceless Demon would like that, but that's not enough for him. He also wants to be made King, ruler over the entire land.

ARRIVING IN V'DREEN

The greenish-yellow sky is clear, the air still, and all is silent as if nothing stirred in this place.

Once he's on the other side of the gate, Dr. Ebzub takes out a small hand-held device from his pocket. With the silver tripod device outstretched, the doctor scans the area for something. When aimed at a mountainous region in the distance, little circles on the device light up red.

"That's it! I've found it! In the name of the Nine Hells, I've found it at last! Come, this way. What the gods have lost, we shall procure."

Just after saying that, Dr. Ebzub is shot with an arrow made of pale green crystal (bone jade). If the good doctor fails his saving throw, his body disintegrates in a pale green light. If he makes his saving throw, he takes 3d6 damage and may still die.

Maura'kai Raiders (2d6)

Health: 20 **Armor:** 2 **Attack:** 2d6

Special: Their weapons (arrows, scimitars, etc.) are made of bone jade.

AMBUSHED BY THE MAURA'KAI

The Maura'kai are a tribe of insectoid (humanoid insect) savages. This particular group is a raiding party looking for enemies to kill and possibly slaves to sell (if anyone bothers to surrender).

This is what the Maura'kai are about...

- They hate outsiders
- They fear the stairway and anything sorcerous that they don't understand.
- They are at war with the star elves who live in the mountain.
- They live in tents surrounding a ruined temple which they believe houses the demon god of their prophecies. This nameless demon will appear to them one night and lead them to victory over the star elves.



- Their bones are actually made out of jade and have mystical properties; quite useful as spell components, too.

MAURA'KAI ENCAMPMENT

The Maura'kai will take prisoners and those who wish to negotiate to their camp several miles to the north. Two tribesmen with machetes take care of the ever-encroaching jungle on the way to The Temple.

The journey contains minor encounters of carnivorous brush, weird insects attempting to burrow into humanoid brains, and crimson acidic rain that sporadically falls from the unpleasantly greenish-yellow sky. The Maura'kai handle the problems easily enough because this is their home. Outsiders will have trouble dealing with the natural environment.

Something in the neighborhood of two-dozen tents surround the remnants of a stone temple jutting out of the creeping jungle. The Temple looks as though it had once been grandiose and opulent, but age has not been kind. Those going in for a closer inspection believe The Temple to be quite ancient - at least 10,000 years old.

Entrances are sealed and the Maura'kai believe that any who enter shall be destroyed by dark forces - until such time that the nameless demon god awakens, rises, materializes, or hatches... (everyone in the tribe has their own interpretation).

FACTIONS IN V'DREEN

There are three major factions the PCs may have to contend with. All three factions have taken heavy casualties over the last few years, to the point where there's hardly anyone left to fight. While over a dozen Maura'kai still exist, there are less than half that number remaining of both Star Elves and B'xeeru.

Maura'kai - They want to destroy The Stairway of V'dreen. They hate the Star Elves and fear the B'xeeru. The Maura'kai worship The Beast of V'dreen as a divine agent of The Faceless Demon.

Star Elves - Star Elves, sometimes known as Klyngon Elves, are similar to ordinary elves except for forehead ridges, facial hair, and warlike tendencies. They want to use The Stairway of V'dreen. They hate but will try to steer clear of the Maura'kai and are curious, though distrustful, of the B'xeeru. The Star Elves fear The Beast of V'dreen.

B'xeeru - B'xeeru are amorphous clouds of semi-corporeal flesh containing glowing orbs of light. They want to safeguard The Stairway of V'dreen for future authorized users. They hate the Maura'kai savages and want to keep the Star Elves away from the stairway. The B'xeeru see The Beast of V'dreen as a necessary evil.

EDGE OF THE WORLD

There's a low reverberation that sounds like it's coming from a great distance. If the PCs investigate, they discover the edge of V'dreen. The dirt and vegetation stops and white graph paper with thin blue and red lines begin.

Trying to step onto the graph paper shows that there's nothing underneath the adventurers' feet. Jump off and they'll be falling forever.

Something is making that noise way out there beyond the world's edge, but no one can see what it is or determine what it means. However, those who stay too long glimpse a horror too strange and sanity-shattering to behold. Teeth, tentacles, flesh ripping apart and rejoining, eyes staring into nothingness itself... that is what lurks beyond the edge of the world. And the thing is shambling closer! It can't be destroyed, but those who try dealing with this Old One have a 2 in 6 chance of going temporarily insane.

Just after the PCs depart this area, they are attacked by several little creatures, similar to goblins but with black skin and a taste for human flesh. The most interesting feature of this battle will be its proximity to the drop-off. Any critical failure rolled, and this goes for both PC and monster alike, means they've accidentally fallen off the edge - never to be seen again.

Zobleez (2d6)

Health: 10 **Armor:** 0 **Number of Attacks:** 1

Attack Dice Pool: 1d6

Special: If a victim receives multiple critical success attacks in a single round, the zobleez are working together to bite off a chunk of meat - victim takes 1d6 damage on the next round and every round thereafter until healed (non-magical healing will take three consecutive rounds to bandage the gaping wound).

Seejo Tulon

Seejo Tulon is a masked warlord from the southern Forbidden Zone, which no longer exists. He specializes in capturing and selling female humanoid slaves.

The slaver is interested in ascending the stairs of V'dreen only because he believes it to be his only chance to survive. He suspects that soon enough the entire realm will vanish into nothingness.

On the other hand, Seejo Tulon does not want to tangle with The Beast. So, in the meantime he fattens his coin pouch by rounding up desirable women for the weekly slave auctions held near the one-eyed monolith.

Seejo Tulon agrees with the other luminaries of V'dreen that the Stairway is mysterious. "Some say it leads to the source of all things where everything that is began. Hundreds of years ago, an alien creature ventured up the stairway and returned. He explained

what he saw - thousands of symbols, little shapes in various patterns that formed our reality."

Seejo Tulon

Health: 35 **Armor:** 1 **Number of Attacks:** 2

Attack Dice Pool: 3d6

Treasure: Besides women, Seejo carries several magic items which he's willing to sell or trade for the right price. His spiked gauntlets create an aura of fear around him. Once per day, the mask he's wearing can tell its master if someone is lying. His slave girls are restrained by a chain of despair - filling those bound by it with feelings of hopelessness.



THE TEMPLE

The Faceless Demon resides in The Temple, a prisoner within its ultra-telluric stone walls.

The Temple's interior is little more than an extremely spacious, single chamber. Even though The Faceless Demon is confined here, he has made it his home. The Temple walls are decorated with the blood of his enemies. This demon without a face paints upon the walls with his red clawed fingers, creating designs, smears, smudges, glyphs, runes, names, numbers (4, 8, 15, 16, 23, and 42), and various infernal phrases.

The demon doesn't want to fight the adventurers. In fact, he's not even able to engage them in combat because he's out of phase with this dimension. That's part of his curse. If The Faceless Demon were to leave The Temple, then he'd be utterly destroyed in his present condition.

The demon wants the PCs to ascend the stairway, enter through the door, and press a large violet-colored button. Once that is pushed, The Faceless Demon tells them, V'dreen will be restored... everything will come back, like it was in the beginning.

Getting past The Beast will be the PCs' greatest challenge. Luckily, the demon has an enchanted three-bladed sword that gives its wielder an additional 3d6 to his dice pool when attacking any non-humanoid foe. However, the demon warns, the adventurers shouldn't wait to use it until they face the arachnosaur. The sword will be at its strongest when attacking and killing its first foe because of its long captivity.

The sword is named Q'uran Iruaash. It is intelligent, but also schizophrenic and delusional, believing that it's on a sacred mission to destroy something that is indestructible. Minutes later, however, the trinity of blades has forgotten all about its quest in favor of living a "normal" life as a magic sword, killing for the master who wields it.

If the adventurers promise to use his sword to defeat The Beast, enter Room 23, and push the purple button, he will gladly bequeath Q'uran Iruaash to the party.

Caveat Emptor! The trinity blade Q'uran Iruaash will release The Faceless Demon from his temple prison upon tasting blood. The stronger the creature slain by the sword, the more powerful The Faceless Demon will

become. That means, if the three-bladed sword strikes down a peasant, the demon will be free to wreak havoc upon V'dreen as a 10 Health weakling. But, if the PCs slay the arachnosaur with it - before killing anything else - the demon will roam the land with 100 Health, 3 attacks, and will be invulnerable to non-magical attacks.

It should go without saying that The Faceless Demon will want Q'uran Iruaash back in his red right hand after The Beast has been vanquished. If the PCs seem weakened by the fight, the demon will strike quickly and decisively in order to recover his "stolen" property.

THREE STATUES IN A GARDEN

Just before reaching The Temple, there are three statues standing in the center of an overgrown garden. The garden contains various humanoid statues surrounding the three. Curiously, instead of traditional noble and dramatic poses, most of the statues are just standing there or in mid-stride... with a few cowering in fear.

The central statues are in the form of demonic humanoids with horns, tails, and cloven hooves - and the eyes have a knowing, sinister cast. These statues have not been carved out of stone, but a rare gray-white marble with spidery veins in crimson and sea-foam hues.

All three statues are portrayed as noble, wearing finely chiseled togas with wreathes upon their horned brows, gazing down upon those around them.

The statues certainly detect as magical. In fact, they are alive... and immortal. All three of them assume the form of marble statues as a sort of game. They wait for strangers to wander into the garden and see what transpires. If those wandering into the garden regard the trinity of statues as powerful or awe-inspiring, they are left alone. The fool who denigrates them to their marble faces, does so at his peril. When something disparaging is said about the statues, they come to life in order to kill any and all defilers.

As mentioned, these beings are immortal and cannot be killed. However, they are not immune to magic and can be confined, transported, or persuaded not to attack an adventuring party.

The marble demons used to serve The Faceless Demon, before he was imprisoned within The Temple.



If asked about their former master, the demonic trinity will say that he cannot be trusted. The three immortal demons desire the magic sword Q'uran Iruaash. In exchange the immortals will offer to make the PCs immortal, as well.

Of course, there's a catch. Immortality to the demons means being turned to stone forever.

THE ONE-EYED MONOLITH

This cyclopean structure still exists, though it is probably the next piece of V'dreen to disappear after Iron Mountain is finally gone. It is like a black needle aimed at the eye of heaven. Speaking of which, an eye has been expertly carved into one side of the monolith. The eye stares outwards about 10' from the bottom, and the monolith is approximately 30' tall.

This is where many of the monstrous inhabitants come to worship, paying homage to the six gods who created The Beast and all the other mysteries of V'dreen.

It is rumored that leaving certain items at the base of the monolith for an undisclosed period of time will imbue them with magical properties. At any one time, there are 1d4-1 items on the ground, leaning up against the black monolith.

For every non-magical item, there's a 1 in 6 chance that it becomes magical after resting 2d12 hours next to the monolith. Magic items have a 2 in 6 chance of enjoying even more enchantment than they previously had (same time period). Keep in mind that there's a 40% chance per day that a magic item left at the monolith is stolen, unless continually guarded.

The following is a random table to help the GM come up with some unique magical power. Roll 1d4+1 times on this table and combine results coherently and amusingly. Maybe a result has more to do with the objects newfound appearance... or possibly something that happens to those who wield or wear it? Powers could merge together, for instance combining results "tentacles" with "shadow" to get shadow tentacles.

Here's a list of possibilities to consider after the results have been rolled...

- What does the magic item look like?
- How does it feel both when used and not in use?

- What magical powers does it have?
- Are there side effects to any of those powers?
- Can some powers be combined?
- How does it affect the wearer or wielder?
- How does it affect others?
- How does this item interact with other magic items?
- Does the power work on command, is it always running, offensive, defensive, and do certain conditions have to be met before it functions?

Make Your Own Magic Item

Roll	Result
1	Shadow
2	Fire
3	Lightning
4	Insane laughter
5	Eerie glow
6	Feeble-minded
7	Tentacles
8	Sexual attraction
9	Magic resistance
10	Crystalline
11	Lasers
12	Invulnerable to non-magical weapons
13	Color shift
14	Invisibility
15	Poison
16	Healing
17	Silence
18	Frost
19	Sonic
20	Purity
21	Corruption
22	Evil
23	Vorpals
24	Cursed
25	Transformation
26	Aquatic
27	Levitation
28	Runes of power

Roll	Result
29	Confinement
30	Mist
31	Enticement
32	Annihilation
33	Gender Swap
34	Containment
35	Hallucination
36	Illusion
37	Dread eye of K'tulu
38	Rage
39	Inter-Dimensional
40	Heightening intelligence
41	Teleportation
42	Spheres of Yog-Soggoth
43	Sacrifice
44	Demonic
45	Summoning
46	Horrifying
47	Protection
48	Locating
49	Dreaming
50	Prophecy
51	Undead
52	Necrotic
53	Loyal
54	Disguise
55	Assassin
56	Jeweled
57	Precious
58	Torment
59	Sexual
60	Fearless
61	Stealth
62	Disease
63	Vampiric
64	Slime
65	Petrification
66	Temporal
67	Candy Land

Roll	Result
68	Freedom of action
69	Acidic
70	Molten lava
71	Intelligent
72	Absorbs power
73	Scrying
74	Weather control
75	Pain amplifier
76	Possession
77	Morality reversal
78	Sleep
79	Heightened intellect and perception
80	Mutation
81	Luck
82	Haste
83	Slowing
84	Divine
85	Disruptive
86	Harmonious
87	Psionic
88	Growth
89	Shrink
90	Affinity with animals
91	Plant control
92	Heightened physical abilities
93	Water
94	Betrayal
95	The color purple
96	Robotics
97	Absurdity
98	Outside time and space
99	Magic drain
100	Wish fulfillment

‘What magical powers does it have?’

THE FOLIAGE OUT OF TIME

Close to the center of this realm is a cave. There's a wizard wearing dark blue robes with a long white beard living and working in this cave. His name is Anyo Roto. Anyo is one of the remaining wizards who plays with the dials, levers, and buttons within the cave. He can use them to move V'dreen through various dimensional fields simply by increasing or decreasing the electromagnetic waves.

Anyo Roto can be found at various stages in his own timeline as he's lived in V'dreen all his life. He can be encountered as an old man (as he exists presently), a young boy, or in his middle years. The forms of the wizard do not always see eye-to-eye.

Just after the PCs encounter Anyo Roto, they are attacked by something called a crudzu!

V'dreen contains another oddity called a crudzu, which is V'dreenian for plant monster. It's a mass of leaves, vines, and fern-like branches that moves when it gets hungry. The fronds and chlorophyll-colored tendrils reach out to pull in nearby animals and humanoid life. The crudzu attacks with a preternatural quickness and ferocity. Its touch causes victims to wither and rot with age. The plant monster feeds upon the victim's loss of years and decades.

Crudzu

Health: 40 **Armor:** 2 **Number of Attacks:** 2

Attack Dice Pool: 2d6

Special: when the crudzu hits an opponent, instead of ordinary damage, the result is years off that character's life (i.e. 7 damage equals 7 years devoured by the plant monster. Assume 1d6 of permanent damage for every decade stolen by the crudzu.

Treasure: a tarnished and broken pocket watch made out of bronze. Keep reading...

The timepiece has stopped, but appears to just need to be wound. If opened, one can see the gears are no longer in proper alignment. If wound, a grinding noise is emitted by the watch, and the user (along with companions) move through time, as seen in the random table below.

Roll	Result
1	Hours into the future - the crudzu has devoured Anyo Roto and has wrapped itself around the wizard's fabulous machine. The energy is making the plant monster grow and grow until it will become the most dominant thing in the land.
2	Days into the past - Anyo Roto is busying himself at the machine, playing with the dials he loves so much. Currently, he's monitoring The Faceless Demon within The Temple. Somehow this machine is able to move The Temple through space and time.
3	Many years in the past - another wizard named Bennet wearing red robes who has a black goatee is at the machine, pushing the many buttons. He's noticed that there's something strange going on in the realm - there are signs that V'dreen is shrinking, but the wizard doesn't know why.
4	Several months into the future - less than a square mile of V'dreen remains. The rest is empty graph paper. The Stairway is gone, The Temple is gone, The Beast is gone... the only thing that remains is the cave containing that strange machine.

When the wearer wishes, the timepiece can return the adventurers back to their original point in the timeline. The timepiece is old and runs out of power easily. After one or two journeys, it sputters and sparks, barely able to function.

'It's a mass of leaves, vines, and fern-like branches that moves when it gets hungry.'

THE BEAST OF V'DREEN

The Beast of V'dreen is an ancient creature born of this land. It is the nightmarish heart, haunting all those who dwell here. Once a month, three sacrifices must be made to it or else the Beast of V'dreen will tear through this realm's meager settlements, indiscriminately killing any who get in its way.

The Beast is a tentacled, tiger-striped arachnosaur that breathes a blue-green paralytic gas. It's 50' tall and 80' long and vaguely resembles a dinosaur like the T-Rex, but has the dripping fangs of a gargantuan spider. The Beast lives in a cave near the stairway and guards the stairs and its secrets. Usually it can be found waiting at the base of the stairway for those who would ascend its mystical steps.

The Beast

Health: 300 **Armor:** 2

Number of Attacks: 3 or 1

Attack Dice Pool: 5d6 or special

Special: The Beast can elect not to use its tentacles and bite attack in favor of its breath weapon. Everyone standing in front of the creature must roll 1d6. On a result of "6," the character is unharmed while everyone else is paralyzed for 2d6 rounds.

Treasure: In the Beast's cave is a hoard of treasure consisting of 32,000 gold pieces, thirteen gems worth approximately 600 gold pieces each, a winged dragon helm that protects the wearer from magic affecting the mind (2 in 6 chance per spell cast upon him), a delicate platinum goblet adorned with rubies that continuously fills itself with the finest elven wine, and a ring that allows the wearer to perform sexual acts at a higher level than he is capable of.

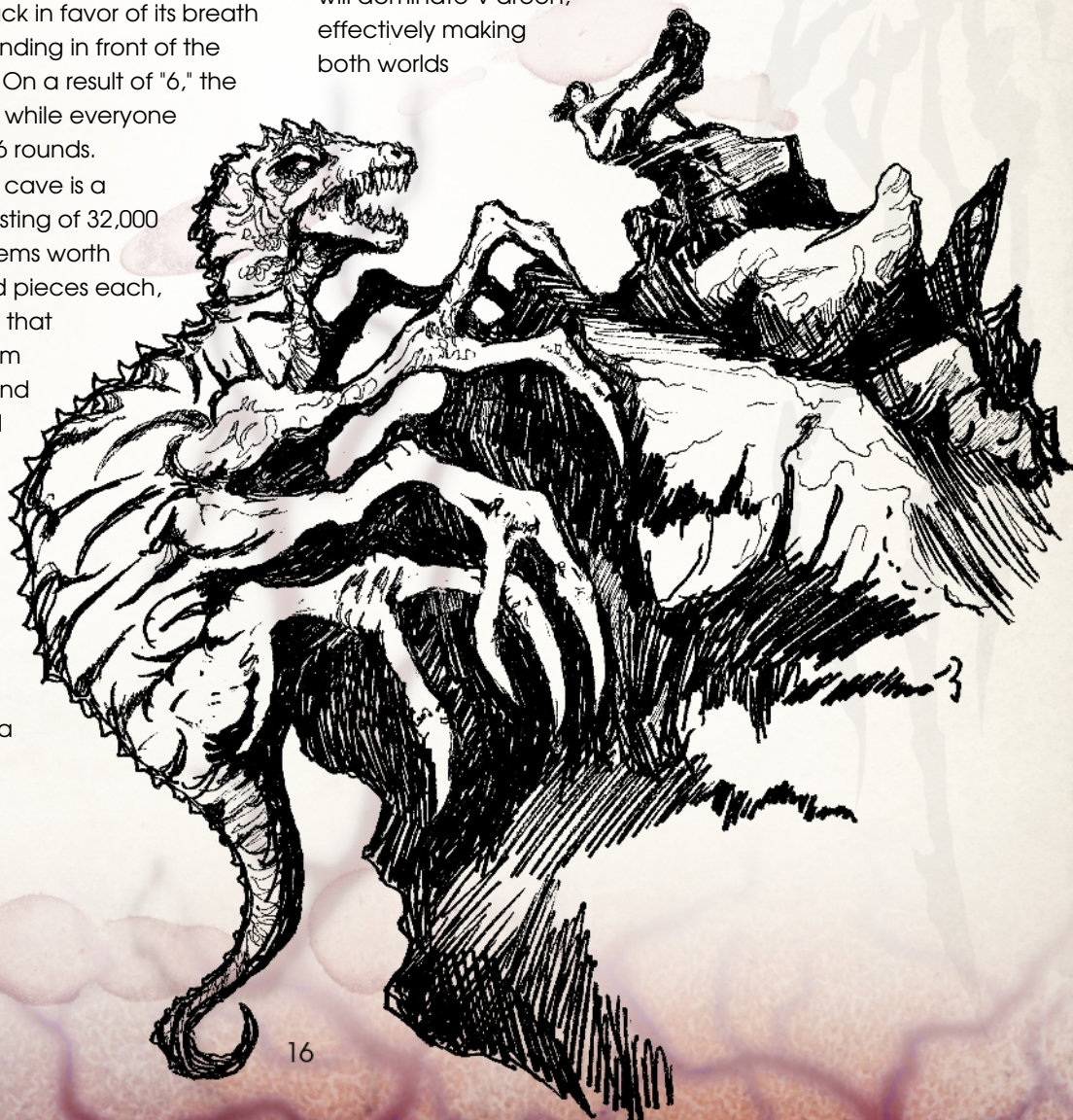
ASCENDING THE STAIRWAY

If the adventurers make it past The Beast, there's a black door labeled "Room 23." Opening it reveals thousands of numbers and letters strung together like Christmas lights when the house is dark and silent.

And just beyond the alphanumeric glow, the six gods can still be seen, sitting around an oval table, deciding the fate of this world and several others in the last days of a decaying empire. These are the six gods who formed V'dreen. Their names are Dave, Jim, Phil, Ginny, Tom, and the eldest and strongest of them all - Aleister.

Anyone stepping up to the code notices that there are three large and illuminated buttons that can be pushed - there's a red one, a green one, and a violet one.

The violet button will open a massive gateway between the realm of V'dreen and the purple islands. Eventually, the islands of purple-haunted putrescence will dominate V'dreen, effectively making both worlds



purple. The Faceless Demon prefers that because with all the magic, crystals, horrors, and weirdness of the purple islands, he will be able to locate the most powerful magic item in the universe, effectively making him God Almighty!

The green button is actually the one that will revitalize V'dreen back to its original form. Once it's pushed, everything comes back and the realm continues to thrive.

If the red button is pushed, the world will be flushed down the drain into oblivion. It's unclear what will happen to the adventurers within Room 23 while the outer realm becomes a starless void.

CREDITS

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