

GREEN DEATH FACE

#5



A RATHER UNFAIR TRAP

In the center of the room is a 10'x10'x10' pit filled with crystal clear water. On the floor of the pit is a 3' high pedestal with a red stone of some sort. Surrounding the pedestal, fixed to the floor, is a cage about 4'x4'x6'. Getting a closer look, say by entering the pool (which is refreshingly cool), reveals the stone is a ruby.

It is possible to reach through the bars and grab the stone. Anyone touching the stone switches places with it; the stone is now at the bottom of the pool outside the cage, and the character that touched the stone is now inside the cage. The stone, once outside the cage, may be safely handled. Anyone touching the character changes places with him. Using some intermediary object, such as a 10' pole, still switches the character using the implement with the character in the cage.

After a character dies in the cage (of drowning, most likely) he will shrivel and dissolve within the week, and a ruby formed from his brain will settle on the pedestal.

The ruby is worth 3000sp.

(Tip for coming up with cool adventures: Just mash up EC Comics, Morrison's Doom Patrol, half those 60s-70s sci-fi novel titles you can find at the local used bookstore 3/\$1, and some heavy metal song titles to come up with a title for your adventure. Do that before anything else. Coming up with a wild title is half the battle for coming up with an interesting adventure.)

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NATURAL 20s

Roll on the following table whenever a PC rolls a natural 20 while attacking in mêlée:

1. Your allies have +2 Morale for the rest of the combat.
2. Your enemies all have a -3 penalty to hit the next round.
3. Your party gets +2 to hit on all attacks the next round.
4. You automatically hit this foe every attack for the rest of this combat.
5. Take an extra attack immediately.
6. You can autokill this foe, no to-hit or damage roll necessary, with your next attack if you win initiative next round.
7. Your next saving throw attempt automatically succeeds.
8. Your next natural one on an attack roll is considered a regular hit instead of rolling on the Natural 1s table.
9. The next random encounter that should happen, doesn't.
10. Your next attack on this foe automatically hits.
11. One attack of your choice that hits you instead misses (declare after the to-hit roll, but before the damage roll).
12. Your attack does no damage, but knocks your foe out for d6 turns (human-sized or smaller foes only).
13. You heal at twice the normal rate, and healing spells have maximum effect, until you are fully healed, at which point this benefit ends.
14. The next time you would be surprised, you are instead not.
15. Roll initiative twice every round for the rest of this combat, and use the better result.
16. If you finish this session without losing a single hit point more, you automatically gain a level! If you would have gained a level anyway, your experience award is instead doubled.
17. This combat is worth ten times the usual experience for your party.
18. If this attack is the killing blow, your weapon acquires a permanent +1 bonus to hit.
19. The next time you miss in combat, re-roll to see if you actually hit.
20. Future attacks against this foe are as if foe is unarmored.
21. In the mêlée, you receive a nasty cut which will leave an impressive

NATURAL 1S

Roll on the following table whenever a PC rolls a natural 1 while attacking in mêlée:

1. Your foes have +2 Morale for the rest of the combat.
2. Your party has a -3 penalty to hit on all attack rolls next round.
3. Your enemies all have a +2 bonus to hit next round.
4. The foe you are attacking can automatically hit you every attack, with no attack roll necessary, for the rest of this combat.
5. Your foe gets an extra attack against you immediately.
6. Your foe can autokill you without a to-hit or damage roll if you lose initiative next round.
7. Your next saving throw attempt automatically fails.
8. Your next natural 20 is a normal miss instead of rolling on the Natural 20s table.
9. A random encounter happens immediately.
10. The next attack by this foe against you automatically hits.
11. One attack of the Referee's choice against you that misses instead hits you.
12. You heal at half the normal rate and healing spells have minimum effect, until you are fully healed, at which point the effect ends.
13. Your party will be surprised at the start of the next combat
14. Roll initiative twice every round for the rest of this combat, and use the worse result.
15. Your attack actually hits for max damage, but you learn the wrong lesson from this lucky hit – you lose all accumulated XP for your current level.
16. This combat is worth 0xp for your party.
17. The next time you hit in combat, re-roll to see if you really miss.
18. Future attacks against you by this foe are as if you are unarmored.
19. In the mêlée, you receive a nasty cut which will leave a rather grotesque scar. -1 Charisma.
20. Your foe can take a free immediate attack against each enemy within striking distance.
21. Your foe actually has (d6)d8 more hit points.
22. The number of hit points lost during this combat will increase 50% at the end of the combat.
23. Your fellow PCs may take some, all, or none of the XP you earn this session as they wish.
24. Your party may not take offensive action next round.
25. Every foe that can attack you will do so for the rest of the combat, ignoring all other foes.
26. One random pouch or pack of yours was stolen/left behind the last time you rested – all items within that container are lost.
27. Your mount (or next mount you possess) will die of illness in d3 days
28. One random item that you possess breaks. Magical items will not be broken unless the character only possesses magical items.
29. You catch the flu in d3 days, lasting d8+4 days. -2 initiative, -2 Strength, Dexterity, Constitution modifiers for duration
30. If you die in this combat, whatever the circumstances of that death, a random fellow PC gains a level instantly!

NEW CHARACTER CREATION AND ADVANCEMENT TECHNIQUES

All classes begin with the same baseline:

1d6 Hit Points

Attack Bonus +1

Parry: +2 Armor Class

Press Attack: AB +1, AC -4

Defensive Attack: AB -4, AC +1

Saving Throws 15 in all categories

At first level, and every level gained thereafter, roll d10 twice on the appropriate table to determine what benefits are gained from that level. A player can choose to gamble and instead roll d12 once. All results are cumulative.

Spell slots must immediately be assigned a level. A character can never have more spell slots of a particular level than the number of slots of the previous spell level (first level slots are not restricted).

CLERIC

1. +d6 Hit Points
2. +1 Attack Bonus
3. +1 Parry Armor Class
4. +2 All Saving Throws
5. +4 One Saving Throw Category
6. +2 All Saving Throws
7. +1 Spell Slot
8. +1 Spell Slot
9. +1 Spell Slot
10. +1 Skill Point
11. Results 1, 4, 7, *and* 8
12. Results 4, 5, 9, *and* 10

FIGHTER

1. +d8 Hit Points
2. +d8 Hit Points
3. +2 One Saving Throw Category
4. +2 Defensive Attack Armor Class
5. +2 Parry Armor Class
6. +2 Press Attack Attack Bonus
7. +1 Skill Point
8. +1 Attack Bonus
9. +1 Attack Bonus
10. +1 Attack Bonus
11. Results 1, 2, 8, *and* 9
12. Results 4, 5, 6, *and* 8

MAGIC-USER

1. +1 Attack Bonus
2. +d4 Hit Points
3. +1 Parry Armor Class
4. +1 All Saving Throws
5. +4 One Saving Throw Category
6. +1 Skill Point
7. +1 Spell Slot
8. +1 Spell Slot
9. +1 Spell Slot
10. +1 Spell Slot
11. Results 2, 4, 9, *and* 10
12. Results 7, 8, 9, *and* 10

SPECIALIST

1. +d6 Hit Points
2. +1 Parry Armor Class
3. +2 All Saving Throws
4. +4 One Saving Throw Category
5. +4 One Saving Throw Category
6. +1 Attack Bonus
7. +3 Skill Points
8. +3 Skill Points
9. +3 Skill Points
10. +3 Skill Points
11. Results 1, 2, 3, *and* 8
12. Results 4, 6, 9, *and* 10

DWARF OR BARBARIAN

1. +d10 Hit Points
2. +4 One Saving Throw Category
3. +2 All Saving Throws
4. +2 Defensive Attack Armor Class
5. +2 Parry Armor Class
6. +2 Press Attack Attack Bonus
7. +2 Skill Points
8. +1 Attack Bonus
9. +1 Constitution Modifier
10. +5 Items to gain the first Enc. Point
11. Results 1, 3, 8, *and* 9
12. Results 2, 4, 6, *and* 10

ELF OR DABBLER

1. +d6 Hit Points
2. +1 All Saving Throws
3. +2 One Saving Throw Category
4. +2 Defensive Attack Armor Class
5. +2 Parry Armor Class
6. +2 Press Attack Attack Bonus
7. +1 Attack Bonus
8. +2 Skill Points
9. +1 Spell Slot
10. +1 Spell Slot
11. Results 1, 2, 7, *and* 9
12. Results 7, 7, 9, *and* 10

HALFLING OR SIDEKICK

1. +d6 Hit Points
2. +2 All Saving Throws
3. +2 All Saving Throws
4. +5 One Saving Throw Category
5. +1 AC When Not Surprised
6. +1 AC When Not Surprised
7. +1 Dexterity Modifier
8. +2 Stealth Skill
9. +2 Stealth Skill
10. +1 Skill Point
11. Results 1, 2, 5, *and* 10
12. Results 2, 4, 7, *and* 8

This system can be used to create custom character classes, like so:

RANGER

1. +d8 Hit Points
2. +2 One Saving Throw Category
3. +2 Defensive Attack Armor Class
4. +2 Parry Armor Class
5. +2 Press Attack Attack Bonus
6. +1 Skill Point
7. +2 Bushcraft Skill
8. +2 Stealth Skill
9. +1 Attack Bonus
10. +2 Ranged Attack Bonus
11. Results 1, 2, 9, *and* 10
12. Results 2, 4, 7, *and* 8

NEW EXPERIENCE MECHANIC

Instead of the usual system where experience is gained for treasure and/or monster slaying, try this:

After every adventure a character participates in, the player rolls 1d6. If the roll is greater than the character's current level, the character gains a level.

Modifiers:

Took no damage during the adventure	- 1
Did not use a class ability during the adventure	- 1
Did not have to roll a saving throw during the adventure	- 1
Gained no treasure during the adventure	- 1
No Player Characters died during the adventure	- 1
Was reduced to 0hp or less sometime during the adventure	+ 1
Failed a saving throw during the adventure	+ 1
At least two Player Characters died during the adventure	+ 1
Character was the sole survivor of the adventure	+ 1
Character gained the most treasure during the adventure of all the Player Characters	+ 1

WHAT'S UP WITH THAT CULT?

What Does the Cult Worship?

1. An idol
2. Some dark monstrous god
3. A monster
4. A minority religion
5. The dominant religion but in a weird way
6. A very charismatic leader
7. An ancient culture
8. An abstract idea

Who Makes Up the Cult?

1. The Elite of Society
2. The poor, the diseased, the vagrants
3. The average person
4. Children
5. Women only!
6. Shapechangers only pretending to be human

Who is the Cult's Leader?

1. A beautiful young woman
2. A Very Powerful Person
3. Some insane lunatic with a Plan
4. Some slimy, alien creature
5. A deaf dumb mute who communicates telepathically with followers
6. A talking animal

7. Nobody, although everyone in the cult is sure somebody's driving the train.

Where is their Temple?

1. A commandeered church
2. A basement
3. A cave
4. The sewers
5. A member's house
6. Some natural area

What Do They Want?

1. Unnatural free love
2. The end of the world
3. Temporal power
4. Money
5. To kill kill kill
6. Racial/religious purity

What Do They Do During Their Rituals?

1. Sacrifice animals
2. Sacrifice people
3. Dance in blasphemous ways
4. Orgies
5. Make Occult Art
6. Listen to their leader rant

STRANDED ON THE SHORE

Shipwrecks, mutinies, and other assorted inconveniences can leave a character stranded on a deserted island or on a shore so far from civilization there is simply no walking to the next town. Maybe the characters pull a Gilligan and settle in and wait to see what happens. Maybe they build a boat. What happens in the meantime?

MASTER TABLE: ROLL 1D8 DAILY

1. Ship
2. Natives
3. Encounter
4. Weather
5. Illness
6. Infestation (all stored food is ruined)
7. Message in a Bottle
8. Strangeness

Some results has their own subtables:

SHIP

A ship is sighted in the distance. There is a 1 in 6 chance it is going to come to shore somewhere near the PCs. If not, the PCs have to make a rather large fire (or come up with a similar effect) to get its attention. Assuming the weather is dry, this has a 1 in 3 chance of working. If the PCs will be encountering the crew, roll 1d6 to see what kind of ship it is:

1. Explorer: There is a 50/50 chance that the ship is going back to civilization. If it is not, it will be 5d10 months before it returns to civilization. The

PCs will be expected to work as part of the crew if they want to be taken aboard.

2. Merchant: A negative reaction roll means the merchants believe the PCs are stranded pirates and will not take them on board. Otherwise, they are more than happy to take them on as crew; a neutral reaction roll means they must agree to sign on for 2d12 months, a positive roll means they may leave as soon as the ship reaches port. It will be at sea for 1d8 months.
3. Pirate: Pirates will want all of the PCs' valuables before even considering taking them on board. If the PCs hand them over willingly, they still have to make a positive reaction roll or else the pirates will leave them. If they are taken on, they are expected to work as part of the crew - and that includes the criminal activities. It will be 1d8 months before this boat returns to port.
4. Slaver: Slavers will be out to capture the PCs and put them in chains unless a spectacularly successful reaction roll is made, in which case the PCs would be allowed to join the crew (which might mean taking part in capturing and selling slaves!). The ship will return to port in 1d4 months.
5. Military: There is an equal chance that the ship is of a nation friendly to the PCs (they will be taken on board and aid given), of a hostile nation (they will be taken as prisoners and held for ransom), or a neutral nation (they will be taken on board if they agree to join the crew for a period of 2d12 months).

The ship will return to port in 1d8 months.

6. Stolen!: Roll again to see which type of ship it originally was. Certain members of the crew (or perhaps dangerous stowaways, or other misbehaviorists) have taken over the ship. They will gladly take the PCs on board and will be heading for the nearest port. There is a 50% chance that the nearest ports would be hostile to this crew and everyone on board would be hanged if apprehended.

NATIVES

Whether indigenous to the local area or boating in from further away, there are people everywhere! These natives will not be able to verbally communicate with the PCs. Roll on the following table to determine the nature of the encounter:

1. 3d10 cannibals and they see the PCs as lunch!
2. A war party (3d10 of them) that believe the PCs are allied with their enemy. Attack!
3. A war party (3d10 of them) that are unsure about the PCs - a negative reaction roll means they attack.
4. A hunting party (2d4) that is unsure about the PCs - a negative reaction roll means they will return with a war party.
5. A single hunter that is unsure about the PCs - a negative reaction roll means they will return with a war party.
6. 1d4 native women gathering food with their small children. A negative reaction roll will scare them and they'll run and a war party will come for the PCs. A positive reaction roll means they share food and supplies.
7. An outcast that will want to join the party and can help find food locally,

but any future native encounter will automatically be hostile because of his presence.

ENCOUNTER

There is a 90% chance that the encounter will be with some dangerous animal indigenous to the region: Alligator, bear, wolves, whatever. There is a 10% chance that the encounter will be supernatural. Roll on the regular encounter tables for the game of your choice (or if using LotFP use the Summon spell to create a monster, assume 1d4 base Hit Dice and roll d12 for form).

WEATHER

It is assumed that day to day the weather might be rainy or clear but it won't cause any great problems. If the Weather result is rolled on the master table, then an additional 1d8 weather roll on the following table must be made every day. Every additional Weather result on the main table means the daily weather roll has a (cumulative) +1 modifier.

1. Clear Weather
2. Clear Weather
3. Cloudy Weather
4. Precipitation. -1 penalty to Bushcraft rolls
5. Precipitation. -1 penalty to Bushcraft rolls
6. Hard Precipitation. -2 penalty to Bushcraft rolls. Fires simply cannot be lit. If this is rain, anything ruined by water that isn't well-kept will be ruined. 25% things will be even if they are well stored. If this is snow, there will be heavy accumulation (d12+d6 inches)
7. Hard Precipitation. -3 penalty to Bushcraft rolls. Fires simply cannot be

- lit. If this is rain, anything ruined by water that isn't well-kept will be ruined. 25% things will be even if they are well stored. If this is snow, there will be heavy accumulation (d20+d12 inches)
8. Hurricane! The PCs must all save versus Paralyzation or take 1d8 damage. Their campsite is ruined, and must save versus Breath Weapon for every single item they possess or else it is lost. This result "resets" the Weather option so a daily weather roll is not needed... unless Weather comes up on the main chart again.
 9. Tornado! The PCs must all save versus Paralyzation or take 1d12 damage. Their campsite is ruined, and they get to choose 1d3+1 items each they want to save; the rest are lost. This result "resets" the Weather option so a daily weather roll is not needed... unless Weather comes up on the main chart again.
 10. Tsunami! The PCs must all save versus Breath Weapon or take 1d20 damage. They must also make a save versus Breath Weapon, success means they get to save one of their items, everything else is lost. This result "resets" the Weather option so a daily weather roll is not needed... unless Weather comes up on the main chart again.
1. Tolerable. The character is ill but can tough it out.
 2. Tolerable. The character is ill but can tough it out.
 3. Tolerable. The character is ill but can tough it out.
 4. Tolerable. The character is ill but can tough it out.
 5. Fever! The character must save versus Poison or lose one point of a random ability score!
 6. Fever! The character must save versus Poison or lose one point of a random ability score!
 7. Chronic Illness! The character must save versus Poison or lose one point of a random ability score permanently!
 8. Chronic Illness! The character must save versus Poison twice or lose one point of a random ability score permanently for each failed save!
 9. Chronic Illness! The character must save versus Poison three times or lose one point of a random ability score permanently for each failed save!
 10. Deadly Plague! The character will lose 1d4 points off of their ability scores, plus another 1d2 points permanently, randomly determine which score each point will be subtracted from, and the character must make a saving throw versus Poison or take 1d12 damage.

A successful saving throw (or all saves being successful if multiple saves are called for) ends the illness, and daily illness rolls are no longer required - unless illness is again rolled on the master chart.

ILLNESS

A civilized man living unexpectedly in the wild will suffer ill health effects. Once the Illness result comes up on the main table, there must also be an additional 1d6 roll on the following table every day. Every additional Illness result on the main table means the daily illness roll has a (cumulative) +1 modifier.

MESSAGE IN A BOTTLE

Roll 1d12:

1. A Magic-User scroll of a random level 1 spell.
2. A Cleric scroll of a random level 1 spell.
3. Scrawled message of some castaway who gives no indication where he is.
4. Scrawled message of some castaway who gives no indication where he is.
5. Scrawled message of some castaway who does give an indication where he is - 2d100 days' sailing away. 2 in 6 chance the guy is still alive if the PCs go looking for him.
6. Scrawled message of some castaway who does give an indication where he is - 2d100 days' sailing away. 2 in 6 chance the guy is still alive if the PCs go looking for him.
7. Scrawled message of some castaway who was in the very spot the PCs are now. Apparently all messages in bottles from here will never go anywhere.
8. Diary of someone marooned because they held dangerous political secrets, secrets that would be worth 1d1000sp to certain parties back home. If the PCs try to cash this in, if they get a negative reaction roll they'll have assassins on their tails instead of getting money.
9. Blank paper!
10. A map to R'lyeh.
11. It's actually a genie's lamp, and the genie is one to dream over.

If a PC wants to send a message in a bottle, there is a 10% chance that someone will find it and come rescue them in 3d100 days. Roll on the Ship table above to find their disposition towards the characters (although

they will always pick them up, else they wouldn't have come!).

STRANGENESS

Roll 1d8:

1. Every beach looks the same, right? The PCs are actually in a place 5d100 miles from where they thought they were (never closer to civilization though).
2. A giant talking octopus visits them and lets them know about all the latest sports news they've missed back home.
3. An Interesting Time! Roll twice on the master table every day until Strangeness comes up again.
4. A dungeon entrance is found not far from the character's camp. Why wasn't this seen before?
5. A million crabs crawl out of the water and carry the characters and their equipment around for awhile. Then they put them down and leave again. Each character loses one random piece of equipment to some klepto crab.
6. Are You Morbid(ly Obese)? The native grub will keep the PCs from starving all right. But it's so packed with calories that they will gain a tremendous amount of weight. Their clothes and armor will no longer fit, and if they are stranded for a long enough time (30+ days) they will be grotesque.
7. A buried chest is found! Treasure worth 1d5000sp!
8. Holy crap! One character starts pooping precious gems. Every day the character will excrete a stone worth 3d100sp, but the stone will depreciate 1sp in value every day. The gem-pooping, and the depreciation, ends when the character leaves the area.

THE LOCH NESS MONSTER: WHAT IS IT?

1. A plesiosaur. A great big 25HD plesiosaur.
2. A misanthropic bastard that travels every so often to London to kill prostitutes.
3. A cleverly disguised alien craft designed to blend in with the locals. They just didn't realize that life evolves on Earth so these things don't exist anymore after millions of years it took the aliens to get here from wherever they're from.
4. A really big goddamn snake from Vornheim. Skinning and reading him would be like downloading the whole internet.
5. A mislaid beast from Carcosa. In its tummy is a cocooned Sorcerer who has scrolls detailing all sorts of "awesome" rituals.
6. The ferryman. You climb in its mouth (or let it be of service and pick you up in its mouth) and sit in comfort inside as it swims to the bottom of the lake, where it deposits you within the dungeon entrance.
7. It's Lotan. Six of its heads were cut off and it was banished here. Instead of dying, it's been preying on locals for over two thousand years now. It'll get pissed if you call it Tiamat.
8. A ruse by the locals to lure dragonslayers to their deaths. When people show up ready to hunt the thing down, they are attacked and butchered by the locals, who plant false evidence all around the attack site. Farmer MacDuff has some giant plaster flippers in his barn. It would be a bad idea to snoop around there if you want to keep on the locals' good side.
9. A giant zombie leech. It sucks the blood of its victims and merely expands as it cannot digest. In some hundreds of years time it will be as big as a dinosaur.
10. An illusion cast by a savage creature. If you see the Monster, the real threat is right behind you!
11. The Grand God and Keeper of Wonder. When it dies, all magic in the world goes away. No spell, item, environment, or creature that depends on magic survives.
12. It is a composite creature greater than the sum of its parts. Together it is a 15HD creature; each of its 12 bits are just 1HD each.