the GEM PRISON of ZARDAX

A PUZZLE ADVENTURE FOR NEOCLASSICAL GEEK REVIVAL AND OSR ADVENTURE GAMES

by ZZARCHOV KOWOLSKI

The
Gem Prison
of
Zardax

an adventure for characters of levels 3-6 for use with
Neoclassical Geek Revival
or your favourite
Old School Roleplaying Game

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SYNOPSIS

The gist of this dungeon is that it is a self-inflicted trap. It forces the party to solve a number of puzzles to escape without dying in a psychedelic prison that shifts around them.

THE GEM PRISON

Thousands of years ago, about 27 minutes before the dawn of history, a band of Elven wizard priests and the last remnants of the star visitors made peace amongst the smouldering villages of their human slaves. Before they both retreated from the earth, they combined their knowledge to create a prison for the greatest monsters and villains they had unleashed in their war.

This took the form of a brilliant gem of constantly shifting hues. It was constructed with the secrets of both the faerie world and the sciences from beyond the stars so that neither side's prisoners could escape without the agreement of both parties. A host of volunteers were sent to act as wardens for all time before the gem was passed on to the elder of the (now free) humans.

The nature of human wars has meant that this sacred object has changed hands many times throughout history, but the solemn nature of the item in their charge has always made such acquisitions a sombre affair. Well, until about 30 years ago, when a wizard named Zardax got a hold of it and decided to try to rework it into what he considered "sleek" and "modern", with a lot of radical puzzles to slowly kill his enemies in overly elaborate ways after he told them all of his plans in a drawn out monologue. He began destroying the wardens and reforming the very fabric of the prison, completely annihilating the star visitors. He also managed to destroy most of the Elven Wardens, but he ended up running out of free time as other matters came up so he left it in a half-completed state and just hoped that any enemies he trapped in there wouldn't notice.

HOW IT WORKS (LURING PEOPLE IN)

If the gem is held up to the moonlight it will envelop everyone nearby in a flash of light and pull them into the prison, dumping them into its entry way (room 1). In the ancient era this was done as an elaborate ritual to conclude legal proceedings against war criminals or living weapons no longer needed. A rumour has gone around (encouraged by Zardax) that the gem works as a treasure map. If one holds it up to the moonlight it will shine out a map to a fabled lost city onto the ground. Zardax has been known to sell the gem to his enemies through middlemen, making his enemies bargain hard and pay for the privilege of being trapped. As the middlemen usually don't know it is a trap, he sometimes has to go through several before he finds one who is willing to sell it rather than try to find the treasure themselves.

Once trapped inside the gem prison there is no escape without the Great Key, a golden implement crafted by both the Elves and the Star Visitors. Zardax is the only one with the key. Like all locked doors, there are always less official ways one could try to break through...

THE ROOMS

Originally, all of the rooms were made of grey limestone with marble archways to hold the doors. Only three rooms maintain this construction (rooms 6, 11, and 16). Zardax revamped the rest of

the rooms to be built out of a coloured material similar to sheet rock, with a thin layer of pyrite paint acting as a marker for doorways. Each room is a different colour. The wizard thought it looked "spooky" and "cosmic", though it just seems tacky now. The rooms are lit by ethereal orbs of light, no bigger than a firefly. Clouds of these orbs slowly float through everything in random eddies and tides. Should someone start digging or mining through the walls of a room, they would find they are about 10 feet thick. Beyond that is an endless psychedelic void.

THE DOORS

The most important component of this adventure are the doors between rooms. Without them this would just be a slightly tacky dungeon. What is on the other side of the door changes every time it is opened. This makes the dungeon constantly shifting unless the players find a way to game the system.

The doors are really more like opaque energy fields set into the rooms. Most are a reddish orange colour, but the doors in a room labelled as a cell have blue energy fields. In the centre of each energy field is a copper plate shaped like a human hand. In the palm of each hand is the glyph of the room the door is in. Pressing the copper hand plate causes the door to instantly disappear, and a random room to be visible on the other side of the doorway. This path leads to the "In" arrow on each room's diagram. If a room is already in play (it has another doorway open or "locked" to it) then the next highest room is used (a 15 becomes a 16). A doorway will stay open for 30 seconds. 25 seconds after opening, an ethereal mist will form in the doorway as a warning. Anything caught inside the doorway when

it closes will be thrown violently to one side for 1d6 damage (random if you don't know which side more of the object is on). If the object can't be thrown to one side (say a rope fastened on both ends) it will be cut in twain.

A door can be "locked" into position if a sentient member of the party is on both sides. This will make the connection between the two rooms permanent until someone moves. Doors from one part of a "room" to another part of that room (such as the entry way) function the same as other doors, but they are permanently locked in place (they always lead to the same place).

A note to be very clear: the glyph on a door shows the room the door is in, NOT the room it leads to. This is the same for the blue/orange energy fields indicating a room being a cell or another room; you cannot use the door to predict what is on the other side. The glyphs also have a bunch of information about the room they are in if the players decode them, so it is important you draw them EXACTLY as shown if the players show interest in that. Minor changes can break the code and make it impossible to decipher. I am also not going to tell you the code, but it shouldn't take you too long to figure out, as you have all of the information about the rooms at your fingertips and the players don't.

Example: The players begin in room 1, and look at the door to the south. It is an orange energy field with a copper hand plate bearing the glyph of room 1. Pressing the hand plate makes the door disappear, and reveals (random roll) room 17. This looks like a hallway with another door at the end, so the whole party walks in and moves all the way to the end. The door ahead of them is orange, and has

the glyph of room 17. The door behind them closes. Two members of the party go back to look at the door they just came through. It is orange and bears the mark of room 17. The other three members of the party forge ahead and continue. They press the copper hand plate and the orange door disappears, leading to (random roll) room 9, a cold room filled with ice. They explore briefly when the door closes behind them, cutting them off from the rest of their party. They see the door they went through is blue and shows the glyph for room 9. In a panic they press the copper hand plate and the door disappears, revealing room 17. Because party members had been left in room 17, the connection between the rooms was locked open. The three party members are relieved, and go back to exploring 9. When the door closes, it is blue with the glyph to room 9 from inside room 9, but orange with the glyph to room 17 inside of room 17. The two party members in room 17 open the door they believe should lead to room 1. Pressing the hand plate, the door vanishes revealing (random roll) room 7. Curious, one party member explores the room. As there are now sentient people in rooms 7, 17, and 9, the doors between them are locked into place. The lone PC in room 17 can open and close the two doors in their room, and always see that one leads to room 7 and one to room 9. Noticing this, they run to room 9 to get the other three party members. When they get into room 9 and explain that something weird is going on, the door closes. There is no longer someone on both sides of the doors. They are not locked. When the four party members in 9 open their blue door, they see (random roll) room 4. When the poor lone party member gets worried

that no one has come back and opens the door, he will not see the hallway he was expecting, but instead (random roll) room 5. Unfortunately the entry point for 5 is already in use by the other players, so the number is bumped up to 6. He thus doesn't meet up with his friends, but is shown a very uninviting path instead.

RANDOM ENCOUNTERS

Random Encounters occur based on the number of times a portal between different rooms closes. **NGR:** Opening a door causes 1d4-1 suspicion **OSR:** Every 3-18 door closings, denizens of the prison get restless and go exploring. After that encounter is triggered, the next encounter will occur in 3-18 door closings. It is always a countdown to the next encounter.

To use the encounter table roll a d8, a d6, and a d4. The d8 and d4 are used to generate a result from 2-12. All three dice are used to randomize what is encountered. There is only ever one roll of the dice. They will come from the nearest door that isn't "locked" or already open.

Note that just because PCs can only access 20 "rooms" in the Gem Prison doesn't mean there are only 20. There could be dozens of other rooms that house monsters who stumble into the 20 rooms the PC can shunt between. If the players somehow find their way into one of these monster rooms, assume it is a random coloured room that is crumbling into dust in the middle of a psychedelic void. If a PC stays in the room past the door closing, they are lost. Don't worry too much about the logistics of the extra rooms, the whole gem prison exists in dimensions above our own that the human mind simply attempts to render as familiar length, width, and height.

PREP TO RUN THIS ADVENTURE

- *Roll a d20 thirty or so times and write down the results in order.*

- *Roll a d8, a d6, and a d4 twenty to thirty times and write down the results of each die (e.g. 2,1,4).*

- *Generate random memorized spells for Azoozl, the level 10 wizard. (OSR only)*

RANDOM TREASURE

Treasure is usually stored in fur sacks sewn together from a number of mammals, from lowly rats and rabbits to mink and wolf. Small patches are sewn together into a patchwork. No one is sure why, other than the wizard seems to like it that way. The d8 and d4 are used to generate a result from 2-12, and all three dice are used to randomize any additional details of the treasure There is only ever one roll of the dice.

PRE-GENERATED NUMBERS

It becomes really obvious, really quickly, that the doors are random if you are always rolling a d20. Before you run the adventure, roll a d20 like 50 times and put the numbers in order. Use this for random room rolls. If the players haven't figured this out by that point, I think rolling a d20 is a fair hint.

I would use a similar mechanic for the d8, d6, and d4 numbers. These can be put in a big list to determine random encounter frequency, what is encountered, ancient texts, and random treasure.

A FINAL NOTE

You don't have to, but I'd remind any **OSR** magic-users about to cast "dispel magic" of how bad an idea that would be while they are trapped inside a gem smaller than the radius of the spell. It might not be obvious to a regular Joe how that would end up murdering the entire party, but it would be fairly self evident to a wizard of a high enough level to cast that spell, who is currently watching floating lights through a psychedelic haze.

If a wizard with the sage power somehow manages to disassemble bits of the prison, there are various portal, trigger, rune lock, barrier, summon and other spells they could choose from. If that comes up (which is unlikely unless they are god-like when they enter) you can mirror the effects with various template spells from the main book, so it did not feel like a good use of space to include them.

THE ENTRY WAY

WALLS: Vivid Orange

The party always starts in this room at the "start" location. If they were intentionally tricked into being trapped in the Gem Prison, this would be a good place for Zardax to have thrown some form of recorded message spell taunting them and listing their crimes against him and his schemes. There is not much more in the entry chamber itself, but the large side room has some obscuring walls (1 foot thick) and contains a recently dead giant grub (looks like something slashed it up and ate a small portion). There is a parcel of random treasure.
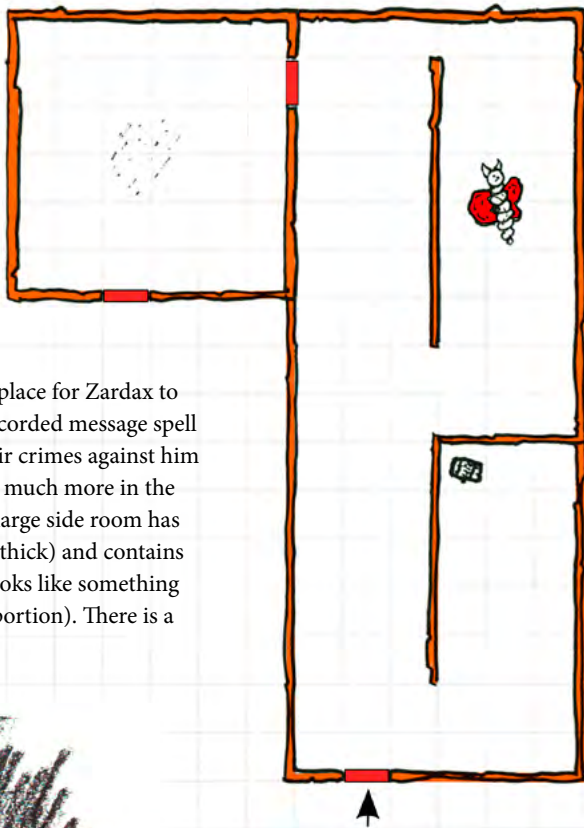
THE WHITE ROOM
WALLS: Pure White
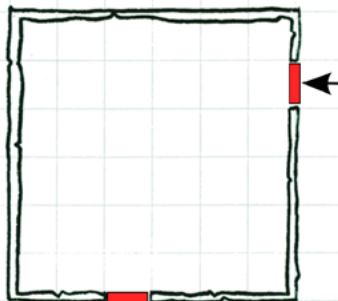
This room is a featureless white cube. It also has a silence effect cast upon it. No noise is possible in the room.

NGR: Staying in this room lowers suspicion by one per round and causes 1 point of stress every minute.

OSR: Staying in the room more than 5 minutes resets the counter towards the next random encounter, as they lose track of the party. Staying here for more than half an hour will risk causing mental distress as per a confusion spell.
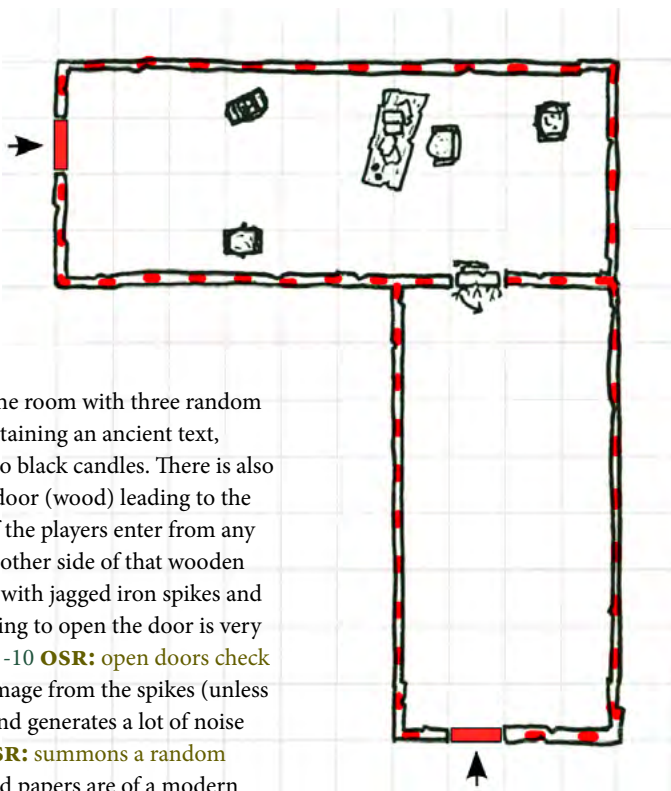
THE VAULT

WALLS: White with Red Polka Dots

This room has two possible entries. If the previous room was *The Hub* or *The Controller*, the players enter into the rear portion of the room with three random treasures, and a desk containing an ancient text, crumpled papers, and two black candles. There is also a barred actual physical door (wood) leading to the other half of the room. If the players enter from any other room, they see the other side of that wooden door, which is festooned with jagged iron spikes and shards of metal. Attempting to open the door is very difficult (**NGR:** Strength -10 **OSR:** open doors check -3). Failure deals 1d8 damage from the spikes (unless precautions are taken), and generates a lot of noise (**NGR:** 3d6 suspicion **OSR:** summons a random encounter). The crumpled papers are of a modern paper or parchment and contain the following notes in Latin, or a similar trade tongue in your game.
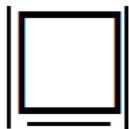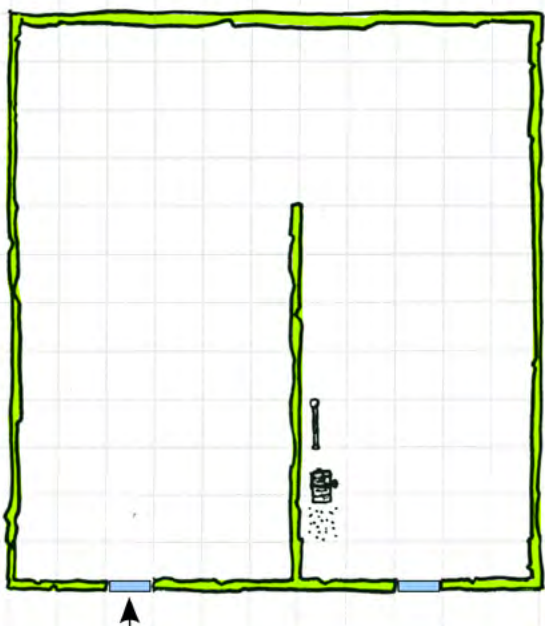
> *One man would enter and then refuse to change*
> *Add a second man and they will become greedy for treasure*
> *A third man will make them risk everything and then bring ruin*
> *By the time a fourth arrives, none of the four can leave*
> *A fifth man would simply have to keep moving on*

# THE CELL OF THE DIMENSIONAL VISIONARY

WALLS: Neon Green

The far side of this room is the lair of the Dimensional Visionary. It has a collection of trinkets assembled over the years (The Staff of Power, 400 glass coins, 3 random treasures). It is too small to fit through the doors, but it periodically buds and sends its children out to search for an escape.

The walls are twice as high as normal. The Dimensional Visionary is just a larger, more powerful floating eye.
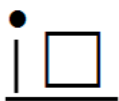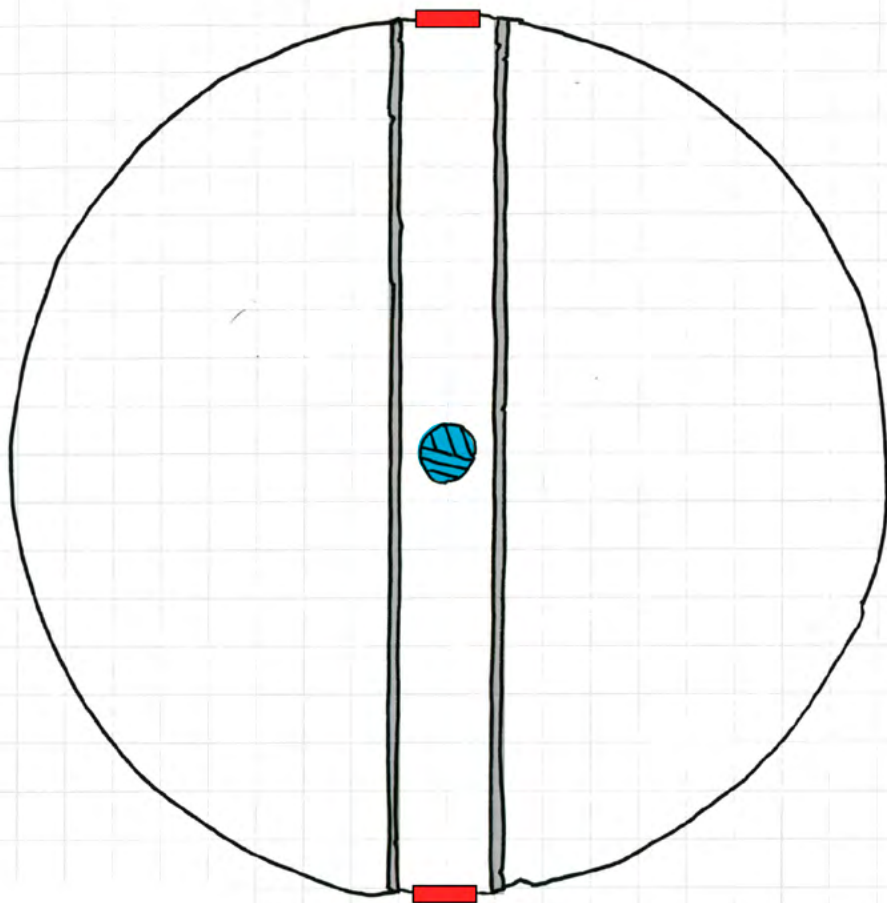
This room spins one set of doors per round, centred on the central blue pillar, with a grinding noise. The door the players enter is mirrored on the other side by 10 (either + or -). If they entered this room from room 19, the opposing room would be room 9. If they entered from Room 8, the opposing room would be room 18. Each round this shifts up (so rooms 8/18, rooms 9/19, rooms 10/20, rooms 11/1). On rooms 5/15, the door leading to 5 will not open (you can't enter this room from itself). The hub cannot be "locked" into place, and can be used to bypass any other condition that prevents you from entering a specific room (sometimes forcing doors closed so it can re-open them itself).

THE RUINS

WALLS: See Description
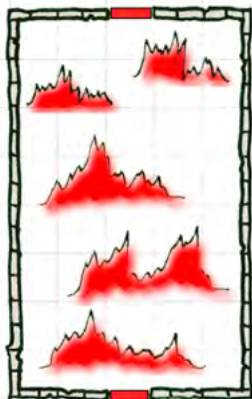
This room appears to be made of limestone bricks, but it is hard to tell due to the raging inferno that seems to be engulfing it. The smoke never seems to build up enough to smother the flames. Moving through the room to the far door deals 1d6 damage. The far door (not the one the players enter) always leads to The Ancient Forum (11).

7

THE LUCKY ROOM
WALLS: Vibrant Green

This vibrant green room is empty except for some Elven writing on the wall: "If this is lucky you will be rewarded, If this is unlucky you will die".

This is the lucky room. If the lever in 12 is thrown, an ancient tome with a value of 25 will materialize in the centre of the room, suspended in a pillar of light. It is entitled "Mysteries of the 7th dimension" (**NGR:** Contains the spell ESP). Other than the glyph (which is very similar) this room appears visually identical to room 13.
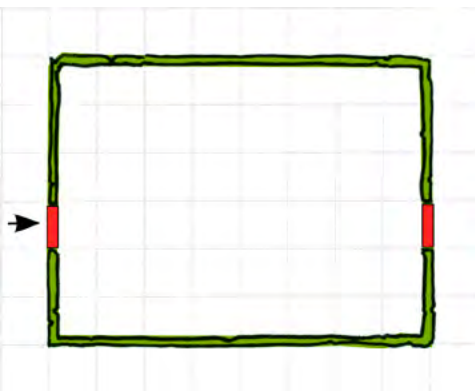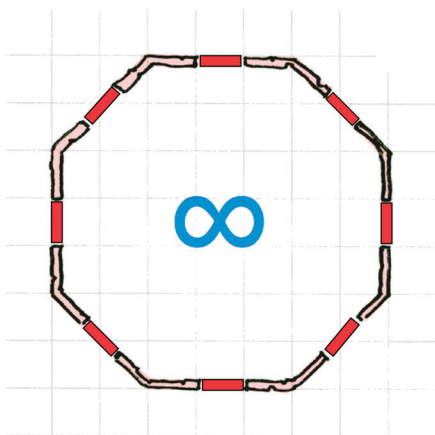
**NGR:** All luck checks or luck die rolls gain a +1 bonus in this room.
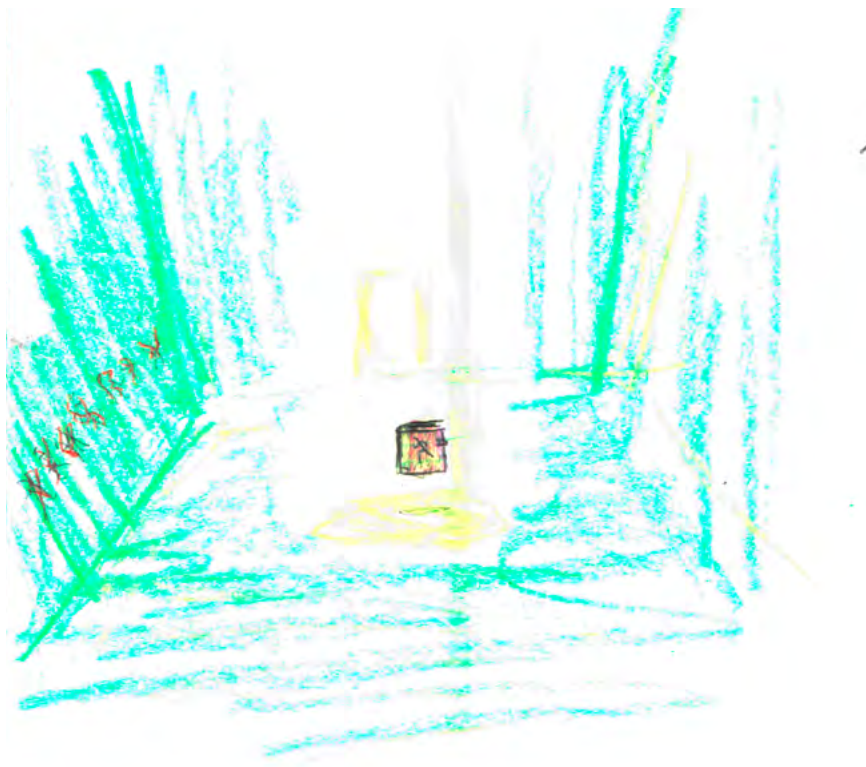
THE LOCK
WALLS: Pinkish White

This room is a pinkish white octagon, but, unlike every other room, the floor has a tile mosaic showing a blue infinity symbol. Anyone entering this room from another room will come into a random available door (one that is not open nor "locked" into position). Any door that opens into this room will be "locked" until someone actually enters this room. If people keep backtracking, they can fill up this room and make it unavailable without going through an existing room.
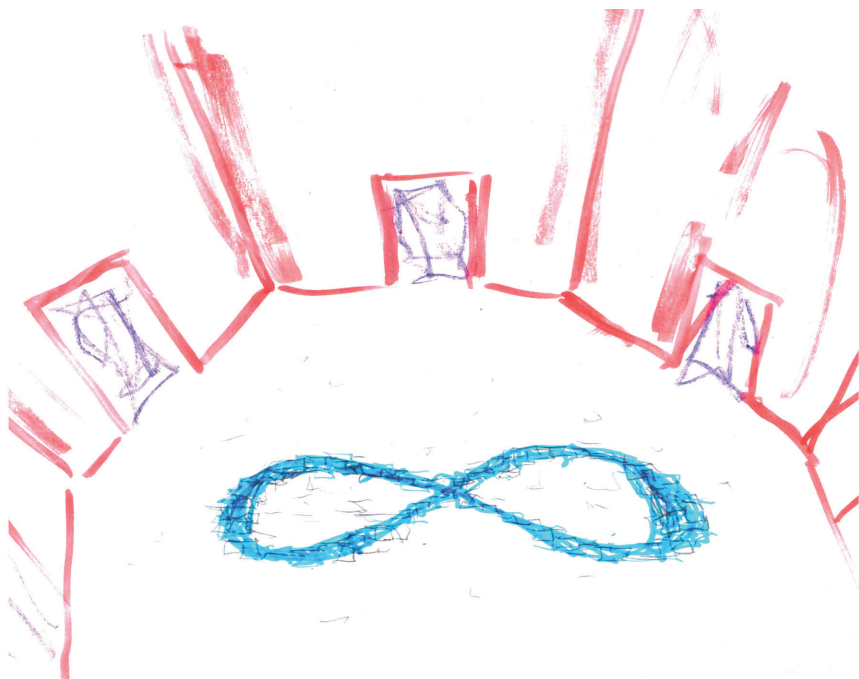
THE CELL OF THE ICE PEOPLE

WALLS: Bluish White

(HALF SIZE)

This room is 15 below freezing, and full of snowmen surrounding a frozen fountain. Frozen in the bottom of the fountain (barely visible as a discoloured lump) is an Iron Key. The small room is the lair of the five remaining ice people. They are wearing heavy plate armour, helmets, and wielding great swords made out of some form of super-hard ice (hard enough to count as +1 steel equipment if kept below freezing, otherwise it simply melts). Small amounts of snow cover the floor, never more than a quarter inch thick. The back hallway has two random piles of treasure and a secret door (there is a latch in the seam where the ceiling and wall meets, covered by a thin layer of paint). The door leads to the exit (Room 20). The previous leader of the ice people crafted the Iron Key (which has a magical counter built into it) to escape from the prison. He hid it in the fountain to wait for a chance to escape (if the Gem Prison wasn't in a frozen wasteland when they escaped, they would simply die in the heat). During the millennia following, the leader died at some point, and the remaining Ice People have gone slightly insane and forgotten who they are and that the key even exists. They speak elven, and think they are elves. They are not.

THE CONTROLLER

WALLS: Cyan

This room is a hallway with a bizarre set of stone cubes. The cubes are set into a 3 x 3 grid in a panel beside the far door (which has a unique green energy field). The door has 19 copper hand plates laid out in a 5 x 4 grid, with a missing hand plate on row 2, column 5. One side of the cubes have symbols carved on them (see below). If they are removed from the grid, the opposing side is copper plated. Two of the cubes have cracks and chips in them that seem to have been poorly glued back in with pitch. This was a puzzle lock, but previous adventurers broke it. It can't open now, barring use of the Iron Key from 9 (which is a bit of a waste). If it is opened, the puzzle lock will disappear, glyphs will appear on each hand and the green door will become functional. The 19 hands on the green door has one of every glyph on one of the hands with the exception of this one. They are in numeric order, left to right and top to bottom. The glyphs allow anyone from this side to choose the room they wish to move to by pressing the corresponding glyph. The green door cannot be opened otherwise.
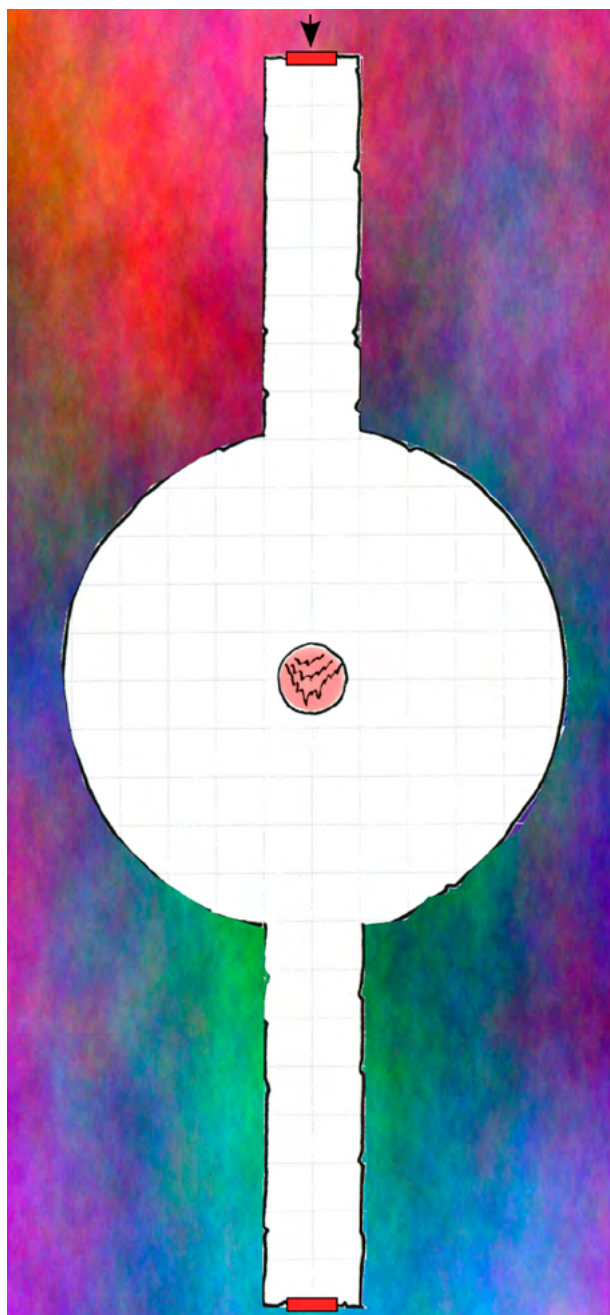
11

THE ANCIENT FORUM

WALLS: None.
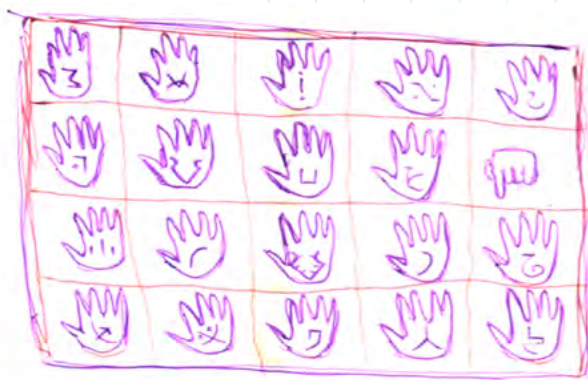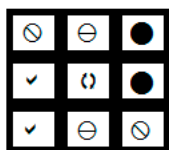
This "room" is a limestone slab floating in a psychedelic void. In the centre of the circular portion of the slab is an eternally burning flame. The flame will teleport anyone or anything who jumps into it into the centre of a randomly rolled room. After it has been rolled the first time, jumping into the flame always teleports the person to that room. The doors are contained in marble archways. The far door (not the one the party enters from) always leads to The Shrine (16). That is not bidirectional unless the door is "locked". Jumping into the void is equivalent to death. There are always a random encounter worth (d8 + d6 + d4) of cat headed elves in this room when it is encountered. If the room is abandoned, more elves will come.

THE GAUNTLET

WALLS: Pastel Blue

This room's walls have piston driven mashers that come together every x intervals (each masher is different).

Near the door are the following words in elven "Test your luck". On the other side of the mashers (which cause instant death) is a lever with words above and below. It is currently in the "up" position with the phrase "Safe in Ignorance". The words in the down position are "The Risk of Knowledge". This will trigger the appearance of the books in rooms 7 and 13 if thrown to the down position, and cause them to disappear if thrown to the up position.
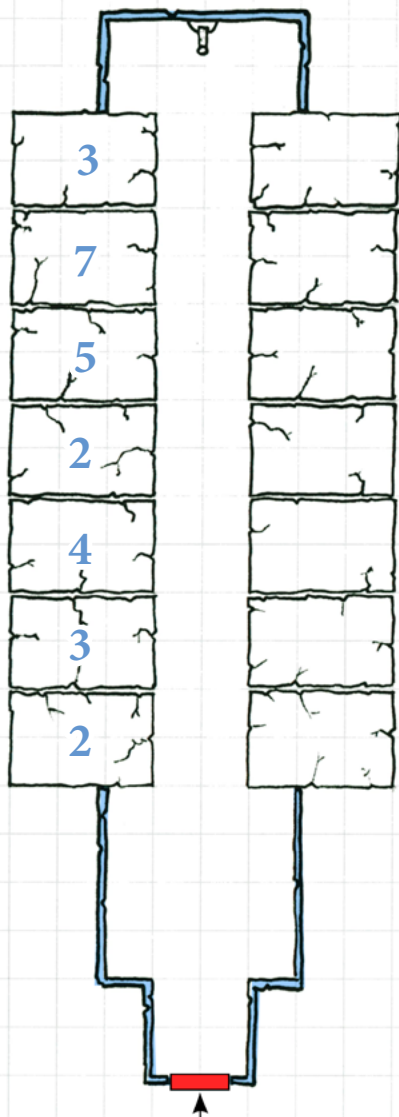
13

THE UNLUCKY ROOM
WALLS: Vibrant Green
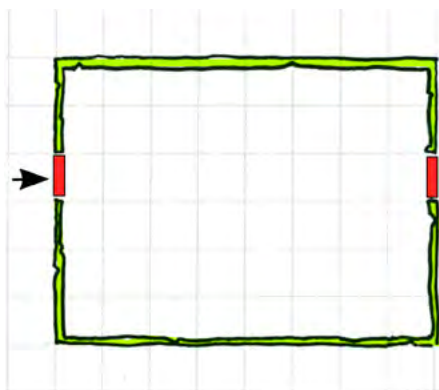
This room is identical in every way to 7, except if the lever in 12 is thrown it will conjure a cursed version of the tome where every piece of text has been replaced with cursed text that explodes into flame when read (for 2d6 damage). The interior pages have been soaked in explosives and accelerant, causing an additional 4d6 damage. Any thief, rogue, or specialist who is well versed in committing arson (so any PC) has a chance of noticing the faint smell (**NGR:** 6+ on an awareness die roll **OSR:** roll a 1 on a d6). This is in addition to any chance of detecting cursed text or similar traps.

NGR: All luck checks or luck die rolls suffer a -1 penalty in this room.

THE CELL
OF THE NECROMANCER

WALLS: Black with Red Splotches
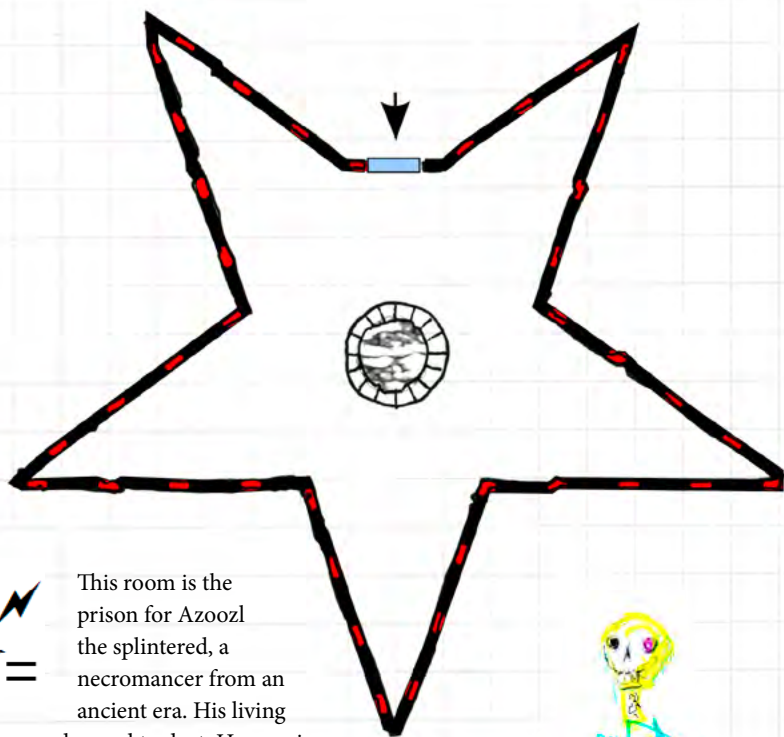
This room is the prison for Azoozl the splintered, a necromancer from an ancient era. His living form long ago decayed to dust. He now is housed in the body of 5 wraiths that hide invisible in the five points of the room. Despite his efforts, he cannot leave the room. There is a portal set in an interlocking stone circle in the floor. It shows a random room each round, switching the next, working similar to a one way door. The door out of the room can be disabled at will by Azoozl, but he cannot prevent someone from outside the room from opening the door. He will wait for a party to enter before disabling the door and emerging from the corners. All five wraith bodies share the same pool of hit points and spells. Azoozl has nothing left to live for but to cause suffering and death to others. Upon his death, his gem eye will materialize and fall to the ground.

15

THE WEIGHTLESS

WALLS: Purple
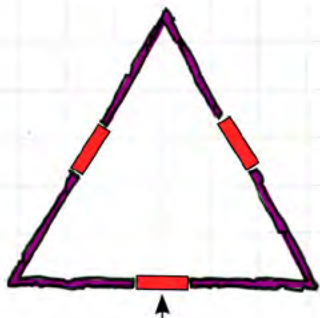
The ceiling in this triangular room is twice as high as normal. There is no gravity in the room, which can make manoeuvring about fairly difficult for anyone but the giant eyes. After any athletic action, an individual must make an agility/dexterity check or be sent into an uncontrollable spin. Each round an individual in a spin can attempt to make an agility/dexterity check to exit the spin as their action. If you have better or already existing zero-gravity rules, just use those instead. If all three doors are opened, a door appears on the ceiling. This door always leads to the Entryway (1) if the players can reach it.

THE SHRINE

WALLS: Grey Limestone

This room is made of grey limestone. A Sphinx is carved on the far wall, with glowing blue gems for eyes. When the players try to steal the gems, they will emit harmful energy that will require the nearest creature to make a saving throw or suffer 2d12 damage. While the Sphinx still has its eyes, no monsters will enter this room. The cat headed elves may enter this room, but will not respond with violence in the room and will flee if attacked. Time passes at 3x the normal rate in this room, something that is useful to immortals for healing. There are a few sleeping rolls containing skeletons in the room. They have 2 steel daggers, a half eaten wineskin and 50 ft of hemp rope remaining as equipment.

17
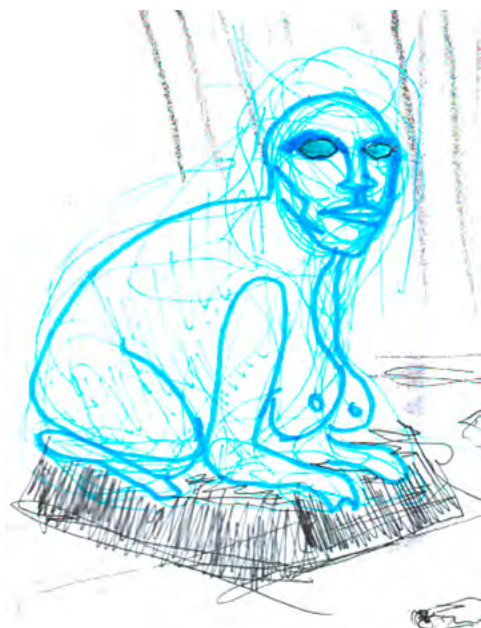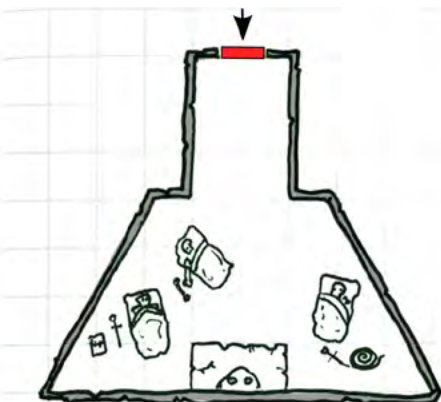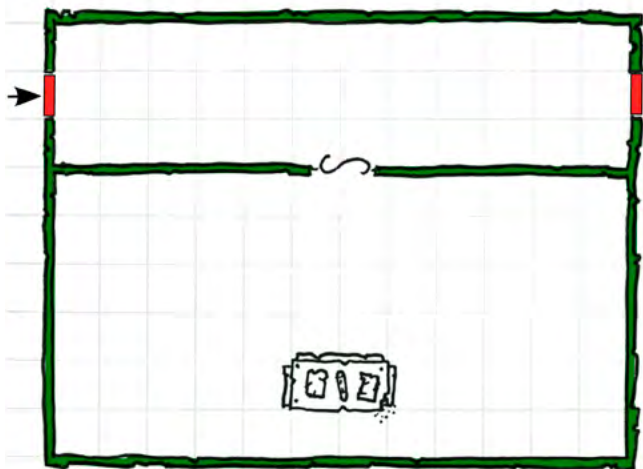
The south wall is slightly on an angle if examined with architecture. There is a latch set in the wall between the angled wall and the ceiling. Forcing a dagger through the seam along the wall will eventually free the latch, letting the wall drop flat. On the other side is a stone altar containing three random ancient texts. Guarding the room are 12 skeletons wearing leaf cloaks, wooden masks resembling human faces, wooden splint armour, and wielding staffs. The cloaks are dried leaves, but are strangely resistant to fire. See the treasure section for more details on the leaf cloaks.

THE WELL

WALLS: Brownish Red

There are two giant grubs nesting in the room. The well is a functional well with water in it. It looks out of place and would seem more suited to a fairy tale. A comically cliched wooden sign is beside the well with the following text written in Elven: "Warning: Well is broken, it only gives bad luck". Throwing a coin in the well curses an individual (**NGR:** Curse from a faith of 8 **OSR:**-1 to all die rolls for 1 month), but the coin will end up in room 13. The water is potable.

19
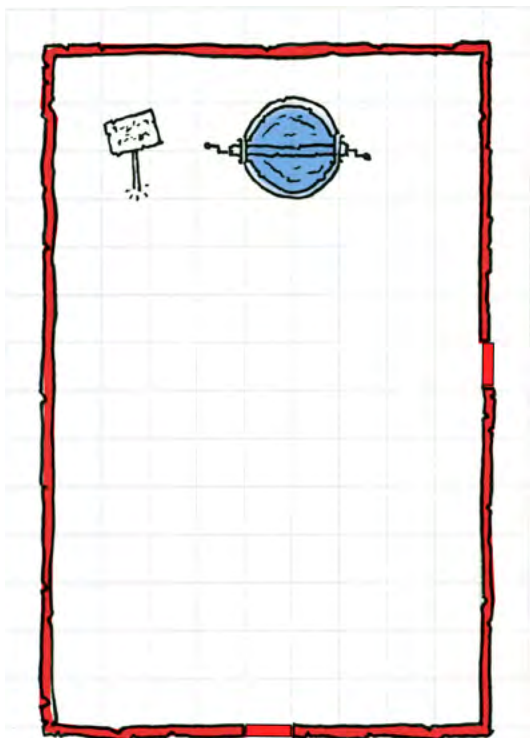
THE CELL OF THE SILVER WASP MOTHER

(HALF SIZE)
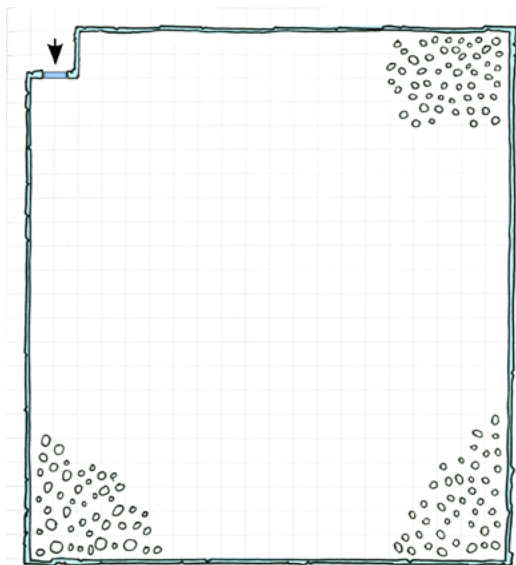
The ceiling is three stories up. There is quite a bit of fog in the room, and the corners of the room are piled high with giant wasp eggs. In the centre of the room is a giant silver wasp. After the first time it is alerted to the presence of others in the dungeon, it will wait by the entrance and launch its stinger through as soon as the door opens. It will continue this until it proves to be a bad plan (ie, it suffers some horrible trap set by the players). The Wasp is as big as a dragon.

THE EXIT

WALLS: Yellow Heavy Plaid
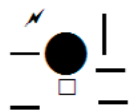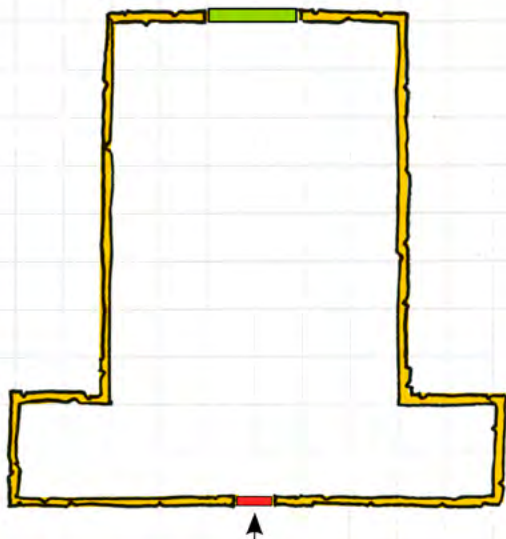
Opposite the door the players enter is a glowing green door. Instead of a normal hand print it contains a gem resembling the gem prison, with an iron bound keyhole somehow embedded in it. The door roils with arcs of magical energy. That door leads out. If someone attempts to pick the lock, the lock attempts to rebuild itself in the process. While this is happening, the door will build up energy and will release a wave dealing d100 damage to whomever is picking the lock (**NGR:** This is stun rather than damage, though it will probably still kill at those levels), regardless of success or failure. The roll is made with a penalty equal to the die rolled by the lock picker (which is not known until the lock picker decides to keep working at it, risking death). So if you use percentile thief skills the penalty is d100, a specialist rolling a d6 has a d6 penalty, and a d20 ability check has a d20 penalty. The Iron Key in 9 will dispel the magic of the door and simply open it without harm or risk.

The room is guarded by 6 naked "humans" with owl heads. They are extraplanar creatures. They each have a pair of silver rapiers. They won't start a fight unless attacked, or someone actually manages to open the door (or has an obvious way to do such). They will banter in a friendly manner, and will offer to let the players out if one of their party volunteers to be eaten alive by the owls. They have no malice, they just like to eat people alive. Still, they have limits and require consent. They aren't actually supposed to let anyone out, they just are slightly corrupt and willing to let the odd escape slide for a cannibalicious snack. They can also give a brief history of the gem prison, its origin as some form of temple, and the few inhabitants who won't leave (Cat Headed Elves) when their master (the wizard) took it over a few centuries back and tried to modernize the place (the tacky colours). They will also discuss the prisoners, though they only know general descriptive information about them. They have no idea why they are locked up, or for how long (they don't really track time, being immortal). They guard the place because the wizard tricked them into revealing their true names. They refuse to give any names or even nicknames for themselves any longer.

RANDOM TREASURE

2:	Ethereal Blade
3-4:	Black Lotus
5:	d8 Gold Rings
6-8:	Pile of glass prisms (d4 x 5)
9:	Quiver of Silver Arrows (12)
10:	d6 x d8 x 10 baby teeth
11:	Expensive Furs (d8 x 2)
12:	d6/2 Magic Crystals

RANDOM MONSTERS

2:	Room Catches Fire for 1d6 rounds
3-4:	d6-1 Giant Silver Faced Grubs
5-9:	d8+d6+d4 Cat Headed Elves
10-11:	d4 Giant Silver Faced Grubs
12:	d6/3 Giant Eyes

ANCIENT TEXTS

NGR: The book contains a random spell built by using the spell generator results generated by rolling a d8+d6+d4. The same result is used to generate the title, which allows the book to be used by a literate individual as a skill of the same name provided they have time to use the book as a reference. The book has a value of the dice result x 10 silver pieces.

OSR: Contains a random spell of a level equal to the d8+d6+d4 result divided by 3 (round down). They are also worth the d8+d6+d4 result x 10 experience to a wizard, specialist (not a thief), or bard. The book has a library value and treasure value equal to that result.

BOOK TITLE   (Duplicate books gain no additional purpose beyond selling)

	d4	d6	d8
1	The history of	Prehistoric	Beings
2	Experiments with/on	Spirit (Haunted)	Plants and Herbs
3	Secrets of	Faerie	Warfare
4	The encyclopedia of	Demonic	Tombs
5		Atlantean	Cities
6		Transdimensional	Jewellry
7			Rituals
8			Gods

SPELL GENERATOR

	d4	d6	d8 (odd/even)
1	Virgil's (d4)	Unknown (Force)	Trick / Spark (cantrip)
2	Zardax's (d6)	Ghostly (Mental)	Restorative/Shift (regeneration)
3	The secrets of (d8)	Mischievous (Plant/Poison)	Explosions / Wave (blast)
4	Azoozl's (d12)	Unholy (Fire)	Prison/Dungeon (imprison)
5		Ancient (Lightning/Medicine)	Wall / Barrier (barrier)
6		Extradimensional (Raw magic)	Strike / Bolt (bolt)
7			Breath / Stream (cone)
8			Words / Song (words of power)

SPELL TEMPLATE

1: CANTRIP

Difficulty: +0
Cost: +1
Range: N/A
Complexity: 0

This spell creates a minor magical effect such as sparkles, wisps of vapour, soft coloured light or minor musical effects. This can be cast alongside another spell by increasing that spell's difficulty by 1. The exact effect is based on the d6 result:

1: The roar of a tiger echoes from the caster's mouth. It is loud enough to cause a die of suspicion to the caster. (the die is based on the d4 result)
2: A green aura appears over the caster for ?dX rounds. (dX is the d4 result die size)
3: Childlike giggling fills the area for ?dX rounds. (dX is the d5 result die size)
4: A die result worth of small vermin (worms, beetles, spiders) fall from the caster's sleeve. (The die is based on the d4 result)
5: Somewhere in the distance, the sound of thunder echoes (the caster may make the thunder sound a number of times up to the d4 result),
6: The caster must pay an additional die of cost after the spell is cast. The die is based on the d4 result. The caster may point at a target and attempt to zap them (attack roll) to deal an amount of stun to the target equal to the amount of mutation points towards a protoplasmic blob the target has accrued per success scored.

2: REGENERATION

Difficulty: (1+ d4 result) per power level
Cost: 2 per power level
Range: Self
Complexity: 2

This spell allows the caster to heal injuries they suffer. The caster heals a number of points each round equal to the power level of this spell. This spell has a duration of (d4/2 result) rounds per power level. What type of points are based on the d6 result:

1: damage (except fire and acid)
2: stress
3: poison (no damage is suffered)
4: damage (including fire and acid)
5: disease
6: mutation

3: BLAST

Difficulty: 3 per power level
Cost: 2+(d4 result) per power level
Range: Medium Missile Range
Complexity: d4 result

Blast represents the myriad of spells that cause a deadly explosion. The caster will hurl an explosive ball at a target location, which will explode upon impact. Any caught in the blast radius will suffer one exploding die of "damage". The die size is based on the d4 result. The blast diameter is 10 feet per level of the spell. Saving throws are allowed as normal. If you are using abstracted movement, this should hit 1 person per power level in a target area. The "damage" is based on the d6 result:

1: an orb of force is hurled that explodes (stun damage from a blunt source)
2: a ghostly skull is hurled that explodes into a spray of screaming ghostly forms (stress)
3: a ball of green gas is hurled that explodes (poison)
4: a ball of flame (damage from fire)
5: ball lightning that explodes into arcs of electricity (electrical damage that ignores metal armour)
6: a pulsing blob of energy (mutation into protoplasmic blob)

4: IMPRISON

Difficulty: 4 + (d4 result) per power level
Cost: 10
Range: Touch
Complexity: 3+(d4 result)

This spell potentially locks a mystical or incorporeal creature (such as a ghost, demon, djinn or dryad) into an object. The object itself is always considered a spell component and not always a beneficial one. Living objects require a willing target (including a calm but unaware target). The being is trapped and powerless in the item until the spell expires, or the object is broken or interfered with in some way (ie, opening a box or uncorking a bottle). The spell deals a die of potential damage to the target per power level. This die is based on the d4 result. If this damage would kill or incapacitate the target, the target is trapped in the item. Otherwise the damage can be ignored.

The object required is based on the d6 result:

1: clay totem (breaking the totem frees the spirit)
2: mammal skull (looking into the skull's eyes frees the spirit)
3: a living flower (if the flower dies the spirit is free, the flower becomes ageless)
4: a living goat (if the goat dies the spirit is free)
5: a copper bowl or pot with a lid. (opening the lid or melting the pot frees the spirit)
6: a word (anyone saying the word frees the spirit)

5: BARRIER

Difficulty: (d4 result) per power level
Cost: 5 per power level
Range: Short Missile Range
Complexity: 1

This spell creates a wall or barrier with a size and shape of the caster's choice. This barrier has a length of up to 5 (cumulative) feet per power level and a height of up to 5 feet per power level. Depending on the exact version of this spell it will either be a solid or damaging barrier. A solid barrier (force field, briars, ice, etc) can absorb (d4 result x 3) points of damage per power level, with a DR of 1 per power level. A damaging barrier (fire, lightning, poison gas, etc) will do 1 die of damage (based on the d4 result) per power level of the spell if someone attempts to cross the barrier, and 1 die of damage if they merely touch the barrier. The magical portion of the barrier has a duration of (d4 result) cumulative minutes per power level. After that point any materials conjured by the spell will remain. For example, an ice barrier would leave a large slab of ice behind that would melt normally, while a poison gas barrier would leave a cloud of poison gas behind that would drift and settle normally. The material is based on the d6 result:

1: force field (solid)
2: ghostly illusion (damaging, stress)
3: neon green roses (solid, touching the wall deals 1 die of poison)
4: fire (damaging)
5: arcing grid of lightning (damaging, ignores metal armour)
6: invisible energy (damaging)

6: BOLT

Difficulty: 1+(d4 result) per power level
Cost: 1 + (d4 result) per power level
Range: Long Missile Range
Complexity: d4 result

Bolt represents any of the many offensive spells that allow a wizard to target a lone individual with deadly force. The bolt will arc out at the target, with a (+2 - d4 result) attack modifier per power level. On a hit it will deal 1 die of "damage" times the power level of the spell; the damage die is based on the d4 result. The "damage" type is determined by the d6 result:

1: a bolt of compressed air (blunt, stun)
2: a ghostly ray of light (stress)
3: a jet of poisonous liquid (contact based poison)
4: a lance of flame (fire damage)
5: an arc of electricity (electric damage, ignores metal armour)
6: a beam of raw energy(mutation into protoplasmic blob)

7: CONE

Difficulty: 3 per power level
Cost: 2+(d4 result) per power level
Range: 5 feet per power level
Complexity: 1

Cone represents any offensive spell that features a billowing array expanding outward from the caster such as fire breath, chain lightning or a blast of freezing air. The cone will have a diameter at any point equal to the distance from the caster. So 5 feet out from the caster, the cone will have a diameter of 5 feet. The spell will deal 1 die of damage per power level of the spell, reducing by 1 die for every five feet from the caster, until it reaches 0 dice. The damage die is based on the d4 result. If you are using abstracted movement, this should hit one person in your area for full damage and/or 1 person per power level for 1 die of damage in a neighbouring area. The type of damage is based on the d6 result.

1: a gust of compressed air (blunt stun damage, also a single knockdown check)
2: a ghostly beacon of light (stress)
3: a gust of poisonous gas (poison)
4: a gust of flame (fire damage)
5: multiple constantly sparking arcs of electricity (electric damage, ignores metal armour)
6: a cone of energy (mutation into protoplasmic blob)

8: WORDS OF POWER

Difficulty: 1 per power level
Cost: (d4 result) per power level
Range: Audible
Complexity: 1

Words of Power represent all of the various magic words that can cause unfortunate side effects to a target. The wizard makes an appeal against a number of targets equal to the spell's power level with a +1 bonus per power level. The targets suffer a die based on the d4 result of "damage" per success scored. The d6 result indicates the type of damage.

1: pain (stun)
2: hallucinations (stress)
3: toxins form in the bloodstream (poison)
4: the blood boils (damage)
5: a feeling of intense nausea (disease)
6: transformation into a protoplasmic blob (mutation)

A roll of 7+5+1 would result in a book called *The History of Atlantean Rituals* worth 130 silver pieces. In **OSR** games it would contain a random 4th level spell and be worth 130 experience points when read by a wizard, specialist, or bard. In **NGR** it would count as a skill about Atlantean Rituals when used as a reference material, and would contain the spell "Virgil's Ancient Breath", a version of cone that costs 3 per power level and deals 1d4 electric damage per power level from arcing electricity.

MONSTERS

GIANT SILVER FACED GRUB

The grubs are aggressively hungry and will immediately attempt to eat the PCs. A grub will not attempt to kill more than one human or similar creature each (such as a dog or donkey), though they will attempt to defend their meal from retrieval. If the PCs prove formidable, the grubs will flee and seem to have figured out how to open doors. They will attempt to hide in room 19 if pursued, as they are children of the Giant Silver Wasp. The meat of the grub is poisonous to humans, elves, and halflings but not to dwarves. The grubs are pony sized larvae with large pincers and heads that are painted silver. Their bodies are bloated and white, coated in a thin mucus.

NGR: Size modifier 2. Their bloated body counts as bulky light armour, and their silvered head counts as a full helm. Their jaws are large, exotic, slashing weapons.

If they score the exact minimum number required to hit they secrete d4 points of grub poison. Each point of grub poison gives a -1 universal penalty, and paralysis when the points equal the victims health. Grub poison abates at a rate of 1 point per hour. Upon death, the silver on the grub's face will heat and melt off, pooling on the ground. The silver is equivalent to 1d12sp

OSR: 2 Hit Dice, Armour as padded/leather, Attack with bite(d8 with re-roll), poor morale, half as fast as an unencumbered man. If a grub scores an exact hit, the target must make a saving throw vs. poison or suffer a dose of grub poison, granting a -1 penalty to attack and armour class for each point of damage dealt. Grub poison abates at a rate of 1 point per hour. Upon death, the silver on the grub's face will heat and melt off, pooling on the ground. The silver is equivalent to 1sp per hp of the grub.

GIANT SILVER WASP

The wasp appears as a tyrannosaurus sized wasp made out of polished silver. It is trapped inside its room and can do nothing beyond lay more eggs, which hatch into the giant silver faced grubs that menace the prison.

NGR: Size modifier 10. The Wasp is very quick (16 agility) but is quite stupid (3 intelligence). The chitin counts as plate armour made of silver and a full helm. The wasp attacks with its stinger (large, piercing, devastating), which also deals 1d20 points of grub poison. Each point of grub poison gives a -1 universal penalty, and paralysis when the points equal the victim's health. Grub poison abates at a rate of 1 point per hour. Upon death, the wasp will heat and melt, pooling on the ground and dealing 3d6 x 10 damage to anything vulnerable to silver underneath it. Anything nearby will suffer 3d6 damage from a rushing wave of molten silver. The silver is worth 1d12 x100 sp. It counts as a local legend and has 6 luck points and 1 fate point.

OSR: 12 Hit Dice, Armour as bronze plate/plate, Attack with stinger(d20 plus Grub Poison), unbreakable morale, three times as fast as an unencumbered man. On any hit the target must make a saving throw vs. poison or suffer a dose of grub poison, granting a -1 penalty to attack and armour class for each point of damage dealt. Upon death, the wasp will heat and melt, pooling on the ground. The silver is equivalent to 10sp per hp of the wasp, but will kill anything vulnerable to molten silver that is underneath it, and grant a saving throw versus a wave of deadly molten silver to anything in melee range with it. The wave of silver will do 3d12 damage to those in melee. A save results in half damage.

CAT HEADED ELF

These creatures are 0th level elves who have heads resembling those of hairless cats. They wear no armour but are clad in Egyptian style white linens, and carry both wooden tower shields and bronze khopesh swords. These Elves will attack any other monsters on sight, above the party (until the party has attempted to defile the Shrine by stealing the Sphinx Eyes). They will not fight with monsters in rooms that are designated as cells. They can be reasoned with and may not attack the PCs if any of them speak Elven and can make an appropriate reaction roll (or obviously outclass the Elves). They are the remnants of the original wardens.

NGR: They are elves with the innate spell "Cat's Eye". They are quick (13 agility) but antisocial (7 social). They are 0th level one part warrior (guard), one part priest (fervour).

OSR: 1 Hit Die, Armour as shield, Attack with weapon (Khopesh, d8), average morale, as fast as an unencumbered man.

GIANT EYES

These creatures resemble a beachball sized eyeball being trailed by a great mass of writhing grey tendrils no thicker than a human thumb. It silently floats about through the prism using the power of levitation. It is intelligent but has goals and concerns outside the ken of human understanding, nor could the eye understand human needs. It is utterly alien. They are aggressive if the d6 roll was even. They will always be encountered with their energy barrier already summoned, which is invisible unless struck.

NGR: Size modifier 2. Highly intelligent (16) with superb vision (16 awareness). May cast Eye-Beam or Ocular Shield at power level 2 for no cost, as long as the Dimensional visionary is still alive, otherwise they have a mana pool of 12. They are memorized, not innate spells. Their tendrils count as an entangling weapon, and allow them to mimic the effects of the overreach combat trick.

OSR: 4 Hit Dice, Armour as unarmoured, or leather if energy shield is active. Attack with an eye beam (save or suffer d6 x 2 damage), excellent morale, half as fast as an unencumbered man. Giant Eyes can surround themselves with energy barriers during their turn as an action, provided the eye in question does not already have a barrier. This energy barrier can suffer 5 points of damage before dissipating and regenerates 1 point of damage per round. Additional damage will not carry through to the Giant Eye. Any failed melee attack against the Giant Eye that rolled 5 or less will result in the attacker being disarmed by its mass of whipping tendrils.

DIMENSIONAL VISIONARY

This creatures is a scaled up Giant Eye, an eyeball the size of a Volkswagen beetle. Several smaller eyes are budding around the edges where its tendrils meet its eyeball. In time these will sprout off as new Giant Eyes. The Dimensional Visionary is always aggressive, and will always be encountered with its energy barrier already summoned.

NGR: Size modifier 4. Supernaturally intelligent (20) with unparallelled vision (20 awareness). May cast Eye-Beam or Ocular Shield as memorized spells with a mana pool of 100. Its tendrils count as an entangling weapon, and allow it to mimic the effects of the overreach combat trick. It counts as a local legend and has 6 luck points and 1 fate point.

OSR: 8 Hit Dice, Armour as unarmoured, or leather if energy shield is active. Attack with an eye beam (save or suffer d6 x 4 damage), unbreakable morale, half as fast as an unencumbered man. The Dimensional visionary can surround itself with an energy barrier during its turn as an action, provided it does not already have a barrier. This energy barrier can suffer 10 points of damage before dissipating and regenerates 1 point of damage per round. Additional damage will not carry through to the Dimensional Visionary. Any failed melee attack against the Dimensional Visionary will result in the attacker being disarmed by its mass of whipping tendrils.

OWL HEADED WARRIORS

The warriors take the form of a naked human with the head of an owl. If one of them is slain through a blow to the body, the owl head rips free of the human body, revealing its owl body, and flies away. It is no longer able to speak, but will nest in any cleanly decapitated humanoid and then reform. They each have a pair of silver rapiers, but they don't have any sheaths or belts to hold them in. They won't start a fight unless attacked, or someone actually manages to open the door (or has an obvious way to do such).

NGR: Level 6 three part warrior. Specialized with the rapier. Know the riposte, off-hand parry, feint, lunge, crazy weapon tricks!(rapier) and whirling parry combat tricks.

OSR: 8 Hit Dice, Armour as unarmoured man, Attack with weapon (rapier), excellent morale, as fast as an encumbered man.

EXTRATERRESTRIAL ICE PEOPLE

These creatures are from a distant world, where their sun is but a faint dot in the sky. They naturally have quite fantastic low light vision and a tolerance for temperatures below the fathoming of a medieval mind. They also would be blinded by rooms too dark for humans to see in, and would die of heat fairly quickly in a blizzard. Their ice armour is actually an encounter suit to allow them to handle the scorching hell of earth's polar regions. These remnants of a larger regiment have gone mad over several millennia of confinement, and now believe they are elves. Someone speaking Elven might be able to convince them not to be murderous, but they are inclined to hostility.

NGR: Level 2 two part warrior (Specialization: two handed sword, combat awareness, combat tricks), one part wizard (sage). Knows the sunder combat trick. Armour is advanced, reinforced plate armour with a full helm. Their sword and armour are super-hardened ice (hardness of 6). They take double damage from fire or heat, but regenerate damage from cold attacks.

OSR: 3+3 Hit Dice, Armour as plate/full plate +1, Attack with weapon +1 (two handed sword), poor morale, as fast as an encumbered man. Takes double damage from heat or fire based attacks, but gains hitpoints from cold or ice based attacks.

AZOOZL

Azoozl takes the form of five identical wraith-like figures. A skull with clumps of dried flesh still climbing to its frame sticks out of tattered rags along with two grasping boney arms. In place of eyes there is a single gem in the left socket. Azoozl has gone mad from his imprisonment and now seeks only to cause suffering and terror. He cannot leave his cell, but he can cause the door to cease functioning from his side. Someone on the other side can still open the door. Upon his death, one of his forms will randomly drop his gem eye, which will materialize and become solid.

NGR: Level 10 three part wizard, 1 part priest (haunting/exorcism). Azoozl is supernaturally intelligent, though he has gone mad (social 1) . Azoozl is an incorporeal undead creature with the innate ability to age a target 1d8 years with a successful melee attack (luck points reduce the years aged on a 1 to 1 basis). All five bodies share the same damage, luck points, and mana. Azoozl is immune to non-magic weapons. He has memorized a complement of randomly generated spells. He can cast any spell that has a d4 result of 4, and a d6 result of 2 or 4.

OSR: 10th level Magic-User, Unarmoured, Attack with energy drain, unbreakable morale, twice as fast as an unencumbered man. Has a full complement of spells. All five bodies share the same pool of hitpoints and the same memorized spells. Azoozl is immune to non-magic weapons and has standard undead immunities. Azoozl can be turned.

SKELETONS

Human skeletons wearing leaf cloaks, wooden masks resembling human faces, wooden splint armour, and wielding staffs. The cloaks are dried leaves but are strangely resistant to fire. See the treasure section for more details on the leaf cloaks.

NGR: Undead. Partial wooden mail. Staff. Leaf cloaks grant a +3 bonus against magical damage.

OSR: 1 Hit Die, Armour as studded leather or leather +1. Attack with weapon (staff), unbreakable morale, as fast as an unencumbered man. Undead, with all the immunities and weaknesses that implies. Cloaks grant +3 to saves against spells, and reduce spell damage by 3.
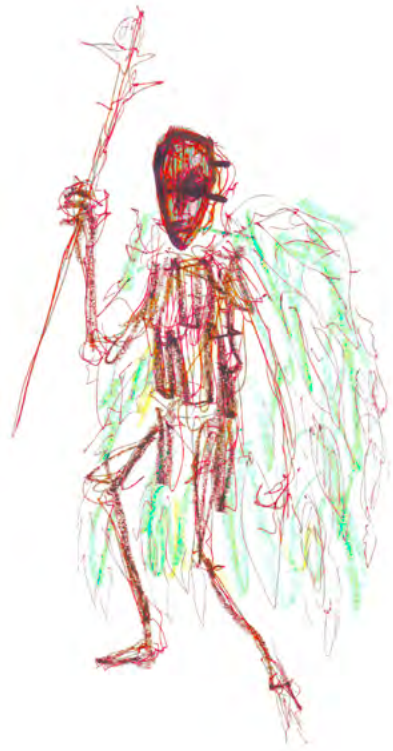
TREASURE

GLASS COINS

These glass disks bear the profile of a hairless cat head on one side, and an Egyptian hieroglyph on the other. They are worth 10sp each to a collector of antiquities in a city

STAFF OF POWER

This staff is is carved from a massive length of mammoth ivory. It is carved with ribbons of rounded undecipherable runes and studded with glass beads.

NGR: This staff may be used as a spell component for any channelling that draws magic from the surrounding area, granting 2 additional mana back to the wizard. The staff is not destroyed when used as a spell component in this manner.

OSR: A magic-user may memorize an additional first level spell while they hold this staff. This spell is stored within the staff and may be cast as normal from the staff. If the magic-user at any point lets go of the staff before casting the spell contained within, it dissipates harmlessly.

IRON KEY

The key appears to be a crudely wrought iron skeleton key.

NGR: The key was crafted using the "Magic Key" spell at power level 30, and contains a dispel instead of a stored spell. The potency of its dispel virtually guarantees opening any magical lock.

OSR: Will fit in and open any magical lock or seal by dispelling the magic of the lock (permanently) and turning the key to rusted dust. One use only.

ETHEREAL BLADE

The ethereal blade appears to be a hilt and pommel carved out of lapis lazuli and polished to a smooth finish. A ghostly blade protrudes from it, harmless and immaterial against mundane beings, but stronger than steel and as heavy as lead when swung against magical beings.

NGR: When swung against magical beings (anyone impacted by exorcism) it deals 1d12 damage (as if a +5 weapon were swung at an immaterial creature). Anyone with a mana pool will lose 1d12 mana as if it were damage, whether or not they are inherently magical. These effects are a result of the material the blade is made out of, and cannot be reverse engineered with sage (though it might be possible to reform the blade into another object).

OSR: When swung against elves and other intrinsically magical beings it deals 1d12 damage. It counts as a +5 magical weapon for the purposes of hitting such creatures. Any being with a memorized magic-user spell will be affected by the ethereal blade.

BLACK LOTUS

Black Lotus is an incredibly potent herb that is extremely rare and delicate. Anyone breathing in the pollen of a black lotus (or the dust of a crushed flower) will pass out in a delirium as they are wracked by supposedly prophetic hallucinations. A skilled herbalist could distill the black lotus to a safer narcotic, or a more deadly neurotoxin. If encountered as random treasure, a single blossom will be somehow contained in a wax stoppered green glass bottle. It cannot be removed without breaking the glass (almost certainly destroying the blossom).

NGR: Breathing in the flower deals a repeating d20 points of intoxication.

OSR: An individual may attempt a saving throw versus poison to avoid breathing in any of the flower, but any failed saving throw with a result that is more than the character's constitution score will result in death. If a character is forced to breathe deeply of the black lotus they will automatically pass out and count as having failed their saving throw, but they must still roll to see if they die.

BABY TEETH

These are largely worthless, though faerie folks are said to value them at 1sp each if you know the location of a faerie market.

EXPENSIVE FURS

There are a number of valuable pelts (1: Beaver, 2: Fox, 3: Mink, 4: Wolf, 5: Wolverine 6: Dalmatian). They are worth the d6 result times 20sp each.

MAGIC CRYSTALS

Each Magic Crystal contains powerful healing energies.

NGR: An individual may tightly grip a crystal in their hand and hum. Doing so will activate a regeneration spell stored inside. Each crystal currently has the following spells stored inside: "Create Power Crystal", "Psychedelic Wellness", and "Focused Hum" at power level 2. See the spell section for details, but the gist is that when activated (by humming) the individual will heal two points of damage, disease, and mutation for each point of intoxication they currently are suffering from.

OSR: When gripped tightly by an intoxicated or inebriated individual, the crystal will radiate healing magic that restores 1d20 hp, and allows a fresh saving throw to cure each disease or magical affliction (such as lycanthropy or mummy rot) currently impacting the user. The crystal then crumbles to dust.

SILVER ARROWS

Other than werewolf hunting, the arrows can be considered treasure worth 60sp per quiver.

GOLDEN RINGS

The rings are simple golden bands inscribed with elven writing. The writing seems to be half-completed sentences with typos or awkward wording that the goldsmith could never get right. These are rejected rings, but still have value when sold to humans who think the Elven writing means "courage" or "hope". They are worth 20sp each.

EYE OF AZOOZL

The eye of Azoozl is a round multifaceted gem of a pinkish green hue.

NGR: The eye was the talisman of Azoozl and has 5 benefit levels. Anyone who replaces their eye with the eye of Azoozl can see magical auras around any magical being, item, or location. They also suffer 1 stress per hour of use.

OSR: Anyone who replaces their left eye with the eye of Azoozl will be able to see out of the eye, and be subject to False Seeing. Replacing their right eye grants them True Seeing. An individual using the Eye of Azoozl cannot sleep without it being removed. Azoozl had the gem in his left eye.

SILVER RAPIER

The silver rapiers of the Owl Headed Warriors are each worth a whopping 300sp.

GLASS PRISMS

Simple glass prisms that can be used to fill a room with rainbow colours. They can be sold in any market square for 1sp each.

LEAF CLOAKS

The cloaks are made from great piles of dried leaves, but are strangely resistant to fire.

NGR: The leaf cloaks are religious relics to a prehistoric human deity. They are +3 armour that only grants damage reduction against exorcism or magical damage. They also reduce the accrual of other magically caused points (stress, mutation, etc) by 3. They cease functioning while in any area that does not grant at least 1 point of mana recovery per night.

OSR: The cloaks cause the wearer to both gain +3 to saving throws against spells or spell-like effects and take three less damage from any magical spell or spell like effect. This only functions in magic rich areas. Cities and lands deep in civilization cause the magic to suspend, meaning they are now just piles of tinder until the wearer once more leaves civilization behind.

SPELLS

MAGIC KEY

Template: SPELL STORAGE
Difficulty: +1 per power level
Cost: +1 per power level
Range: Touch
Complexity: 1

This spell allows the caster to store another spell in a metal key. The stored spell will be activated when the key is used on a lock. The spell will treat the activator as the 'caster' and the target.. The spell stored in the key will weaken by 1 power level per week unless stored in an area where it cannot oxidize. A caster may also choose to store a dispel attempt in a key instead of a spell. The difficulty of this spell is used as the dispel attempt's spell power bonus.

CREATE POWER CRYSTAL

Template: SPELL STORAGE
Difficulty: +1 per power level
Cost: +1 per power level
Range: Touch
Complexity: 1

This spell allows the caster to store another spell in a shard of crystallized mana. The stored spell will be activated when a trigger (see trigger spell) is activated. The spell will treat the activator as the 'caster' and the target. The entire cost of the spell (including Create Power Crystal and Trigger) must be paid through the mana crystal itself.

PSYCHEDELIC WELLNESS

Template: REGENERATION
Difficulty: 2 per power level
Cost: 2 per power level
Range: Self
Complexity: 2

This spell allows the caster to heal themselves. The caster heals a number of points of damage (not luck), mutation, and disease each round equal to the power level of this spell times the number of points of intoxication the caster has accrued.

FOCUSED HUM

Template: TRIGGER
Difficulty: +3
Cost: +1
Range: Touch
Complexity: 1

This spell is used to set a condition for another spell to either activate or deactivate. The condition for this trigger is holding the item containing the spell and humming loudly. This spell is cast alongside the main spell. If you wanted a spell to be able to 'toggle' on and off, it would require casting two additional triggers with the main spell. A spell that is deactivated by a trigger still counts down its duration as normal, the effects are merely masked. A spell with no duration (such as a blast) cannot be toggled.

CAT'S EYE

Template: Night Vision
Difficulty: 1 per power level
Cost: 1
Range: 1/4 normal vision
Complexity: 1

This spell allows the caster to see in the dark up to a quarter of the distance they could see in optimal light. The eyes of the caster morph to look exactly like the eyes of a large cat. This spell has a duration of 5 (cumulative) minutes per power level.

ESP

Template: WEAKNESS (STRENGTH)
Difficulty: 2(cumulative) per power level
Cost: 3(cumulative) per power level
Range: Self
Complexity: 1

This spell causes the target to temporarily gain supernatural awareness for 1 round per power level, or until they move.

EYE-BEAM

Template: BOLT
Difficulty: 2 per power level
Cost: 4 per power level
Range: Long Missile Range
Complexity: 1

This spell enables the caster to send a deadly beam from one of her eyes. The beam of energy will leap towards the target. On a hit it will deal 1 repeating d6 of damage times the power level of the spell.

OCULAR-SHIELD

Template: BUBBLE OF PROTECTION
Difficulty: 2 per power level
Cost: 3 per power level
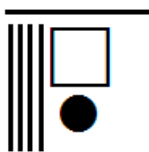**Range:** Self
Complexity: 1

This spell causes the caster to be surrounded by an energy shield that absorbs incoming attacks. The shield can absorb 3 points of damage per power level before dissipating. The shield has a DR of 1 for every 3 power levels. Every round it regenerates 1 of the points of damage dealt to it.
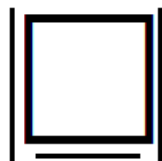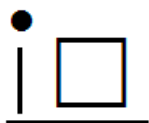
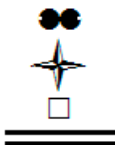**THE ENTRY WAY (1)**

THE WHITE ROOM (2)
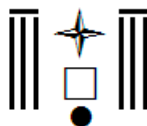
THE VAULT (3)

THE CELL OF THE DIMENSIONAL VISIONARY (4)

THE HUB (5)

THE RUINS (6)

THE LUCKY ROOM (7)

THE LOCK (8)

THE CELL OF THE ICE PEOPLE (9)

THE CONTROLLER (10)

THE ANCIENT FORUM (11)

THE GAUNTLET (12)
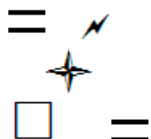
THE UNLUCKY ROOM (13)

THE CELL OF THE NECRO-MANCER (14)

THE WEIGHTLESS (15)
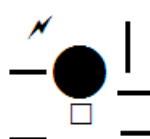
THE SHRINE (16)

THE SECRET (17)

THE WELL (18)

THE CELL OF THE WASP MOTHER (19)

THE EXIT (20)

"Impudent Fools!
You dare oppose Zardax the Impressive?

Whoever you are, you are no match for my
diabolical prison of inescapable terror!

And seeing as you will surely perish in that
cursed place, I see no reason not to gloat about
my cunning plan..."

— Zardax, repeatedly...