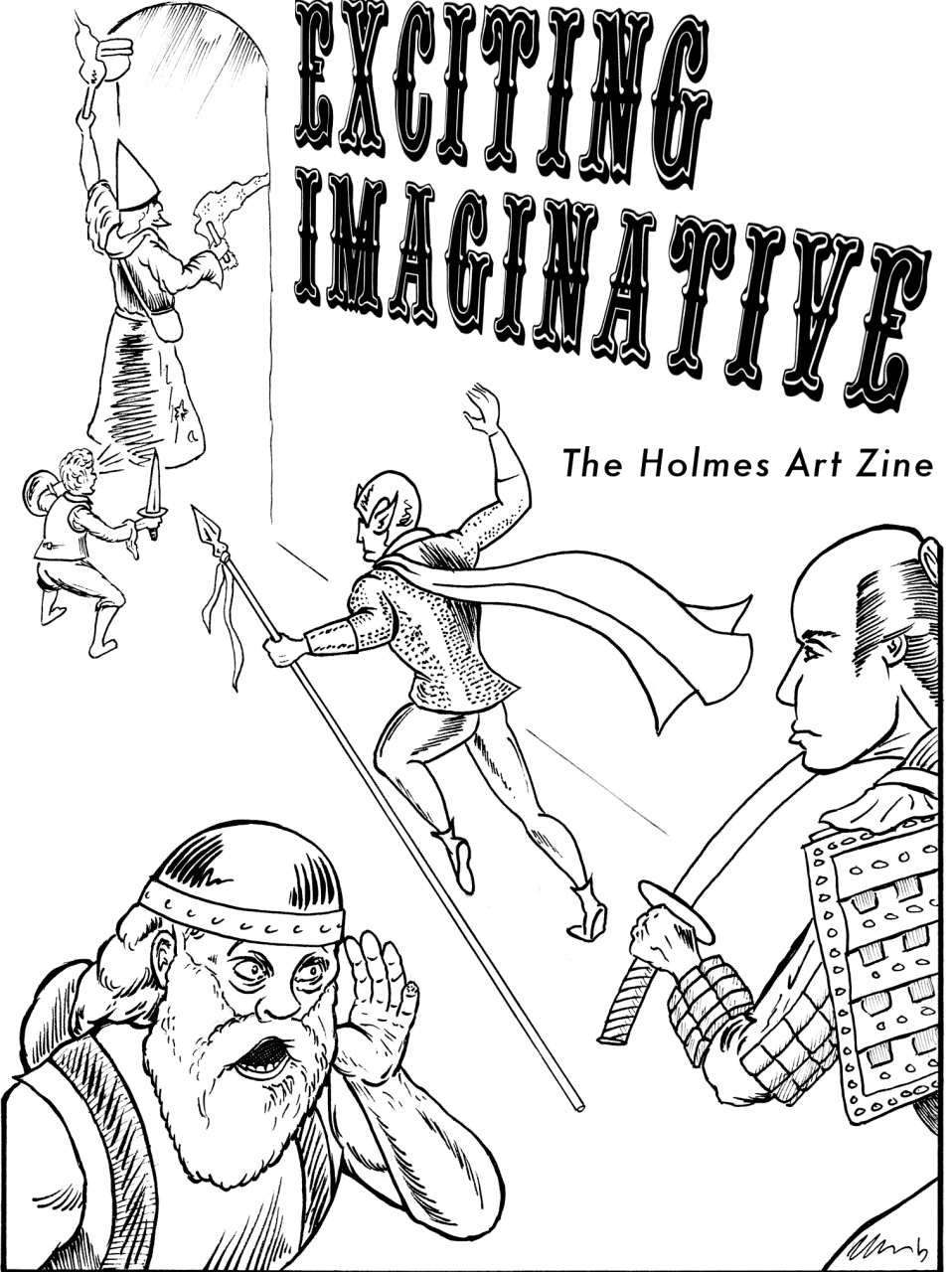


VOLUME
TWO

FANTASTIC EXCITING IMAGINATIVE

The Holmes Art Zine



ANOTHER BACKWARD-LOOKING AND/OR THE FIRST FORWARD-LOOKING FORWARD FROM YOUR EDITOR

We've been at it again!

The Usual Gang of Orcs from Volume One have put down their halberds and picked up their chisels and started chipping at the boulders once more. And we have a passel of new Orcs joining the Gang!

Whether you're back for a second helping of F.E.I. after digesting Volume One, or if you're discovering F.E.I. for the very first time – *welcome!* I hope you find this little zine something you can turn to again and again, to mine for tidbits and new ideas to inject into your basic game.

(Shhhh... it's even good for non-basic games. This supplement uses simple stats, so it's fairly easy to adapt to the rules-set of your choice, be it modern or formative, complex or simple.)

We built this thing up by looking at the illustrations in that basic blue book of rules, and imagining the things in those illustrations – and in some cases, the things *not* in those illustrations – as something never seen before. I think we managed at least as much variety as before, if not more. Its surprising and frankly inspiring to find out how much we can plumb from a tiny piece of black and white line art.

And, well, it may well be that your own well-chosen favorite well hasn't been plumbed in this volume, or not plumbed as well as you'd, well, prefer. Well, there's absolutely no reason to think there won't be a "Volume Three" or a "Volume Four".... Like any good campaign, the next hex holds unknown discoveries, dangers, and rewards. Keep up your borderland movement and we'll go on a search for the unknown, side by side.

So here you are, holding a collection of new gems to feature in your games and campaigns – even more of them than the 50+ that appeared in Volume One. We managed to actually get to *all* the art pieces in the original book this time (with the significant exceptions of that famous side-view mountainside and the Sample Dungeon; see above). And we even got inspired by the unique art from the early UK printings this time.

Happy Adventures, To One and All.

FANTASTIC EXCITING IMAGINATIVE

And Even More Additional Rules for Fantastic Medieval Role Playing Adventure Game Campaigns

**Playable with Paper and Pencil and Miniature Figures,
or Pixels and Wi-Fi**

for
The Kid in All of Us

WANDERING MONSTER & CONTRIBUTOR TABLE

Two Levels Below Ground	Die	Three Levels Below Ground	Die
?Rachael ?Strange (1)	1	Lacertilla (2 or rarely 4)	1
Scott Keeney (1)	2	Wild Things (2-8)	2
Clark Timmins (1)	3	Living Conduit (1)	3
Kylyn Small (1)	4	Phantasmal Chameleon (1)	4
Jonathan Becker (1)	5	Wandering Mahishasura (2-7)	5
Nick Monitto (1)	6	Mannequins (2-8)	6
Terra Frank (1)	7	Morrigan Sisters (1-3)	7
Robert Fairbanks (1)	8	Witches/Warlocks (2-4)	8
James & Robyn George (2)	9	Speckled Muck (1-2)	9
Zenopus (1)	10	Mono-Clops (3-24)	10
Denis McCarthy (1)	11	Cavemen (2-40)	11
Chris Holmes (1)	12	Gray bygrinstow (1)	12



DM

ENTRIES Inspired by THE COVER

Magic-User Spell: Blue Shift

?RS

Level: 1; Range: 1 touched target; Duration: 4 turns

When cast, the target's vision shifts toward the ultraviolet side of the visual spectrum. This allows the vision of the target out to 80' in all but absolute darkness. In total darkness any magical item, enchantment or effect will give off enough light to see by. This gives no indication of what kind of magic is present.

Kranstar the Bright developed a new spell and idea of perception. With the new spell "Blue Shift" he found he could see farther than with darkvision and gained the insight to note magical emanations. While the new spell lacked the detailed information gained with the traditional detect magic it allowed some knowledge of what to be wary of.

Pendolin's Pouch of Pain Release

SK

This magically-sealed blue pouch is filled with an unknown concoction with a faint lavender scent. Squeezing the pouch for 1 turn will heal 1-3 hit points. A character may be healed by the pouch once per day. Saving throws made with the pouch in hand receive a +2 bonus. A magic weapon may rupture the pouch if the pouch fails a saving throw (it saves as a magic-user vs wand +2). Any figure within 5 feet of the ruptured pouch must save vs death ray or take two dice of acid damage.

Wand of Astrodelic Thrall

SK

This wand works as a charm spell but will affect any sighted being. Even creatures not normally affected by *charms* must make a saving throw to avoid the wand's effect. Victims will not refuse any caster request and are identifiable by the glimmering galaxy-like formations swirling in their eyes. The wand controls one creature at a time for 2-12 turns.

Helm of Missile Control

SK

Allows telepathic guidance of one incoming or outgoing missile per round. Subtract 8 from incoming attacks. Add 8 to outgoing attacks.

Extradimensional Quiver

SK

Functions as a normal quiver except it occupies no space, so the quiver and arrows do not add to encumbrance. The quiver and its contents cannot be seen, but the user can sense where to pull the arrows from (provided one or more arrows are present in the quiver).

Torc of Incomparable Frustration

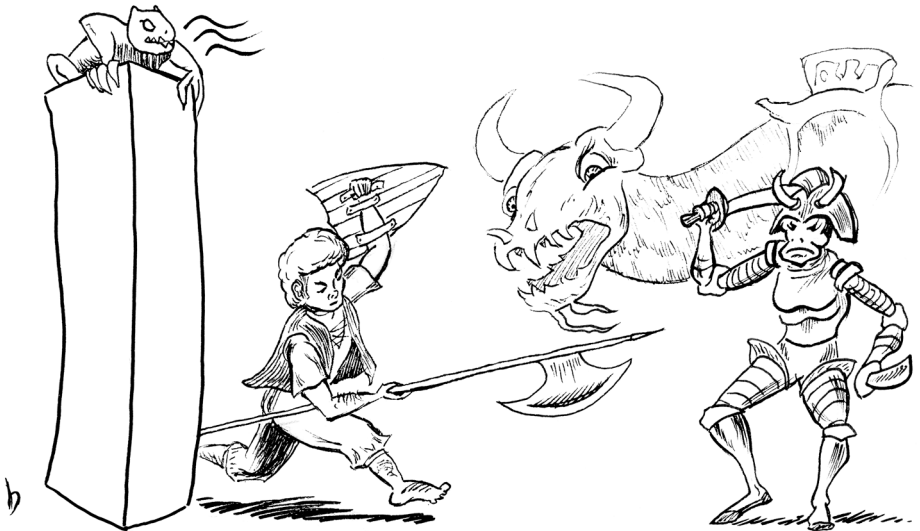
SK

This bejeweled bronze torc will have a 10% chance of fitting a character who tries to put it on (no more than one attempt per character). Opponents which unsuccessfully attack the wearer suffer frustration to the point where their next attack is affected by -2. With each miss, the penalties stack, until only a 20 will hit or until an attack on the wearer succeeds, at which point further attacks will be without penalty. Once on, the torc may not be removed – at least not as long as the wearer has his or her head.

Redwiggins' Halberd

SK

This legendary halfling-fashioned halberd can be wielded by halfling fighters as if it were a one-handed weapon. A halfling with this halberd will win initiative even if up to 4 dexterity points below an opponent. For all other characters the halberd is the equivalent of a battle axe -1.



barely visible when not worn...



Inspired by PAGE ONE

Phantasmal Chameleon

CT

Move: 90 feet/turn

Alignment: neutral evil

Hit Dice: 2

Attacks: 2 claws

Armor Class: 5

Damage: 1d4/1d4

Treasure Type: nil

These devious little <expletives> use their chameleon powers to blend into the background, making them nearly invisible. They also like to climb into out of the way places to become even more difficult to spot. Their eyes are able to project an improved *phantasmal forces* as if a 2nd level magic-user, but enhanced with some sound, which they use to confuse, disorient, and capture their prey (anything they can fit in their mouth). Somewhat intelligent and mean-spirited, they also delight in screwing around with things too large to fit in their mouth. A favorite tactic is to perch high up and project a phantasmal image of violent opponents, causing panicked reactions and – hopefully – inadvertent bloodshed, since they find injury to others amusing. They tend to project images they have seen fairly recently. Geniuses by lizard standards, they're still not too smart, so their projections will tend toward the simple.

Magic-User Spell: The Awesome Ectoplasmic Splash

SK

Level 2; Range: 30 feet; Duration: see below.

This spell sends a burst of ectoplasm from the caster's hand, splattering 1–6 creatures. It does not affect the undead or others resistant to mental attacks. Splashed creatures must save or be stunned (cannot move or attack) as they experience haunting manifestations for 1-4 turns. Victims who roll a 1 or 2 on their save succumb to dementia after the stunned turns. The dementia is non-magical. It may be cured with a Bless spell followed by a successful saving throw. Attempts to cure the dementia may be made per the Charm Person schedule but using the victim's wisdom instead of intelligence.

Column of Copious Conjurings

RF

Seemingly as mundane as any eroded, time-worn, column or pillar, so often seen in countless ruins, crypts and underground complexes; the *Column of Copious Conjurings* is far from mundane. These carved stone pillars are often topped with a statuette of a fantastical beast.

Within a given 60-degree arc, out to 60' away, they can 'detect' any living creature larger than a dog. Once detected, the Column activates, conjuring one of the following effects:

Roll	Result
1	Summons 1-2 Orcs for every character-level present in the party (includes non-player characters)
2	Conjures a <i>Dispel Magic</i> effect in a 30' radius around the column for 2-8 rounds
3	Safely teleports 1 random character (a player's or a hireling) from the party 50-200' in a random direction or to the farthest possible chamber, cavern, or passageway within range.
4	Conjures (roll a 4-sided die): 1 A 6HD grey-ooze with <i>protection from good</i> cast on it 2 1d3 +1 blink dogs with <i>shield</i> cast upon them 3 1 8HD minotaur wielding a cursed battle-axe (see F.E.I. Vol. 1) 4 1d4 gelatinous cubes with <i>resist fire</i> and <i>haste</i> cast upon them
5	A swarming cloud of butterflies (30' square) which remains centered on a random character, obscuring all vision, and causing -2 to initiative and to ranged attacks in the swarm-area for 3-12 rounds
6	A 30'-square mini-thunderstorm, even indoors, which follows the party for 2-8 turns, continually dousing all unprotected flames, soaking or blowing-away scrolls and spell-components, startling mounts, and doubling the chance of wandering monsters
7	Reverses the gravity in a 60' radius around the column, every three rounds, for 3-30 rounds
8	Causes all weapons within a 30' radius of the column to suffer a -1 enchantment for 1-6 turns
9	Causes all armor, helmets and shields within a 30' radius of the column to have <i>enlargements</i> cast on them for 2-5 turns.
10	<i>Continual light</i> and a <i>magic mouth</i> spell – shouting the dwarven alphabet backwards – is cast on every member of the party!

Lacertilia

CT

Female Lacertilia

Move: 120 feet/turn

Hit Dice: 2

Armor Class: By Type, often 5

Treasure Type: L (Individual)

Alignment: lawful neutral

No. of Attacks: 1 weapon

Damage: By weapon

Male Lacertilia

Move: 240 feet/turn

Hit Dice: 8

Armor Class: 3

Treasure Type: L (Individual)

Alignment: lawful neutral

No. of Attacks: 1 bite (mildly poisonous)

Damage: 4-32 (save vs. poison or +2-16)

Most humans assume the lacertilia are a smart lizard riding a dumb lizard and leave it at that. Nothing could be farther from the truth.

A single lacertilia egg always yields twin lizards – a male and a female, known as egg-mates. The species is sexually dimorphic with the smaller female being flexible and dexterous, and the much larger male being massive and strong. Twin Lacertilia always consort with each other until they meet a compatible twin set and exchange partners – thus mating for life.

As the males are able to move much faster and longer than the females, it is typical to find the female riding atop the male. Lacertilia of both sexes are equally intelligent – roughly as intelligent as a human, but with a strange lizard worldview – and will readily adapt any type of weapons, armors, equipment, or magic available to them. The approximately human-sized females, capable of assuming a fairly bipedal stance, are far more likely to be equipped with weaponry and armor than the more-traditionally built males.

Although paired Lacertilia do not share actual telepathy, their continuous close contact yields an almost “hive mind” understanding within pairs. Traditionally one will be the extrovert personality and the other will usually remain silent among strangers. A pair will never willingly separate under any situation. Lone Lacertilia typically “hole up” and waste away. Because twins marry twins and cousins are always double cousins, Lacertilia clan relationships are strong and stable.

Cold blooded, they prefer desert environments and high temperatures. They can become lethargic in cooler temperatures.

Headhunter's Skulls

KS

This is a pair of enchanted skulls. One was pierced through the skull by an arrow and the other decapitated in battle. When both are worn, either attached to a quiver or hanging around the neck, the wielder's weapons magically aim for the head. This makes any weapon wielded by the user do two additional damage per hit. Also, any enemy struck by the wielder is permanently marked on their face and is instantly recognizable by the wielder.



Inspired by PAGE SIXTEEN

Mannequin

SK

Move: 90 feet/turn

Hit Dice: 2

Armor Class: 6

Treasure Type: Q

Alignment: neutral

Attacks: 1

Damage: 1-6 hit points

These human-looking creatures are completely hairless and eggshell white, including the entirety of their eyes. Mannequins do not require food or drink, and the women may bear but one child, keeping their population low. Their rigid musculature affords them protection equivalent to leather armor and shield. The females fight as well as the males, using their arms as clubs or else using stolen weapons – the shinier the better. Mannequins cannot speak; they communicate telepathically with their own kind, except that females may make one attempt per day to mind control a human male (treat as *charm person*). Though normally unclothed, mannequins have a fondness for human wearables, especially fine garments and jewelry. Due to their exceptional stealth, they surprise on a roll of 1-4. For every 5 mannequins encountered there will be a headless one who takes half damage; such creatures have “phantom heads” that allow them to see and hear normally.

Staff of Magical Refraction

SK

The magic-user who holds this three-pronged staff adds 2 to saving throws against magic. On a successful save, the staff “breaks” the spell sent at the magic-user and sets it back upon the original caster. The staff amplifies the effects of first and second level magic-user spells, so webs are twice as durable, sleep lasts twice as long, magic missiles do an extra die of damage, charm is checked at twice the schedule, etc.

Eldicar Opalfire

RF

Renowned as much for his dour and xenophobic demeanor, as for his “eccentric” spell-craft; Eldicar is a neutral (chaotic) enchanter and knows twelve spells: *charm person*, *hold portal*, *detect invisible*, *invisibility*, *wizard lock*, *hold person*, *slow spell*, *fumble*, and the 4 new spells featured below.

Eldicar the Enigmatic

Master of Murkspire Manor and Warden of the Dimmermurk Menageries

S9 I17 W15 C13 D13 C7

Move: 120 feet/turn; Hits: 23; AC 7 (4); Attacks: 1; Damage: special

Eldicar always carries a magic stave known as the “Rod of the Raptor”. He also wears an *enchanters cap* (casts ESP 1/day) and a *sorcerers’ smock* (+2 to AC; provides AC 4 vs. missile weapons, magic-users only.)

Rod of the Raptor

RF

This gnarled staff of black oak has a head resembling the jointed-claw of some other-worldly, bird-of-prey. It is a +1 weapon to hit & damage die, +2 vs. *lawful opponents*. Each of its three, enchanted digits terminates in a different, talon-shaped gemstone:

Nightfire Opal: 1/day cast *Protection from Good or Darkness*

Starfire Opal: 1/day cast *Dancing Lights* or *Pyrotechnics*

Moonfire Opal: 1/day cast *Sleep* or *Phantasmal Forces*

The rod of the raptor can only be utilized by magic-users of level 3 or higher who are of a chaotic alignment.

M-U Spell: Eldicar's Aura of Advantageous Astonishment RF

Level 1; Range: 20 feet; Duration: special

When cast upon an article of clothing or armor, this spell remains inert until activated. Any hostile intent towards the article's wearer telepathically triggers a magic flare and psychic nimbus. Hostile creatures within 10' must save vs. spell or fall prone, automatically losing initiative the following round.

Successfully saving or not still results in a "dazzled" effect, causing a -1 hit probability for 1-3 rounds.

Magic-User Spell: Eldicar's Excitable Ectoplasm RF

Level 2; Range: 10' per level of spell-caster; Duration: 1-4 rounds + special.

This spell causes a target to be struck by a translucent mass of ectoplasmic mucous, which adheres to the target and to any nearby surfaces or creatures in a 5' radius.

The substance causes 1 hit point of acid damage per round, burning away most hair, clothing and other organic material, while reducing the targets move speed by ½. Each round a "slimed" target actively tries to struggle, move, or attempt other major actions, the mass hardens, adding 1 round to the spell-duration and 1 hit point per round of damage. Magical fire or a vial of holy-water (on a non-struggling victim) will evaporate the ectoplasm in 2 rounds.

Magic-User Spell: Eldicar's Acidic Ectoplasm RF

Level 1; Range: 5 feet, + 5 feet per level of caster.

Casting this spell causes a small glob of greenish, metaphysical goo, to materialize on a finger-tip. This spectral slime, can be flicked (or wiped) to unerringly strike a single target, splattering up to a 1-foot target-area with a sticky, acidic slime that causes 1 hit point of damage per round for 1d3 rounds. Each casting is capable of corroding through 1 inch of wood, stone, or metal.

Magic-User Spell: Eldicar's Amazing Agility and Endurance RF

Level 2; Range: 0; Duration: 1 turn per level of the caster.

This spell temporarily increases the dexterity and/or constitution of a target. Roll 1d4 +1, dividing the result between the 2 statistics as the caster sees fit (to a maximum of 18).

Dragon's Breath Shield

KS

This is a shield decorated with wrought iron, with a very rough and burnt appearance. In the center of the shield is a square grate, through which a constantly burning fire can be seen. This fire exists in a pocket dimension and can't be felt or seen from the other side of the shield. This fire casts light for 30 feet as a torch would, but only in the direction the shield is facing. Also once per day the wielder can fire dragon's breath from the face of the shield, affecting one 6-sided die worth of enemies in front of him. This does two 6-sided dice worth of damage and allows a Dragon's Breath saving throw to the enemy for half damage.

Wandering Mahishasura

CT

Move: 120 feet/turn

Alignment: chaotic evil

Hit Dice: 7

Attacks: 1

Armor Class: 7

Damage: By weapon

Treasure Type: Nil

Often mistaken for an obese garden-variety minotaur, the Mahishasura hails from a land far away and is powerfully controlled by its wanderlust. Mahishasura share all of the negative qualities of a minotaur. Gluttonous, simpleminded, evil, and immensely strong, they favor oversized two-handed weapons and frontal assaults. Their horns are small and their teeth are rotten, so they typically do not pursue physical attacks with their natural weapons.

Although they do not value treasure in the slightest they resent leaving it behind for others to enjoy – thus all their spoils are torn asunder, fouled with excrement, and then carefully hidden away – usually by an unmarked burial. Mahishasura embody most of the evil character defects – lusty, slothful, lazy, foul-tempered, and prideful. They are easily provoked to wrath but are too lazy to long pursue vendettas that take effort. While they like the idea of living in a maze they can't stand their own stench and clutter, and thus attempts at lairing are always transient. Recruiting them into armed service always is a mistake – they hate order and rules and are as likely to slaughter friend as foe. Males typically eschew clothing, preferring to demonstrate their copious manhood. Females are ever so slightly more demure.

Elmer (Minotaur Wizard)

J&RG

Move: 120 feet/turn

Alignment: neutral

Hit Dice: 6 (28 HP)

Attacks: 2 horns + 1 bite (or spells)

Armor Class: 6

Damage: 1-6 each (or by spell)

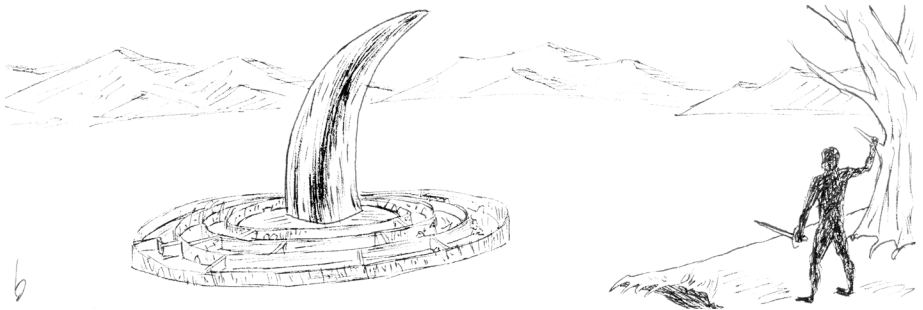
Treasure Type: varies

S18 I18 W16 C14 D14 C15 Minotaur (6 HD), Magic-User (6th level)

It is unclear whether the wizard Elmer is an actual minotaur or a human spell-caster transformed into one. But this enigmatic figure is undeniably a minotaur now and feared and revered in equal measure owing to his obvious power and ability. Despite his monstrous appearance, Elmer is well spoken and fluent in any number of languages in addition to functioning as a magic-user as indicated. However, unlike a normal spell-caster, he performs as a cleric, recovering spells through meditation and rest, although there does not appear to be any deity involved. Elmer is also a minotaur, and enjoys greater physical strength and additional attacks in the form of a bite (seldom utilized) and two horns, although he generally prefers his magic to physical confrontation.

Note that Elmer's movement, hit points, and armor class reflect that of a minotaur, with spell-casting ability as befits his level/hit dice. Spells known are left to the DM.

Because he dabbles in strange magic, Elmer is viewed with suspicion by minotaurs and humanity alike. Even so, he is regularly sought out by both races for his knowledge and magical expertise. He can be difficult to locate, as he resides in a horn-like tower surrounded by a vast maze, when not exploring the world in search of new spell components or carrying out some quest he has agreed to fulfill. He is neutral (but generally honorable) and can be counted on to keep his word and return the treatment he receives from others. His true motives are unclear, for he is aloof and not given to loose talk; however, his unusual power suggests a link to cosmic forces (and alliances) beyond any mortal understanding.



The Horned Tower



As previously stated, Elmer resides in a windowless, horn-like tower, surrounded by a vast circular maze. The maze is stocked with minotaur guards loyal to Elmer, with additional monsters and traps as the DM so requires. Visitors bent only on pillage and plunder will be treated harshly, and anyone who manages to reach the tower itself will be disappointed, for the Horned Magi (as he is called) will remove his fortress, maze and all, from the mortal realm, perhaps to reappear elsewhere. Those with honorable intentions however, will be allowed safe passage to the tower and may even be granted an audience depending on what they seek. Elmer has many dealings in the world and is not above selecting capable (and deserving)

parties to carry out quests on his behalf, with all progress, for good or ill, monitored from the safety of his mysterious tower. Being aloof (and supremely patient), Elmer takes a long view of most events and seldom intervenes except on high-stakes missions as per the DM.

Elmer is a disciplined scholar who has devised many unique spells, including Elmer's Glue (found in *Fantastic! Exciting! Imaginative! Volume One*) and the DM is encouraged to add more. He will, of course, possess any number of other magical items and/or potions and scrolls.

The Staff Of Elmer

While Elmer prefers to use distance, magic, and the power of his horned tower to avoid injury, he is not above fighting when he must. To this end he carries an iron staff with a horned tip that acts as a +1 magic weapon and deals 2-7 hits of damage in combat. This also functions as a Rod of Cancellation once per day, although only against those who pose an immediate threat via some magical item.

Anvil, Dwarf of the Iron Hills

Z

Fighter: Level 1

Hits: 3 (current, 9 normally)

Armor Class: 5 (chainmail)

Height: 3 feet

Experience Points: 6

S17 I10 W4 C16 D12 C5

Very strong, impulsive, dextrous, quick to anger, tough, and plain

Equipment:

Battle-axe, carried on belt, wielded two-handed

Backpack: 50' of Rope, 12 iron Spikes, Tinder Box, Iron Rations

Water Skin (filled) • 13 EP (*found after defeating a goblin*)

Dungeon Encounter: The characters find Anvil hiding in the dungeon, trying to rest after being seriously wounded. Anvil is small for a dwarf, but very strong and tough. He will stubbornly fight to the death if attacked, but will also gratefully join a party that provides him with healing and/or protection. He tells of his recent departure from his home in the Iron Hills to seek his fortune, taking "everything that he could think of that he might need". He impetuously entered the dungeon alone, and his first encounter was successful. In a dark corridor he single-handedly defeated a goblin wearing chain & shield without injury to himself, and found a few coins. Anvil's next encounter was less successful. He wandered into a hill giant's lair in the dungeon and was swatted away by the giant. He escaped alive but with a serious wound. He is eager for revenge on the giant and will be happy to lead the party to its lair.

Note: This is an adaptation of a character who appears in several examples on pages 29-31 of J. Eric Holmes' 1981 book, *Fantasy Role Playing Games*, in the section describing character creation and combat in RPGs. I crafted the details provided by Holmes into a single backstory for the character. Anvil can be encountered in a dungeon as an NPC or used as a pre-generated character, in which case the previous encounters described above should be omitted.



Helm of the Ancient Enigma

SK

Wearers of this helm appear to have their face replaced with a black void, their eyes left to stare out from the emptiness – though a protruding schnoz may remain visible as well! The helm allows for control of one or more undead creatures of 5 HD or less, with the wearer treated as a cleric who is attempting to turn undead per the rules on page 12.

Inspired by PAGE TWENTY-SIX/TWENTY-SEVEN

Boots of Thundering Footfall

SK

These were some mad wizard's misguided attempt to fashion a pair of Elven Boots – using soles magically cut from petrified wood! Resounding with every step the wearer takes, these boots put any creature within 240 feet on alert. The patchy leather of the boots will lock to the wearer's form so tightly, the boots cannot be peeled off except by making a saving throw or, oddly enough, by way of a Knock spell.

Robe of Trucking

b

These unassuming-looking robes double the bipedal movement of the wearer for 2-8 turns, once per day. They can be used additional times in a day by rolling under the Intelligence of the wearer on 3 6-sided dice each time. If this roll is equal to or above the Intelligence score, the wearer does not gain the extra speed and instead halves their movement for 3-12 turns.

Piercing Shield

b

This shield has a sharp spike or blade mounted at its base. At the top of the round, before any actions have been declared, the wielder may declare they are using the shield for defense (default if no declaration is made) or especially to add to any damage they may deal in the round by 1 point, which entails losing the armor class bonus of the shield for the entire round.

Double-Headed, Saw-Toothed Spear

b

This spear deals 1 extra point of damage for its type. The user can forego the die of damage to cause their target to fall prone, making them fall to the left or to the right. A saving throw vs. turned to stone avoids the fall.

Speckled Muck

b

Move: 60 feet/turn

Alignment: neutral

Hit Dice: 3+1

Attacks: 1

Armor Class: 5

Damage: 1-4

Treasure Type: nil

Nearly clear and dotted with numerous bits of detritus, a speckled muck is a mobile mass of slime drawn to warmth and movement. It attacks with a mild acid that is especially damaging to paper, parchments, and light fabrics. Anyone attacked by a speckled muck needs to make a saving throw vs. magic wand or lose 1-4 such items irretrievably from each attack.

Pohroman's Wall of Perpetual Bleeding

SK

Situated at the end of a cool corridor, this stone wall drips blood from ceiling to floor. The first creature to taste the blood in any 7-day period may re-roll one ability score, accepting the result if it's improved, ignoring it if not. If the same creature is ever the first to taste the blood again, there is no affect. Any who smear themselves with the blood will see their armor class improved by 2 for 7 hours. It would take 12 turns to fill a vial. Any blood collected in a container will explode after sitting for 3-6 turns, causing 1 point of damage for each turn spent collecting the blood.

Dungeon Decay

b

Constant exposure to magical emanations may cause centuries old building materials to transform into something less than stable. Especially old tombs and labyrinths can suffer from arcane decay, causing walls, floors, and ceilings to slough away or melt, becoming more prone to collapse or soft enough to push one's way right through them. Smart monsters will use this quality against adventuring prey.



Knights of the Sable Turkey-Vultuer

RF

More of an esoteric, fraternal organization than any true knightly order, the Knights of the Sable Turkey-Vultuer did not withstand the test of time, despite grand ambition.

Its membership rarely exceeded the three founding members – brothers who the tavern-tales tell us met grim and repellent ends at the hands of three enigmatic sisters.

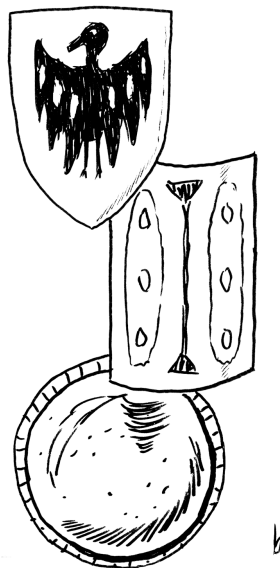
Those same tavern-tales also tell us that what HAS survived the years are the three magical shields commissioned by the trio. Forged and enchanted to commemorate the founding of their great new venture and herald a lifetime of “adventure, chivalry, and romance.”

While of varying colors, styles, and enchantments, all three shields are emblazoned with the heraldically unmistakable form of “Sable, Turkey Buzzard, Volant”.

Emerald Escutcheon: This heater shield of Sir Rufus the Placid is forest green and acts as a Shield +1, unless possessed by a Cleric, Elf, or Fighting Man of chaotic good alignment and at least 3rd level, in which case the shield also bestows +1 to hit & damage with missile-weapons, +1 to saving throw to resist spells, and casts *remove fear* (self only) once/day.

Scarlet Scutum: This is the heavy square shield of Sir Reginald the Purified. It is a Shield +1, unless possessed by a Cleric, Dwarf, or Fighting Man of lawful good alignment and at least 3rd level, in which case the shield bestows an additional +1 to hit & damage with blunt melee-weapons, +1 to saving throws vs. dragon breath; and casts *resist fire* (self only) once/day.

Argent Aspis: This silvery-white, circular shield of Sir Rupert the Pervious, acts as a Shield +1 until possessed by a Cleric, Fighting Man, or Halfling of neutral good alignment and at least 3rd level, in which case the shield also bestows an additional +1 to hit & damage with edged melee-weapons, +1 to saving throws vs. turned to stone, and casts *silence 15' radius* (self only) once/day. It magically sizes itself to accommodate its current owner.



The Morrigan Sisters

RF

Legends say these "sisters" are avatars or high-priestesses of the dark, more chaotic aspects of a grim goddess called the Morrigan. Half woman, half crow, these three ancient harpies are rumored to dwell near Crann Na Cnamha, a hill oddly known as "The Tree of Bones." The three sisters are never mentioned by name, being simply referred to as the Maiden, the Mother, and the Crone. There is nothing even remotely "maidenly" nor "motherly" about any of them.

(Except where noted below, the "Morrigan Sisters" have all traits and abilities of 'normal' harpies, are Treasure Type C (+ special), and are intended for 4-6 characters with assistance.)

Na Neaim

Move: 60 feet/turn, 150 feet flying	Alignment: chaotic evil
Hit Dice: 3 + 3	Attacks: 2 claws + 1 weapon
Armor Class: 5	Damage: 1-4 + 1/claw attack

"The Maiden" (*ahem*), embodies the wilder aspects of nature and fertility, which is personified in the harpy Na Neaim. This vicious creature wields an enchanted *hand-axe* +1 (+2 if used by a dwarf or halfling) which if thrown, returns to the wielder that round. She wears a *bracelet of regeneration* 2 h.p./round and a jade and onyx, signet-ring, emblazoned with the crest of the *Knights of the Turkey Vultuer* (value: 75 GP).

Na Babd

Move: 60 feet/turn, 120 feet flying	Alignment: chaotic evil
Hit Dice: 4 + 3	Attacks: 2 claws + 1 weapon
Armor Class: 4	Damage: 1-4 + 2/claw attack

"The Mother", symbolic of both fate, the land and of battle, is represented by Na Babd. This grotesquely large and muscular harpy wields an enormous, iron cauldron-ladle, which delivers 1-6 h.p. of damage and is a magical +1 to hit. If the target is a Cleric or Fighting-man, the cauldron-ladle delivers 1-8 h.p. damage and is +3 to hit. *The iron cauldron ladle of Na Babd*, also allows the wielder to cast *Purify Food and Water*, once per day. Na Babd wears an enchanted necklace strung with human teeth (several being gold,) that if worn in full view, will bestow +1 armor class and +2 saving throws versus any *Fear* type effects, magical or mundane (neutral or

evil alignments only.) There is a 20% that Na Babd will also be swinging (off-hand) her *iron cauldron* of protection +1, doing 2-7 hits per strike.

Na Macha

Move: 60 feet/turn, 150 feet flying

Hit Dice: 5 + 3

Armor Class: 4

Alignment: neutral evil

Attacks: 2 claws + 1 weapon or bite

Damage: 1-4 +3 claw, 1-6 bite

Magic, darkness and death are said to be the realms of "The Crone" Na Macha, the vilest and most blood-thirsty of the trio. Preferring to use magic first if possible, Na Macha will not hesitate when necessary to attack with talons, a war-club fashioned from a human femur, and even her razor-like teeth. Any creature bitten by Na Macha has a 15% per wound of contracting a *serious disease* (see: *Giant Rats.*).

Na Macha Knows the following spells: *protection from good, shield, darkness, and ESP.*

She also wields the *Shin-Bone of Sir Reginald* (the Pure), carved and enchanted by her own dark crafts; treat as a *Mace +1, +2 vs. spellcasters*; casts *Protection from good* (or evil) and *Detect Magic* once per day.



Harpy Brides

b

These variant harpies each imprint on a single male target. They approach with such ferocity, wailing and gnashing, that they force him to flee in fear if he cannot succeed at a saving throw vs. magic wands. Each harpy will focus upon her target and only her target, either as he flees or if he stands and fights. If the target dies, the harpy is free to chase and fight other targets, but does not invoke a new fear reaction. Female targets are immune.

Hydrafallen

b

If one who fell to the attack of a hydra is ever brought back to life by some divine means or otherwise, should they face a hydra again a die must be rolled for them. There is an even chance that they will be forever more a hydra-slayer, gaining a +3 to hit and to all damage they deal to a hydra, or else a complete coward in the face of a hydra (always under a fear effect).

Lake Hydra

b

Move: 60 feet/turn, swim 180/turn

Alignment: neutral

Hit Dice: 4 + 2

Attacks: 1/head (jet of acid spittle)

Armor Class: 6

Damage: 1-6 per head

Treasure Type: A

Smaller than their land-based kin, lake hydras spit acid instead of biting. They have up to nine heads, each represented by 3 hit points. Should all of its heads be eliminated but hit points remain, new heads will spring up. Thus, examples of this creature with high hit point rolls can grow new heads even during a fight. They inhabit both surface and underground lakes.

Shield of Confusion

b

This common shield is decorated with a highly distracting pattern. Creatures facing a character wielding such a shield must roll a saving throw vs. poison or suffer a -1 penalty to all actions. If the creature has more than one head, a saving throw is made for each head, and the effects are cumulative. In any case, the effect wears off after 1-6 rounds.



The Monster's Glance

b

Very occasionally, when fighting a powerful monster, that monster will take a moment that seems to last for a minute to glance over their shoulder or off into the middle distance. This signals the arrival of yet another powerful monster, often a rival of the one being fought. Use the reaction table to interpret the intent or attitude of the new arrival, once they reach the scene.

Wild Things

b

Move: 120 feet/turn

Hit Dice: 1, 2, or 3

Armor Class: 7

Treasure Type: Q, R, T

Alignment: chaotic evil

Attacks: 2 claws, 1 bite

Damage: 1-4, 1-6

Wild Things are bipedal, animal-like creatures with human or humanoid faces. They stand 8-11 feet tall, and most have a great bulkiness to them. They might look mostly like a bison, goat, cock, *merino*, *cat*, an *ant*, or *mice*, but are not strictly anthropomorphic forms, nor modeled on a single animal. When impressed by power, they are welcoming to those who need shelter or a place to hide. They are *more antic* than menacing ...at first. The greater the amount of time spent with them, the more attached they become to their guests, developing a clinging fondness. Soon enough, they would rather eat their guests, than see them leave... In their minds, this is *not a crime*.



Monster Lure

b

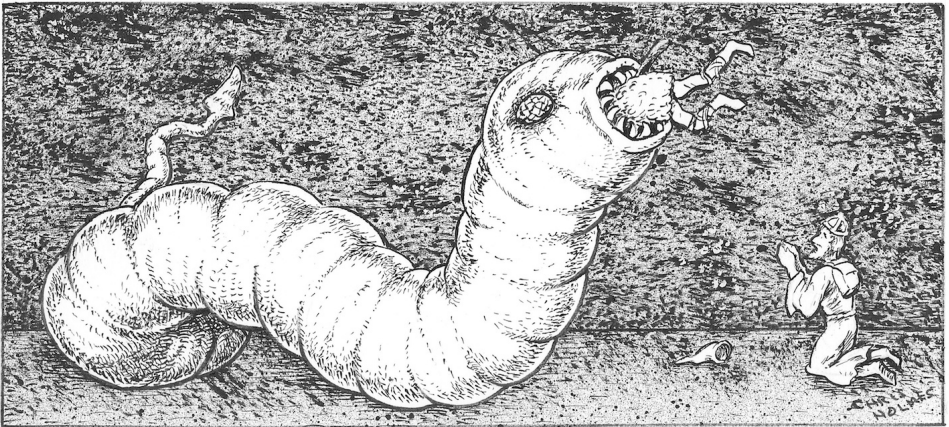
This is a whistle or other noise-making device that draws monsters inexorably towards its sound. It affects monsters of at least semi-intelligence, or those of man-like intelligence but prone to rage and ferocity. If they hear the sound and fail a saving throw vs. turned to stone, they must pursue it. Thieves with their talents for stealth and subterfuge are especially good at employing the lure, gaining a bonus of +1 (10%) to acts when using it, including making the saving throw more difficult for the targeted creature.

Inspired by PAGE THIRTY-ONE

Thumper Tom's Mace of Mollification

SK

When whirled in the air, this mace whips up an invisible force that can be slung at a creature to reduce its hostility. The creature's reaction is checked using the Hostile/Friendly Reaction Table. On a 2, the creature attacks as normal, unaffected. On a 3-5, the creature attacks as normal, but its reaction is checked again before the next round. On a 6-8, the creature does not attack, but it defends as normal and its reaction is checked again before the next round. On a 9-11, the creature may wander off or surrender – adjudication is left to the referee based on the situation. On a 12, an intelligent creature may seek to join the party; otherwise, treat the same as 9-11. The *mace of mollification* can only be used once per day. Note that the mace can also be used preemptively: when a negotiation goes bad, use it to force a new roll on the reaction table.



Living Conduit

b

Move: nil or 30 feet/turn

Hit Dice: 5 + 1

Armor Class: 6

Treasure Type: E

Alignment: neutral

Attacks: bite

Damage: 2-8

This massive creature attaches its tail-end to a doorway or cavern passage, sealing it off and defending it fiercely. Their girth depends on the size of the doorway and their length is several times that figure. They will swallow a foe with their capacious mouth anytime they roll half or less of their maximum possible damage. They are quite tenacious, but anyone swallowed by them will find walkable passage to the door, passage, or tunnel, without harm from inside the beast.

Wexley Worm-Cursed

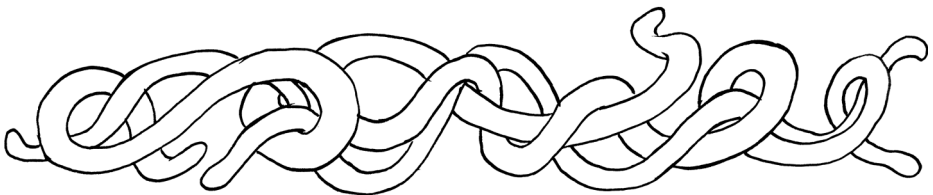
JB

Wexley met his fate in a long forgotten level beneath the Tower of Zinupos. Despite telltale signs of malevolent magic, he donned the silver amulet, only to awaken – after a brief respite in the subterranean labyrinth – in the form of a mottled, purple worm!

Though he retained his intelligence, Wexley was unable to communicate with his fellow adventurers. Following a brief and pitiful struggle to subdue the monster, his comrades opted to retreat and seal up the entry stair to the level, leaving their companion behind.

Ever since, Wexley has wandered the dungeon, undeterred by the darkness, living on what creatures he can devour to feed his ravenous appetite. Despite his predicament, Wexley has not succumbed to spite or insanity, nor does he resent his abandonment... that was many years ago, and any of his friends that survive are certainly too advanced in age to offer aid. Were he to encounter adventurers from the surface, he would not attack, hoping they might provide an end to his curse.

In his current form, Wexley has all the abilities of a purple worm (60 hits). If a remove curse is used to rid him of the amulet, he returns to his natural form of a 3rd level fighting man (15 hits) of chaotic good alignment.



Shield of Abeyance

b

This shield is designed with a threatening edge to its lower end. Creatures of low or semi-intelligence will hesitate when attacking a person wielding such a shield. If the monster's attack die alights on an odd number, subtract one from the result as if they had rolled one point worse, and resolve the attack as normal from that point.

Inspired by PAGE THIRTY-TWO

Helmet of Ultimate Ambition

NM

Seemingly a typical top and strap metal helmet, this radiates magic but not evil, on detection. When any character puts it on, they feel a slight twinge at first, then nothing special for 1-4 hours. The DM chooses a "goal" the character is driven to seek, with a 5-in-6 chance it goes along with the main plot line, or 1-in-6 that it's unrelated. When working towards the goal the character gets +1 to initiative, -1 if not towards it.

Focused on the goal, the character eats & sleeps less. After 1 day they lose 1 to STR, WIS, CON, and saves, with a 1-in-8 chance they just run away to their goal. Penalties increase at 2 days (-2, 2-in-8 run), 4 days (-4, 3-in-8 run), and 1 week (-6, 4-in-8 run). If the goal is not met or they are not stopped, they could literally run and work themselves to death.

The helmet is physically 'stuck' on the character, it cannot be simply removed without killing them. *Remove fear* will neutralize the ambition, but with a 1-in-10 chance the character won't want to remove the helmet. The goal will be gone but the character will resist losing the helmet. A full day must pass before asking again (with another 1-in-10 roll), or the helmet can be removed by using another *remove fear* spell.

Skeleton Merchant

TF

"Don't waste your time with that."

The startled thief let go of the heavy axe, It's dull head hit the floor with a thud. "Wh- who's there?" she whispered, her hands racing towards the iron dagger at her side. "Don't waste your time with that, either. It won't do you any good," proclaimed the hollow, chattering voice.

"Look. Down here. We are already quite dead."

The thief gazed at the pile of dusty bones beneath her, her eyes as wide as diamonds, her mouth agape.

"Now, now. Let's get you a real weapon. Consider this a gift, we haven't had a visitor in quite some time," the voice chattered. A patch of nearby soil began to stir. Heaps of dirt fell to the wayside like tiny landslides as a skeletal hand rose from the dirt, clutching an ornate silver dagger in its bony grasp.

"This is for you," the hollow voice proclaimed, as the skeleton hand relaxed its grip, "...take it and go. There is much more for you here, too, should you return with gold..."

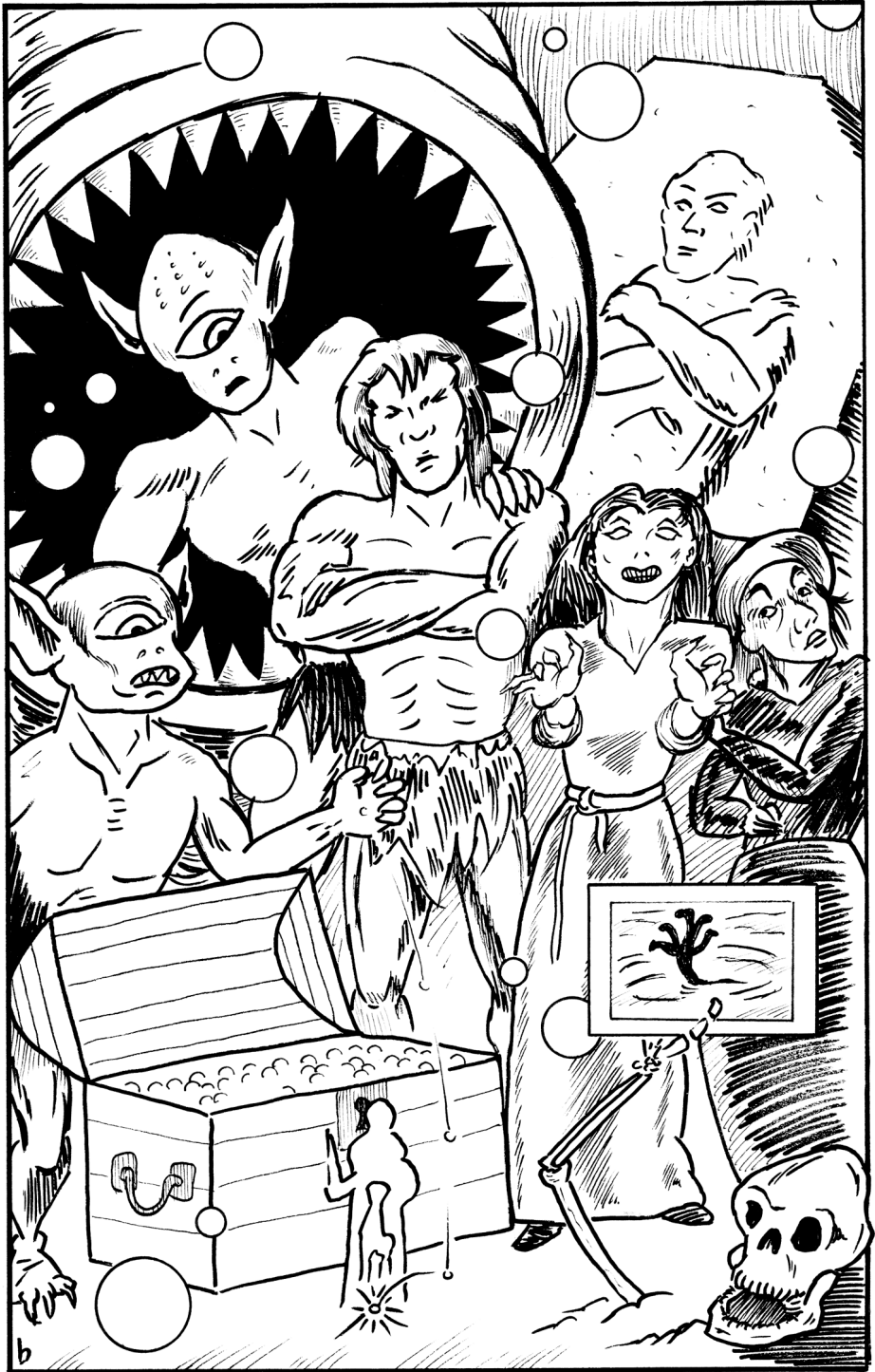
The thief snatched the dagger from the hand and retreated into the shadows of the deep, dark below.

"Do come see us again, love!" the pile of bones laughed, its hollow voice echoing through the dungeon.

Among the dungeons and dark dwellings of the world lie a great many skeletons. Bone piles and scattered skeletal remains are not uncommon in such places. What is uncommon, however, are heaps of skeletons that talk. Even stranger, these talking bone piles run a marketplace from their own graves. These markets accept payment in gold, and have the same inventory and prices as noted in the rule book.

The availability and costs of certain weapons and items may be modified at the discretion of the referee. All of the items sold by a skeleton merchant function the same as items sold by a common merchant, but they are often strange and macabre in appearance. When purchasing items from a skeleton merchant, the payment in gold is placed on the ground near the pile for a skeletal hand to reach out and grasp. Purchased items are delivered in similar fashion. Anyone foolish enough to try to grasp that hand will either be electrocuted to death or dragged underground, never to be heard from again. Attacking the skeleton hands or bone piles causes many more hands to emerge, all capable of casting *lightning bolt* at will.

The merchantry of skeleton piles involves more than the selling and trading of goods, they also offer a great deal of other services. Items and weapons may be placed on the ground for the skeletons to pull under. They may be appraised, repaired, examined for magical properties, stored, or even transferred to another bone pile somewhere else in the world. For whatever reason, the skeleton merchants are all connected. All of these bone piles seem to know each other, sometimes well enough to bicker and gossip about other bone piles. Items placed in their care have a rare chance of being returned cursed. Items and weapons of divine power are often "misplaced" or broken by the skeletons.



Magic-user/Elf spell: Detect Mundane

RS

Level 1; Range: 60 feet; Duration: 2 turns

This spell reveals the absence of enchantment and glammer by changing the vision of the spell's subject. It can confirm that an item, person, or area is ordinary, by creating a dim glow around all observed things that are not magically altered or enhanced. By this method, completely dark rooms can become "lit" for the subject of the spell, except for any magical items therein. Also, the subject can 'see' within a magical darkness, since the darkness has a magical source.



Giant Coins

b

The coins of giants run from 9 to 12 inches across. Giants use them not only to settle debts and make payments, but also to communicate their opinions of each other. The coins feature figures both revered and reviled among giant-kind. Giving a coin featuring an offensive subject will settle a debt, but will also indicate a hatred or reinforce a feud. Each coin is of mixed metals and is worth the gold equivalent of one six-sided die multiplied by twenty.

Crate of Soldiers

b

The only known such box still contains hundreds of half-inch spheres. When each is thrown to the ground, it springs into the form of a basic fighting man, with 3 hp, a simple weapon, and an armor class of 8 (shield). They are some kind of automaton, not truly alive, and take the first order uttered.

Sword Of Kings

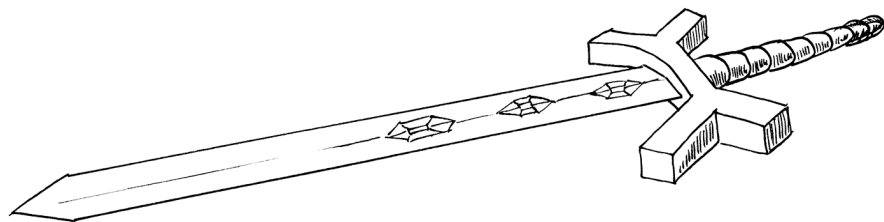
JB

This one-handed, double-edged sword is of obvious quality. Forged of steel of exceptional purity, it is lighter than another blade of equal size, incredibly flexible, and retains an extremely sharp edge with minimal care. The sword was handcrafted by the master smith *Ulfberht* at the height of his prowess (it bears his stamp upon the blade) and provides a +2 bonus to attack rolls, though the weapon is not actually magical. The gold-wired scabbard is set with polished stones and is easily worth 1,500 gold pieces, even without the weapon it holds.

The Glittering Sword

b

This sword is resplendently decorated with gems, fine metals, numerous embellishments, and swirls of intermingled metals. Brandishing it causes the foe you are facing to drop to the bottom of the initiative if they are of human or near-human intelligence or they are a creature known to be drawn to shiny objects. A saving throw vs. death ray avoids this effect. The decorations may be of genuinely high value or may be mere paste and plating.



Sword of Dragon Slaying

NM

A longsword of light weight and fine construction, its standard power is +1, +2 vs. all dragons. Seven fine (100 GP) gems are inlaid up the scabbard, 1 more on the sword top. When fighting a dragon, if the character rolls a 20, the referee rolls percentile (01-05 activating its special power). The dragon will take 40 points of damage (save vs. *magic wand* for half), and one gem will turn into a cloudy glass. When the 8th gem on top is activated, there is no save. The scabbard must be worn, or within 100' of the sword for gems 1-7 to work, and the 8th will only work if the other seven have been spent.

After all gems are spent, the sword retains its +1/+2 enchantment.

Ivory Skull of Verminous Illuminations

RF

A skull of carved “ivory”, with a candle ensconced atop its crown that when lit and left to sit for 1-4 turns will magically summon a small creature inside the skull’s cavity (see table below). This creature will serve the skull’s owner as a “lesser familiar” for 3-12 hours (unless killed or dispelled) and has the following abilities & traits:

- The minion can communicate one word messages and responses telepathically, if within 100’ of the skull.
- The minion is utterly obedient to the owner of the skull (within reason).
- The skull’s owner may choose to see, hear, and speak through a summoned minion at anytime, for a 3-6 Turn duration, after which the minion is dispelled and 3-6 hits of damage delivered to the owner.

All minions (excepting #6 below) are AC 7, and have 1 hit point. All minions understand the common tongue, but they do not speak.

The candle atop an ivory skull of verminous illuminations will have 1-6 uses when first discovered. Once the enchanted candle burns its last, the skull crumbles to ash.

<u>Roll</u>	<u>Minion</u>	<u>Note</u>
1	Mouse	Only detectable on a roll of 6; detects secret doors 5-in-6
2	Spider	Treat as invisible; climbs walls, moves silently
3	Tree-Frog	Communicates from a distance; climbs walls, moves silently, sees in the dark
4	Snake	Only detectable on a roll of 6; tracks by smell, sees in the dark
5	Mole	Burrows, move silently, hear noise 5-in-6
6	<i>Special</i>	Roll percentile dice: 1-40) Summons 1 pixie as a minion, 41-80) Re-roll, ignoring this result hereafter, 81-100) Summons a shadow (20%) to attack the skull’s owner and companions

Bubbles of Death

RF

This small screw-cap container holds a viscous, glistening fluid, inside of which floats a small "wand". When the hooped end of the wand is dipped into the fluid and then blown through carefully, 1-4 magic bubbles are produced and begin float about in random directions for 10-40 feet, before bursting harmlessly.

However, if a bubble encounters a living target, it does not burst harmlessly, but bursts into flames, as does the target creature, causing 2-12 hits per bubble. The flames are easily extinguished with assistance, but cause 1-6 hits per round otherwise. Bubbles are subject to air currents and to bursting harmlessly against non-living obstacles and objects. Each container holds 3-12 applications worth of fluid

Whimsical Wand of Wondrous Walking-Sticks

RF

A silver and black lacquered wand useable by clerics and magic-users of the 3rd experience level or higher, this wand may be activated to magically extend into one of six useful (random) and magical walking-sticks.

These staves last for 2-12 hours, before transforming back into a small, black, magician's wand. The whimsical wand itself has 3-12 uses before it bursts into a choking cloud of trail-dust and road grit.

Die

Roll

- 1 Forest-Rover's Stave: This gnarled and leafy 6' staff acts as a silvered weapon, grants immunity to ghoulish-paralysis, and adds +2 to all saving throws against any powers, abilities, and effects of the undead.
- 2 Nomad's Iron Rod: This straight dark-iron rod, about 4' in length, grants immunity to *sleep* and *charm*, does +2 (magical) damage to all types of elves and fairies, and gives a +1 to saving throws vs. spells.
- 3 Longstrider's Baton: A small 1' baton tied with tassels and brightly colored streamers; grants +1 initiative, +50% move speed, -1 to armor class, and +1 to saving throws against any forms of physical restraint or restriction (*hold person*, *slow spell*, *web*, etc.)
- 4 Wayfarer's Walking-Stick: This is a 3' long walking-stick of finely scented, intricately carved rosewood. When activated, it grants the chameleon like power and nauseating odor ability of a troglodyte. The walking-stick also confers a +2 to all other detection rolls and to any

saving throws to resist illusion, phantasm, or deception, magical or otherwise.

- 5 Pilgrim's Staff: A plain, white-oak staff 6' in length that casts the following spells once/day: *light*, *purify food and water*, *resist cold*, and *speak with animals*. The pilgrim's staff also grants a +2 to saving throws vs. poison, and -1 to armor class.
- 6 Highwayman's Truncheon: A gnarled, black-oak shillelagh that acts as a +1 magic weapon (+2 vs. lawful opponents), doing 1-4 damage (1-6 vs. lawful opponents), and grants the truncheon's wielder thief's abilities equal to ½ their current experience level (rounded down).

The Lady's Favor

RF

Appearing as a fine scarf, a gossamer veil, or even a silken sleeve, this enchanted fabric activates once it is displayed on the arm, neck or weapon of any Fighting-man or Thief. Only one favor may be displayed (active) at a time, below are some examples.

White Satin Scarf: Grants a temporary score of 18 to charisma for 1-6 turns once per day. If the wearer is of a lawful alignment; the scarf can also heal 1-4 hit points +1 hit point per level of the wearer every 12 hours.

Gray Gossamer Veil: Equal chance to act as a *ring of protection +1* or as a *ring of invisibility* once per day for 1-6 turns. If the wearer is of chaotic alignment, every 12 hours the favor acts as either an *elven cloak* or *elven boots* for 1-4 turns +1 turn per level of wearer.

Silken Scarlet Sleeve: Casts *protection from good/evil* once per day. If the wearer is of the neutral alignment they may also cast *detect good/evil* and *know alignment* once per day, each.

Orb of Transcendental Piety

RF

About the size of a halfling's skull, this smallish crystalline orb grants the cleric who wields it a brief, semi-direct conduit to a higher plane, thus granting spellcasting abilities of 1 experience-level higher than the wielder's current level. The effect lasts for 1-4 hours.

But there is a cost: each time the orb is used to enhance spellcasting abilities, the cleric sacrifices 1 point of constitution per total caster-levels gained, for 4-24 hours. For example; a 2nd level cleric, enhancing spell-power to 3rd level would sacrifice 3 constitution points for 4-24 hours, a 3rd level cleric 4 points, and so on.



Ghost Eye

J&RG

This item appears as a crystal ball, except that anyone using it will be greeted with a ghostly phantom figure who offers to answer one question per day. The answers so given will always be accurate, albeit limited to the mortal realm, making this a powerful item. However, whenever it is used the DM rolls a secret saving throw (vs. spell). Failure means the character becomes obsessed with the eye, spending an increasing amount of time staring into its

depths and neglecting food, hygiene, and especially the company of others. Again, this roll is made every time the eye is used, with each successive failure resulting in more egregious and paranoid behavior. Any attempt to take the item will result in hostility, although it can be destroyed by inflicting 50 points of magical damage against it, at which time the phantom (treated as a wraith) briefly manifests and then departs, freeing the character from its obsessive grip.

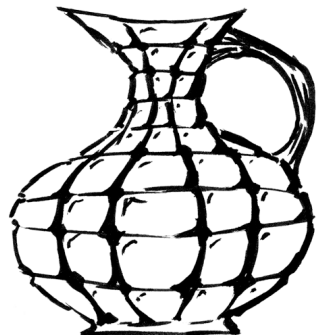
Chameleon Skin Chianti

RF

This decanter of darkly carved crystal, contains a deep red vintage that when ingested grants the imbiber the ability to magically alter the texture and pigmentation of their skin and clothing at will for 1-6 Turns. This full bodied, yet subtle liquid enchantment also grants a 30% to remain undetected (even in daylight), and grants surprise on 4-in-6 to anyone not wearing metal armor. If the drinker is a thief, they also gain additional thieving abilities equal to one experience-level higher than their current one (or +5%).

There is of course, a "side-effect". Each use of the vintage causes a character alignment-shift and all the potential character/class penalties (or advantages) involved therein. Roll the percentile dice: 1-30) lawful evil; 31-60) chaotic evil; 61-90) neutral; 91-00) no change.

Each decanter contains 2-8 "servings" and once empty is worth 75 GP.



Un-Death's Gloom

b

When created or risen, some undead creatures exude a special aura of darkness. This aura begins when there are sufficient HD of the creatures within sight of each other, a number decided upon by the referee. Despite any sources of illumination, the chamber or space becomes completely dark, save for sharp, disorienting glimmers or dashes of light. The undead themselves now bear a glow which does not illuminate the room. They can use the features and furnishings of a room to their advantage while anyone else is increasingly hampered and confused. Every round, a saving throw vs. death magic is made, and those that fail reduce all to-hit rolls by a cumulative 1. If a single monster's hit dice or a group's collective hit dice are reduced below the required number, the effect ends abruptly.

Flesh Eating Sarcophagi

b

The word "sarcophagus" comes from the Greek, meaning literally "flesh-eating". When skeletons emerge from sarcophagi, they do so in hopes of regaining their flesh! Being placed in the sarcophagus preserves the life force, but consumes the flesh – by placing another subject inside, as that victim's flesh leaves them, the previous victim's flesh returns to them (assuming they haven't been killed in the attempt). Animated skeletons in such a situation fight to subdue, rather than kill, and 90% of the damage they deal returns 1 Turn after the fight is over. However, anyone they place within a sarcophagus is held in stasis once inside, unable to escape.

Tomb Writing

b

Undead creatures resting in coffins, sarcophagi, or crypts can be enhanced by placing enchanted writing or runes on the container. This writing takes 2-24 weeks to affect the undead creature, but can be negated instantly by defacing or removing the words. Typical effects include: improved Hit Dice, improved Armor Class, spell-casting abilities, ongoing protections (i.e., from good, et. al.), turning resistance or full immunity, adopted abilities of other types of undead creatures, enhanced damage, ability-draining attacks. A single receptacle can bear up to eight such enhancements, requiring an evil cleric to create them, one enhancement per level of the cleric.

Inspired by ART FROM THE UK EDITION

The entries below were inspired by the art that appeared within the first two printings of the rulebook in the United Kingdom. Subsequent UK editions reverted to art used in the American printings.

The Dwarf Brothers Gornrilsson

JB

Three dwarf brothers — Heinrich, Bjorn, and Gunner — are available as hirelings, though only as a group. They will insist on full shares of any gold or gems found, but care not for other treasure, so long as their employers provide them with food, healing, and sundry expenses. Each brother is 2nd level, possess 14 hits, and is AC 4 (chain and shield), save for Gunner (AC 5) who wields a two-handed battle axe in combat. The brothers Gornrilsson are all of lawful good alignment, will never abandon a comrade, and will fight to the death to aid or avenge one of their brothers.



Cavemen

b

Move: 120 feet/turn

Hit Dice: 2 + 1

Armor Class: 8

Treasure Type: J (+ Q in lair)

Alignment: neutral

Attacks: 1

Damage: 1-6

Cavemen are simply men of an extremely primitive culture, generally not having or only just having discovered how to make fire. They may be completely pre-language, or else have a 'vocabulary' of up to 20 words.

Mono-Clops

b

Move: 150 feet/turn

Hit Dice: 1/2 to 6

Armor Class: 6

Treasure Class: D, I + 3-5 gems

Alignment: chaotic evil

Attacks: 1

Damage: varies

Mono-clops have intense vision powers, and live a life driven by greed, jealousy, and status. They favor spherical gems of many facets as a measure of their wealth. They can fire missiles and throw weapons into combat with a minimal chance of hitting their own kind or their allies.

If resolving their missile fire as do giants, they use the difference of the two dice, not the greater of the two dice. They can exclude a number of targets from the area of effect as they have Hit Dice (1 minimum). If figures are not used, treat the projectile as a missile on the combat table, but at a +3 to hit.

They can all see minute details as far as 120 feet away. The special characteristics given below are possessed by each higher type on the chart. The larger they are, the rarer they are. Seeing nary a single sun's ray, their pelt-strewn lairs can be described as "hairy housing".

Type	Hit Dice	Size	Damage	Special Characteristics
Basic	1/2	4-5'	1-6	See perfectly in the dark to 240 feet
Giant	2 + 1	7-9'	2-9	& throw rocks as a stone giant
Titan	6 + 2	13-15'	3-18	& throw rocks as a frost giant



Mono-Clops Overlord

b

Often witches or warlocks bully a group or tribe of mono-clopes into serving them. They must exceed the HD of the group (or individual, in the case of a mono-clops titan), and sometimes to do so they team up, such as a coven of witches dominating a dozen or more basic mono-clops. If an overlord can control a mono-clops of higher status, that mono-clops can in turn control mono-clopes with lower hit dice, thus extending the overlord's power and control.

Ring of Silence

b

Designed to be attached to a suit of armor, rather than worn on a finger, this adornment confers a 20% chance of move silently as does a Thief or, if that ability is already possessed by the character, enhances it by 25% (to a maximum of 60%). If attached to the armor of an 'obbit, it will grant them their racial hiding abilities in one additional environment, chosen beforehand by the referee.



Mulligan's Baubles

b

These marble-sized glass beads come in various colors and clarities. When dropped to the ground they shatter, and change an immediately preceding event. A character can stand-by with one ready, and cause an event they are in line of sight of to roll-back and occur again, with a different outcome. The player simply forces a re-roll of a just-rolled die, thus if a hobgoblin has just struck his ally, he could drop a prepared bauble and then the hobgoblin's to-hit die is re-rolled, and the new outcome taken. If the die comes up on the same number as it originally did, it is re-rolled again until a different number is achieved.

Should a character be carrying one or more of mulligan's baubles and suffer a fall or other such impact which will break the baubles, the referee is encouraged to be creative in creating a chaotic, or even surreal, outcome!

This supplement was created by members of the Holmes Basic community on G+ – more Holmesian goodness than you can shake a sparkly wand at...!

If you think you might like to contribute to future volumes of F.E.I., consider joining the G+ community and look for announcements there about joining us next time!



ABOUT THE EDITOR

The editor of this booklet, bygrinstow has been a retail drudge, an entrepreneur (even eventually learning how to spell it without spellcheck), a husband for over two decades, a dad for nearly two decades, a gamer for four decades, an illustrator – and a writer in a sense that’s just slightly more advanced than saying that a typist is a writer. He once was driving a car that flipped up onto two wheels (and allegedly survived). Deep regret is all he feels for the Harryhausen gag. He is much the same as you, just differently. He has recently finished his first novel and is very excited to start reading another one...

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First Printing, November 2017

Dr. Holmes himself said the game was "fantastic, exciting, and imaginative." We all heartily agreed then, and we all heartily agree now. Still under the spell of that blue-covered book 40 years later, we created a second plethora of new gems to inject into games run with those rules (or honestly, any similarly straight-forward such rules).

Herein you will find well-over **70** new ideas for your game – all of it inspired by the *ART* in the original book! New spells, new magic, new monsters and new threats, new directions to explore, and plenty of new twists on the classics.

Warm up your dice – *Adventure is here!*

