

Enhanced Gateways & Golems

Don't hate the game, hate the player

SlaughterGrid



by Rafael Chandler

Enhanced Gateways & Golems

SLAUGHTERGRID

Neoplastic Game Nodule



by Rafael Chandler

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Sandy and Pavel did a tremendous job bringing all this ugliness to life.

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Much gratitude to Stuart Marshall for OSRIC.

And thank you! I hope you dig this adventure.

"Never become despondent; fight until the very end."

- E. Gary Gyax

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SLAUGHTERGRID: PLAYLIST

Here are the songs I listened to when working on this module:

Agalloch - Blood Birds
Agalloch - Limbs
Amebix - Visitation
Amon Amarth - Arson
Amon Amarth - Doom Over Dead Man
Amon Amarth - The Last Stand of Frej
Amorphis - Warrior's Trial
Arch Enemy - Savage Messiah
Arch Enemy - Under Black Flags We March
Autopsy - Torn from the Womb
Behemoth - Alas, Lord is Upon Me
Behemoth - Lucifer
Behexen - Rituale Satanum
Bolt Thrower - Mercenary
Bolt Thrower - Those Once Loyal
Cancer - Tribal Bloodshed, Part 2: Under the Flag
Coalesce - Blend as Well
Coalesce - Counting Murders And Drinking Beer (The \$46,000 Escape)
Coalesce - The Comedian in Question
Crowbar - December's Spawn
Cult of Luna - Eternal Kingdom
Cult of Luna - Owlwood
Dark Fortress - As The World Keels Over
Dark Fortress - Shardfigures
Dark Tranquillity - Inside the Particle Storm
Dark Tranquillity - Iridium
Dark Tranquillity - Out of Gravity
Daylight Dies - A Dream Resigned
Deicide - Hang in Agony Until You're Dead
Enslaved - Ascension
Enslaved - Center
Enslaved - Tides of Chaos
Evile - Genocide
Exodus - As it Was
Exodus - Hammer and Life
Exodus - Nanking
Exodus - Shudder to Think
Fear Factory - Body Hammer
Fear Factory - Moment of Impact
Fen - As Buried Spirits Stir
Fen - Bereft
Goatwhore - Of Ashen Slumber
Goatwhore - To Mourn and Forever Wander Through
Forgotten Doorways
Godflesh - Circle of Shit
Godflesh - Hunter
Godflesh - Merciless
Godflesh - Witch Hunt
Gojira - Of Blood and Salt
Gojira - Vacuity

Helmet - Overrated
Helmet - Sinatra
Insomnium - In the Groves of Death
Insomnium - Lay the Ghost to Rest
Insomnium - Weighted Down With Sorrow
Lord Belial - Antichrist Reborn
Lord Belial - Black Wings of Death
Melechesh - Emissaries and the Mysterium Magnum
Melechesh - Mystics of the Pillar
Meshuggah - Break Those Bones Whose Sinews Gave It Motion
Meshuggah - Lethargica
Meshuggah - Obzen
Ministry - Crumbs
Ministry - Khyber Pass
Ministry - The Last Sucker
Napalm Death - Plague Rages
Nile - Sarcophagus
Novembers Doom - Collapse of the Fallen Throe
Novembers Doom - They Were Left to Die
Pig Destroyer - Pixie
Portal - Curtain
Scar Symmetry - Artificial Sun Projection
Scarve - The Perfect Disaster
Sepultura - Ostia
Sepultura - Spectrum
Setherial - Relinquishment From the Unlighted Chambers
Shai Hulud - Cold Lord Quietus
Shape of Despair - Angels of Distress
Shape of Despair - Quiet These Paintings Are
Six Feet Under - Seed of Filth
Six Feet Under - Ten Deadly Plagues
Skrew - Crawl
Skrew - Dark Ride
Skrew - Porcelain
Skrew - Swallow
Slayer - Blood Red
Slayer - Divine Intervention
Slayer - Expendable Youth
Slayer - In the Name of God
Slayer - Mandatory Suicide
Slayer - Seven Faces
Slayer - Spill the Blood
Soulfly - Inner Spirit
Stompbox - salt peter exit wound
Strapping Young Lad - Imperial
Strapping Young Lad - Landscape
Sylosis - From the Edge of the Earth
Synthetic Breed - Cybernetics
Unsane - Get Off My Back
Unsane - Out
Unsane - Stop

BACKSTORY

Fill this in, using the tables below:

The SlaughterGrids were built by genocidal halflings, aeons ago. Mammoth automatons of stone, maintained by small crews, they were sent to fight against (TABLE 1), and they were later responsible for the destruction of (TABLE 2).

One of the massive constructs strayed from the others and stumbled, lost and directionless, through foreign lands. Across planes and realms, it left a trail of unspeakable destruction. Finally, it reached (name of your world/realm). Armies were deployed against it.

It killed thousands at the battle of (insert name of prominent geographical location in your world, or roll on TABLE 3). Led by (TABLE 4), a group of adventurers entered the SlaughterGrid and made their way to her brain, which they destroyed by means of powerful magics. The SlaughterGrid collapsed near (name of location in your world, or roll on TABLE 2 again), and eventually, was covered over by grass and vines.

Its pelvic mound now resembles a dirt-covered hill, and the bulk of the SlaughterGrid is actually under the earth. Yesterday, its orifice opened, and (TABLE 5) entered. They were not heard from again.

Adventure awaits...

TABLE 1: ARMIES

1. the shimmering legions of the Dragon Elves
2. a filth-caked coalition of trolls, ogres, and goblinoids
3. the demon hordes of Mictlan and their infernal lords
4. a ticking bronze army of gnome-wrought automatons
5. the undead phalanx of Lich Queen Marizela Bone-Wright
6. ten thousand stalwart dwarves marching in silent formation

TABLE 2: LOCATIONS

1. Mecha Zel, subterranean clockwork kingdom of the gnomes
2. Miravell, a glorious city of pearl-encrusted spires and opal dragons
3. the Temple of Murder, where the Guild of Reapers kept the First Sickle
4. Greyflesh Keep, a citadel of necromancers and fornicators
5. Jurndar Hall, where the North-Women raised voracious Frostwyrms
6. Rokesta Tower, focal point of the halfling campaign against humankind

TABLE 3: GEOGRAPHY

1. Lake Hvergelmir
2. Ravenpeak Mountain
3. Cloakmire Marsh
4. Khulgra Falls
5. Gandvik River
6. Mount Corbenic

TABLE 4: LEADERS

1. Lady Delphinia, Bladeborn Warden
2. Izmirlian the Red, plains-ranger
3. Karolina the Misericorde, Elven Assassin
4. Vashti of Jamsheed, Tularian Wyvern-Rider
5. Amenophis the Second, Light of the Sky
6. Brother Haemon the Dirge-Singer

TABLE 5: ADVENTURERS

1. Four scarred veterans seeking their fortune
2. Five louts too intoxicated to feel fear
3. A half-dozen youths armed with wooden swords
4. Six brave heroes in search of destiny
5. A group of desperate thieves and graverobbers
6. A band of adventurers lustung for treasure

STATE OF AFFAIRS

Experience Points

Ignoring encounters during the hexcrawl, and setting aside any random encounters, there are approximately 13,000 XP worth of monsters in this dungeon (assuming that the characters find and kill/defeat/outwit them all).

Random Encounters

The default likelihood of encountering a monster in an empty room is 1 in 6, but that number increases by 1 with each new room that the players enter without an encounter of some kind (2 in 6, then 3 in 6, etc., then resetting to 1 in 6 after an encounter has transpired).

Level 1

Here, small creatures feed on guano, and are in turn eaten by ambulatory mushrooms and various carnivorous animals. Mivik, a cave goblin, has escaped the carnage on Level 2, and has made his way up here. The ovum can be found on the western end of this level, and ladders to the north will lead down to Level 2.

Level 1 Random Encounters

1. Cadaver Carver
2. Impaler
3. Dropper
4. Grey Recluse
5. Clutcher
6. Ascomyte
7. Random level 2 monster
8. Random level 3 monster

Level 2

While fleeing religious persecution among their kind, a group of goblinoids broke through a cave wall and discovered SlaughterGrid. Taking residence on the second level, the small tribe has lived here in peace for several years. The domestication of several amorphids (slimes, mires, gels, and so on) has allowed them to hold the line against the otyugh-kin of level 3. The goblinoids, who worship Lady Elizabeth Lack-Heart (patron goddess of halflings), have accepted an elven mage named Kaiva as one of their own, and some of them revere her as an avatar of Lady Elizabeth

Random Level 2 Encounters

1. Kobold, Deep
2. Orange Mire
3. Amber Sludge
4. Gnoll, Murk
5. Stone Dreck
6. Goblin, Cave
7. Indigo Gel
8. Orc, Gelid
9. Violet Mucus
10. White Goo

Level 3

The otyugh-kin have held sway over SlaughterGrid's lowest level for many years, worshiping their dark master, the Progenitor. However, the undead that they use as slaves were accidentally freed by adventurers (now deceased), whom the otyugh-kin mistook for a goblinoid raiding party. The undead are now free, and the otyugh-kin are scrambling to reassert power over their domain. They are preparing for retaliation, and are going to invade Level 2 to wipe out the goblinoids once and for all.

Level 3 Encounters

1. Crypto-Otyugh
2. Draugar
3. Proto-Otyugh
4. Troglodyte, Ivory
5. Pseudo-Otyugh
6. Stygiac
7. Necro-Otyugh
8. Random level 4 monster

RUNNING SLAUGHTERGRID

"Gold and death, death and gold."

This is a place where fucked-up crazy ideas tend to produce spectacular results, especially if they're bolted to careful planning and creative use of terrain and items.

This is a place where recurring themes include bowels, reproductive organs, birth, death, and sharp objects.

This is a place where treachery and guile are preferable to honor and kindness.

LIGHT AND SOUND

SlaughterGrid is lightless because most of its denizens are either blind or can see in total darkness. Torches give off heat and sound, both of which attract attention. Magical light, however, gives off neither sound nor heat, and is therefore safe.

As a consequence of all this, thieves will rarely need to hide in shadows. However, scent is a factor! It should be fairly obvious to the players that most of their enemies are blind (and thus perceive them through smell and hearing) or use nightvision or infravision.

Moving silently is crucial, and characters need to come up with clever ways to mask their scent, if they wish to proceed stealthily.

Sound travels far in a mostly-silent dungeon like SlaughterGrid, so any loud noises bring about attention from neighboring chambers and corridors. Crafty players may use this to their advantage.

TREASURE

If the adventurers find every treasure in the dungeon, and are able to haul it away, then they'll earn approximately 16,000 gold (once all gems and other valuables have been sold). Naturally, this does not include randomly-rolled treasure for any encounters that you add.

Because some of the treasure is fragile, heavy, and/or hidden, the final haul will doubtless be somewhat lower than 16,000.

Still, should you wish to reduce the amount of available treasure, it can be halved by cutting out the jade statue in #42 and the platinum coins in #52.

DEATH AND RESURRECTION

Though most of the powerful magics that permitted the SlaughterGrid to function are now dormant, and the team of halfling engineers who operated the colossus are all long-dead, there are nonetheless some active systems still functioning. One such feature is the ovum.

The ovum, described on page 16, is a large pink sphere of glistening tissue, connected to the stone of the dungeon by a length of tissue (the umbilicus). The ovum weighs about 100 pounds.

Each time a character dies, he or she is reborn, nude, in the ovum, and is able to push his/her way out, covered in violet slime that smells of petals. The ovum has AC 9 and 27 hit points. It can be healed with cure light wounds or other such spells. Rebirth in the ovum means full hit points, spells regained, and curses lifted.

However, the resurrection is not without consequence; the GM (or player) must roll d100 on the resurrection table (page 31) to see what malformity or mutation has been inflicted on the character. Note that these effects are cumulative; however, if two of them are contradictory, then the most recent mutation is the one that goes into effect, canceling the previous one. Also note that characters instinctively understand the changes that have been made to them, so the player should know the effects of the mutation immediately.

The first time this happens, the other characters will doubtless be surprised, as their comrade's corpse is still lying there on the floor (or crackling in the flames, or digesting in the gullet of some monster), and yet the adventurer has now emerged from the ovum, nude and somewhat... different. Naturally, they may not be aware of the resurrection right away, because they're in another room, far from their reborn colleague.

If the umbilicus is cut, the ovum continues to function as long as it is within the SlaughterGrid; if it's then left in one place for a few hours, a new umbilicus grows and adheres to a stone wall or ceiling. If taken outside of SlaughterGrid, the ovum will wither and cease to function in a matter of minutes.

Theoretically, the characters could lug the ovum around the dungeon, knowing full well that they'll respawn from it each time that they die (and using this to their advantage). For example, the characters may attach the ovum to a few heated flatworm eggs (see next section), and push the floating ovum from #36 to #39, then commit suicide so that they can bypass the indigo gels and drop from the ovum near #40 (thereby receiving XP for bypassing the indigo gels, effectively outsmarting them rather than killing them).

The GM may rule that there are two ova (see page 17).

GIANT FLATWORM EGGS

There are dozens of giant flatworm eggs scattered throughout SlaughterGrid. Some players will ignore these. Others may choose to experiment with them, discovering the following properties:

- Flatworm eggs, if heated (by fire or magic), glow with fierce white light, 80' radius
- If *light* is cast, they glow; if *darkness* is cast, they emanate darkness in 10' radius (and still float)
- Heated eggs float about 8' off ground; each can support up to 50 pounds
- Multiple heated eggs support extra weight (example: 3 eggs, 150 pounds)
- To puncture a flatworm egg from a distance, roll to hit against armor class 10 and inflict any amount of damage
- Punctured flatworm eggs explode for 1d6; if heated, 4d6 (save halves; items must save also)
- Quite valuable to right buyer

THIEVING ABILITIES & DETECTION

If a player must roll to find or detect something, and there's a chance of failure (for example, thief skills like Find Traps or Hear Noise, or dwarven abilities like detect sliding or shifting rooms or walls), the player rolls, but the player doesn't know if the roll should be high or low. Before each roll, the GM must decide which it is: low or high.

If the player rolls low, then play proceeds as normal: a score of 25% means that the player must roll between 01 and 25 on a pair of ten-sided dice.

If the player rolls high, then the player must roll between 76 and 00.

A score of 41% means that the player must roll between 01 and 41 (low), or 60 and 00 (high).

And so on.

In this manner, the player never knows whether a given roll is successful or not, but the GM doesn't need to do anything but look at the player's roll.

Quick math tip: for rolling high, subtract the percentage of the skill or ability from 101. Thus, in the above example, a score of 41% means that the range is from 60 (101-41=60) to 00 on d%.

TRICKING MONSTERS

If the characters are trying to lure a creature into a trap, then one of the players must roll against the monster's intelligence, using the values listed below:

- Animal 1
- Semi 3
- Low 6
- Average 9
- Very 11
- Highly 13
- Exceptionally 15
- Genius 17
- Supra-genius 19

The higher the intelligence, the higher the player must roll on a d20 in order to outwit the creature. However, if the trick requires a creature of average or lower intelligence to do something dangerous, then the DM may impose a penalty of -1 to -5 on the player's roll, depending on the creature's level of suspicion (for instance, has it been alerted, threatened, or injured?).

For every piece of gear (10' pole, torch, rope & grappling hook) that the characters use in a clever way, the player receives a +1 on the roll. Success means that the monster has done what the player hoped. Failure usually results in a full-on attack.

LIFTING HEAVY OBJECTS

There are a few heavy objects in SlaughterGrid, and some of them are worth quite a bit of gold if lifted and moved around.

Should players opt for teamwork, the odds of success can improve dramatically.

To calculate lifting heavy objects in tandem, add the major tests score (for bending bars and lifting gates; see OSRIC, chapter 1) for the strongest character to half the scores for all other characters. For example, a fighter with strength 18.76 has a major tests score of 30%.

- The cleric has a strength of 16, which means a score of 10%, so we add 5% to the fighter's score.
- The thief has a strength of 14, which means his 7% gets chopped in half to 4%.
- The magic user's strength of 10 gets reduced from 2% to a paltry 1%.
- Add up the percentages, and you get 40% (30+5+4+1).

Note: if the players are using heated flatworm eggs, then each egg attached to the heavy object (by rope or chain or other means) improves the odds by 5%.

GOLD-WHORE ENCOUNTERS

While the adventurers are fooling around inside the reproductive organs and bowels of a massive stone automaton, they're being watched. The aurumeretrix, also known as the gold-whore, is a vicious entity that lives within the stone structure of the SlaughterGrid itself. However, it only attacks if it smells gold. Gold-whores can smell gold a quarter-mile away, even through stone.

Every minute that passes, the odds of a gold-whore attack are equal (as a percentage) to the amount of gold exposed to air.

If there are 34 gold coins on the ground, then there's a 34% chance that a gold-whore arrives to attack the party and then devours the gold.

If there are 134 gold coins, then a gold whore appears, and there's a 34% chance that a second one emerges from the stone as well.

If there are 401 coins, then 4 of them appear and attack, and there's a 1% chance that a fifth one joins the fray.

There are 13 gold-whores in the SlaughterGrid. If a character ingests gold (for whatever reason), that number will increase -- because inside the SlaughterGrid, ingesting gold gets you pregnant with a baby gold-whore.

If the gold is sealed away in some manner (a sack sealed with wax, coins jammed into a jar full of honey), then the gold-whore is not able to smell the treasure, and does not appear).

Players who use gold as a weapon against enemies (throwing a jar full of gold into a room, knowing that the smell of the coins will attract gold-whores) will be pleasantly surprised by the outcome. In such a case, the GM may choose to let the players roll for the gold-whore as it attacks the party's foes.

Because of the gold-whores, randomly-generated treasure in SlaughterGrid never includes gold coinage. Any monster killed may have silver or platinum or other coins, but not gold.tack.

WEAPONIZED AMORPHIDS

The amorphids (amber sludge, orange mire, and so on) of SlaughterGrid can sometimes be bottled in small quantities, or otherwise imprisoned, and thrown at enemies to inflict damage (or cause distraction). Each amorphid has different effects on different substances, which the GM must keep track of.



MOUNTAINS

CITY



HILLS

TOWN



PLAINS

RUINS



FORESTS

TEMPLE



SLAUGHTERGRID: HEXCRAWL

0101

Beyond the Smoke Hills and Crimson Mountains, the Silver Tower squats, a crumbling reminder of what once represented the military might of the Kruadhi people. In the ruins, 1d6 goblinoids (kobolds, goblins, orcs, and/or hobgoblins) are trying to (roll 1d4: kill / fuck / rob / eat) a group of 1d4 halflings. If the players come to their aid, the halflings are likely to repay the debt with violence, as they are hateful. One of the halflings is a thief of some skill, and carries upon her person a valuable gem.

0102

In these rocky hills, a mated pair of capricorns (page 38) have established their lair, but they require humanoid bones, for the female will give birth soon, and she wants to make sure that her young have strong eggshells. The monsters will most likely attack the adventurers on sight, but may be persuaded to stand down in exchange for an oath -- deliver a few corpses' worth of bones (doesn't matter whose, as long as they belong to humans, demihumans, or goblinoids) by dusk. Breaking this vow would be a dreadful mistake.

0103

An assassin, mild-mannered and friendly, has lost his way. He's attempting to reach the Golden Citadel, but is not adept at wilderness exploration and has no idea where he is. He's good-natured and generous, but wields daggers laced with horrific poisons and is a fearsome combatant. He also knows a few things about the local area (prominent NPCs, major locations), but alas, is unable to furnish directions. If escorted to the Golden Citadel, he will reward adventurers with a few choice poisons. He may also have need of their help later (if they're interested in wetwork), because he's currently scrambling to complete all the contracts coming his way.

0201

A sharabhas (page 43) in heat has laid claim to this mountain, and is trying to attract herself a mate; to this end, she needs to build a nest of bright-colored clothing. If the adventurers are wearing such garments, she attacks without mercy. If their garb is drab, she may solicit their assistance. She has a few treasures in her lair, which she would be willing to part with, if only the adventurers would deliver unto her a few yards of bright fabric or something similar.

0202

At the base of an escarpment, three smiling halflings drag a screaming man wrapped in thin chains. The man is Sir Novon Draskhan, Knight of the Golden Citadel. He tried to ride the halflings down, but they pulled him from his horse and castrated him. Now they plan to hurl him into a pool of stones, filled with green slime. The knight's death will be a sacrifice to their goddess, Lady Elizabeth Lack-Heart, and there's a 50% chance that it results in the summoning of a minor demon, which the halflings then send into the SlaughterGrid later that day.

0203

In these hills, a dead sorceress in bloodied yellow robes lies face-down near a magical item known as the Swine Pearl. Adventurers learn the name when they peruse her notes; the sorceress, Pavi Capan, documented her experiments with the item, and gave it a name. This pearl, the size of a fist, is gorgeous and pink. When the magic work ("hazuul") is spoken, the magic item conjures up pearls of random sizes, which exhibit unique properties. One such pearl appeared in Pavi's hand, and then floated into the air, disappearing from sight. In her journal, she notes that another pearl appeared on the ground before her, and then cracked open and revealed a handful of gold coins. Her journal does not indicate that the final pearl, two feet across, appeared right in the middle of Pavi's torso, killing her instantly before floating away, leaving her curiously mangled corpse for the vermin to devour. The Swine Pearl has three charges left, and there's no telling what will happen if the adventurers use it.

0204

2d4 orange-skinned Flame Orcs (as normal orcs, but immune to fire and fire-based spells; can cast magic missile -- which takes the shape of a burning arrow -- once per day) are making their way southeast in search of new territory. Half the group consists of adults, and half children. One of the adults is a 4th-level shaman who can cast fireball twice per day.

0301

3d6 dwarves set out to explore an abandoned mine, but it has gone badly for them. Half their number (including the group's clerics) were killed by monsters, and one of the survivors was badly injured in a fall, breaking both his legs and several of his ribs. The dwarves are low on food and water, having abandoned most of their supplies in the mine, and they are slowed by their injured comrade. They found a decent quantity of treasure in the mine, but they do not know that the treasure is cursed. They are desperate for assistance.

0302

A cleft in a wind-lashed crag reveals a tunnel that leads to a dragon's lair. The dragon died aeons ago, but its human slaves remained in its lair, and interbred with one another for ten generations. Their malformed descendants believe that they can resurrect the dragon by means of copulation, but only under very specific circumstances. There are thirteen of them, and they possess forty-six teeth between them. They are demented and covered in excrement. Investigation of this lair reveals a tunnel that leads to 0101 (which is how the Galiac assassins were able to infiltrate the Silver Tower).

0303

The entrance to SlaughterGrid. See page 13.

0304

A grotesquely obese man, clad in green silk, lies on his back beneath an alder tree. If approached, he twitches, and his belly quivers. A dog-sized monster, which entered the man through the small of his back, completes its journey through his body and push its way through the skin of his abdomen. The man was a powerful magic user, and thought himself clever for casting a *reduce* spell (followed by *permanence*) on a bulette, shrinking it to a more manageable size (it has the same stats as a black bear, or similar animal). However, when he turned his back on it, the tiny bulette struck, and proved to be just dangerous enough to kill the man (his notes indicate that he was Agerun Tomin, wizard). Though it has eaten, and is not hungry, it's hostile to any perceived threats. It will be difficult (though not impossible) to domesticate.

0305

A wounded ophiotaur (page 41) is moving across the plains, leaving a blood trail behind it. The monster was attacked by Zhuner Bogosan, Princess of the Golden Citadel. The Princess now hunts the beast, and hopes to kill it and devour its still-beating heart so that her first child might be a daughter to carry on her legacy. The ophiotaur, who knows where (and how) to find the Cloud Solerets, only shares this information with someone who has defeated the Princess, or gotten the monster to safety. The Princess, on the other hand, rewards anyone who helps her with a bag of gold.

0401

The Golden Citadel, home of the Galiac people. Today they celebrate the eradication of the Kruadhi. To that end, the Galiacs have constructed a wicker cage and stuffed it full of randomly-selected children, who are to be boiled alive and eaten by the Royal Court (guaranteeing another year of prosperity). The Galiacs, who worship the Demon Queen Abyzou, do not look kindly upon foreign intruders, unless they are have important news about prominent denizens of the Golden Citadel.

0402

Pilgrims from the Temple of Vucub-Caquix have met their end in these dry hills. Only a few miles from the sanctuary of the Golden Citadel, this group of human and elven pilgrims were set upon by halfling bandits. The lucky ones were killed in the attack; the unfortunate survivors spent a hellish hour entertaining the halflings, who had brought a Pear of Anguish with them. One pilgrim escaped the attack, but he was forced to take refuge in a small cave, where he wedged his body in, covered his face with dirt, and then watched the proceedings, unable to look anywhere else. His body is covered in insect bites, and he is quite insane with grief and terror. He may be able to tell the adventurers something about the pilgrimage, and there's a chance that he will remember the Idol of Xibalba, which the pilgrims were taking to the Golden Citadel. The use of magic improves the odds, as do any attempts to calm the man and ease his pain. The Idol is worth a great deal, both to the Hierophants of the Temple, and the King of the Golden Citadel.

0403

2-4 simurghs (page 43) roam these woods, looking for prey. They are unaware that one of their number is a demon using *polymorph self* to experience life as a forest animal. If conflict ensues between the monsters and the adventurers, the demon may well reveal itself and ask to join the adventurers, so that it might learn a bit about their kind. Should they accept the offer, the demon will, as a gesture of gratitude, eviscerate the simurghs. Should they reject the offer, the demon tries to kill the party. If it joins the adventurers, it proves a most dreadful companion.

0404

In the shadow of a Hanging Tree, 2d4 green-skinned Summer Elves are trying to (roll 1d4: flay / crucify / enslave / castrate) a small group of mercenaries. The mercs (1st-level fighters) recently wrapped up a job for a low-ranking noble in the Golden Citadel, and are now looking for a caravan to loot. One of the mercenaries says that she knows where to find the treasure in 0302.

0501

The town of Vila Pesh, a place of sewage ditches, diseased livestock, and sullen villagers who spit at strangers. Any time the party nears a building, the door is slammed shut and barred from within. Four knights, drunk and bored, invite the adventurers to join them for games of chance, with gold on the table. If the players win, the knights may attack (flip a coin); if the players lose, the knights may offer to join them in looting and sacking the village (flip a coin).

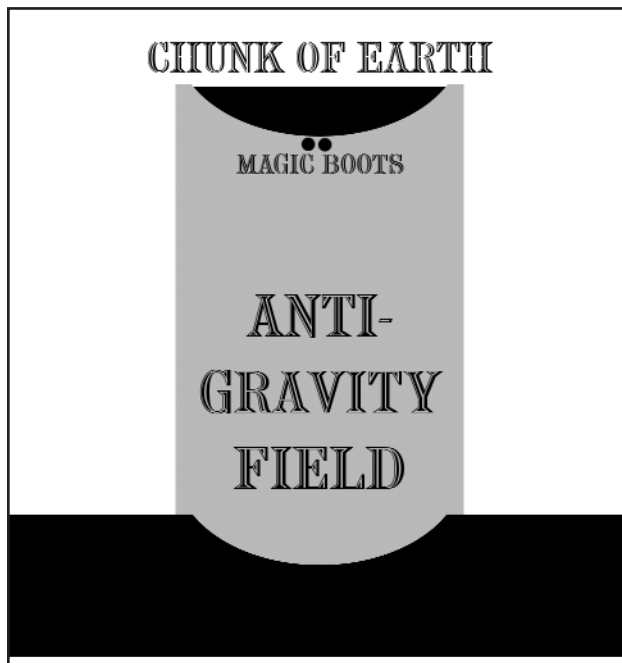
0502

A foul-mouthed Monoceros (page 41) is looking for a female virgin to impale. If the adventurers can find one, the monster tells them the truth about a randomly-selected hex, and then a dangerous lie about another randomly-selected hex. If the adventurers are unable or unwilling to procure a virgin for the monster's sport, it fights them.

0503

During the War of Silver and Gold, a desperate Kruadhi summoner unleashed a powerful magic while attempting to summon an arch-devil. She was consumed by the spell, and nothing was left of her; her companion, a Battle-Priest, was similarly obliterated, but his Cloud Solerets (armored boots) were affected by the spell. The magic in the boots was magnified a hundredfold, and affected the immediate area. Here, gravity is reversed in a thirty-foot-radius circle. A chunk of earth and stone was torn up, and flew into the air, but its weight dragged it back down, so now it floats about 30 feet above a shallow crater.

The Cloud Solerets are enchanted boots with a permanent *reverse gravity* enchantment cast upon them. When donned by a humanoid, they allow this person to walk on ceilings; without a ceiling, the unfortunate person continues to fly up into the air until finally dying from asphyxiation and exposure. Currently, the armored boots are stuck to the bottom of the thirty-foot chunk of dirt and stone; if characters enter the field, they fly up into the air and land, upside-down, on the chunk of earth near the boots. Putting the boots on causes the character to fall back down, landing in the crater. Wearing the boots outside the anti-gravity field will probably prove fatal; the character will need to take the boots off immediately after exiting the field.



OTHER HEXES

Material for additional hexes, if needed:

FOREST

In a sylvan glade, utterly silent and empty, seven runestones are arranged in an infernal pattern. Within the circle, the blood blood of saints and virgins rains down. A silver demon trapped in the runes asks to be freed; it offers to kill a single person in exchange. It could be anyone. The demon hails from Niflheim, frost-rimed birthplace of the Bloodless. In that hellish white realm, it hoards the bones of its prey, which it arranges into letters that spell out prophecy.

PLAINS

In the Chapel of Stalwart Oak and Ash, holy place of druids, Slughan the Idolator has taken refuge. She has a bounty on her head, and she's just butchered two young druids, but she's desperate and willing to make a deal. Also, she knows where Siseal hid the Dire Blades.

MOUNTAINS

In the cliffside aeries where wyverns nest, brave adventurers will find Fool's Fortune, a magical purse full of 200 tin coins that will appear to be platinum, but only in the moonlight.

RUINS

Among the crumbled battlements of Rokesta Tower, the corpse of Lady Alisz Berthold of Northern Meregoth will be found. Born of fire, Lady Berthold was destined to be queen of the Frosts. But she is dead, and the body was bitten -- from within. On her person, six dragon teeth on a silver necklace (worth over 500 gold), and an aphrodesiac labeled HEALING.

HILLS

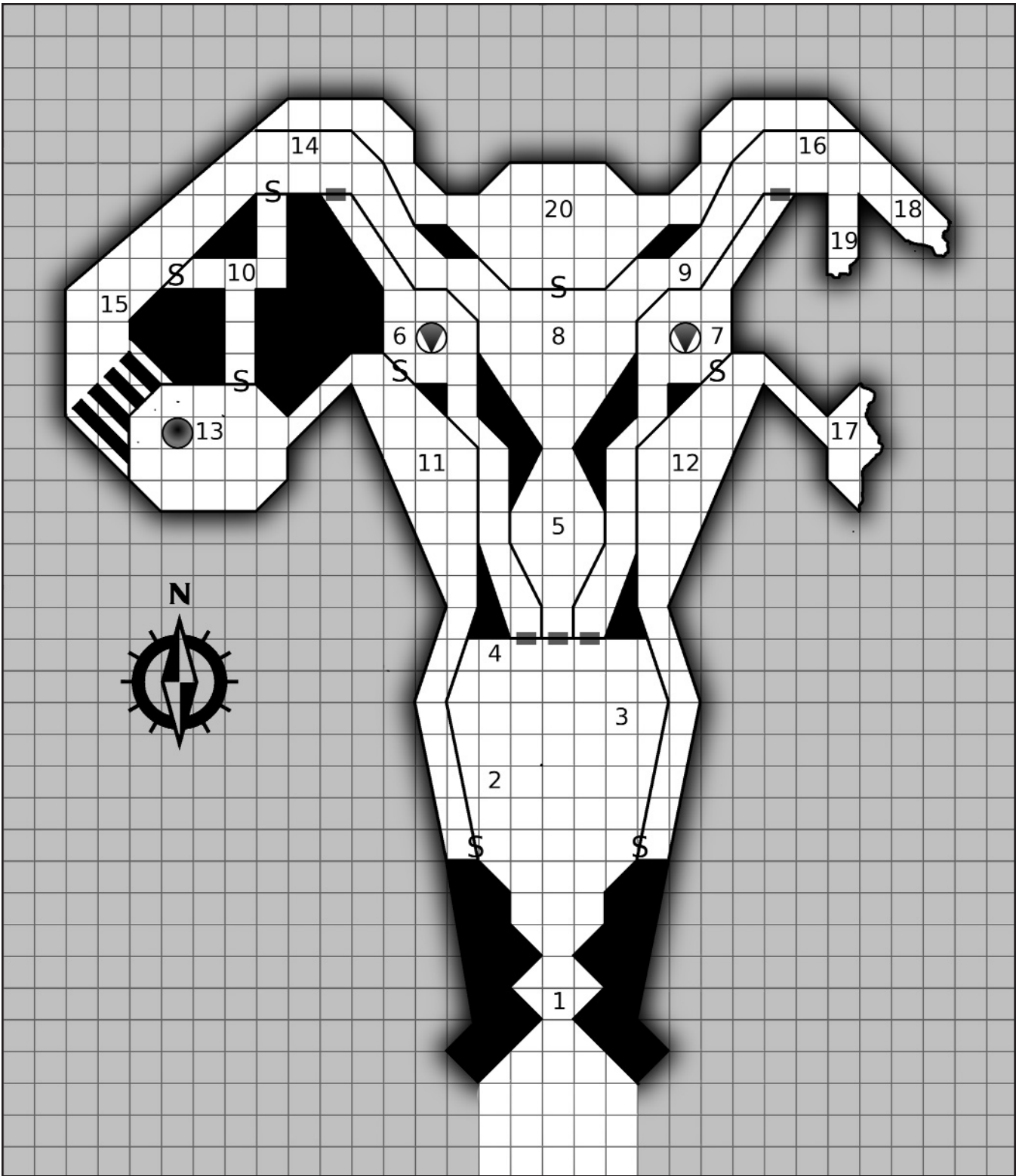
At the crest of a hill squats a dust-shrouded sepulchre. Within, a crystal globe hovers two inches above its leaden base. The bauble's value varies, but Lord Qalonto will pay dearly to have it returned to him. It's guarded by a hungry cerulean slime, which takes double damage from silver, but is unaffected by magical attacks.





TOWN

In a tavern, an angelic contrademon -- now a servant of goodness and light, having turned against its malefic brethren -- seeks brave adventurers who can assist it. The contrademon seeks a translation of the final stanza of the Fortuna Incantatem, and offers to provide the infernal secrets of its kind in exchange.

CITY

In this metropolis, the birthplace of the Avankol Bloodline and the Bastard Regent, Chance Jackdaw (brigand of High Crowell) seeks the Masque of Rengar. She's pursued by a hulking shadow minotaur carrying a diamond axe.



-  Door
-  Secret door
-  Stairs/shaft going down
-  Ovum

SLAUGHTERGRID: DUNGEON

LEVEL 1: UTERUS

1 From the outside, the dungeon appears as a tall mound in rocky terrain, covered in moss, shrubs, and weeds. From the opening, ten feet across, blows a musty draft. Within, utter darkness. There's a pile of fresh vomit near the entrance. This was produced by one of the NPC adventurers, who entered the dungeon under duress, a few hours ago.

- Lichen and weeds growing in cracks between blocks
- No traps; dwarves can detect a collapsing ceiling
- No pressure plate here, must be somewhere else
- Entire SlaughterGrid acts as a pressure plate
- When all have entered, ceiling drops; can't be moved by mortals

2 Water drips from roots above, forming a shallow pool full of white cave prawns. Small reptiles crawl through decaying plant matter along the wall, occasionally lunging at a prawn.

- Study of area may reveal secret door, standard odds
- Haul door open by pulling/pushing on certain brick
- Corridor beyond is lit by pink glow, smells of flowers

3 An eight-foot mound of guano, covered in fungus and millipedes; above, hundreds of bats roost on ceiling. If disturbed, they fly haphazardly before fleeing the chamber, awakening the cadaver carver sleeping atop the guano pile.

- If mound searched, treasure: stamped silver rod wrapped in fabric
- Royal bond, worth 500gp if taken to Golden Citadel
- Secret door, same as #2
- Corridor beyond is cold and dark and dusty

CADAVER CARVER

SIZE L; MOVE 60 ft; ARMOR CLASS 8; HIT DICE 2; HIT POINTS 10; ATTACKS 4; DAMAGE 1d4; TAZ 18; S-ATT Paralysis; S-DEF none; MAG RES standard; INT Animal (1); XP 90

4 Skeletal corpse of dwarf. The body was either nude, or the clothing has rotted away.

- No items on dwarf; rusty dagger in the ribs
- Under bones, message etched into floor: UNDEATH IS THE TRUE DEATH
- Three metal doors, unlocked; left one is trapped (poisoned needle, save or die)

5 A grey recluse (page 39) crawls on the ceiling, looking for something to eat. It's a big one, almost six feet long, and it's tasted humanoid flesh before; it's not afraid of the adventurers, and attacks.

- Several corpses, adventurers who came before, killed recently
- Reek of rotting flesh, smell of onions, sound of scuttling (from the recluse)
- One of the corpses has 15 gp jammed into a couple of big yellow onions
- Wrapped tight in shirt, tucked into leather knapsack
- Can see something going on in #8: light, screams, laughter
- Battle with recluse may attract attention of draugar

GREY RECLUSE

SIZE L; MOVE 120 ft; ARMOR CLASS 6; HIT DICE 2; HIT POINTS 9; ATTACKS 1; DAMAGE 1d8; TAZ 18; S-ATT Poison; S-DEF none; MAG RES Standard; INT Animal (1); XP 89

6 Five ascomytes (page 37) cluster together in the center of the room; to the northwest and southeast, dusty corridors stretch towards metal doors.

This chamber has not been visited in many years, but small insects still venture in, providing just enough nourishment to keep the ascomytes alive. A mouldering corpse, decades old, is sprawled out amid the toadstools.

- Earthy smell, sound of dripping water, slightly warm
- Dead human female, judging from armor and jewelry
- Armor rusted, silver jewelry worth 3 gp
- Ring of fire; casts 2d6 fireball, has 4 charges left
- When final charge is used, ring explodes for 4d6 in 10' radius, save halves damage
- Circular grate, covered by corpse, leads down to #40

ASCOMYTES (5)

SIZE M; MOVE 10 ft; ARMOR CLASS 9; HIT DICE 2; HIT POINTS 13, 12, 10, 10, 8; ATTACKS 1; DAMAGE 1d6; TAZ 18; S-ATT Poison; S-DEF none; MAG RES Standard; INT Animal (1); XP 93, 92, 90, 90, 88

7 The southern corridor is well-traveled; footprints (goblin) are visible in the dust. Mivik, the one who left those footprints while foraging for food at #3, is currently sitting in the central chamber, gnawing on a millipede. The northern corridor, which leads to #16, is quite dusty, and yet undisturbed. Mivik, a sweaty goblin with seven teeth, is on the run from his own kind -- he came up from #21 via the circular grate.

If he sees the party, he panics and tries to escape; if that's not possible, then he turns and fights. If reduced to 2 or 3 hit points, or exposed to any kind of offensive magic (successful or not), he surrenders peacefully. He tells the characters about the secret door in this room (leading to #12), but he demands 1 out of every 100 gold pieces found -- and he insists on having the money counted out in the open, knowing full well that this brings about gold-whores (which he hopes will kill the party).

If treated well (given food and drink), he may drop a few hints, but he does not respond well to threats or torture.

MIVIK THE CAVE GOBLIN

SIZE S; MOVE 60 ft; ARMOR CLASS 5; HIT DICE 1+1; HIT POINTS 5; ATTACKS 1; DAMAGE 1d6; TAZ 18; S-ATT None; S-DEF Immune to *sleep* and *charm*; MAG RES Standard; INT Average (9); XP 45

THE WISDOM OF MIVIK

"Right, just get yourself killed, and we'll talk. You'll see things different. Then you'll throw some food and drink to old Mivik, who tried to warn you."

"Fucking religious intolerance, there's the source of your problems. They was going to do me in proper, just for turning heretic on a bunch of heretics. Well, I've had it. I refuse to worship that demented elf just because they all think she's some kind of half-arsed deity."

"What's the problem here, is the undead. That's who's going to do for you, bruva. Those bastards kill you, and you stay dead. Hah. That'll change things for you, eh? No?"

"You got to watch out for the tentacled ones. They're all kinds of nasties down there, in the sweet-smelling quietness. Listen for the splashes. That's what'll tell you it's too late. And whatever you do, if you see that twat-kiosk, you proceed carefully, mark me."

8 A bright light flickers in the middle of the room: it's a fire. A large indentation, about four feet deep and ten feet square, is full of dried ascomytes, which a draugar (page 38) has set ablaze. There's a giant flatworm egg in the fire, and it's slowly rising up out of the flames, because it has been heated.

The draugar is in the process of torturing a gelid orc with hot tongs. He wields the Childbone Dagger, made from the femur of a human girl. In the hands of a thief (but not this draugar), it's +1 to hit, +2 when backstabbing, and +2 to damage. It's also intelligent, avaricious, and talkative -- and it insists that the thief get a double share of the loot, or else it screams uncontrollably in the presence of enemies.

- Orc's injuries are severe, and are fatal within minutes unless something is done
- Orc repays any help with information about the dungeon
- But considers the debt repaid at that point, and insists on parting ways
- Smell of smoke; heat; thick smoke fills room; screams of agony from orc
- Secret door in north wall leads to #20

DRAUGAR

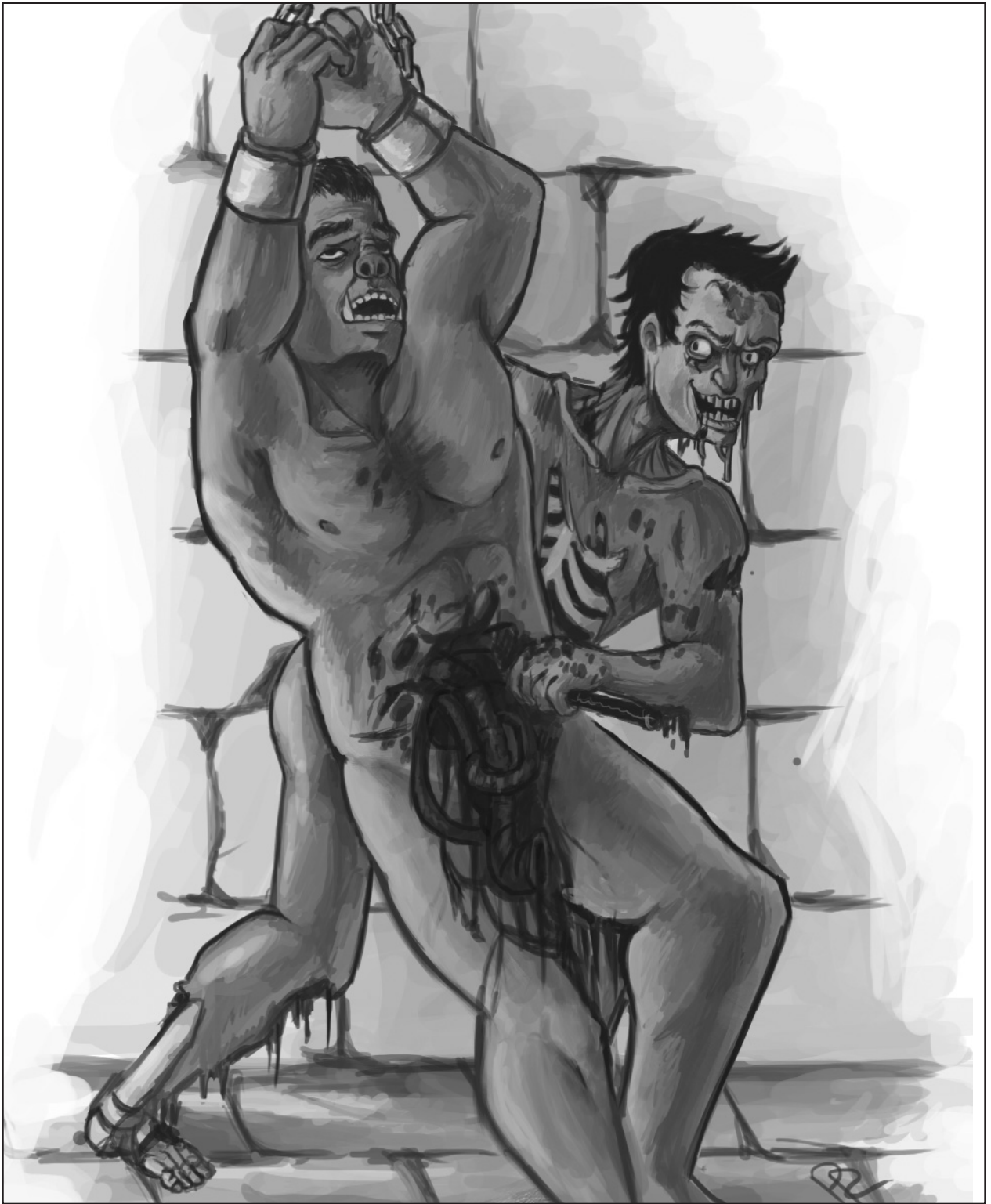
SIZE M; MOVE 60 ft; ARMOR CLASS 7; HIT DICE 3; HIT POINTS 16; ATTACKS 1; DAMAGE 1d6; TAZ 17; S-ATT Contagion; S-DEF Immune to *charm* and *sleep*; MAG RES Standard; INT Average (9); XP 172

9 Atop a pile of dead ascomytes, a giant mite (page 40) squats, waiting for prey. Two more are tunneling through the rotting fungal matter, searching for something edible. They're too light to set off the pit trap. If adventurers search the area, they find a pouch, sealed with wax, containing 237 gold pieces and 1029 silver pieces (while the silver has no allure to gold-whores, the gold certainly gets their attention). They may also set off the pit trap if they're not careful.

- Smell of rot; sound of water trickling down stone walls
- Pit trap; dexterity check or fall into acid (2d12 per round, all items must save vs. acid)

GIANT MITES (3)

SIZE M; MOVE 30/120 ft; ARMOR CLASS 8; HIT DICE 1+1; HIT POINTS 7, 6, 4; ATTACKS 1; DAMAGE 1d8; TAZ 19; S-ATT Goo; S-DEF None; MAG RES Standard; INT Animal (1); XP 86



This will not end well.

10 This area is a secret corridor that can be accessed from #13, #14, and #15. From this area, each secret door can be opened silently, and it's also possible to open tiny windows disguised to look like ordinary bricks, allowing the party to survey an area before entering it.

Warnings etched into walls: SUICIDE IS PREFERABLE TO THE DRAUGUR BITE and DO NOT PIERCE THE FLAKE SACS FOR YOU SHALL REGRET IT.

- If seemingly-empty sacks are searched: clothing caked with feces and dried blood
- Also: small mirror on an eight-inch wooden handle
- Footprints in the dust: humans and dwarves (and possibly others)

11 A soft pink glow somehow suffuses this chamber all the way to the secret door at the southern end of the corridor, even though the light is emanating from #13. The corridor smells of flowers.

The room itself is occupied by a thick fungal growth, resembling a coral reef, which takes up the entire width of the room, and rises to a height of eight feet at its highest peak. Giant flatworms, about two feet long, crawl over the fungus, gnawing at the softer bits. Seven flatworm eggs are stacked along the crest of the fungal growth; these eggs are the size of a fist, spherical, and quite soft.

The fungus emits tiny spores which affect anyone within 5 feet. These spores cause dizziness in the first round (-4 on all rolls, save negates), and death on the second round (save negates, but additional saving throw must be made each round that character is in range). The fungal growth is quite flammable, but if set ablaze the flatworm eggs heat up.

The secret door to #6 is visible on this side.

- Giant flatworms: 1 HP, AC10, and cannot fight
- Glow intensifies as the party approaches #13

12 This room was used as a staging area for another group of adventurers. They have left behind a few ragged cloaks, a pair of torn (worthless) boots, a ten-foot-pole of oak, and a large glass jar filled with some kind of slime (which, upon examination, proves to be harmless, merely giant flatworm slime). Suspended in the slime, they find 416 gold coins (the exact number, of course, only known to those who open the jar and count the coins).

Message etched into wall: WE WERE THE COMPANY OF THE BRAZEN BULL. WE ARE NO LONGER WHO WE WERE. BUT THERE IS NO DEATH HERE. WE WILL TRY OUR FORTUNE BELOW. IF YOU CAN READ THIS, AND CAN LEAVE THIS ACCURSED PLACE, THEN DO SO, FOR THERE IS NO GLORY TO BE FOUND HERE, ONLY A HIDEOUS KIND OF LIFE.

Note: If characters dig through pile of cloaks, they'll find a hidden compartment sewn into the hem; there, wrapped in fabric, the Scry Lens, a monacle that allows character to spot secret doors (outlined in glowing green). After three such secret doors are found, the monacle shatters, blinding character in one eye (save negates).

13 The ovum is a large sphere of pink tissue. Ten feet wide, it rests upon the ground, anchored by an umbilicus (a foot-thick rope of greasy tissue) that hangs from the ceiling.

When characters are killed in this dungeon, they emerge from this ovum, pushing their way through the sticky mucus. For more information, please see page 6.

At the western end of this room, roughly 18 feet up, there are five holes in the wall, each about three feet wide. These are ventilation shafts leading to #15. The middle one is inhabited by a pair of diseased rats, and the little bastards like to bite. The one on the far left has a single flatworm egg in it. The one on the far right has an emerald coated in fat and rolled in feces (emerald worth 200gp).

- Rosy glow, the smell of lilacs and jasmine, and a faint humming sound
- Debris in the corner: needle-trap, poison for 1d10 (save negates)
- See page 6 for more information about the ovum

GIANT RATS

SIZE S; MOVE 120 ft; ARMOR CLASS 7; HIT DICE 1d4 hp; HIT POINTS 4, 3; ATTACKS 1; DAMAGE 1d3; TAZ 19; S-ATT Disease; S-DEF None; MAG RES Standard; INT Animal (1); XP 11, 10

14 Between the secret door leading to #10, and the metal door leading to #6, there's a spike trap. Anyone moving in front of it will trigger the trap, which sends several ten-foot-long spikes into the hallway, possibly impaling anyone in the way (2d8 damage). A successful dexterity check means that the character takes half damage. A second successful dexterity check can be made, and if successful, it means that the character took no damage (but if this second one is a failure, the player should know that the character then takes full damage).

15 A pair of cadaver carvers (page 37) are scuttling back and forth from the southwest end of this corridor up to #14, searching for something to eat. If the party uses the peephole from #10, they can easily ambush these creatures.

- On floor, under shafts, skeleton of newborn humanoid
- If players have not been to #13, and search shafts, see #13 for treasure/items

CADAVER CARVERS (2)

SIZE L; MOVE 60 ft; ARMOR CLASS 8; HIT DICE 2; HIT POINTS 7, 6; ATTACKS 4; DAMAGE 1d4; TAZ 18; S-ATT Paralysis; S-DEF none; MAG RES standard; INT Animal (1); XP 87, 86

16 A clutcher (page 38) awaits the unwary. If it is cut open, the party finds a black pearl in its bowels (worth 400gp), and the remains of a gnome in partially-digested leather armor (worthless). There's a cool draft coming from the northern wall, and a faint chittering can be heard from the other side of the wall (#20).

CLUTCHER

SIZE L; MOVE 10 ft; ARMOR CLASS 6; HIT DICE 3+3; HIT POINTS 21; ATTACKS 1; DAMAGE 1d3; TAZ 19; S-ATT Clutch; S-DEF Surprise; MAG RES Standard; INT Very (11); XP 238

17 A cave-in has sealed this room off. The area is full of rubble, bone fragments, and fat white toadstools crawling with large (but harmless) arthropods.

If the area is searched, the party finds a metal flask with the elvish word for "speed" etched into its side. The contents smell and taste like vinegar, and are a powerful aphrodisiac (worth several hundred gold).

- A merciful GM (not you, obviously) might rule that there's another ovum behind the rubble
- If players clear away rubble, and cast a healing spell on the damaged ovum, it's restored

18 This is a dead end, due to the cave-in. There's a warning scrawled on the wall: DON'T LET THEM TAKE YOU ALIVE.

- Found in rubble: coil of rotten rope, dented helmet, flatworm, 5 flatworm eggs

19 A secret door, just like the one connecting #10 to #14, has collapsed. Its mechanism is clearly visible. Beyond it, a secret passage is exposed, but blocked due to fallen rubble. If the characters look up, they might detect the stalactites inching its way towards them (actually two impalers, page 40).

- Buried in the rubble, 5 flatworm eggs and a metal tube full of unholy water
- Harms magical good creatures, and strengthens the undead

IMPALERS (2)

SIZE M; MOVE 1 ft; ARMOR CLASS 6; HIT DICE 2; HIT POINTS 9, 8; ATTACKS 1; DAMAGE 3d6; TAZ 18; S-ATT Surprise; S-DEF None; MAG RES Standard; INT Animal (1); XP 59, 58

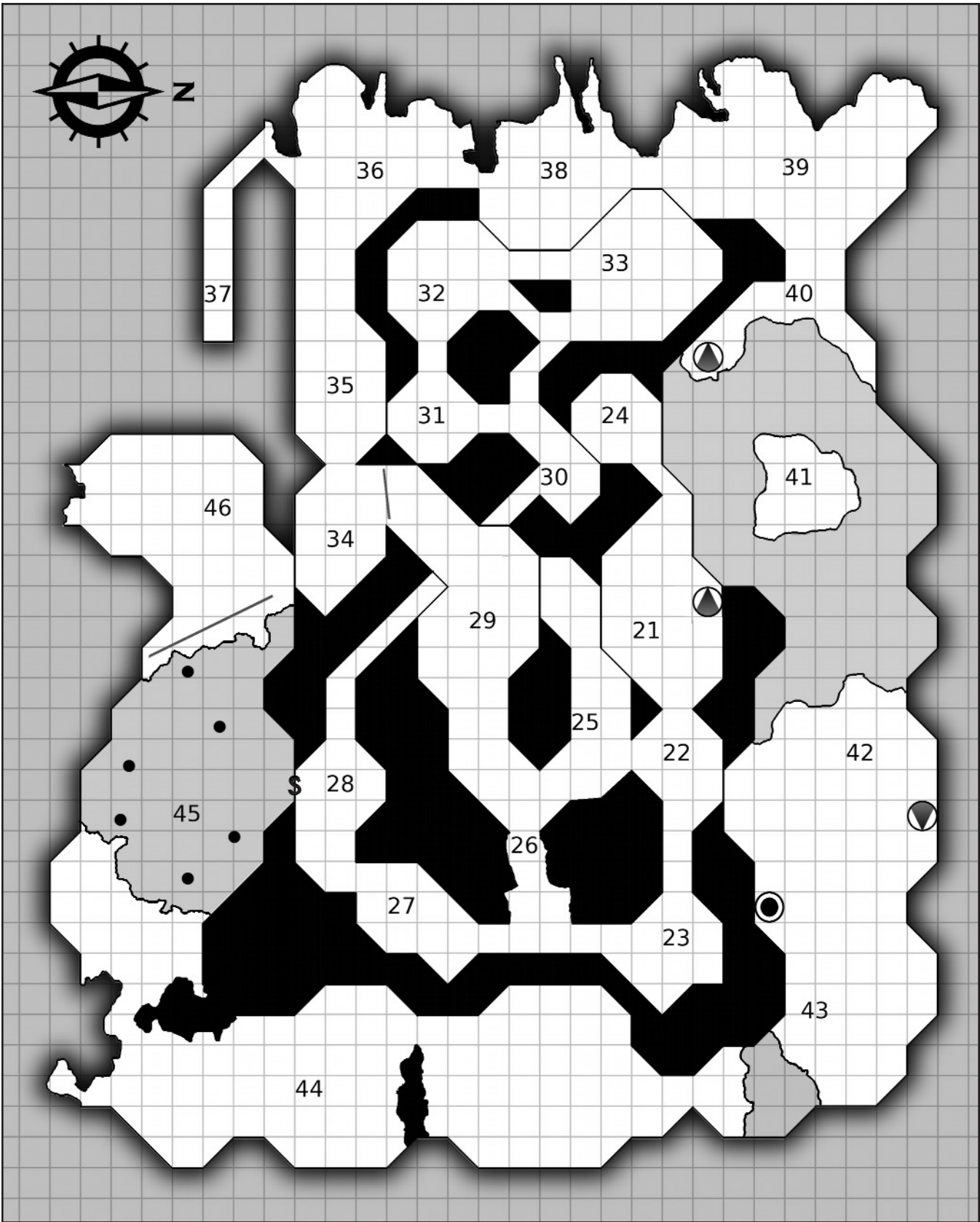
20 The secret door from #8 is the only way to reach this room, which consists of two dead-end corridors and a main chamber. In the western corridor, the party finds bones, stacked carefully atop one another: all of them belonged to Udem Ashbellows, who was killed and reborn dozens of times while in this dungeon (though the players will not know this, of course, until they learn the information from an NPC).

If the room is searched, a trap is sprung: a metal tube, painted white to resemble a bone, full of acid, precariously balanced atop a stack of femurs (2d10 damage, save halves).

The central chamber is full of excrement and dried skins (Udem's own: after he went insane, he killed himself, emerged from the ovum, cooked and ate his corpse, then dried the skins and stacked the bones).

Buried under the skins, the party finds Udem's prized possession: Rukhsmahzâyung ("orc-fucker"), a short-sword +1, double damage against orcs.

- Smell of rotting meat, chittering from recluse
- Crude pornographic paintings on wall



Secret door
 Stairs/shaft going down
 Stairs/shaft going up



Tripwire
 Statue
 Ceiling perch

LEVEL 2: BOWELS

21 As the party clammers down the handholds, they smell the acrid piss-wine that the murk gnolls (page 39) are gulping down. A pair of murk gnolls are sitting atop a ten-foot pile of rubble and debris along the southern wall of this room. Armed with shortbows, they wait quietly until the characters have come down the ladder before attacking, hoping for the advantage of a ranged attack.

Squirreled away in the rubble, adventurers find more piss-wine (vile and unpalatable to any but gnolls), a handful of arrows, and a loaf of sweetened bloodcake (four slices, each restoring 1d4 hit points).

- Reek of urine, broken bones all over the floor
- Gnolls are mated pair; if one is killed, the other frenzies (+1 to hit, +2 damage, -3 AC)

MURK GNOLLS (2)

SIZE L; MOVE 90 ft; ARMOR CLASS 6; HIT DICE 3; HIT POINTS 13, 10; ATTACKS 1; DAMAGE 2d4; TAZ 17; S-ATT Spittle; S-DEF None; MAG RES Standard; INT Average (9); XP 91, 85

22 Moisture sprays down from a crack in the ceiling. A six-foot wall of mortared debris has been erected across this chamber, southwest to northeast, blocking #21 from the rest of this level; bones, spikes, and rusted blades line this wall.

In order to reach #23 or #25, characters must climb this wall, making a dexterity check to avoid taking 1d6 damage. Each point of damage means a cumulative 10% chance of contracting a serious disease.

If any noise is made, the gelid orcs in #27 hear it, and race to attack.

23 From here, the party can see and hear the gelid orcs approaching from #27, and there's a good chance that the orcs can hear them in return. The goblinoids who inhabit this level have set up a makeshift armory in this room: crude spears (4) and axes (7) of bone and rock are stacked against the wall, and someone has been whittling dried ascomyte stalks into arrows (13).

24 A slave pit, where the goblinoid imprisoned anyone they captured. A six-foot-deep depression in the stone, five feet across, with rawhide restraints coiled around skeletons, covered by a large circular grate made of lashed bone, held down by heavy rocks. The bodies inside are long dead, and the notched bones indicate that they were abused before their death.

25 Here, the goblinoids have erected a few makeshift barricades to keep intruders out. One such intruder, a human magic user, met her end with a spear rammed through her mouth as she labored to disentangle her robes from the barbed ropes tied over piles of rubble.

In a hidden pocket, the party finds a silver ring engraved with the word Aveva (the Talivian word for "strength"). When the word is spoken, the wearer's strength increases to 19 for 1d4 rounds. The ring has 2 charges left.

From a crack in the floor near the western end of this chamber, an odorless gas has flooded this chamber. Any use of fire (torches, magic) triggers an explosion, inflicting 5d4 damage on anyone in this room (save halves). The hiss is audible to anyone within fifty feet.

26 This area was blocked by rubble, but someone has cleared a path, which may permit careful adventurers to get the drop on the gelid orcs moving from #27 to #23.

27 A group of gelid orcs (page 42) are patrolling this area, and unless they're alerted, they amble from this room to #23 and back again before heading somewhere else. They're led by a murk gnoll shaman who can cast *cause light wounds* and *curse*. The room is lined with rusted halfling armaments (shortswords, daggers, bucklers, all useless).

GELID ORCS (6)

SIZE M; MOVE 60 ft; ARMOR CLASS 6; HIT DICE 1+1; HIT POINTS 8, 8, 7, 5, 4, 4; ATTACKS 1; DAMAGE 1d6; TAZ 18; S-ATT Frost; S-DEF None; MAG RES Standard; INT Average (9); XP 98, 98, 97, 95, 94, 94

MURK GNOLL SHAMAN

SIZE L; MOVE 90 ft; ARMOR CLASS 5; HIT DICE 3; HIT POINTS 17; ATTACKS 1; DAMAGE 1d10; TAZ 17; S-ATT Spittle, magic; S-DEF None; MAG RES Standard; INT Average (9); XP 144

28 Six chains dangle from the ceiling. None of them does anything useful, but one is trapped (pulling it brings a pile of bricks crashing down, inflicting 2d6, save halves).

If the party searches the area, they see faint scratchings on the wall. If they speak orcish, they're able to read the crudely scrawled phrase ("What is thing you want go through?"). Speaking the orcish word for doorway ("dolap") causes the secret door to #45 to open. Sneaky characters may well be able to observe the orcs from #27 opening the secret door in this manner.

29 This room slopes upwards to the west, but the ceiling remains level, so at the western end of this room, instead of being twenty feet high, it's five feet high -- just the right height for the deep kobolds (page 40) hard at work.

The kobolds are standing at the far end of the room, setting traps, their backs to the party. They've been told that someone's attacking from the lower levels, and they are arranging traps to slow down the invaders (eavesdropping characters who know orcish are able to understand the kobolds' conversation).

If they employ stealth, the adventurers may be able to attack the kobolds from behind.

The traps are casks of oil designed to burst open if anyone approaches this room from #34.

- Thick smell of oil; reek of kobold sweat
- Floor tiles slick with spilled oil

DEEP KOBOLDS (7)

SIZE S; MOVE 60 ft; ARMOR CLASS 7; HIT DICE 1; HIT POINTS 7, 6, 5, 5, 3, 2, 2; ATTACKS 1; DAMAGE 1d4; TAZ 19; S-ATT Abyssal gaze; S-DEF None; MAG RES Standard; INT Average (9); XP 52, 51, 50, 50, 48, 47, 47

30 Two gelid orcs (page 42); one is a champion with a morningstar and a longbow, and the other is a witch (she can cast *sleep*, *magic missile*, *shocking grasp*) with a staff made out of humanoid spines and femurs. They pace back and forth between this chamber and #28.

If they've heard any noise, they're at the ready, prepared to fire ranged weapons down the corridor.

- Corridor lined with dried giant mite carcasses, which make crunching noise when stepped on.

GELID ORC CHAMPION

SIZE M; MOVE 60 ft; ARMOR CLASS 6; HIT DICE 1+1; HIT POINTS 9; ATTACKS 2; DAMAGE 1d8+2; TAZ 18; S-ATT Frost; S-DEF None; MAG RES Standard; INT Average (9); XP 99

GELID ORC WITCH

SIZE M; MOVE 60 ft; ARMOR CLASS 6; HIT DICE 1+1; HIT POINTS 7; ATTACKS 1; DAMAGE 1d6; TAZ 18; S-ATT Frost, spells; S-DEF None; MAG RES Standard; INT Average (9); XP 127

31 A kitchen, where a bloated cave goblin (page 39) hacks the legs off a squirming grey recluse and flings the poison sac into a pile of refuse in the corner. There's a small fire, over which a murk gnoll turns a pair of writhing giant flatworms on a spit.

- Heat, light, stench of goblinoid cuisine

CAVE GOBLIN

SIZE S; MOVE 60 ft; ARMOR CLASS 5; HIT DICE 1+1; HIT POINTS 5; ATTACKS 1; DAMAGE 1d6; TAZ 18; S-ATT None; S-DEF Immune to *sleep* and *charm*; MAG RES Standard; INT Average (9); XP 45

MURK GNOLL

SIZE L; MOVE 90 ft; ARMOR CLASS 6; HIT DICE 3; HIT POINTS 15; ATTACKS 1; DAMAGE 2d4; TAZ 17; S-ATT Spittle; S-DEF None; MAG RES Standard; INT Average (9); XP 95

32 Sleeping quarters, consisting of several piles of hides and furs, as well as multiple chamber pots and a few cribs hammered together from dried ascomyte stalks.

10 goblinkind are in this room, and 4 of them are children. In case of attack, the children attempt to flee the area by heading to #28, so they can use the password to access #45 via the secret door.

- Stinking bodily waste, sweat, rotting food

GELID ORCS (3)

SIZE M; MOVE 60 ft; ARMOR CLASS 6; HIT DICE 1+1; HIT POINTS 7, 6, 5; ATTACKS 1; DAMAGE 1d6; TAZ 18; S-ATT Frost; S-DEF None; MAG RES Standard; INT Average (9); XP 97, 96, 95

GELID ORC CHILDREN (2)

SIZE S; MOVE 60 ft; ARMOR CLASS 8; HIT DICE 1+1; HIT POINTS 2, 2, 2; ATTACKS 1; DAMAGE 1d3; TAZ 18; S-ATT Frost; S-DEF None; MAG RES Standard; INT Average (9); XP 92, 92, 92

CAVE GOBLINS (3)

SIZE S; MOVE 60 ft; ARMOR CLASS 5; HIT DICE 1+1; HIT POINTS 7, 5, 5; ATTACKS 1; DAMAGE 1d6; TAZ 18; S-ATT None; S-DEF Immune to *sleep* and *charm*; MAG RES Standard; INT Average (9); XP 47, 45, 45

CAVE GOBLIN CHILDREN (2)

SIZE S; MOVE 60 ft; ARMOR CLASS 7; HIT DICE 1+1; HIT POINTS 2, 2; ATTACKS 1; DAMAGE 1d3; TAZ 18; S-ATT None; S-DEF Immune to *sleep* and *charm*; MAG RES Standard; INT Average (9); XP 42, 42

33 Lair of Jemma Marrowsucker, the pit troll (page 44) who rules these goblinoids. She is attended by 3 nude male goblinoids who are rubbing oil into her skin to keep it supple and sweet-smelling.

If the characters have made any noise, or engaged in combat in #30, #31, or #32, then the troll and her attendants are grabbing weapons they wield clubs, and she has a spear so large that it inflicts damage as a lance.

If players have somehow avoided conflict up to now, or are somehow able to resolve this situation without bloodshed, Jemma explains that the goblinoids are at war with the otyugh-kin on Level 3. A long-standing truce has been broken, and the otyugh-kin are going to invade soon; the goblinoids are getting ready for battle.

- Clay jars at far end of chamber, full of water and dried seeds
- Soaking in jar full of urine, large crown of gold worth 450 gp
- Inlaid with rubies, clearly made by giants or others (not goblinkind)
- Pit troll wears Gut Thirst, an enchanted pendant (+3 to hit, +2 to damage, 5 charges left)
- Pendant melts when last charge is used, burning throat/chest for 2d6 (or ruining armor)

JEMMA THE PIT TROLL

SIZE L; MOVE 120 ft; ARMOR CLASS 5; HIT DICE 4+2; HIT POINTS 25; ATTACKS 3; DAMAGE 2d4; TAZ 16; S-ATT Breath weapon; S-DEF Regeneration; MAG RES Standard; INT Low (6); XP 370

CAVE GOBLINS (2)

SIZE S; MOVE 60 ft; ARMOR CLASS 5; HIT DICE 1+1; HIT POINTS 9, 8; ATTACKS 1; DAMAGE 1d6; TAZ 18; S-ATT None; S-DEF Immune to *sleep* and *charm*; MAG RES Standard; INT Average (9); XP 49, 48

MURK GNOLL

SIZE L; MOVE 90 ft; ARMOR CLASS 6; HIT DICE 3; HIT POINTS 19; ATTACKS 1; DAMAGE 2d4; TAZ 17; S-ATT Spittle; S-DEF None; MAG RES Standard; INT Average (9); XP 103

34 From #29, the ground slopes back down (the incline was to make room for the corridor between #28 and #30). Spears and sharpened sticks, all coated with excrement, are wedged into piles of rubble, forming a defensive line against an incursion. Deep kobolds and cave goblins are rigging tripwires across the doorway between #34 and #35.

Any combat with them attracts attention from nearby rooms. In addition, combat in this room means that each round, player must roll successful dexterity check to avoid being poked by a spear-tip (1d6 damage; each point of damage means a cumulative 10% chance of contracting a serious disease).

- The hot stink of excrement-pots used to tip the weapons
- Goblinoids rip spears out, use against party

DEEP KOBOLDS (2)

SIZE S; MOVE 60 ft; ARMOR CLASS 7; HIT DICE 1; HIT POINTS 6, 5; ATTACKS 1; DAMAGE 1d4; TAZ 19; S-ATT Abyssal gaze; S-DEF None; MAG RES Standard; INT Average (9); XP 51, 50

CAVE GOBLINS (3)

SIZE S; MOVE 60 ft; ARMOR CLASS 5; HIT DICE 1+1; HIT POINTS 8, 7, 7; ATTACKS 1; DAMAGE 1d6; TAZ 18; S-ATT None; S-DEF Immune to *sleep* and *charm*; MAG RES Standard; INT Average (9); XP 48, 47, 47

35 Three dead adventurers; a pair of murk gnolls are going through their belongings. The murk gnolls are armed with clubs and slings; if there's combat, they don't enter #34, but instead use slings until they're out of ammo (total of 17 bullets).

- Thick coppery smell of blood from dead adventurers
- One body completely stripped, hacked up for meat
- Treasure in pile: topaz (700gp), silver dagger (200gp)
- Also, small wooden box, sealed with wax; 31 gold and 58 platinum inside

MURK GNOLLS (2)

SIZE L; MOVE 90 ft; ARMOR CLASS 6; HIT DICE 3; HIT POINTS 18, 12; ATTACKS 1; DAMAGE 2d4; TAZ 17; S-ATT Spittle; S-DEF None; MAG RES Standard; INT Average (9); XP 101, 89

36 The entire western wall has collapsed at this end of the dungeon. At eye level, there is a 4'-long beam of light, with no visible origin, which illuminates dust motes in the air. Anything held in that beam of light glows for 2d10 minutes (radius 100'), and then it disintegrates. There's no way to move the beam. The ceilings are high (40') in this chamber, and remain so all the way to #46.

37 A flatworm colony, with 13 eggs in corner. They feed on lichen growing on the walls. Under the lichen at the base of the wall, there's an old clay pot, a leather boot with a recently-severed human foot still inside it, and a suit of battered and rusted field plate armor (AC 5). It's better than nothing. There's also a silver scroll case (worth 50 gp), and inside there's a scroll with two spells on it: haste and hold person.

38 Lost in the rubble on the western end of this chamber, three dead halflings from centuries ago. A dead fighter is sprawled on the floor, most of her face hacked off. Three dead goblins are near her body.

If her corpse is looted, the party will find a longsword, a damaged suit of chainmail (AC 7), and the Aegis of Reckoning, a magic shield +2. The inner surface shows an image of a random stranger; after the shield is used in combat, the stranger is shown, dead. Immediately, a new stranger's face appears. After 1d6 uses, the face that is shown belongs to someone close to the user. After that, the user's face appears.

39 A row of blocks have fallen from the ceiling, creating a ten-foot barricade, roughly thirty feet wide. There's no way around it, due to the rubble. Along the top of this barricade, an indigo gel (page 40) sweeps back and forth; on the other side, another hugs the wall, about thirty feet up. A third one clings to the ceiling, where it's gnawing on the remains of a gnome thief.

The thief's corpse doesn't yield any treasure, but in his pack, there's a simple-looking metal wand. The wand (two feet long, sharp on one end) is attached to two leather bands, so that it can be strapped to one's forearm. It's called Skull-Switcher (says so in the inscription along the side), and if one stabs an opponent with the sharp end (inflicting 1d2 damage), the attacker and opponent's minds are switched for 1d10 rounds. It only has two charges left.

INDIGO GELS (3)

SIZE M; MOVE 60 ft; ARMOR CLASS 5; HIT DICE 4+4; HIT POINTS 23, 21, 20; ATTACKS 1; DAMAGE 1d8; TAZ 16; S-ATT Squirting; S-DEF See below; MAG RES Special; INT Average (9); XP 362, 354, 350

40 A murk gnoll shaman patrols this area, keeping an eye on the treasure stacked at #41. If attacked, he uses one of his offensive spells (*cause light wounds*, *hold person*, *cause fear*), and he yells for help (not realizing that the goblins in #38 are dead; though there's a chance the orcs in #42 hear it).
• Treasure: 35 platinum pieces, Gauntlets of Might (add 1 to strength)

MURK GNOLL SHAMAN

SIZE L; MOVE 90 ft; ARMOR CLASS 6; HIT DICE 3; HIT POINTS 19; ATTACKS 1; DAMAGE 2d4; TAZ 17; S-ATT Spittle, spells; S-DEF None; MAG RES Standard; INT Average (9); XP 148

41 In the middle of a vast lake of acid (1d20 damage per round of exposure, save halves; items must save or be destroyed, except for metal and stone; also fumes, see below), a pile of treasure sits on an island of stone.

The acid prevents the gold-whores from approaching -- they fear it, and even though they could "swim" through the ceiling or floor, they're just too intimidated by the acid, and by the orange mire that crawls around the treasure.

The area is trapped: anyone who touches the treasure, shifting its weight even slightly, sets off a spray of contact poison which causes uncontrollable and violent rage for 1d4 rounds, followed by permanent paralysis from the waist down (save negates one or the other; must successfully save twice to avoid both effects).

- The lake of acid emanates fumes; passing directly over acid (jumping, flying) means character takes 1d10 damage per round
- Random geysers of acid spray up to blast the ceiling; if player attempt to cross lake somehow, there's a 1 in 4 chance a spray hits, inflicting 1d20, save halves)
- 392 gold; 2,557 silver; and 17 platinum
- Serpent Staff: this staff resembles six-foot snake; *lyg*, the elvish word for snake, is carved into the wood, but goblinoids couldn't read it; when the word is uttered, staff inflicts an additional 1d4 damage for 1d4 rounds after a successful hit; must be wielded by elf or by magic user; can only be used 1d4 times by any one user, after which it becomes normal weapon.

ORANGE MIRE

SIZE L; MOVE 30 ft; ARMOR CLASS 6; HIT DICE 4; HIT POINTS 25; ATTACKS 4; DAMAGE 1d4; TAZ 16; S-ATT Acid; S-DEF Special; MAG RES Standard; INT Animal (1); XP 250

42 A violet mucus (page 44) and an orange mire (page 41) cling to the walls, near the ceiling. A dead elf is nailed to an X-shaped cross, head down, her intestines spooled out. Another elf is shrieking in agony as an aurumeretrix (page 37) tears its way out of his body; he was forced to ingest gold, resulting in a fourteenth gold-whore. Three gelid orcs are enjoying the show. They're the pit troll's elite guard, wearing chain-mail, shields, and swords taken from dead adventurers. They're distracted by the show, but the mucus and mire are not.

- In southeastern part of this large chamber, life-sized jade statue of kobold marauder
- Statue is trapped: it's resting on a thin, taut wire
- Move it, dozens of instakill-poisoned needles (save negates) fire into room
- Statue worth about 3,000 gold to collectors; weighs about 800 pounds
- Circular hole in ground with metal hand-holds hammered into stone; leads down to #47

VIOLET MUCUS

SIZE L; MOVE 30 ft; ARMOR CLASS 7; HIT DICE 4+2; HIT POINTS 18; ATTACKS 2; DAMAGE 1d8; TAZ 16; S-ATT Spray; S-DEF Special; MAG RES Standard; INT Low (6); XP 342

ORANGE MIRE

SIZE L; MOVE 30 ft; ARMOR CLASS 6; HIT DICE 4; HIT POINTS 23; ATTACKS 4; DAMAGE 1d4; TAZ 16; S-ATT Acid; S-DEF Special; MAG RES Standard; INT Animal (1); XP 244

AURUMERETRIX

SIZE L; MOVE 120 ft; ARMOR CLASS 4; HIT DICE 5+5; HIT POINTS 15; ATTACKS 2; DAMAGE 2d8+2; TAZ 12; S-ATT Hold person; S-DEF None; MAG RES Standard; INT Average (9); XP 440

GELID ORCS (3)

SIZE M; MOVE 60 ft; ARMOR CLASS 6; HIT DICE 1+1; HIT POINTS 9, 7, 6; ATTACKS 1; DAMAGE 1d6; TAZ 18; S-ATT Frost; S-DEF None; MAG RES Standard; INT Average (9); XP 99, 97, 96





KAIVA GREY-NAIL, 4TH-LEVEL MAGIC USER

HP 13, AC 8 (or 3)

Str 12, Int 17, Dex 16, Wis 10, Con 9, Cha 13

XP Value: 525

Spells: *Charm person, magic missile, sleep, mirror image, stinking cloud*

Mutations

Hard yellow spikes on arms/legs; anyone grappling takes 1d4 damage

Immune to petrification

Giant mouth in midsection

screams when she's injured, and gives her advice

6 eyes, bestowing +1 to initiative

Bat wings, can fly at rate of 120 ft

Giant reptile feet, can jump twice as far

43 In the center of the room, the floor is two feet lower, from western wall to eastern wall. The indentation is filled with the same acid in #41 (1d20 damage per round of exposure, items must save or be destroyed, except for metal and stone). A stone dreck (page 43) clings to the ceiling.

- Stone dreck invisible, waits to see what party does before attacking them

STONE DRECK

SIZE M; MOVE 60 ft; ARMOR CLASS 7; HIT DICE 3+3; HIT POINTS 20; ATTACKS 1; DAMAGE 1d12; TAZ 17; S-ATT Bile; S-DEF Invisibility; MAG RES Standard; INT Low (6); XP 275

44 A pair of amber sludges (page 37) patrol the walls of this room; oil has been splashed here recently, and there are puddles of it all over the room. A dead adventurer, bowels sucked out and hollowed torso on display, hangs naked from a spike on the wall. His armor (useless) and sword (bent) lie next to a sack containing a crimson garnet worth 600gp.

- When combat starts, sludges cast fireball and room ignites (4d6 to all within, save halves)
- Smells like the sharp tang of oil, and the thick musk of mold

AMBER SLUDGES (2)

SIZE L; MOVE 60 ft; ARMOR CLASS 8; HIT DICE 1+1; HIT POINTS 8, 6; ATTACKS 1; DAMAGE 2d4; TAZ 18; S-ATT Fireball; S-DEF Immune to fire; MAG RES Standard; INT Animal (1); XP 88, 86

45 The lair of Kaiva Grey-Nail, magic user. After her adventuring party died, she cast her lot with the goblinoids; she was so deformed by repeated mutations in the ovum that they accepted her.

She flies around her lair, or uses the 6 makeshift roosts carved into the ceiling (thirty feet up). The floor is coated in white goo (page 44), and characters who step on it must make strength checks to avoid entanglement.

Kaiva wears Magnicas, a ring that gives her a bonus of 5 to her armor for a duration of 10 rounds (only has 4 charges left), and she wields Luna, a scarlet shortsword +1 (+2 against good characters) that must be soaked in the blood of a virgin every 30 days, or it loses its power.

She's accompanied by 2 kobolds and 3 goblins, each armed with slings (1d6 bullets each) and 1d4 spears made of bone.

The secret door to #28 is visible from here, and the mechanism is activated from this side.

- Kaiva is completely mad, but wants out of his hellhole
- She will probably listen to reason, unless one of her other personalities takes over
- If characters sneak in, may hear her muttering to herself as she swoops from perch to perch
- If so, they'll learn valuable clues about dungeon

DEEP KOBOLDS (2)

SIZE S; MOVE 60 ft; ARMOR CLASS 7; HIT DICE 1; HIT POINTS 6, 3; ATTACKS 1; DAMAGE 1d4; TAZ 19; S-ATT Abyssal gaze; S-DEF None; MAG RES Standard; INT Average (9); XP 51, 48

CAVE GOBLINS (3)

SIZE S; MOVE 60 ft; ARMOR CLASS 5; HIT DICE 1+1; HIT POINTS 8, 6, 5; ATTACKS 1; DAMAGE 1d6; TAZ 18; S-ATT None; S-DEF Immune to *sleep* and *charm*; MAG RES Standard; INT Average (9); XP 48, 46, 45

46 Kaiva's treasures are squirreled away in this chamber, which is also where she maintains a shrine to herself (so that the goblinoids may worship her). She has painted gruesome murals, depicting the goblinoids suffering horrible torments at her hands, safe in the knowledge that they are blind and will never be able to see what she's drawn on the walls.

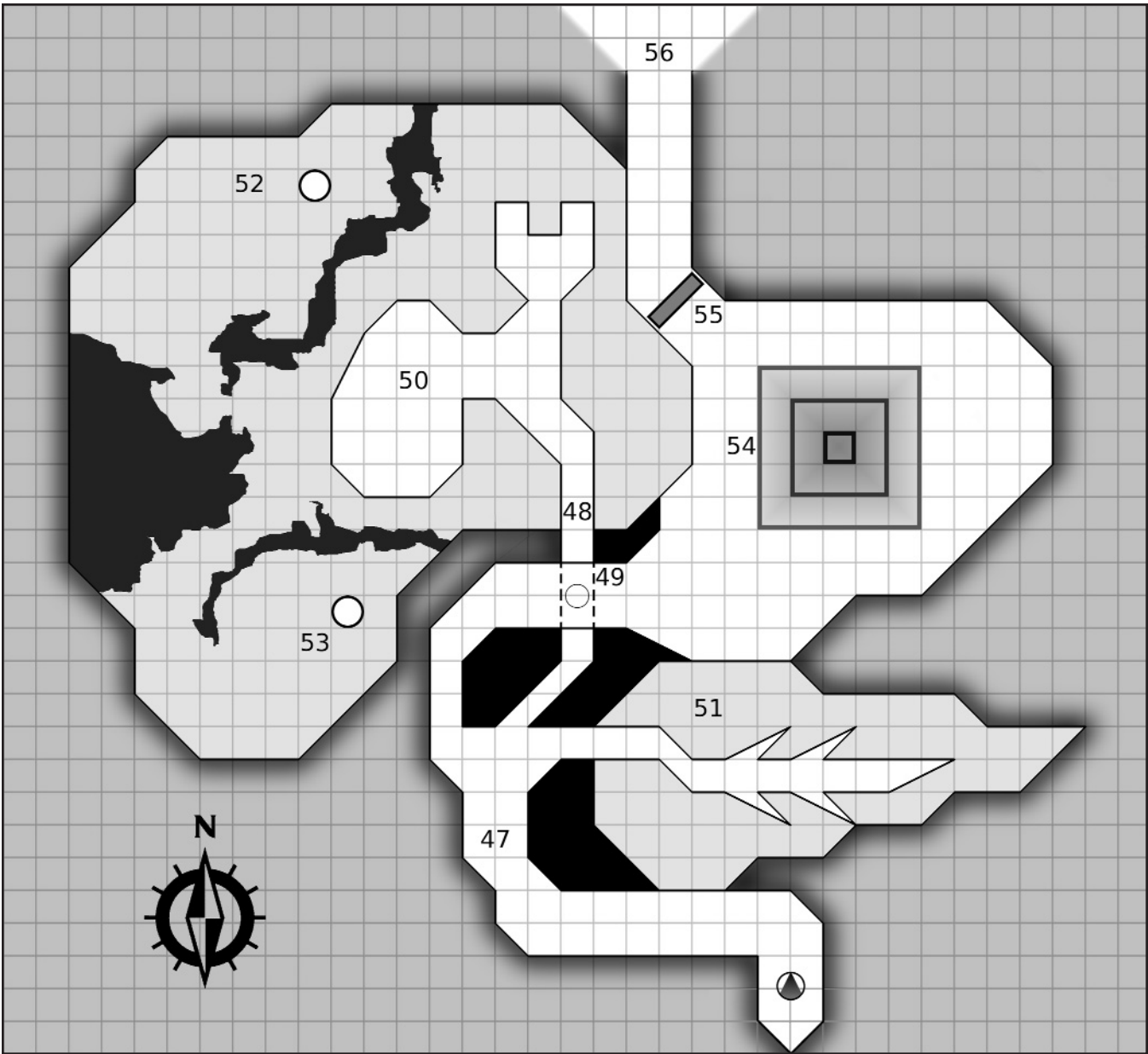
A tripwire stretches across the area connecting #45 with this room; progressing past the white goo (or its remains, if it's killed) will result in walking through the thin (nearly-invisible) filament. A hatch in the ceiling will open, dumping a half-ton of broken glass mixed with giant flatworm excrement (2d10 damage, 50% chance of attracting a random encounter due to the smell).





Upon the altar of stone, she's placed her pride and joy: a cubit-long olisbos made from black opal, polished and smooth ; it's worth about 1500 gp.

To the south, where there should be an exit from SlaughterGrid, several tons of stone have fallen, blocking the corridor (which, because of the way the colossus fell, leads directly into the ground, making escape impossible anyhow).

Near the cave-in, a small hole in the wall spurts a clear green fluid, which smells like apples. It splashes over the rubble and seeps into cracks in the floor stones. This plasm temporarily changes the skin color (to bright green) of any humanoid body part that gets within 40' of the fluid.

Making contact with the fluid afflicts the humanoid with a horrific rotting disease that becomes symptomatic within 1-4 weeks, and fatal 1-4 months afterward. If bottled and sealed, the fluid remains viable, and is worth up to 100 gold per ounce to certain apothecaries.



-  Barricade
-  Hole in floor
-  Stairs/shaft going up
-  Floating disc

LEVEL 3: BELLY

47 Two growths, fleshy and bulbous, one on each wall. They're about seven feet wide, and stretch from ground to a height of seven feet.

To pass between these two is to suffer an automatic curse wherein one's body immediately shoves out a randomly selected organ through the skin (1. heart; 2. liver; 3. kidney; 4. pancreas; first two are fatal, the other two hurt and you lose 2d6 hit points) and you see an image of someone close to you suffering a horrific and protracted death.

The corridor is 20 feet tall, and if the characters can avoid passing between these two polyps, they suffer no ill effects. Killing the polyps means you must save vs. spells or be afflicted by the curse.

- Secretions from polyps smell like honey and wine
- Polyps chirp and mutter to one another as party approaches, then fall silent
- If characters attack, polyps have AC 10, 1 hp, and no attacks except the curse

48 A human cleric, female, wearing leather armor and carrying a mace. She says her name is Lida Lighthammer, and she worships a well-known deity of good.

In reality, this is a pseudo-otyugh (page 42) wearing the gear (and the likeness) of a cleric that he butchered and ate earlier in the day. The pseudo-otyugh begs for help, claiming to be near the exit to SlaughterGrid; she asks the party to get her home safe.

Not far from her, there's a huge pile of fecal matter; just beyond that, there's a pile of rubble with a glass vial atop it. If the party tries to go near it, she begs them to stay away, claiming that it's holy water, and it's keeping the undead at bay (which is true; however, it was the real Lida Lighthammer who managed to erect the barricade, after which she was killed by this impostor). The pseudo-otyugh wants to lure the party into a trap, but needs to determine their capabilities first (asks lots of questions).

- If attacked, screams for help, and reveals true self
- Pseudo-otyugh smells of leather and sweat

PSEUDO-OTYUGH

SIZE M; MOVE 90 ft; ARMOR CLASS 5; HIT DICE 3+3; HIT POINTS 15; ATTACKS 2; DAMAGE 1d8; TAZ 16; S-ATT Sleep; S-DEF Shapeshifting; MAG RES 55%; INT High (13); XP 225

49 The circular hole in the ground (eight feet wide) leads to #48. This is where the Progenitor defecates; the otyugh-kin trudge through its feces each day en route to #50, a constant reminder of their servitude and obeisance.

- Below, adventurers can see barricade with vial of holy water atop it

50 In this vast chamber, teeming with bubbling fluids, there is an irregularly-shaped peninsula of stone. The walkway (#48) leads here.

There is a raised platform, five feet wide and high, and upon it, the village of Amlen, a small farming community. It was shrunk by the Progenitor and brought here for the amusement and edification of the otyugh-kin.

The terrified humans and dwarves of Amlen are now less than an inch tall, and their entire village is only a few yards wide. Some of them have been toyed with, and are dead or dying. Others have been instructed by the Progenitor to go about their tasks, so the frightened villagers continue to till the soil with tiny plows, waiting until it's their turn to be squeezed, pried open, or devoured.

However, the human adventurers who made it all the way down here were able to release some of the Progenitor's undead slaves, so there are no otyugh-kin here today; instead, two stygiacs (page 43) hover over the city, oblivious to the tiny victims nearby. They're waiting for larger game. When the adventurers arrive, the stygiacs curse them.

If there's noise, 1d3 draugars will approach from #52.

- Impossible to communicate with villagers; squeaky voices unintelligible
- *Enlarge* spell will restore one (and only one) of them to normal size, as will *dispel magic*
- Current population, 23 villagers, one of whom knows how to kill the Progenitor
- Three large growths of some kind of lumpy white coral divide this chamber up
- Fifteen to twenty feet tall, they make it impossible for adventurers to see into #52 and #53
- Fluids inflict 1 hp per round as they eat away at skin and soft tissues (no effect on undead)

STYGIACS (2)

SIZE M; MOVE 30 ft; ARMOR CLASS 8; HIT DICE 2+2; HIT POINTS 11, 8; ATTACKS 1; DAMAGE 1d6; TAZ 18; S-ATT Curse; S-DEF +1 or better to hit; MAG RES Special; INT Average (9); XP 252, 246

51 The pancreas is a large chamber, 150' by 70'. A forking stone walkway stretches from west to east, surrounded by a four-foot-deep pool of brownish fluids, which are sacred to otyughs. If skin contact is made, the fluids infect humanoids with a fatal coughing sickness (effects are immediate, bloody coughing ensues, airways constrict, death in 1d12 rounds, no save). If bottled, it's worth 400 gold per ounce to assassins, but the fluid must be chilled somehow in order to remain viable.

In the corner of the room, they can see the corpse of Lida, a cleric who was killed by proto-otyughs and tossed in the fluid for digestion. Her gear is damaged and worthless, but she wears the Temple Ring (gold ring, engraved image of a temple; when used in prayer, allows cleric to act as though he/she has twice as many levels; 5 charges left; when used up, worth 800 gold).

Five proto-otyughs (page 42) are smearing sacred ointment over their tentacles, preparing for war with the goblinoids. If approached properly, there's a chance they listen to a proposal, particularly if it involves attacking level 2. However, if they're confronted, four attack, and one hangs back to splash fluids at the party with its tentacles (roll normal attack, range of 20').

- Fluids reek of sulfur; brown mist rolls over stones
- Proto-otyughs: splashing, hissing, and clacking

PROTO-OTYUGHS (5)

SIZE L; MOVE 60 ft; ARMOR CLASS 8; HIT DICE 2+1; HIT POINTS 9, 7, 6, 5, 5; ATTACKS 2; DAMAGE 1d6; TAZ 18; S-ATT Nausea S-DEF None; MAG RES Standard; INT Average (9); XP 83, 79, 77, 75, 75

52 A floating disc, translucent but stained with greyish-yellow liquids, hovers over the pool.

Atop it: 12,452 silver and 453 platinum, the squid-shaped key to the barricade at #55, and a suit of Hate Mail Armor (scale mail +1, +3 if smeared with the blood of a dead human slain by the armor's wearer; effect lasts for 1d6 rds. per corpse). The treasure is guarded by a necro-otyugh (page 41) and two draugars (page 38), all currently hiding below the surface.

NECRO-OTYUGH

SIZE L; MOVE 60 ft; ARMOR CLASS 4; HIT DICE 4+4; HIT POINTS 19; ATTACKS 2; DAMAGE 2d6; TAZ 16; S-ATT Disease, contagion; S-DEF Immune to charm and sleep; MAG RES Standard; INT High (13); XP 391

DRAUGARS (3)

SIZE M; MOVE 60 ft; ARMOR CLASS 7; HIT DICE 3; HIT POINTS 22, 21, 20; ATTACKS 1; DAMAGE 1d6; TAZ 17; S-ATT Contagion; S-DEF Immune to charm and sleep; MAG RES Standard; INT Average (9); XP 184, 182, 180

53 Atop another floating disc, the adventurers will see Chrysopoeia, a sacred relic owned by the Progenitor. It is a statue of a tentacled horror with cloven hooves, carved from yellow crystal, dripping with beads of moisture. Upon contact, it turns steel to gold, and vice versa (one item at a time, up to 100 pounds of either substance). It only has 3 charges left, and when they're gone, the moisture dries and the transformations will cease. It's worth tens of thousands to the right buyer, and weighs about 1000 pounds. If broken or cracked, even slightly, it ceases to work.

- Relic's droplets smell of lilac and cinnamon
- Will render steel armor and weapons pretty much useless, but quite valuable

54 A six-inch layer of chyme (thick, creamy, partially-digested food) fills this chamber. From it, a thirty-foot ziggurat of stone rises. Atop it, the Progenitor (page 42) meditates. Invisible crypto-otyughs (page 38) squat on the lower steps nearby, careful to avoid the chyme (to prevent being detected by their footsteps).

If the party nears the ziggurat, the Progenitor offers them a bargain: if they swear a Bowel Oath (a binding magical vow that will result in horrid calamity if broken), the creature opens the barricade and permits them safe passage. But they must swear to murder the head of the cleric's religious order (if there's a cleric in the party), or the head of the Mages Guild (if there's a magic user, and if he/she belongs to such an organization), or a prominent lawful good ruler of a realm associated with one of the PCs.

If the characters decline, violence ensues. The crypto-otyughs use their invisibility to launch surprise attacks at the characters, and the Progenitor casts spells. If the proto-otyughs in #51 still live, 1d4 of them will arrive.

If the ziggurat is searched, a puzzle is revealed: the top stone can be lifted and turned. It weighs 1200 pounds. If turned ninety degrees clockwise, a loud clicking sound is heard, and the entire ziggurat sinks into the chyme, becoming flat ground. The barricade also sinks down. (See page 30 for a diagram.)

PROGENITOR

SIZE L; MOVE 90 ft; ARMOR CLASS 3; HIT DICE 5+5; HIT POINTS 35; ATTACKS 3; DAMAGE 1d10; TAZ 15; S-ATT Special; S-DEF Special; MAG RES 45%; INT Genius (17); XP 1690

CRYPTO-OTYUGHS (3)

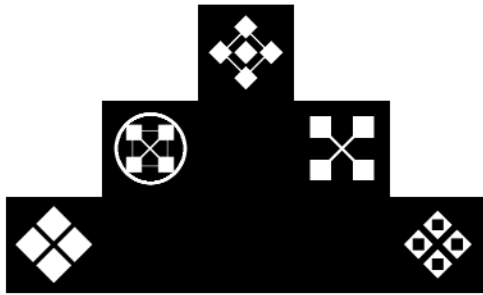
SIZE L; MOVE 60 ft; ARMOR CLASS 5; HIT DICE 3; HIT POINTS 14, 13, 12; ATTACKS 3; DAMAGE 1d4/1d4/1d8; TAZ 17; S-ATT Special; S-DEF Special; MAG RES Standard; INT Very (11); XP 123, 108, 107



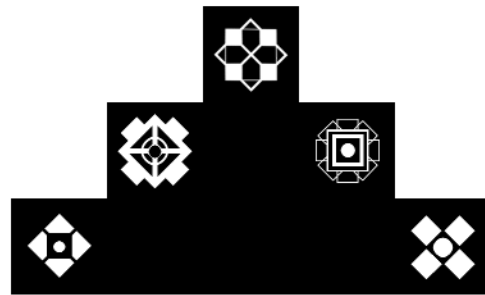
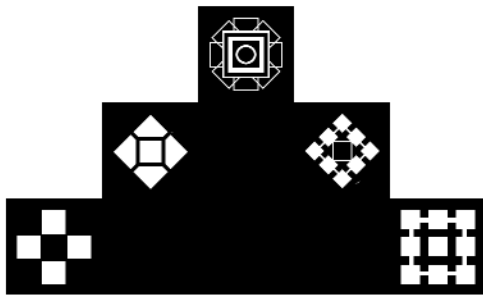
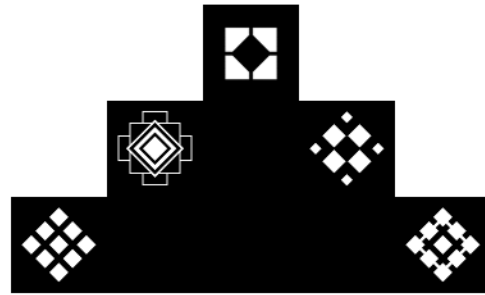
55 The enchanted barricade takes up the entire corridor; it's metal, five feet thick, and too heavy for mortals to move. A dispel magic or knock spell opens the door, as does the key (which is located at #52). The bas-relief depicts the image found on the first page of this book.

56 The exit is blocked by an easily-torn veil of grasses and vines. Beyond, the sweet smell of clean air and green grass. The ordeal is over. Thus ends SlaughterGrid.

NORTH

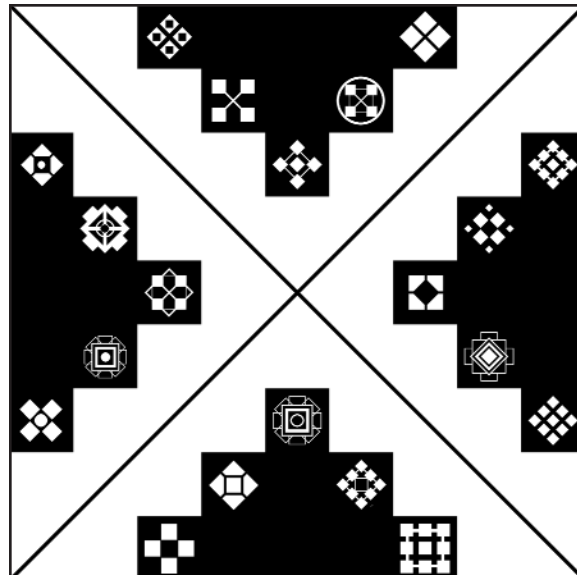


EAST



SOUTH

WEST



RESURRECTION RESULTS

1. Roll twice and keep both results.
2. Your skin is covered with suppurating green lesions. Permanent -1 to all initiative and surprise rolls.
3. Large grey bat wings grow from your back. You can fly with a move rate of 60'.
4. Your lowest stat drops by 2 and you vomit uncontrollably in the sight of holy symbols.
5. One of your arms turns into a four-foot yellow tentacle with bristly violet suction cups; you gain 1 point of strength.
6. You age increases by half your maximum lifespan.
7. One of your stats goes up by 1, and another goes down by 1; your body emanates a strong odor (50% chance it's either lovely and perfume-like or putrid and nauseating).
8. Insects flock to you, but do not harm you (nor do they obey your commands or willingly leave you).
9. You are blind, and your eyes have been replaced by thick nostrils; you can track prey like a 10th-level ranger. But you're blind.
10. Numerous small oozing mouths grow along your arms; they sometimes whisper clues. Lose a point of dexterity.
11. You have gills and can breathe underwater.
12. You can detect lies with 66% accuracy. But you are incapable of telling lies.
13. Can you can inhale spirits, such as ghosts and ghastrs; however, you must murder an innocent person in order to release the spirit once you've inhaled it. After you kill your innocent victim, the ghost leaves your body and is exiled to another plane. If you don't kill an innocent person, the undead spirit that you've inhaled takes over your body after 24 hours.
14. You are burned by the light of the sun; you take 1d4 damage per round of direct exposure. You're unharmed if you stay in the shadows.
15. Anytime anyone is magically healed within ten feet of you, you take 0-3 points of damage; if someone tries to heal you magically, the effects are doubled.
16. You can no longer eat normal food, and must consume carrion in order to survive.
17. You have the ability to determine the value of a gemstone on sight. 50% of the time, you get it more or less right; the other 40% you've got an idea of the range. However, if you touch a gemstone, you take 1d3 points of damage.
18. Your skin changes to a new, randomly-determined color. This new color is not natural to your kind.
19. You can remove your eyes, and are still able to see through them, as long as they're within 100 feet.
20. You can't see the undead. They are invisible to you.
21. You are now carnivorous, and must eat a small portion of flesh every hour in order to survive -- unless you are asleep or unconscious.
22. You can squirt a pint of blood from your mouth at will. This hurts you (1-2 points of damage).
23. Because of your webbed hands and feet, you can swim at triple the normal rate.
24. You are no longer able to harm members of the opposite gender. This only applies to humans and demihumans, unless you are neither -- an orc, for example -- in which case it only applies to your own kind.
25. You are no longer able to touch or wield edged weapons. To do so causes you great emotional distress, possibly resulting in actual madness.
26. You're a charming person. Your charisma goes up to 15, or you get a +1 if your charisma is currently 15 or higher. However, your left hand grows a mouth and a shitty personality.
27. You can climb with a base skill of 50%. If you already have the climbing skill, add 20%.
28. You're covered in thick yellow hair that grows an inch a week. Shaving results in painful ingrown hairs that seep greenish fluid.

29. No matter how much you eat, you appear emaciated, with wrinkled skin stretched across your bones, sunken eyes, and clearly-visible ribs.
30. When injured, you exude thick bluish oil that reeks of rotting fish.
31. You suffer from chronic coughing. Your constitution score drops by 1. And your eyes are now farther apart by about two inches.
32. You take double damage from fire-based attacks. And there are thick yellow tusks growing out of your cheekbones.
37. You now have a long, hairy snout; unfortunately, this has not enhanced your sense of smell. Also, felines hate you and the larger ones attack you on sight.
38. The fingers of one hand are now fused into a single thick hook of bone, which you can use to attack for 1d6 damage, plus any applicable strength bonus. However, you can't use this hook to wield a weapon or caress a buttock properly.
39. Your eyes are now on either side of your head. You can no longer be surprised.
40. You have new bones. They are on the outside of your skin. This bony exoskeleton makes it very difficult for you to wear armor (you must wear custom armor, which costs about 100 times as much as normal armor of the same kind). However, your natural armor class is improved by 1d4+2 (plus any applicable dexterity bonus). You may still carry a shield.
41. You have two extra fingers on each hand. Your hands are the same size, but your fingers are thinner than they used to be. Also, your dexterity goes up by 1.
42. You take double damage from cold-based attacks. And your eyes are completely white, no visible iris or pupil (though they function normally).
43. Your gender has been changed. If your character is transgendered, then instead, your hit points go up by 1d3 and all the bones in your left hand become cartilage.
44. You now wield a vampiric touch. At will, you can drain 1d4 hit points from a person, gaining 1 hit point each time you do so. However, you must make physical contact in order to use this ability. Also, there's always a 1 in 6 chance that the effects will be reversed.
45. You have soft green skin, like an amphibian. You can leap 20 feet, 30 with a running start. If your skin becomes dry, because you have not soaked yourself in water for 12 hours, then you take 1 hit point of damage per hour until you can immerse yourself in water.
46. You can guide projectiles after they have been fired. This requires a combat action on your part, but adds +4 to any missile attack that you focus on.
47. You take double damage from poison attacks, and your feet are now large cloven hooves.
48. You have antlers, and if you eat meat, you must save vs. spells or fly into a violent rage, attacking those around you for 1d20 rounds.
49. You take half damage from breath weapons and double damage from falling. You have two long thin arms growing from your shoulder blades; they are scrawny and each has a single finger at the end.
50. If exposed to an illusion, you automatically have a 30% chance of recognizing it as such, though the GM will probably roll this on your behalf.
51. If you're over 5 feet tall, your height drops by 2 feet. If you're under 5 feet tall, you grow 2 feet. If you're exactly 5 feet tall, your height changes by 1d4 feet (50% grow, 50% shrink). Your body's proportions remain the same; you just get smaller.
52. You take half damage from fire-based attacks, but your Wisdom score drops by 1d3.
53. If you're injured, and you don't kill your attacker within 24 hours, you lose 1 hit point per day (permanently). Also, you've got antennae, but they don't do anything.
54. Hard yellow spikes on your arms and legs; anyone grappling you takes 1d4 damage.
55. You sweat blood.
56. You now know a randomly-selected cleric spell, which you can cast once per day. But one of your saving throws is permanently worsened by 1d8.
57. You limp, because one of your legs is 3d6 inches shorter than the other.
58. You look like a corpse, a withered cadaver. But you're immune to petrification.

59. You lay an egg every morning. It hatches into a random small animal. There's a 1 in 10 chance that it's a magical familiar that wishes to bond with a member of your group! There's a 9 in 10 chance that it wants to fuck and/or devour you.
60. You now know a randomly-selected magic user spell, which you can cast once per day. But you have neither fingernails nor teeth.
61. Your skin is green and fibrous, for you are now a plant-based lifeform, and require sunlight in order to survive. For every 4 hours that you spend in darkness, lose 1 hit point. A light spell suffices, giving you another 4 hours.
62. There's a giant mouth in your midsection. It drools, it has large teeth, and it chews through any clothing and armor. It spits frequently. It curses aloud when you're injured. It sometimes offers excellent advice.
63. You are severely deformed, and lose 1d3 points of dexterity. However, you can see through 10 feet of stone. This ability can be used twice per day, and has a range of 20 feet (so if you're gazing through a 5-foot-thick wall, you can see 15 feet beyond it).
64. Your mouth disappears, and you must now absorb nutrients through orifices in your palms. These orifices drip a clear fluid that smell of fruit. You can communicate with bees.
65. Your intelligence score goes up by 2 points, but your reflexes are slowed -- subtract 2 from all initiative rolls, and your dexterity drops by 1.
66. Pain makes you stronger; each time you lose 2 or more hit points, your strength goes up by 4 for a single round. And there are now large horns growing from your temples.
67. Your head has been replaced with the carapace of a large insect. You still retain your memories and personality, but are unable to communicate as you once did. Your charisma score drops to 3. You are now mute. Also, you eat offal.
68. You now have nightvision, 60 ft. Unless you already had it. In which case, range is now 120 ft.
69. Your facial features are now reptilian, and you have a six-foot prehensile tail. Your neck and arms and lower back are covered with greenish-yellow scales.
70. One day, you will meet another version of yourself. Only one of you will survive the encounter. You know this. But you're not sure you're the real one.
71. Your lower legs are clumsily fused together into a tail-like extremity. Boots are no longer an option for you. But you now roll a +4 against gaze-based attacks.
72. You can spit acid 10 feet, inflicting 1d4 points of damage, but you're a hemophiliac, and each time you're cut, you lose an additional 1d3 hit points a round for 1d3 rounds.
73. Your skin is sagging and rubbery, and your mouth is twice as large as it used to be.
74. You randomly share pain with those around you. Each time you take damage, there's a 1 in 4 chance that someone near you (selected at random) takes half the damage you just sustained. This is inflicted in the form of random wounds that appear on this unfortunate person's body. The victim can make a saving throw to negate these effects.
75. Your skin is covered with scabs that never heal; they drip pale blue ichor. You are now affected by turn undead.
76. If a *light* spell is cast near you (within 100 feet), you begin to glow. You continue to glow for twice the duration of the spell that was cast.
77. One of your saving throws goes up by 4, and another goes down by 4.
78. Your skin is flammable.
79. You have learned a randomly-chosen thieving ability; it's at 40%. If you're a thief, you can add 40% to any thieving ability. Eyes glow, visible at 100'.
80. Your legs have been replaced by two additional arms. You can climb like a thief with a climbing ability of 85%. But you cannot wear ordinary garments.
81. You have 1d6 extra eyes, and you get a +1 to initiative.
82. You have been marked by demons for all time. They do not like you.
83. Bat wings, from your shoulders. You can fly at a move rate of 120 ft.
84. You are completely immune to the effects of alcohol. To you, it's like water.

85. New personality. Amnesia. New scores for intelligence, wisdom, and charisma, using the same generation method you used to create your character.
86. Several of your internal organs are now on the outside, and a critical hit against you (a natural 20) means that one of these has been struck, unless you're wearing carefully-arranged armor. You can levitate for 1d4 rounds, to a maximum height of 20 feet, once per day.
87. Two of your orifices switch, roll 1d6 two times: 1. nostrils, 2. mouth, 3. left ear, 4. right ear, 5. anus, 6. urethra/reproductive organs. In case of doubles, the indicated orifice disappears completely, which may result in complications.
88. You're pregnant, and it wants out immediately. You give birth in 1d10 minutes. It will not go well for either of you.



89. Giant reptile feet; you can now jump twice as far.
90. Your tongue is now an isopod, a living creature that requires fresh blood on a regular basis. Once per month, it speaks prophecy in an ancient halfling language.
91. Both your arms are now 50% longer, and quite muscular. Your strength goes up by 1, and your dex goes down by 1. Your armor probably does not fit properly.
92. You can remove your teeth and snap them together to form a thin magical bone dagger +1.
93. Your eyes are gone, leaving bloody sockets, but somehow you can still see (even in complete darkness). No matter what you do, your eyes won't stop dripping blood that reeks of spices.
94. You leave a trail of slime, like a slug. It reeks of dead fish.
95. From the waist down, you are a giant serpent. Any armor you wear must be customized, and its efficacy reduced by 1 point. However, you can move at x ft.
96. Lightning has no effect on you, and you can cast *shocking grasp* once per day. Also, your skin is bright blue and you glow in the dark.
97. You emit noxious fumes, which can kill tiny animals such as canaries.
98. Once per day, you can *detect* all secret doors in a 100' radius; when you do so, you also emit a high-pitched ringing noise, which is audible for a good distance.
99. When cast upon you, *detect good/evil* spells always give the wrong result. The same is true for know alignment, detect magic, and other such spells.
100. Random alignment change.

NPCS & PREGENS

Sakial Koar, 2nd Level Human Cleric (M)

HP 12 AC 6 Str 14 Int 8 Dex 9 Wis 13 Con 13 Cha 10

Gear: Scale mail, morning star (2d4/1d6+1), holy water, 4 torches, flint/steel, 12 gold.

Spells: Bless, Command, Cure Light Wounds.

Neri Jardann, 2nd level Dwarven Fighter (F)

HP 20 AC 3 Str 17 Int 11 Dex 12 Wis 9 Con 17 Cha 8

Gear: Splint mail, battle axe (1d8/1d8), shield, 30' rope, crowbar, 19 gold.

Chaamaz the Deft, 2nd level Elven Thief (M)

HP 8 AC 5 Str 13 Int 11 Dex 17 Wis 9 Con 12 Cha 11

Gear: Leather armor, short sword (1d6/1d8), chalk, thieves' tools, 8 gold.

Abilities: Climb Walls 77, Find Traps 39, Hear Noise 18, Hide in Shadows 40, Move Quietly 35, Open Locks 39, Pick Pockets 44, Read Languages 15

Gabi of the Marsh, 2nd level Half-Orc Magic User (F)

HP 7 Str 12 Int 16 Dex 14 Wis 11 Con 10 Cha 8

Spells: Sleep, magic missile.

Gear: Staff (1d6/1d6), scroll (acid arrow), parchment, ink & quill, 7 gold.

Jiri Qualin, 2nd level Half-Elven Druid (F)

HP 13 AC 4 Str 10 Int 9 Dex 15 Wis 16 Con 9 Cha 11

Gear: Quarterstaff, chain mail, lantern, flask of oil, pouch, flask of water, 25 gold.

Spells: Animal Friendship, Entangle, Faerie Fire, Invisibility to Animals, Charm Person or Mammal, Cure Light Wounds, Heat Metal

NAME GENERATOR

MALE	FEMALE	SURNAME
COMMON	COMMON	COMMON
1. Aavor	1. Aina	1. Beur
2. Chaamaz	2. Alzbeta	2. Crall
3. Chalmir	3. Amaea	3. Duam
4. Edzar	4. Anicka	4. Eom
5. Grikor	5. Anisa	5. Fuell
6. Izmir	6. Arvena	6. Gaer
7. Jaamak	7. Balera	7. Harl
8. Khazar	8. Catalina	8. Jaur
9. Kravar	9. Frantiska	9. Koar
10. Maarek	10. Gadarina	10. Lawr
11. Mashar	11. Laraitza	11. Muul
12. Mekial	12. Ludmila	12. Nerr
13. Mozor	13. Naema	13. Paum
14. Mylzar	14. Naiarala	14. Quall
15. Relzial	15. Neria	15. Suul
16. Sakial	16. Shouna	16. Uom
17. Taanak	17. Shuva	17. Vaer
18. Vaazag	18. Sira	18. Vhour
19. Xalzial	19. Tarsa	19. Weir
20. Zashar	20. Virta	20. Zur
NOBLE	NOBLE	NOBLE
1. Agerun	1. Anki	1. Anton
2. Asentem	2. Beli	2. Brevin
3. Bales	3. Gabi	3. Capan
4. Bothas	4. Jani	4. Draskhan
5. Cavos	5. Jiri	5. Drosin
6. Dritam	6. Ludi	6. Fulin
7. Enkim	7. Mishi	7. Goran
8. Ettos	8. Muri	8. Hurlin
9. Gaizh	9. Neri	9. Jardann
10. Houkaz	10. Nuli	10. Kovin
11. Karash	11. Osni	11. Lojzon
12. Kralis	12. Pavi	12. Marin
13. Lapaz	13. Rari	13. Niithon
14. Levaz	14. Reni	14. Ourun
15. Novon	15. Tosi	15. Passan
16. Ondrus	16. Varthi	16. Qualin
17. Petras	17. Voshi	17. Rushan
18. Tovoraz	18. Xenti	18. Sarvin
19. Vatum	19. Yeri	19. Tomin
20. Vestok	20. Zari	20. Walin
ROYAL	ROYAL	ROYAL
1. Akilamaz	1. Anazi	1. Adiran
2. Bozenarus	2. Alsibi	2. Bogosan
3. Capekalis	3. Baliti	3. Chacekon
4. Chimonares	4. Cermaki	4. Doshuran
5. Durnalavon	5. Daneli	5. Gorivan
6. Getilaras	6. Garidi	6. Jiarelon
7. Gurtzanadus	7. Igoni	7. Komoran
8. Kanomatraz	8. Kedayi	8. Latimin
9. Marenkavok	9. Menohi	9. Marleson
10. Maruskapas	10. Rusalki	10. Narekan
11. Prevatovos	11. Svelenki	11. Qualgaran
12. Vuskinalam	12. Zhuneri	12. Vanamun

MONSTERS

EXPLANATORY NOTES

TAZ (Target Armor Zero): This is the number the monster must roll in order to hit someone with armor class 0.

MOVE: If two numbers are provided, the first refers to ground movement, and the second refers to flying or swimming.

TREASURE TABLES

For copper, silver, electrum, gold, and platinum:

assortment	d10 cp, d10 sp, d10 ep
cache	3d20 cp, 3d20 sp, 2d10 ep, d10 gp
coinage	d100 cp, d100 sp, 2d20 ep, d20 gp
fortune	d100 ep, d100 gp, d20 pp
hoard	d10,000 cp, d1,000 sp, d100 gp
loot	d100 sp, d100 gp, 5d10 pp
lucre	d1000 cp, d1000 sp, d1,000 ep, d1,000 gp
purse	d100 gp, d100 pp
riches	d10,000 cp, d10,000 sp, d1,000 ep, d10,000 gp, d100 pp
trove	d10,000 cp, d100,000 sp, d10,000 ep, d10,000 gp, d1,000 pp

For jewels, gems, scrolls, potions, and magic items:

few	d4-1
many	d8-1
numerous	d12-1
several	2d10-2

d100 = roll 2 ten-sided dice in order

d1,000 = roll 3 ten-sided dice in order

d10,000 = roll 4 ten-sided dice in order

d100,000 = roll 5 ten-sided dice in order

Any d10 that rolls a 0 is counted as zero, unless they're all zeros (in which case the result is the maximum).

Example (for d1,000):

If you roll 9/0/0, that equals 900.

If you roll 0/0/9, that equals 9.

If you roll 0/0/0, that equals 1,000.

AMBER SLUDGE

FREQUENCY: Rare
NO. ENCOUNTERED: 1-3
SIZE: L
MOVE: 60 ft
ARMOR CLASS: 8
HIT DICE: 1+1
ATTACKS: 1
DAMAGE: 2d4
TAZ: 18
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
LAIR PROBABILITY: 50%
INTELLIGENCE: Animal (1)
ALIGNMENT: Neutral
TREASURE: Personal, assortment (in body)
LEVEL: 3
XP: 80+1/hp

- Immune to fire (magical or natural)
- Leaves oily (flammable) residue in wake
- Casts *fireball* twice per day
- 4d6 damage (save halves), 25' range, 3' radius
- Eats through glass and wood in seconds
- Does not eat through metal, stone, or clay

ASCOMYTE

FREQUENCY: Rare
NO. ENCOUNTERED: 1-8
SIZE: M
MOVE: 10 ft
ARMOR CLASS: 9
HIT DICE: 2
ATTACKS: 1
DAMAGE: 1d6
TAZ: 18
SPECIAL ATTACKS: Poison
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 100%
INTELLIGENCE: Animal (1)
ALIGNMENT: Neutral
TREASURE: Assortment
LEVEL: 3
XP: 80+1/hp

- Ambulatory mushroom, eats flesh
- Slow, tends to remain stationary
- Smells of earth, makes squeaking sounds
- Lashes with rubbery tentacles
- Squirts poison from nodules on cap
- Poison: 30' range, save vs. death or die
- Save means character takes 1d4 damage

AURUMERETRIX

FREQUENCY: Very rare
NO. ENCOUNTERED: 1-12
SIZE: L
MOVE: 120 ft
ARMOR CLASS: 4
HIT DICE: 5+5
ATTACKS: 2
DAMAGE: 2d8+2
TAZ: 15
SPECIAL ATTACKS: Hold person
SPECIAL DEFENSES: None
MAGIC RESISTANCE: 15%
LAIR PROBABILITY: 100%
INTELLIGENCE: Average (9)
ALIGNMENT: Chaotic Evil
TREASURE: See below
LEVEL: 6
XP: 350+6/hp

- Also known as gold-whore because of lust for it
- Ignores silver, platinum, gems, et cetera
- Resembles giant anglerfish with tentacles
- Slithers over ground, leaving trail of slime
- Can move through stone as though it were water
- Strikes without warning when gold exposed to air
- Can cast hold person as 5th-level page, 3x/day
- See page 7 for more information

CADAVER CARVER

FREQUENCY: Uncommon
NO. ENCOUNTERED: 1-4
SIZE: L
MOVE: 60 ft
ARMOR CLASS: 8
HIT DICE: 2
ATTACKS: 4
DAMAGE: 1d4
TAZ: 18
SPECIAL ATTACKS: Paralysis
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 35%
INTELLIGENCE: Animal (1)
ALIGNMENT: Neutral
TREASURE: In lair, cache
LEVEL: 3
XP: 80+1/hp

- Resembles carcass creeper, but chalk-white
- Four barbed tentacles, each does 1d4
- If hit, save or be paralyzed for 1d4 rounds
- If possible, lays eggs in paralyzed victims
- Egg hatches in 1d6 days, save or die

CAPRICORN

FREQUENCY: Uncommon
NO. ENCOUNTERED: 1-3
SIZE: M
MOVE: 60 ft
ARMOR CLASS: 7
HIT DICE: 1
ATTACKS: 1
DAMAGE: 1d6
TAZ: 19
SPECIAL ATTACKS: Insanity
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 45%
INTELLIGENCE: Average (9)
ALIGNMENT: Neutral evil
TREASURE: In lair, assortment, a few gems
LEVEL: 2
XP: 45+1/hp

- Large goat with fish tail in lieu of hind legs
- Strikes with horns or hooves, 1d6
- Can inflict insanity with red-eyed stare
- Save vs. spells or go insane (for 1d4 hours)
- GM choice, or use tables (OSRIC 2e, p. 132)

CLUTCHER

FREQUENCY: Rare
NO. ENCOUNTERED: 1
SIZE: L
MOVE: 10 ft
ARMOR CLASS: 6
HIT DICE: 3+3
ATTACKS: 3
DAMAGE: 1d2; see below
TAZ: 16
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 85%
INTELLIGENCE: Very (11)
ALIGNMENT: Neutral
TREASURE: Inside lair, assortment
LEVEL: 4
XP: 175+3/hp

- Smaller version of trapper
- Color and pattern of stone floor
- Lies on floor, waiting for prey
- 95% undetectable without use of magic
- Attack means it wraps around prey
- Attacks entire group at once
- Dex check to escape folds of skin
- If snared, take 1d3 damage each rd. for 1d4 rds.
- Dex check each round to escape
- If no victims in clutches, will attack again from ground

CRYPTO-OTYUGH

FREQUENCY: Very rare
NO. ENCOUNTERED: 1
SIZE: L
MOVE: 60 ft
ARMOR CLASS: 5
HIT DICE: 3
ATTACKS: 3
DAMAGE: 1d4/1d4/1d8
TAZ: 17
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 15%
INTELLIGENCE: Very (11)
ALIGNMENT: Neutral evil
TREASURE: In lair, coinage, a few potions
LEVEL: 3
XP: 95+2/hp

- Smaller breed of otyugh (OSRIC 2e, p. 301)
- Scentless and silent, thin and grey
- Relies on stealth and magic
- Can cast spells twice per day
- *Invisibility, mirror image, blindness*

DRAUGAR

FREQUENCY: Rare
NO. ENCOUNTERED: 1-10
SIZE: M
MOVE: 60 ft
ARMOR CLASS: 7
HIT DICE: 3
ATTACKS: 1
DAMAGE: 1d6
TAZ: 17
SPECIAL ATTACKS: Contagious, see below
SPECIAL DEFENSES: Immune to charm and sleep
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 15%
INTELLIGENCE: Average (9) to very
ALIGNMENT: Chaotic evil
TREASURE: Assortment
LEVEL: 4
XP: 140+2/hp

- Violent and cheerful undead
- Resembles zombie; rotting carcass
- Intelligent, self-aware, sadistic
- Lives to inflict pain; keeps victims alive
- When tired of clawing (1-6 damage), it bites
- If bitten, victim takes 1d6, must save vs. death
- Failure means victim becomes draugar
- Now a hostile NPC, no resurrection in ovum

DROPPER

FREQUENCY: Common
NO. ENCOUNTERED: 1-6
SIZE: L
MOVE: 120 ft
ARMOR CLASS: 6
HIT DICE: 2
ATTACKS: 1
DAMAGE: 1d8
TAZ: 18
SPECIAL ATTACKS: Poison
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 45%
INTELLIGENCE: Animal (1)
ALIGNMENT: Neutral
TREASURE: None
LEVEL: 3
XP: 110+2/hp

- Variant breed of lurker above (OSRIC 2e, p. 293)
- +3 to surprise unless detected somehow
- 1d2 damage for 1d6 rounds

GNOLL, MURK

FREQUENCY: Rare
NO. ENCOUNTERED: 1-8
SIZE: L
MOVE: 90 ft
ARMOR CLASS: 6
HIT DICE: 3
ATTACKS: 1
DAMAGE: 2d4 or weapon
TAZ: 17
SPECIAL ATTACKS: Spittle
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 65%
INTELLIGENCE: Average (9)
ALIGNMENT: Chaotic evil
TREASURE: Personal, assortment; in lair, fortune, many gems
LEVEL: 3
XP: 65+2/hp

- Race of subterranean gnolls, pale grey skin
- Drunkards, thieves, gamblers, and cannibals
- Spits caustic fluid, save or go blind for 1d3 rds.
- They collect bones of enemies, use them as tools

GOBLIN, CAVE

FREQUENCY: Rare
NO. ENCOUNTERED: 1-12
SIZE: S
MOVE: 60 ft
ARMOR CLASS: 5
HIT DICE: 1+1
ATTACKS: 1
DAMAGE: 1d6 or weapon
TAZ: 18
SPECIAL ATTACKS: None
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
LAIR PROBABILITY: 45%
INTELLIGENCE: Average (9)
ALIGNMENT: Lawful evil
TREASURE: Personal, assortment; in lair, cache, a few gems
LEVEL: 2
XP: 40+1/hp

- Subterranean goblins, fearless and silent
- Skin smells of fresh-peeled orange rind
- They worship One True Goddess
- Crucify humans/demihumans in her honor
- Immune to *sleep* and *charm* magics
- Become sexually aroused when injured

GREY RECLUSE

FREQUENCY: Common
NO. ENCOUNTERED: 1-6
SIZE: L
MOVE: 120 ft
ARMOR CLASS: 6
HIT DICE: 2
ATTACKS: 1
DAMAGE: 1d8
TAZ: 18
SPECIAL ATTACKS: Poison
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 45%
INTELLIGENCE: Animal (1)
ALIGNMENT: Neutral
TREASURE: None
LEVEL: 3
XP: 80+1/hp

- Giant spider, slow and soft and hungry
- Bite inflicts 1d8, save vs. poison or die
- Venom sac worth 100-800 gp on black market
- Every time it's hit, risk of damage to sac
- Each point of damage is 10% risk of destroyed sac
- Attack for 5 points of damage, 50% ruined sac

IMPALER

FREQUENCY: Uncommon
NO. ENCOUNTERED: 1-8
SIZE: M
MOVE: 1 ft
ARMOR CLASS: 6
HIT DICE: 2
ATTACKS: 1
DAMAGE: 3d6
TAZ: 18
SPECIAL ATTACKS: 75% likely to surprise
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 100%
INTELLIGENCE: Animal (1)
ALIGNMENT: Neutral
TREASURE: None
LEVEL: 3
XP: 50+1/hp

- Breed of piercer with thinner/weaker hide
- As it impales, tip opens inside victim
- Its tip is also its beak, which then begins to gnaw
- Horrific injuries inflict 3-18 points of damage

INDIGO GEL

FREQUENCY: Rare
NO. ENCOUNTERED: 1-4
SIZE: M
MOVE: 60 ft
ARMOR CLASS: 5
HIT DICE: 4+4
ATTACKS: 1
DAMAGE: 1d8
TAZ: 16
SPECIAL ATTACKS: Squirting
SPECIAL DEFENSES: Immune to fire attacks
MAGIC RESISTANCE: See below
LAIR PROBABILITY: 100%
INTELLIGENCE: Average (9)
ALIGNMENT: Chaotic evil
TREASURE: In lair, cache, a few gems
LEVEL: 5
XP: 270+4/hp

- Squirts incandescent bluish fluid ("weird-water")
- 1d8 damage, also affects probability
- At some point, later on, the GM informs player that the next saving throw will be reversed: if successful, counts as failure, and vice versa -- timing of this occurrence is completely up to GM, could be a year later
- Half damage from edged or pointed weapons
- Takes double damage from silver
- Eats through wood, clay, and fabric instantly
- Corrodes metal over several minutes of exposure
- Does not eat through stone or glass

KOBOLD, DEEP

FREQUENCY: Uncommon
NO. ENCOUNTERED: 1-10
SIZE: S
MOVE: 60 ft
ARMOR CLASS: 7
HIT DICE: 1
ATTACKS: 1
DAMAGE: 1d4
TAZ: 19
SPECIAL ATTACKS: Abyssal gaze
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 40%
INTELLIGENCE: Average (9)
ALIGNMENT: Lawful evil
TREASURE: Personal, assortment; in lair, cache, a few gems
LEVEL: 2
XP: 45+1/hp

- Underground tribe of kobolds; pale blue skin
- Can use abyssal gaze, exposing enemy to infinite dark void
- Victim confronted by yawning, empty gulf of space
- Target must save vs. spells or feel weak, insignificant
- And then lose 1d4 from strength score for 1d4 rounds

MITE, GIANT

FREQUENCY: Rare
NO. ENCOUNTERED: 1-4
SIZE: M
MOVE: 30 ft / 120 ft (jumping)
ARMOR CLASS: 8
HIT DICE: 1+1
ATTACKS: 1
DAMAGE: 1d8
TAZ: 19
SPECIAL ATTACKS: Goo
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 100%
INTELLIGENCE: Animal (1)
ALIGNMENT: Neutral
TREASURE: None
LEVEL: 3
XP: 80+1/hp

- Big as a large war-hound, and vicious
- Go for soft tissues, make clicking noises
- Spit expanding goo at weapons; as it dries, forms thick foam, attaches to anything it touches (hands, walls)
- Strength check to pry weapon loose from goo
- Failure means weapon stuck, can't be used (or if still swung at enemy, inflicts 1/3 damage because of padding)

MONOCEROS

FREQUENCY: Very rare
NO. ENCOUNTERED: 1-4
SIZE: L
MOVE: 240 ft
ARMOR CLASS: 6
HIT DICE: 3+3
ATTACKS: 1
DAMAGE: 1d8
TAZ: 17
SPECIAL ATTACKS: Hold person
SPECIAL DEFENSES: Immune to poison
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 10%
INTELLIGENCE: Average (9)
ALIGNMENT: Chaotic evil
TREASURE: In lair, fortune, a few gems
LEVEL: 4
XP: 175+3/hp

- Evil crimson unicorn, feeds on virgin flesh
- Usually impales virgin on horn, then eats genitals
- Can cast *hold person* once per day
- Horn, if ground up, makes excellent poison
- Horn worth 100-800 gp to assassins

NECRO-OTYUGH

FREQUENCY: Rare
NO. ENCOUNTERED: 1
SIZE: L
MOVE: 60 ft
ARMOR CLASS: 4
HIT DICE: 4+4
ATTACKS: 2
DAMAGE: 2d6
TAZ: 16
SPECIAL ATTACKS: Disease, contagion
SPECIAL DEFENSES: Immune to charm and sleep
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 45%
INTELLIGENCE: High (13)
ALIGNMENT: Lawful evil
TREASURE: In lair, hoard, a few magic items
LEVEL: 5
XP: 315+4/hp

- Undead otyugh, infected by draugar (q.v.)
- If hits with tentacles (2-12 damage), chance of disease
- Chance equal to damage times 10%
- Exact type of disease left to GM
- If victim killed by necro-otyugh, becomes draugar

OPHIOTAUR

FREQUENCY: Rare
NO. ENCOUNTERED: 1-2
SIZE: L
MOVE: 90 ft
ARMOR CLASS: 5
HIT DICE: 3+1
ATTACKS: 2
DAMAGE: 1d6
TAZ: 17
SPECIAL ATTACKS: Acid
SPECIAL DEFENSES: Immune to fire attacks
MAGIC RESISTANCE: See below
LAIR PROBABILITY: 55%
INTELLIGENCE: High (13)
ALIGNMENT: Lawful evil
TREASURE: In lair, fortune, a few pieces of jewelry
LEVEL: 4
XP: 175+3/hp

- Forequarters of bull, hindquarters of serpent
- Gores with horns or slaps with tail (1-6 for both)
- Can spit acid 50' for 1-4 damage
- Immune to fire (including spells)

ORANGE MIRE

FREQUENCY: Rare
NO. ENCOUNTERED: 1-3
SIZE: L
MOVE: 30 ft
ARMOR CLASS: 6
HIT DICE: 4
ATTACKS: 4
DAMAGE: 1d4
TAZ: 16
SPECIAL ATTACKS: Acid
SPECIAL DEFENSES: Immune to weapon attacks
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 75%
INTELLIGENCE: Animal (1)
ALIGNMENT: Neutral
TREASURE: None
LEVEL: 4
XP: 175+3/hp

- Can't be harmed by weapons, even magical ones
- Spells and magical effects will affect it
- Sprays acid, 40 ft range, one target
- If struck, victim takes 1d4, limb becomes gangrenous
- Save vs. spells, or limb rots off in mere moments
- If clothing worn over limb, roll save +2
- If armor, then +4; if enchanted armor, then +6
- Destroyed limb chosen at random
- Eats through wood, and fabric in seconds
- Does not eat through metal, clay, glass, or stone

ORC, GELID

FREQUENCY: Uncommon
NO. ENCOUNTERED: 1-10
SIZE: M
MOVE: 60 ft
ARMOR CLASS: 6
HIT DICE: 1+1
ATTACKS: 1
DAMAGE: By weapon
TAZ: 18
SPECIAL ATTACKS: Frost
SPECIAL DEFENSES: Immune to cold attacks
MAGIC RESISTANCE: See below
LAIR PROBABILITY: 65%
INTELLIGENCE: Average (9)
ALIGNMENT: Chaotic evil
TREASURE: Personal, assortment; in lair, coinage, many gems, a few pieces of jewelry
LEVEL: 3
XP: 90+1/hp

- Cave-dwelling orcs with bluish-grey skin
- Can breathe frost in 20' stream, inflicts 1d4
- Victim must save or lose 1d3 points of dexterity
- Effects last 1d6 rounds

PROGENITOR

FREQUENCY: Very rare
NO. ENCOUNTERED: 1
SIZE: L
MOVE: 90 ft
ARMOR CLASS: 3
HIT DICE: 5+5
ATTACKS: 3
DAMAGE: 1d10
TAZ: 15
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 45%
LAIR PROBABILITY: 35%
INTELLIGENCE: Genius (17)
ALIGNMENT: Lawful evil
TREASURE:
LEVEL: 7
XP: 1480+6/hp

- Repugnant creature from another plane
- Glistening pink skin, pale green wings
- Five-sided body, each side has oval-shaped orifice
- Speaks through all five simultaneously
- Stands atop five purplish sacs of tissue
- Can only be struck by silver or magical weapons
- Can cast five 1st-level and five second-level spells
- Only casts each spell once per day
- Wise, solemn, patient, will negotiate
- Seeks knowledge and power above all else

PROTO-OTYUGH

FREQUENCY: Rare
NO. ENCOUNTERED: 1-4
SIZE: L
MOVE: 60 ft
ARMOR CLASS: 8
HIT DICE: 2+1
ATTACKS: 2
DAMAGE: 1d6
TAZ: 18
SPECIAL ATTACKS: Nausea
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 35%
INTELLIGENCE: Average (9)
ALIGNMENT: Lawful evil
TREASURE: In lair, coinage, a few gems
LEVEL: 3
XP: 65+2/hp

- Smaller, weaker breed of otyugh
- Brownish skin with purple and yellow lesions
- Lesions seep fluid that induces nausea
- Each round, melee opponents must save vs. poison
- Failures means nausea: -2 to hit for 1d6 rounds

PSEUDO-OTYUGH

FREQUENCY: 1
NO. ENCOUNTERED: 1
SIZE: M
MOVE: 90 ft
ARMOR CLASS: 5
HIT DICE: 3+3
ATTACKS: 2
DAMAGE: 1d8
TAZ: 16
SPECIAL ATTACKS: Sleep
SPECIAL DEFENSES: Shapeshifting
MAGIC RESISTANCE: 55%
LAIR PROBABILITY: 25%
INTELLIGENCE: High (13)
ALIGNMENT: Lawful evil
TREASURE: In lair, fortune, a few pieces of jewelry, many gems, a potion
LEVEL: 4
XP: 175+3/hp

- Otyugh with shapeshifting powers
- Can assume any M-sized shape
- But hit points, AC, damage don't change
- Can cast *sleep* once per day

SHARABHAS

FREQUENCY: Rare
NO. ENCOUNTERED: 1
SIZE: L
MOVE: 60 ft / 120 ft
ARMOR CLASS: 5
HIT DICE: 4+2
ATTACKS: 2
DAMAGE: 1d10
TAZ: 16
SPECIAL ATTACKS: Screech
SPECIAL DEFENSES: Immune to sleep, hold, charm spells
MAGIC RESISTANCE: 35%
LAIR PROBABILITY: 60%
INTELLIGENCE: High (13)
ALIGNMENT: Neutral
TREASURE: In lair, hoard, a few scrolls, a few potions
LEVEL: 5
XP: 270+4/hp

- Eight-legged lion with giant feathered wings
- Torso and head of an attractive human
- Swift, noble, powerful, eloquent
- Screech stuns opponents, can be used 3x/day
- -3 to attacks for 1d4 rounds, save negates

SIMURGH

FREQUENCY: Rare
NO. ENCOUNTERED: 1-3
SIZE: L
MOVE: 60 ft
ARMOR CLASS: 5
HIT DICE: 2+2
ATTACKS: 2
DAMAGE: 1d6 or magic
TAZ: 18
SPECIAL ATTACKS: Spells
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 35%
INTELLIGENCE: Very (11)
ALIGNMENT: Chaotic evil
TREASURE: In lair, coinage, a few gems
LEVEL: 3
XP: 95+2/hp

- Giant bird with the head of a wolf
- Violent, territorial, enjoys mauling prey
- Can cast *command*, *curse*, and *hold person*
- Each spell can be cast once per day

STONE DRECK

FREQUENCY: Rare
NO. ENCOUNTERED: 1-2
SIZE: M
MOVE: 60 ft
ARMOR CLASS: 7
HIT DICE: 3+3
ATTACKS: 1
DAMAGE: 1d12
TAZ: 17
SPECIAL ATTACKS: Bile
SPECIAL DEFENSES: Invisibility
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 100%
INTELLIGENCE: Low (6)
ALIGNMENT: Neutral evil
TREASURE: In lair, numerous gems, a few magic items
LEVEL: 5
XP: 215+3/hp

- If motionless on stone, becomes *invisible*
- If it hits (1-12 dam), it smears bile on its victim
- Bile eats through armor in 1d6 rds, clothing in 1d4
- On contact with skin, 1d4 per round until burned off
- Dissolves metal in a few rounds, also wood/fabric
- Doesn't eat through stone, glass, or clay

STYGIAC

FREQUENCY: Rare
NO. ENCOUNTERED: 1-4
SIZE: M
MOVE: 30 ft
ARMOR CLASS: 8
HIT DICE: 2+2
ATTACKS: 1
DAMAGE: 1d6 plus curse (see below)
TAZ: 18
SPECIAL ATTACKS: Curse
SPECIAL DEFENSES: +1 or better to hit
MAGIC RESISTANCE: See below
LAIR PROBABILITY: 100%
INTELLIGENCE: Average (9)
ALIGNMENT: Neutral evil
TREASURE: In lair, fortune; many gems
LEVEL: 4
XP: 230+2/hp

- If it hits, save vs. spells or be cursed for 1d20 minutes
- Roll 1d6 each time; curses #1 to #4 are cumulative
 1. Suffer a -2 to all saving throws
 2. Lose 1d3 hit points
 3. All magical light blinds you for 1d4 rounds
 4. Lose 1d2 points of randomly-chosen attribute
 5. You are affected by turn undead
 6. Healing magic causes you harm (and so does any attempt to cast a reversed healing spell on you)

TROGLODYTE, IVORY

FREQUENCY: Rare
NO. ENCOUNTERED: 1-3
SIZE: M
MOVE: 90 ft
ARMOR CLASS: 9
HIT DICE: 2+2
ATTACKS: 2
DAMAGE: 1d6
TAZ: 18
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
LAIR PROBABILITY: 45%
INTELLIGENCE: Low (6)
ALIGNMENT: Neutral
TREASURE: In lair, hoard; a few scrolls
LEVEL: 5
XP: 290+2/hp

- Undead reptile-people, quick and lethal
- Bite inflicts 1d6, save vs. poison or take another 1d6
- If killed, victim comes back as undead
- 50% chance draugar, 50% chance stygiac
- Venom sac worth over 2000 gp on black market
- Every time it's hit, risk of damage to sac
- Each point of damage is 10% risk of destroyed sac
- 5 points of damage, 50% ruined sac (not cumulative)
- Immune to *sleep* and *charm* spells
- Turned by cleric as a zombie

TROLL, PIT

FREQUENCY: Rare
NO. ENCOUNTERED: 1-10
SIZE: L
MOVE: 120 ft
ARMOR CLASS: 5
HIT DICE: 4+2
ATTACKS: 3
DAMAGE: 2d4
TAZ: 16
SPECIAL ATTACKS: Breath weapon
SPECIAL DEFENSES: Regeneration
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 40%
INTELLIGENCE: Low (6)
ALIGNMENT: Chaotic evil
TREASURE: Personal, cache; in lair, hoard, many gems
LEVEL: 5
XP: 270+4/hp

- Smaller, weaker version of troll
- Regenerate 2hp per round, but only until killed
- No need for fire or acid, reducing HP to 0 will kill it
- Once per day, breath weapon (*winter silence*), cone of frost with 50' range, 10' wide at base of cone; victims unable to use magic items or spells (lasts 1d3 rounds)

VIOLET MUCUS

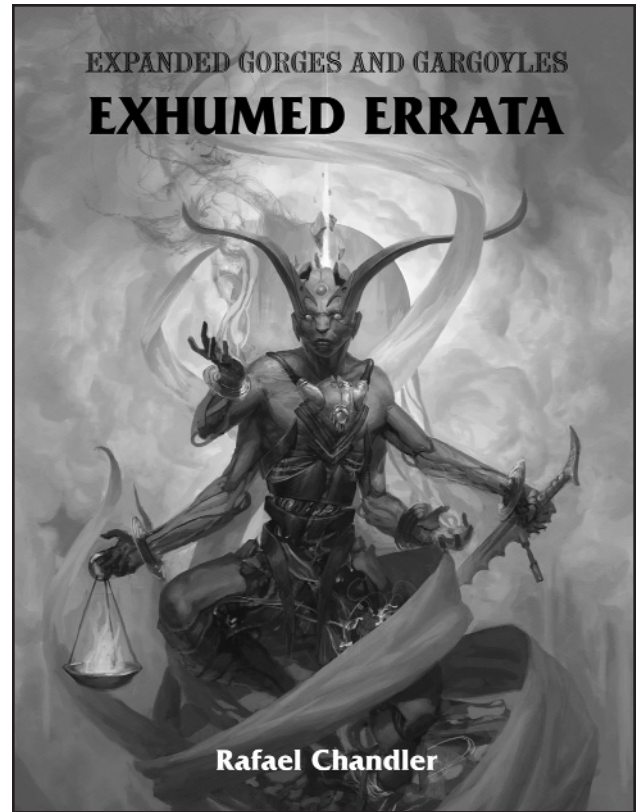
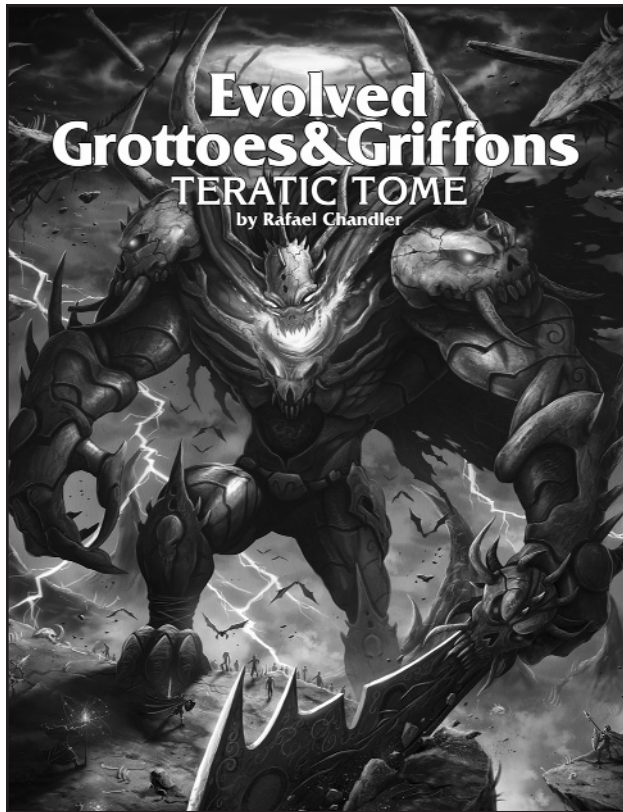
FREQUENCY: Rare
NO. ENCOUNTERED: 1-4
SIZE: L
MOVE: 30 ft
ARMOR CLASS: 7
HIT DICE: 4+2
ATTACKS: 2
DAMAGE: 1d8
TAZ: 16
SPECIAL ATTACKS: Spray
SPECIAL DEFENSES: Edged weapons create mucosae
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 45%
INTELLIGENCE: Low (6)
ALIGNMENT: Neutral
TREASURE: In lair, hoard, many gems
LEVEL: 5
XP: 270+4/hp

- Takes no damage from edged weapons; instead, split into two mucosae (divide current HP between them)
- Spray, 20 ft, 10 ft wide at base; 1d8 damage
- Causes a temporary (1 round) dementia; victim must save vs. magic or attack an ally
- Doesn't eat through anything except flesh

WHITE GOO

FREQUENCY: Uncommon
NO. ENCOUNTERED: 1-4
SIZE: L
MOVE: N/A
ARMOR CLASS: 10
HIT DICE: 6+6
ATTACKS: 0
DAMAGE: N/A
TAZ: N/A
SPECIAL ATTACKS: Entangle
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
LAIR PROBABILITY: 100%
INTELLIGENCE: Animal (1)
ALIGNMENT: Neutral
TREASURE: None
LEVEL: 6
XP: 425+8/hp

- Sticky substance, slowly digests animal flesh
- Doesn't eat through anything else
- Lunges, coils around prey, attempts to entangle
- Each round of exposure, victim must make strength check to escape or to make progress through the goo
- Striking with weapons counts as exposure
- Failure means same effect as *entangle* spell for 1 rd
- Takes half damage from blunt weapons and fire
- Takes 1d20 damage from following cleric spells: *bles*, *cure light wounds*, *protection from evil*, *sanctuary*



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Enhanced Gateways & Golems

Neoplastic Game Nodule

SlaughterGrid

by Rafael Chandler

"Whether it was foolish piety, or raw avarice, or a surfeit of ambition that compelled you to enter SlaughterGrid, it matters not, for you will suffer before you are killed, and no one will remember your name."

chopped frozen stabbed
carved impaled thrashed
pulverized cut absorbed
twisted broiled smashed
crushed flayed disfigured
shredded burned gashed
crucified sliced mutilated
evaporated bitten bashed
lacerated gored mangled
mauled tortured gnashed
scraped melted stretched
flattened petrified slashed