

ONE HUNDRED CURSED SCROLLS

The DUNGEON MASTERS GUIDE offers precious few suggestions for the effects of **cursed scrolls**. Here are more. Some are just nuisances, some are weird, others insidious, and a few downright nasty. Many are intended as roleplaying opportunities or springboards for further adventures. A few are partly beneficial — mixed blessings a victim could probably do without. It should be emphasized that many effects require significant commitment from both DM and player. The DM should do the curse justice by preparing for its consequences. The player should likewise be willing to maturely roleplay appropriately and without reservation the negative effects. The idea is not for this item to be typical unforgiving “old-school” punishment, but instead to be fun for players and referee alike. Naturally, there is no stipulation that these curses come solely from scrolls.

Terms for a curse's removal are suggested for some entries, but for the most part this is left to the DM's discretion. Likewise, it is mostly up to the DM whether saving throws apply. If a **cursed scroll** is desired to be a fearsome, baneful find, then it is reasonable to disallow saves and make **remove curse** spells ineffective, as is already the case for many other cursed items in the DUNGEON MASTERS GUIDE and UNEARTHED ARCANA.

Many entries depart from the standard behavior of magic scrolls. For example, some do not fade, or triggering their effects requires more than simply unrolling the scroll and scanning its contents. A few scrolls are not even magical at all. These unusual situations are described fully under their respective entries.

Theoretically, a DM could randomly generate a curse by rolling a D100. However, good judgement should obviously prevail, depending on the maturity of the players and the DM's time resources, not to mention that many effects are flat-out inappropriate for low-level parties.

CURSES

1. Reader incurs ± 1 penalty on all rolls. All dice tossed by player or on his behalf have 1 added or subtracted, whichever is detrimental (if applicable). This includes rolls for attack, damage, initiative, saves, surprise, opening doors, reactions, chances to understand spells, results of healing magic, durations of spells or potions, proficiency checks, SYSTEM SHOCK, thief or assassin skills, BEND BARS/LIFT GRATES, resurrection survival, etc. “All dice” means ALL dice: if a cursed magic-user casts a 5-HD **fireball**, each D6

has -1 subtracted; for percentile dice, each D10 is penalized (i.e., 11% penalty). “All rolls” means ALL rolls: if players use a system to distribute magic items where each player rolls, for example, a D20, and first picks go to the highest rolls in descending order, then the player with the cursed character is penalized -1 for that roll. At the DM's option, curse might apply a ± 2 penalty to all rolls.

2. Flow of time reverses for reader, who starts aging backwards. Anything affecting the PC's age has opposite result (i.e., potions of **longevity** add to age, potions of **speed** subtract 1 year, seeing ghost subtracts 10 years, etc.). Time flow can be restored by a noble time elemental, or by drinking **longevity** potions until consuming one that would have had the reversed effect: instead it restores the PC to normal.

3. Reader's healing or biology changes, affecting aging, susceptibility to disease, magical or natural healing, etc. Roll on **Subtable 1: Aberrant Health**.

4. Reader is impregnated, with a 5-40 week gestation. At birth, a female PC rolls SYSTEM SHOCK or takes 3-36 damage. A male PC rolls with half chances, taking 6-72 damage if successful and dying on a failure. **Cure disease** does not remove the condition (pregnancy is not a disease), but **wish**, **dream**, or **alter reality** work. **Limited wish** can delay birth by an extra 5-40 weeks, or can guarantee the parent's survival. Roll 1D10 for the offspring: 1 = aludemon; 2 = cambion; 3 = doppleganger; 4 = enveloper (starts with 3 HD and has its parent's skills, spells, and knowledge); 5 = forlarren; 6 = imorph (starts with HD and appearance of parent); 7 = larva (per MONSTER MANUAL); 8 = mongrelman; 9 = opposite-aligned duplicate of PC (matures in 3-8 months but runs away well before that, then once fully grown behaves as a **clone** spell); 10 = seemingly normal female infant (matures into a hag in 3-8 months; either an annis, greenhag, or sea hag).

5. Reader is struck permanently blind. **Heal** can restore vision. At the DM's option, the PC instead gouges out his own eyes, in which case a **regeneration** spell is needed. In either case, the PC cannot remember what he saw on the scroll before it faded (nor does he have any desire to).

6. Gibberish written on scroll hopelessly confuses the reader, who is affected by **feeblemind**, even a non-spellcaster. The effect is removed in the usual manner, but there is permanent loss of 1 point to both Intelligence and Wisdom.

7. Reader is given the opportunity to make a **wish**, but it is somehow flawed. Some variants corrupt all future **wishes**. Roll on **Subtable 2: Aberrant Wish**.

8. Reader is doomed to become undead. Healing magic (but not natural healing) ceases to function for the PC, who upon eventual death becomes a greater undead. Alignment is conserved. **Remove curse** is effective only after the PC rises from the grave, reversing the state if the PC saves vs. **death magic**, penalized by -1 per day spent as an undead. Suggested undead based on class are: lich (magic-user, cleric), skeleton warrior (fighter, ranger), death knight (paladin), vampire (thief, assassin, monk, bard), eye of fear and flame (druid or alternate option for cleric), pēnanggalan (alternate option for female PC). A bodak is another potential option. An NPC or lower-level PC can become a mummy, juju zombie, coffer corpse, crypt thing, or huecuva.

9. Reader is **polymorphed** into a bullfrog but retains his personality. If **dispel magic** or **remove curse** is used on the victim, he then turns into a froghemoth and loses his mind. If **limited wish**, **wish**, **alter reality**, **dream**, or **Mordenkainen's disjunction** are used on frog(hemoth), the PC is fully restored.

10. Reader forgets all languages except Common. This is not avoidable or reversible by any means. However, the PC's language slots are now open for new languages or proficiencies, although they must be learned from scratch. Note that a druid who has forgotten Druidic or a thief who cannot speak Thieves' Cant would have major difficulties around their colleagues, who would not be inclined to teach their secret languages. A paladin that does not know the Lawful Good alignment tongue would likewise be ostracized by other paladins and clerics of his ethos.

11. Scroll has no immediate effect, but the initial **read magic** does not translate its exact contents. It merely suggests that the scroll is useful for a named specific character class. If read by a PC of that class, the curse takes effect (a scroll affecting magic-users is likely effective immediately, unless the initial **read magic** to identify the scroll was cast by using a magic item). Roll on **Subtable 3: Class-Specific Curse**. The DM may want to cull the available options based on the composition of the adventuring party. The DM can invent curses for barbarians, cavaliers, or thief-acrobats, if UNEARTHED ARCANA classes are used, or others for ORIENTAL ADVENTURES classes. Loss of honor points should factor heavily in the latter cases.

12. Reader is permanently affected by **barkskin**. His skin actually looks like bark, effectively leading to a -5 Charisma penalty except when dealing with druids, rangers, bards, or sylvan creatures (e.g., atomies,

brownies, buckawns, dryads, grigs, grugach elves, korreds, nymphs, pixies, satyrs, sprites, sylphs, treants, unicorns, etc.). One way to remove the curse is to completely flay the PC, which is excruciating and requires a SYSTEM SHOCK roll to survive.

13. Reader earns the dislike or flat-out hatred of some deity, being, species, or organization. Roll on **Subtable 4: Enmity**.

14. This is a **delusion scroll**. Reader believes it to be another random scroll. If used, the spell(s) or protection magic are ineffective. The only way to divine that the scroll is worthless is via **wish**, **commune**, or other high-level divination magic.

15. Scroll reveals the reader's fate. Treat as one draw from a full **deck of many things**. JESTER, FOOL, or IDIOT results do not give extra draws. DM should work the results into the adventure rather than have them take immediate effect. PC cannot avoid his fate, not even via a **wish** spell, although a **wish** can reverse or mitigate the results after the fact. After the scroll is read, it loses its dweomer but does not fade, allowing anyone to review the original reader's fate.

16. Scroll is inscribed with some sort of dangerous information. Roll on **Subtable 5: Forbidden Knowledge**. Most of these scrolls are not magical, unless indicated otherwise in the subtable.

17. After reading this engrossing non-magical scroll (which takes a full 5 days of study), the PC perceives the errors of his ways and changes alignment as per a **helm of opposite alignment**. The PC's epiphany is accompanied by an equally radical change of patron deity (to be decided jointly by the player and DM). Note that this effect is not magical and no save applies. At the DM's option, a PC with a high Wisdom has a percent chance of being unconvinced equal to 10x his bonus against mind-influencing magic (i.e., Wisdom 18 has 40% chance of avoiding effect). Anybody can read the scroll and be swayed to same ethos as the original reader; in fact, the PC tries to get as many people as possible to study the text. If the DM allows a chance to avoid the effect, then the first person to successfully do so immediately destroys the scroll without a single instant of hesitation.

18. Scroll has a fine drawing of a basilisk, dracolisk, or medusa. The photorealistic reproduction is so perfect that a viewer must save or be petrified. The drawing is too small to brandish before opponents in combat. This scroll is not magical: it simply has perfect artwork.

19. Reader is dogged by some form of undead manifestation. Roll on **Subtable 6: Haunting**.

20. Reader gains a nasty infestation or monstrous attachment. Roll on **Subtable 7: Infestation**.

21. Reader **shape changes** into whatever monster he happens to be directly facing in mortal combat. The transformation is permanent until the next fight. If the reader ever faces a (demi-)human of his own race, he changes back into his own likeness (until the next combat). Sparring with one's own companions does not count as mortal combat. If the victim ever defeats a duplicate from a **mirror of opposition**, the product of a **clone** spell, a doppelganger, an imorph, or an aleax, the curse is lifted. The DM may allow other ways of eliminating the curse.

22. Scroll is a treasure map, but the first person to look at it becomes totally obsessed with finding the stash. He is consumed by his goal, spending all wealth and resources to obtain equipment, hirelings, transport, and otherwise finance an expedition. The PC becomes jealous of the map, not showing it to anyone, and eventually becomes suspicious that his companions want to steal it. It is suggested that the map be authentic, but the reward at the end should be nowhere near what it cost to obtain.

23. Scroll appears to be one of a beneficial kind, and functions exactly as expected. However, it is also the receptacle for a **magic jar** spell. Whatever being's consciousness is housed in the scroll is up to the DM, but it should not be something benevolent.

24. Scroll is scribed with one or more offensive spells, such as **magic missile**, **chain lightning**, **lightning bolt**, **meteor swarm**, **chromatic orb**, **color spray**, **prismatic spray**, **flame strike**, etc. These spells backfire when cast. If a caster tries to copy any of these spells for future use, he always learns the backfiring version. Note that the chance of spell failure when casting a spell off the scroll could be rolled secretly by the DM. Thus, the player might not realize that the spells are corrupted, and instead simply assume that the roll went very poorly for him (and later trying to use more spells from same scroll). At the DM's option, ALL spells on the scroll are simultaneously unleashed if the reader casts just one. In this case, the effect happens also if a magic-user or illusionist is trying to copy a spell into his spellbook.

25. Contents of the manuscript are so incredibly boring that the reader falls asleep for 1,001 years. He does not age or require any form of sustenance during this time. The scroll does not fade and affects any future readers. It might be found among a group of previous victims.

26. Swirling pattern on scroll lifts off the page and floats in the air, transfixing the reader and all those around as a **hypnotic pattern**. Original reader gets no saving throw, but others do. There is no limit to the number of creatures affected. Once mesmerized, the only way to dispel the effect is by inflicting damage, with 1% chance per HP of breaking the effect. Otherwise, victims of the scroll eventually die of thirst or starvation.

27. A **magic mouth** is on the scroll. Roll on **Subtable 8a: Magic Mouth**, with a potential extra roll on **Subtable 8b: Magic Mouth Dialogue**.

28. Reader turns into an exquisite gold statue, encrusted with huge faceted jewels, painted enamel and lacquer, and inlaid with ivory and mother-of-pearl. The value should be immense, even if just the precious gems are pried off. Moreover, the victim's possessions are unaffected, and can also be salvaged. It is suggested that so long as the statue remains intact, this curse is quite easy to remove. But would the other players want to?

29. Reader immediately becomes jealous and possessive of the scroll, refusing to show it to anyone or discuss its contents. The cursed PC safeguards the scroll carefully and allows none to handle it, resisting ALL forms of magical control or ESP. The scroll does not lose its dweomer; another person that steals and reads it comes under the same effect. Cursed PCs fight each other over possession of the scroll. If someone destroys the scroll, all affected beings berserkly attack the one doing so. The scroll is totally blank, but it is impossible to determine this without falling under its curse. A possible exception is by using **clairvoyance**, **wizard eye**, or a **crystal ball** to surreptitiously look over the shoulder of someone studying the blank document.

30. Reader becomes a serial killer. Periodically, the PC has an urge to murder someone of his race. He plots extremely carefully to avoid discovery by his companions, spending as much time as necessary to engineer each perfect murder. Unlike a **homicidal maniac** (DUNGEON MASTERS GUIDE page 83), the cursed PC is not compelled to kill at specified intervals, he just really, really wants to. This obviously requires good roleplaying by the player. How easy it is to lift the curse depends on the player. If he pays lip-service to the curse, killing the occasional lone drunk NPC in a dark alleyway whenever convenient, the curse should be nigh impossible to remove. If the PC instead commits elaborate, bold murders (*i.e.*, a prominent lord), or flamboyantly leaves calling cards like movie serial killers, the DM should make curse easy to remove. While under the curse, the reader has the abilities of an assassin of the same level as his

primary class. Obviously, the curse has repercussions for paladins and other good-aligned PCs. This being said, the player is free to select his victims, and they need not be innocent bystanders: he can make a career in killing corrupt officials or cruel warlords, for example. At the DM's option, assassin abilities persist after the curse is removed.

31. Reader develops a vile body odor that persists no matter how much he bathes or covers himself in cologne or perfume. It functions like ghastr stench, to which the PC alone is immune. Note that while the odor functions as ghastr stench, is not the same smell, and even ghastrs wrinkle their noses around the PC.

32. Reader becomes unbelievably beautiful. Apply effects of Comeliness of 18, even if this attribute is not used in the DM's campaign. However, the PC also becomes incredibly selfish, vain, and narcissistic, ultimately alienating friends, companions, or anyone else with whom there is more than a brief association.

33. Reader becomes hideously ugly, with an effective Charisma of -1, including **horror** effects. Alternatively, DM can apply a Comeliness of -15, if UNEARTHED ARCANA rules are used.

34. Scroll conceals a monster, is a camouflaged creature, or otherwise triggers some sort of attack. Roll on **Subtable 9: Monster**. Many of these scrolls do not radiate magic, but at the DM's option, they might have permanent **Nystul's magic aura** spells. A **detect life** spell can unmask some of the subtable entries.

35. Reader becomes incompetent. He effectively functions at half his level, rounded up. This affects 'to hit' rolls, saves, number of proficiencies, availability and effectiveness of spells, class abilities, etc. Hit points remain untouched. As a fringe benefit, the reader is totally immune to level draining while under the curse.

36. Reader becomes intoxicated from drinking any fluid. Effectively, this means the PC is perpetually in a state of "slight" intoxication (DUNGEON MASTERS GUIDE pages 82-83) just from drinking the minimum amount of water to survive. After mealtimes, the PC is at "moderate" intoxication, lasting 2-4 hours per the "Intoxication Recovery Table" on page 83. If the PC actually drinks an alcoholic beverage, he is automatically at "great" intoxication even if a tiny quantity is consumed, and "comatose" if PC indulges in a more substantial amount. A fringe benefit is that the PC is totally immune to all ingested poisons.

37. Reader gains great strength and endurance. Strength increases to 18/00, even for non-fighters, or

19 for fighters with already exceptional Strength. Constitution increases to 18, or 19 for those who already have an 18, and non-fighters additionally get a fighter's hit point bonus (effective retroactively). However, the PC also becomes hopelessly stupid, foolish, and clumsy: cut in half Intelligence, Wisdom, Dexterity, and Charisma (rounded down; minimum 3).

38. Reader becomes absolutely certain that another party member (PC or henchman) is a traitor. The reader bides his time, watching that individual for signs of disloyalty, and trying to gather "proof" for the rest of the party. The PC does not flat out attack the "disloyal" person, unless the cursed PC is convinced that the traitor is about to play his hand in a life-or-death situation. The curse requires careful roleplaying by the player. If the target of suspicion is an NPC, it is strongly suggested that at some point after the curse is removed, that individual betrays the party for real!

39. Reader's items always fail all saving throws. The only way the reader's possessions can escape destruction from an attack is if the reader succeeds on his personal saving throw. At the DM's option, magic items have a chance to avoid destruction equal to 10% times highest 'plus' of the item (i.e., a **sword +1 flame tongue** has 40% chance because it is +4 vs. undead; a **periapt of proof against poison +3** has 30% chance; **bracers of defense AC 2** have 80% chance because they give +8 bonus to AC). Items without a specific 'plus' have a flat 10% chance of making their saves. Artifacts/relics are not affected by the curse. At the DM's option, other cursed items are not affected either.

40. Scroll is formal, wordy (and boring) legal contract, explicitly laying out the terms of a quest. The reader is shocked to find his own authentic signature at the end. The PC is then subject to a **quest** spell, with no saving throw. The objective of the quest is up to the DM, but it should not be something completely outrageous. The PC should also be well-rewarded for its completion. The scroll does not fade, but becomes non-magical after taking effect.

41. Reader gains +1 Intelligence and +1 Wisdom every month. When either score increases above 19, the PC starts developing chronic, progressively worsening headaches (cause cumulative -1 penalty per month on 'to hit' rolls). If either score increases above 25, the PC's skull explodes under the pressure of his swelling brain. An intellect devourer then comes out of the bloody ruin. One way to delay this deadly progression is for the PC to willingly give himself to a mind flayer, brain mole, thought eater, yellow musk creeper, lamia, or similar monster that

eats/drains brains, thoughts, Intelligence, or Wisdom. Permanent removal of the curse is up to DM.

42. Scroll is covered with a weird pattern of perfectly interlocking octagons. Do not point out to players that it is impossible for octagons to interlock. If someone mentions this, the character belonging to that player faints for 1-4 turns. On awakening, the PC rolls a SYSTEM SHOCK at half chances. If he fails, he is permanently insane. If he succeeds, the PC gains psionic awareness. For the psionic PC, determine strength, attack or defense modes, and disciplines per the PLAYERS HANDBOOK. Level of mastery begins at 1 no matter what the PC's current level. Progression in level of mastery and learning new disciplines is based on experience progression from this point as if the character were 1st level. For example, a 10th level cleric with 500,000 XP becomes psionically aware. He possesses 3 minor disciplines. He starts with one discipline at 1st level of mastery. Rather than waiting until reaching the 675,001 XP needed for 11th level, the cleric gets 2nd level of mastery after gaining only 1,501 XP. He reaches 3rd level at 503,001 XP, and at that point learns his next minor discipline. His last discipline is obtained at 513,001 XP (5th level of mastery). When the PC's psionic level catches up with his current level, the two subsequently progress together. The scroll fades after someone realizes the non-Euclidean nature of its designs, regardless of whether anyone gained psionics in the process.

43. Reader becomes a pyromaniac. He sets fires at any opportunity, the larger the better. A spellcaster memorizes almost exclusively fire-related spells and uses them in combat preferentially. At the DM's option, while affected by curse, the reader gains +2 on all saves related to fire effects and -2 damage per die, but -2 on all saves related to cold and +2 damage per die.

44. Scroll is wrapped around a black iron rod covered with runes. When the reader scans the scroll, he gets the urge to stab himself in the heart with rod, immediately becoming a damned one (new monster) and attacking former companions. The scroll does not fade but becomes non-magical afterwards. Once the former PC is neutralized, another person can read the manuscript, which is covered with rituals and prayers to a mysterious deity known as GLAAKI (see "The Inhabitant of the Lake", by J. Ramsey Campbell).

45. Reader is doomed to lose everything of value. This should be gradual and worked into campaign. Money is stolen, lost, or wasted. Business ventures fail. Property — farmland, mines, strongholds, etc. — is destroyed, burned, sacked, flooded, or becomes

barren and/or depleted of resources, as appropriate. Magic items are destroyed, stolen, or simply flat-out lose their dweomer. When the PC has absolutely nothing other than some wretched rags, only then the curse ends and the PC is welcome to start anew. At the DM's option, the PC is thereafter unusually fortunate in his investments, business enterprises, gambling, etc., but NOT if curse was prematurely removed by some form of intervention.

46. Reader becomes a berserker. There is 10% cumulative chance per melee round that the PC goes berserk, stripping off armor and attacking enemies with no regard to personal safety. The PC never turns on allies, but fights in total battle lust with no subtlety or strategy. A berserker fights with either +2 to hit or with twice the normal number of attacks. A berserk magic-user or cleric does not, of course, use spells or magic items besides his weapons. While berserk, the PC never retreats and is immune to all fear-related effects.

47. Reader becomes incredibly avaricious. He is obsessed with acquiring more wealth, hoarding what he has, and refusing to donate anything to anyone, including companions, no matter how great the need. The miserly PC does not spend anything more than necessary on himself. The curse's victim does not necessarily steal, although this is certainly an option for an evil-aligned PC. Note that there are potential repercussions for paladin and ranger characters who hoard wealth.

48. Roughly once per month a natural disaster strikes with the reader at its epicenter. Possibilities include earthquakes, tornadoes, hailstorms, hurricanes, tsunamis, or even volcanic eruptions. Damage to the general region in a 10 mile radius should be catastrophic, and there should be a significant chance that the cursed PC and his party be injured in the calamity.

49. In the near future, the reader of the scroll meets someone who becomes a loyal henchman, dearest friend, or love of his or her life. This person eventually turns out to be a succubus, alu-demon, erinyes, lamia, hag, lycanthrope, jackalwere, wolfwere, rakshasa, doppelganger, a vampire immune to sunlight (REF5: THE LORDS OF DARKNESS, "Greater Vampire"), a pēnanggalan that does not need to change at night, or something else of the sort, depending on what is appropriate for the party levels. This being eventually reveals itself at a most inopportune time, but for at least a while should be most helpful and doting. Part of the curse is that divination magic has absolutely NO CHANCE of revealing the infiltrator's true identity or alignment. The curse effect, obviously, requires extensive

preparation, careful planning, and not a little roleplaying on the DM's part. It is strongly suggested that if the PC reading scroll already has a very loyal henchman or companion that would fit the bill, that pre-existing NPC should be the betrayer.

50. Reader suffers a penalty on a single class of die rolls, or a loss from an ability score. The penalty ranges from -1 to -5 (or -5% to -25%), depending on the DM's preference. The difficulty of lifting the curse should be inversely proportional to the severity of the penalty. Roll on **Subtable 10: Nuisance Penalty**. Some of the subtable entries have alternative scaled effects that range from 10% to 50%, depending on the DM's preference.

51. Next time the reader changes form for any reason, whether by **polymorph** spell or potion, magic item (e.g., a **cloak of the bat**), or druidic shapechange, the cursed PC is permanently stuck in that form. No further change is possible until the curse is lifted.

52. Reader permanently forgets one random language, weapon or non-weapon proficiency, class ability, or spell per week. A thief might forget how to PICK LOCKS. A paladin might lose the ability to **detect evil** or **lay hands**. A ranger might forget how to track. Spellcasters preferentially lose the ability to prepare one spell each week. For example, a cleric might never again be able to pray for **cure light wounds**. A magic-user or illusionist can never memorize a forgotten spell, even if it is present in his spellbook (they can, however, still cast a forgotten spell off of a scrolls). Psionic PCs can instead forget attack/defense modes or disciplines. Lifting the curse ends the progressive loss of skills but does not restore those that are already gone. The latter should require more powerful magic; perhaps a **wish**.

53. Reader becomes a lycanthrope, rolled randomly or chosen by the DM from those in the MONSTER MANUAL or MONSTER MANUAL II.

54. Reader's blood becomes highly corrosive. Any sharp weapons striking him must save vs. acid or be destroyed. Monsters clawing or biting the PC automatically take 1-8 damage, unless immune to acid. However, whenever the PC has bleeding wounds of any sort, his armor and equipment must all save vs. acid or be destroyed, penalized -1 for every 5 points of damage sustained (check at the end of each combat situation).

55. Reader's hair grows to waist length. On a 1 in 6 chance per hour it elongates and attacks 1-4 beings within 10' as a **rope of constriction**. The cursed PC is ordinarily never targeted, but if the character or

anyone else tries cutting his hair, the malicious tresses defend themselves, even lashing at their own host. If the PC ever gets a decent haircut (i.e., the hair is defeated), he is free of the curse until his hair grows back. Unfortunately, this takes only 2-5 days.

56. Reader's appearance changes every day. Virtually any human, demi-human, or humanoid form is possible, up to 3' taller or shorter than the PC's natural form. The PC's race, height, weight, sex, voice, facial hair, skin tones, eyes, hair color/quantity, etc., are all subject to variation; the PC never appears the same way twice. It is suggested that regardless of the means used to dispel the curse, it permanently leaves the PC stuck in whatever form he was in at the time.

57. Reader develops irrational fear of a type of creature or situation. Whenever confronted by his phobia, the PC must save vs. spells at -5 or immediately flee or otherwise behave in a panicked manner. Good roleplaying is mandatory. Roll on **Subtable 11: Phobia**. At the DM's option, the PC develops two phobias from the subtable.

58. Reader becomes totally albino, with completely white skin and hair, as well as red eyes. His bizarre appearance costs -1 Charisma, and he tends to develop nasty sunburns (1 HP damage per hour of full exposure, and due to the pain a -1 penalty on 'to hit' rolls per point of damage taken).

59. Reader becomes cowardly, automatically failing all saves against fear effects of any sort. Furthermore, combat situations require the PC to make morale checks as if he were an NPC, per the DUNGEON MASTERS GUIDE page 67.

60. Reader becomes totally mute, incapable of making any vocal sound whatsoever. It is suggested that this curse be extremely difficult to remove, but once accomplished, the PC thereafter can cast spells without any need for verbal components.

61. Reader loses 2 points in each of 3 ability scores but gains 3 points to another, superseding racial maximums. The player can choose the affected abilities. It is suggested that the curse be extremely difficult to remove. The player may not want to.

62. All divination spells or effects around the reader have 60% chance of generating inaccurate or misleading information. This is on top of any preexisting chance of failure based on the specific spell's mechanics. This curse should be extremely difficult to remove; in fact, it should require successful casting of divination magic on the reader to even realize that there is a curse in effect!

63. Reader becomes incapable of telling any lies. On the other hand, the PC also knows whenever a lie is being told, as per a **detect lie** spell. Unfortunately, if PC is directly lied to, he must save vs. spells or attack the liar in an uncontrollable rage. Misleading half-truths do not fall under the curse's jurisdiction.

64. Reader contracts a terrible withering disease. Every month, the PC permanently loses 2 points of Constitution and Charisma. Each month, the victim must additionally roll his (current) Constitution or less on 2D12 or a random limb shrivels to uselessness, as per a **staff of withering**. When Constitution drops to 0, the victim is dead. If the PC's Charisma ever drops below 0, **horror** effects apply, as per DEITIES & DEMIGODS or LEGENDS & LORE. Upon dying, the victim rises from the grave as a mummy. If the curse is removed, lost ability scores are not restored. Lost limbs, however, can be recovered via a **regeneration** spell, but only after the disease is cured.

65. Reader's hair and beard grow 2" per hour. The curse should be extremely difficult to reverse.

66. The next 6-36 bags, sacks, pouches, backpacks, chests, etc. handled by the reader permanently take on the properties of **bags of devouring**. It is suggested that this curse be impossible to remove.

67. Reader's skin turns into a slimy membrane that must be kept damp at all times, as per an aboleth's touch. It should require more than a simple **cure serious wounds** to remove the effect, however. At the DM's option, the reader's skin behaves as a gray or crystal ooze, attacking anyone that comes within reach, other than the original victim of the curse.

68. Reader becomes incapable of speaking without shouting at the top of his lungs. However, a **silence 15' radius** spell cannot affect the PC as long as the curse is in effect.

69. Reader's eyes become totally black. He develops superior infravision with 12" range. However, the PC's eyes become extremely sensitive to light. He fights at -4 to hit and loses 4 points of Dexterity in daylight or within the radius of a **light** or **continual light** spell. Illumination equivalent to moonlight, torchlight, or a lantern cause -2 penalty on 'to hit' rolls and Dexterity. Very dim light (starlight, candlelight, or **faerie fire**) causes -1 penalties. The PC becomes capable of seeing in magical **darkness**.

70. Reader's eyes become brightly glowing, functioning as a blindheim, but he has no control over the illumination. The curse can be removed, but it is suggested that there be an easier, incorrect

method, which causes the reader's eyes to function as an eye killer's. Again, the victim has no control over this power.

71. Reader is fascinated by scroll, progressively unrolling it and reading more and more, ignoring everything else. If coerced to stop reading, the PC refuses to let the scroll leave his possession, and returns to his study of the document at earliest opportunity. The reader is unable to relay its exact contents. The scroll is endless, and never fades. Anyone can become a victim of the scroll, and affected beings fight each other over the privilege of reading the cursed document. If someone destroys scroll, anyone that has fallen under its thrall berserkly attacks the one doing so.

72. Reader causes some sort of baneful effect by touch, over which he has no control. Roll on **Subtable 12: Touch Effect**.

73. Scroll is a palimpsest — a manuscript where the original text was scraped or washed off so the page could be reused for another document. The scroll is primarily scribed with one or more spells. However, when used, an erased spell is also inadvertently cast at the same time. These lead to unexpected effects that are helpful, harmful, or downright embarrassing. Each primary spell on the scroll has an erased companion spell of the same level and class (i.e., a scroll with 2 cleric spells of level 1 and 5 has 2 hidden cleric spells of the same levels). The presence of erased spells can be detected via **true seeing**, **eyes of minute seeing**, or the like. However, learning the identity of the hidden spells requires concomitant use of **read magic**. It is suggested that the DM pick companion spells so as to maximize his amusement: for example, pairing **cure critical wounds** with **flame strike**. The more pairs of spells on scroll, the better! If a magic-user or illusionist transcribes one of these spells into his spellbook, there is 25% chance of utter failure (both spells erased), 25% chance of the primary spell being transcribed as intended (causing it to fade but also erasing the secondary spell), 25% chance of secondary spell being transcribed (allowing the primary spell to be cast or transcribed normally), and 25% chance of some bizarre, hybrid spell being transcribed.

74. Reader gains two invisible companions. On one shoulder sits a boggart, imp, or quasit, while on the other a booka, sprite, or faerie dragon. Nobody else can see or hear the creatures, except beings able to see invisible things. The pair constantly advise the PC, counseling him on diametrically opposed actions and spouting running commentaries on the PC's decisions, their criticisms based on their respective alignments. They, of course, argue incessantly with

each other, and certainly provide no assistance to the PC beyond their worthless kibitzing. In game terms, the distraction they create penalizes initiative rolls by +2, and 'to hit' rolls by -2, and increases the likelihood of being surprised by +2. Non-weapon proficiency checks are penalized by 2. Thief skills and ranger tracking are at -10% (but never drop below 5%). Reaction rolls are penalized -10% due to the PC's perpetual self-consciousness in front of the peanut gallery. Spellcasters must roll their Wisdom or less on 2D10 to obtain each spell to avoid being distracted at critical juncture (the time spent learning the spell is wasted). Casting spells is likewise hampered, and another 2D10 must be rolled to avoid a mistake that spoils the dweomer. Somehow, the beings always manage to avoid area-of-effect spells, and never seem to be targeted by enemies that can **detect invisible**. They also always know if and how the PC is plotting to destroy them. Any attempts by the PC to eliminate either unwanted familiar fails, although the would-be target pouts for days (and its counterpart becomes insufferably smug). Essentially, the rest of the party must independently arrange for some harm to come to the irritating brats. Another option is for the PC to somehow engineer an ethical dilemma where his choices manage to please or annoy BOTH companions, who forever disappear as soon as they get over their shock. Note that this latter method should be quite difficult.

75. Curse changes any magic item that comes into the reader's possession into a cursed item of similar type. Potions become **delusion** potions, **elixirs of madness**, **philters of love**, or **philters of stammering and stuttering**. Oils become **oils of fumbling**. Rings become **rings of delusion**, or **rings of contrariness**, **weakness**, or **clumsiness**, whose primary function is that of the original ring. Weapons and missiles function as would a **sword +1 cursed**, **sword -2 cursed**, **cursed berserking sword**, or **cursed backbiter spear**, as seems appropriate. Magic armor turns into the equivalent of **plate mail of vulnerability** for that type of armor, and a shield likewise becomes a **shield -1 missile attractor**. Wands backfire on the PC or turn into **wands of wonder** that only generate harmful or useless effects. Miscellaneous magic items turn into similar cursed items (*i.e.*, **boots of elvenkind** become **boots of dancing**, a **bag of holding** becomes a **bag of transmuting**, a **rope of climbing** becomes a **rope of constriction**, *etc.*). For items without cursed analogs in the DUNGEON MASTERS GUIDE or UNEARTHED ARCANA, the DM can choose something from DRAGON, POLYHEDRON, IMAGINE, WHITE DWARF, or other magazine, module, or D&D edition, or invent something on the spot. Items already belonging to the PC when the scroll was first read are unaffected.

76. Reader's attack rolls always hit but always do minimum damage. Physical attacks on the PC always hit and always do maximum damage. Saving throws are unaffected, when applicable.

77. Any spells or magic items used by the reader have minimum effectiveness, range, duration, and area of effect. A **fireball** does 1 damage per die, **magic missile** does 2 damage per missile, **cure light wounds** heals 1 HP, **sleep** only affects 4 creatures with 1 HD or none in the 4+1 to 4+4 HD category, **mirror image** generates 1 duplicate, a potion of **dragon control** lasts 5 rounds, a potion of **healing** restores 4 HP, a **brazier of commanding fire elementals** summons an elemental with minimum HP, magic weapons do minimum damage, *etc.* Spells and effects where such limitations do not apply are unaffected, nor are saving throws.

78. Scroll is inscribed with nauseous yellow glyph that functions as a permanent **symbol of insanity** (see THE KING IN YELLOW, by Robert W. Chambers). The scroll does not fade after taking effect, but can be readily destroyed.

79. Scroll is trapped by a device, standard spell, or magic item. Roll on **Subtable 13: Trap**. The caster level of spells is up to the DM, when applicable. At the DM's option there might be a level 1 spell on the scroll. A cruel DM might give scroll an extra curse effect or inscription from **Subtable 5: Forbidden Knowledge**. Scrolls set with ordinary traps are otherwise non-magical.

80. Reader becomes philanthropist, freely donating anything of value to anyone who seems to need it more than him. Note that the cursed PC is not necessarily stupid, gullible, or easily taken advantage of; he is simply EXTREMELY generous. The curse obviously requires good roleplaying. How difficult it is to end the effect depends on the player: if he holds back, the curse should be nigh impossible to remove. But if he plays it to the hilt, then eliminating the effect should be trivial (but not before the player has donated some choice magic items, jewels, or other baubles). Note that largesse by an evil PC could have alignment repercussions.

81. Scroll is inscribed with the image of a large eye surrounded by 10 smaller eyes that function as a beholder's. The reader is attacked by all of a beholder's small eye effects. If the scroll is dropped, whether deliberately or because the PC has been disposed of by the overwhelming magical assault, the eyes keep attacking others within range. The central eye projects its **anti-magic** ray on spells directed against the scroll, but if the scroll is hit just once with a melee weapon it is destroyed. For lower

level parties, the DM may have scroll inscribed with patterns of eyes that instead function as those of a spectator or an eye of the deep.

82. Reader immediately changes class to one of the DM's choice. The PC functions as a dual-classed character, beginning his new profession at 1st level. He has the restrictions of dual-classing: *i.e.*, if he uses any old abilities and skills before the new class's level has caught up, he gains zero experience for the adventure. The curse should be extremely difficult to remove. However, once the new class has caught up with the old, the PC can choose to resume advancing in the old class, or continue with the new one. Once made, the choice is final, but the reader permanently retains the benefits of the secondary profession (potentially multiple professions, if the PC was already multi-classed prior to reading the scroll). Effect supersedes ANY standard ability, alignment, or racial requirements of dual-classed characters. The DM and players are urged to have fun with this. Imagine a druid/assassin or paladin/illusionist PC!

83. Reader's skin starts rotting and sloughing off, but regenerates just as quickly. The PC constantly exudes a stench equivalent to a ghastr's. Flies hover around the PC, and any living thing he touches is attacked by 1-4 rot grubs that wriggle out of oozing pustules on his skin. The PC becomes immune to rot grubs, ear seekers, green slime, zygoms, mummy touch, **scarabs of death**, worms from a son of Kyuss, and any other disease or **withering** effects. While affected by the curse, the PC's Charisma effectively becomes -1. If the PC ever dies, he rises immediately as a son of Kyuss.

84. Reader becomes a pacifist. He does not attack or cast spells that do any direct harm. Spells or other magic effects that do not cause damage in the form of hit points, but have potentially permanent harmful effect are likewise disallowed: **energy drain**, **feeblemind**, **flesh to stone**, *etc.* The only exception is spells that cause illusionary damage, as long as it is non-lethal (*i.e.*, **phantasmal killer** is unacceptable). Grappling, **charm person**, **confusion**, **fear**, **forget**, **friends**, *etc.*, are permitted. Spells such as **command** or **suggestion** are allowed as long as the targets are not forced to do something immediately harmful to themselves (e.g., using **suggestion** to tell someone his arm is crawling with rot grubs that need burning). Note that the stipulation is that the PC cannot directly damage anyone. He otherwise fully assists his companions in all their efforts, no matter how violent, even doing such things as reloading a heavy crossbow for a fighter in combat. PC can also spread information or lies about someone that he knows could be killed for them. It is recommended that the curse be difficult to eliminate. The effect requires

judgement calls for inevitable borderline cases and loopholes. How strict the curse is depends on the DM, but it is important that any rulings be consistent.

85. Scroll bears the **Curse of Ghatanothoa**. Unrolling the scroll reveals a perfect image of this forgotten prehistoric deity, whose awful appearance causes any seeing it to shrivel into a fibrous leathery mummy. Internal organs and brain remain fresh and alive without need for sustenance, while the mind goes insane within its prison (see "Out of the Aeons", by Hazel Heald & H. P. Lovecraft). The effects are unavoidable, but a **ring of free action** or scroll of **protection from paralyzation** each confer a save vs. magic against the effects (having the **protection** scroll on the PC's person is enough; it does not need to have been invoked). The fact that the shriveled PC is still alive can be discerned by **detect life**, **ESP**, or **telepathy**. Removing the curse requires a full **wish**, **alter reality**, or **regeneration**, but these do not restore the mind. For every day spent frozen by the **Curse of Ghatanothoa**, there is a 1% cumulative chance of going irrevocably insane. This scroll does not fade after being opened, and another can be victimized. However, a PC who subsequently views the scroll after realizing something is wrong can make a save vs. petrification; if successful, he merely loses 4 Dexterity permanently. Note that it is Ghatanothoa's horrific appearance itself that is the cause of the dreadful effect; the scroll and image themselves are non-magical.

86. Reader becomes a cannibal. Initially, he only derives sustenance from meat. Then after 1 week, he can only eat the flesh of humanoids, demi-humans, or humans. After another week, he only feeds on his own kind. He can eat other things, but quickly starves if his particular dietary requirements are not met. Note that the PC *likes* these victuals: he does not perceive this as a curse and has zero interest in its removal. After the PC starts eating his own kind, he gains unnatural vitality and vigor, with a +2 bonus to Strength and Constitution. If the PC dies, he becomes a ghoul, ghastr, or wendigo (new monster).

87. Reader comes under **geas** not to harm any natural living thing. He cannot eat meat from normal animals. He cannot cut down trees for firewood. He cannot even eat vegetable matter if the plant has to die to feed him: *i.e.*, at most he can eat honey, berries, individual leaves, *etc.*, but not carrots, potatoes, celery, *etc.* He cannot eat nuts (since technically this is destroying a plant's seeds), but fruit is fine (since it was meant to be eaten). Depending on the DM's preference, the restrictions might extend to Pleistocene animals, dinosaurs, minimal, or giant varieties of normal animals, but not meat from enchanted, hybrid, or otherwise monstrous creatures.

88. Reader develops one or more taboos, like those of a wu jen (ORIENTAL ADVENTURES page 26). Examples include not eating meat, not drinking alcoholic beverages, not bathing, not shaving, etc. Failure to abide by these taboos leads to physical illness and inability to concentrate (ALL attributes drop by 1 for 1 week for each violation). How difficult it is to remove this curse depends on the number and triviality of the taboos. If the cursed PC develops just one minor taboo (e.g., cannot drink milk), then the curse should be nigh impossible to remove.

89. Reader is deluded into thinking he is a vampire. He is repelled by garlic, mirrors, and holy symbols. He refuses to cross running water except over a bridge, and does not enter private residences without being invited. He is terrified of sunlight, though not actually harmed by it. He refuses to consume anything but the blood of livestock. An evil-aligned PC may well kill fellow (demi-)humans for their blood. The PC insists on sleeping in coffins. If a cleric tries to "turn" him, he runs away. At the DM's option, the PC rises as an actual vampire upon death.

90. Reader is adopted by a tween. Its adverse influence on the luck of others preferentially affects friendly companions.

91. All illusionary opponents ever faced by reader become real. Illusionary monsters inflict real damage and must be killed normally. This includes enemies created by **shadow monsters**, **demi-shadow monsters**, and **shades**. Note that the party should get full experience for defeating these. Furthermore, illusionary spell effects, including **shadow magic** and **demi-shadow magic**, inflict full effects on the reader and his companions. A **phantasmal killer** would automatically slay the reader! It is suggested that the curse be extremely difficult to remove, but at the DM's option, it can also benefit the party. For example, an illusionary treasure hoard might become real.

92. Reader becomes completely illiterate. PC must learn to read and write from scratch. This takes 50 weeks minus the PC's Intelligence if he devotes all his time to the effort. If he tries to divide his time between this and, say, adventuring, then the number of weeks needed is doubled or even tripled.

93. Reader becomes extremely sensitive to sunlight. In ordinary clothes, the reader takes 1 HP damage per turn of exposure due to terrible sunburns. A reader who is shirtless or otherwise scantily clad loses 1 HP per round of dishabille, whereas someone in heavy clothes or full plate armor might take damage only each hour due to incidental minor exposures

through the seams, or, at the DM's discretion, no damage at all. For every point of damage taken, the victim incurs a -1 penalty on 'to hit' rolls and Dexterity due to pain. The maximum penalty is -5, lasting until healed. The reader's eyes are likewise sensitive, causing him to fight at -2 'to hit' in sunlight, this assuming he covers his face with diaphanous gauze. Otherwise, he is effectively blind. At the DM's option, the reader rises as a vampire if he is ever killed.

94. When unrolled, the scroll's surface is found to be pitch black, and immediately sprouts tentacles as an **Evard's black tentacles** spell. Caster level is up to the DM, depending on the strength of the party. Alternatively, the effect duplicates the 5th level Nerull cleric spell **ebony tendrils** (GREYHAWK ADVENTURES page 16).

95. Reader becomes extremely gullible, believing everything he is told, no matter how outrageous or contradictory. The speech of any intelligent creature whose language he can understand potentially acts as a **suggestion** spell. The PC always fails saves against **charm person**, **friends**, **Leomund's lamentable belabourment**, **mass charm**, **enthrall**, and, of course, **suggestion**. He is also incapable of disbelieving illusions, no matter how obvious. This curse, of course, requires good roleplaying by the player whose character is affected.

96. Reader becomes a kleptomaniac. He has an uncontrollable urge to steal small objects regardless of their value from companions, strangers, shops, etc. While under the curse, the reader has the PICK POCKET skill of a thief of the same level as his primary class. At the DM's option, thief abilities persist after the curse is removed.

97. This non-magical rice paper scroll is covered with meaningless geometric designs and scrawled lines. It has 4 or 5 parallel creases as though previously folded. If refolded accordion-like along the lines, the segments come together to form a weird non-Euclidean pattern that immediately causes the one doing so to become stark raving mad for 20 weeks minus the character's Intelligence. Nothing can shorten this duration, not even a full **wish**, for the PC's mind would have to be completely replaced. During the period of insanity, the character is able to see through all illusions (including that of his own reality: thus the insanity). After recovering, the victim permanently gains 1 point of Intelligence and saves against all illusion/phantasm spells at +1. Note that this scroll does not fade, for it is not magical. However, the first person to come under its effect usually destroys the scroll immediately afterwards.

98. All magic items on reader's person and those of all allies present function with 2 removed from whatever bonuses they provide, but never less than 0. A **sword +3** functions as a **sword +1**, but a **sword +1** functions as a normal sword. A **sword +1, +4 vs. reptiles** becomes +2 vs. reptiles, and ordinary against all else. A **periapt of proof against poison +3** provides a +1 bonus. A **ring of protection +1** does not function. **AC 2 bracers of defense** provide AC 4, while **AC 8 bracers of defense** give no protection. Items are not drained of their dweomer; they are merely less effective around the PC. Item saves are unaffected, nor are their other properties (*i.e.*, magic weapons still glow, a **flame tongue** still burns, a **vorpal sword** still decapitates). Note that the curse has the opposite effect on already cursed items: a **cursed sword -2** functions as a normal weapon, except the PC still cannot get rid of it.

99. Any dungeon that the reader enters is affected by a **guards and wards** spell. The caster level is equal to the PC's level for effects #2 and #3 under the spell description (PLAYERS HANDBOOK page 84). The dweomer lasts as long as the reader is present. At the DM's option, above-ground structures, such as castles or other buildings, are also affected. Also at the DM's option, monsters native to the dungeon ignore the effects.

100. Reader's breath is so foul that it functions as a **stinking cloud** to which only the PC is immune. The curse can be removed, but it is suggested that there be an incorrect method, which instead turns the PC's breath into the equivalent of a **cloudkill** spell.

SUBTABLES

Subtable 1: Aberrant Health, roll 1D10	
1	Reader regenerates 1 hit point per turn. However, the closing wounds leave nasty, disfiguring scars and keloids, leading to a permanent 1 point loss of Charisma for every 10 hit points regained through this unnatural healing. Magical healing does not leave these terrible deformities.
2	Any of the reader's wounds that are magically healed leave nasty, disfiguring scars and keloids, leading to permanent 1 point loss of Charisma for every 10 hit points regained through a cure wounds, heal, staff of curing, potion of healing, etc. Natural healing does not leave these terrible deformities.
3	Magical healing of hit points stops working on the reader. Benefits from cure blindness, neutralize poison, cure disease, or elixirs of health are unaffected. Heal spells or Keoghtom's ointment do not restore hit points,

	but can still cure blindness, disease, etc.
4	Reader fails all saving throws vs. ordinary disease. Cure disease does not function on victim if used to eliminate these afflictions; they must be fought off naturally by the PC's immune system (see DUNGEON MASTERS GUIDE pages 13-14). At the DM's option, the curse also applies to magical diseases (e.g., mummy rot), or other effects where a cure disease applies (e.g., green slime, ear seekers, rot grubs). If this option is used, the curse should be easier to remove.
5	Reader's wounds do not stop bleeding. The victim loses 1 hit point per round for each open wound sustained in combat. One round is required per wound to staunch the bleeding. Serious wounds (<i>i.e.</i> , anything that inflicts more than 10 HP) bleed for 2 HP per round, while grievous wounds (more than 20 damage from a single attack) bleed for 4 HP per round.
6	Reader cannot heal but cannot die. Once at negative hit points, the cursed PC regenerates 1-6 HP per round until he is above zero, then stops. Magical healing no longer functions.
7	Reader never dies from old age, but does not stop aging. Beyond the "venerable" age category (DUNGEON MASTERS GUIDE page 13), the PC continues subtracting 1 point of Strength, Dexterity, and Constitution, while adding 1 point of Intelligence and Wisdom at a rate defined by the year range in that age category for the PC's race. Thus, a human adjusts his scores every 30 years, a half-orc every 20, a halfling every 55 years. Abilities do not go above or below racial maximums or minimums. Since the curse has no immediate effects, it should be extremely difficult to remove, if not impossible. This might be an opportunity for the DM to inflict ghosts, time elementals, or visions on the party. . .
8	Reader must consume triple the normal amount of food every day. If WILDERNESS SURVIVAL GUIDE starvation rules are used, then double the penalties described on page 50 for hungry PCs. At the DM's option, the reader becomes morbidly obese from his diet, leading to progressive penalties in Dexterity over time, not to mention various chronic health problems.
9	Character must sleep 12 hours per day. When he does fall asleep, nothing can wake him, not even physical damage. However, after the requisite 12 hours, he awakens totally refreshed and alert, and heals 2-7 hit points plus his Constitution bonus, instead of the usual 1 HP per day. If the PC is not allowed to sleep, double the penalties for lack of sleep (WILDERNESS SURVIVAL GUIDE pages 64-65).

	The PC is always affected by sleep spells, regardless of level or race, but still awakens refreshed and heals TWICE the number hit points listed above! Another side effect is that the cursed PC snores REALLY loudly.
10	Reader's aging is accelerated. Each passing month equals a full year. However, longevity potions thereafter never have a reversed effect on the PC, who is additionally immune to aging by ghosts, time elementals, or visions. If the curse is ever removed, the benefit regarding longevity potions and monsters with aging attacks persists.

extra-planar creature, its effects are fulfilled for both the reader's antagonists and the reader himself (or his allies). For example, if the reader requests to restore a destroyed PC, the **wish** is granted, but every dead monster in the dungeon is likewise restored. If the reader requests for an enemy to be whisked away to another plane, the party is likewise sent to the same place. With some situations the curse's effect might not apply, and DM creativity may be required at other times. Without divination magic, victim has no knowledge of being cursed. A simple **remove curse** spell eliminates the effect.

Subtable 2: Aberrant Wish, roll 1D8	
1	Magic-user (or wu jen) scroll has one flawed wish spell. The wish is twisted to be as detrimental as possible to the caster while strictly abiding by the exact terms. Theoretically, EXTREMELY careful word choice might avoid disaster, but this should be nigh impossible to accomplish for anything but a trivial request: for example, wishing that one's trousers change color, and even then it is easy to come up with a baneful effect (e.g., asking for red pants might be fulfilled by the reader's blood being splattered all over them). If a magic-user transcribes the wish spell into his spellbook, then he always memorizes this perverted form of the spell. At the DM's option, if the spellcaster ever finds a true wish spell, his understanding has been so impaired by his experience with this spell that all future castings of wish generate corrupted results, unless the caster rolls his chance to understand spells at -40%. For low-level parties, the scroll can instead have an aberrant limited wish . An alter reality spell is another option.
2	Reader is cursed so that any wish he makes, whether by spell, magic item, or boon from an extra-planar creature, has an opposite or near-opposite effect. A wish for healing, for example, results in the damage or affliction that was supposed to be healed instead becoming permanent. Without divination magic, the victim has no knowledge of being cursed. A simple remove curse spell eliminates the effect. Note that wishes granted by beings of the lower planes are usually already twisted to be harmful. However, if the supplicant happens to be affected by this curse, the wish is instead twisted back to cause EXACTLY what the PC was hoping for, much to the consternation of the demon prince, arch-devil, or whatever that was granting the wish !
3	Reader is cursed so that any wish he makes, whether by spell, magic item, or boon from an

4 Reader is cursed so that any **wish** he makes, whether by spell, magic item, or boon from an extra-planar creature, a random magic item belonging to the reader or his allies completely loses all its dweomer (the item does not need to be on anyone's person; the effect could drain an item "safely" locked away in a vault back home). This occurs without anyone's realization. The connection between making the **wish** and the draining of the magic item should not be obvious. Without the use of divination magic, the victim has no knowledge of the curse, which should be very difficult to remove. The effect should also extend to **limited wish** and **alter reality** spells. Artifacts/relics are never drained.

5 Reader is cursed so that any **wish** he makes, whether by spell, magic item, or boon from an extra-planar creature, all gems and precious metals on his person turn to glass and lead. This occurs without anyone's realization. The connection between making the **wish** and the destruction of the PC's wealth should not be obvious. Without the use of divination magic, the victim has no knowledge of the curse, which should be very difficult to remove. If the PC making the **wish** is carrying nothing of value, the curse affects valuables carried by the nearest person.

6 Reader is cursed so that any **wish** he makes, whether by spell, magic item, or boon from an extra-planar creature, a **wish** is also granted to the next intelligent enemy he meets (who becomes aware of the opportunity to make a **wish** immediately upon encountering the party). The PC instinctively realizes the connection between his **wish** and the monster's **wish** after the fact. Until then, the victim remains unaware of the curse. For low level parties, the enemy might only get a **limited wish** to use against PCs.

7 Easily read script on the scroll instructs the reader to make a **wish**. If he does, it is granted, but a balance is conserved. Whatever the

	reader asks for is offset by an opposite effect on one of his companions. For example, a wish for healing sucks a like number of hit points from a random character (regardless of whether he has HP to spare). A wish to restore a disintegrated character destroys a different PC. A wish to neutralize a powerful enemy is balanced by restoring a previously destroyed nemesis (or by neutralizing one of the PC's allies). The effect obviously requires DM creativity. For a complicated situation, there is no stipulation that opposing effect take place immediately, giving the DM time to engineer an appropriate counterbalance. However, it should be clear to players that whatever the unexpected event that occurs, it was a direct result of reading this scroll.
8	Easily read writing instructs reader to make a wish . If he does, it is granted. However, the reader is then whisked away to the household of the powerful other-planar entity or deity that granted the wish ; The PC is now out of play as he works off his debt as an indentured servant. This is unavoidable. The duration of the PC's service depends on the significance of the wish . If he simply asked for some healing, he might be required for a few weeks. Something more drastic might put the PC out of commission for months, years, or even centuries! It is suggested that when the PC returns, he receives some benefit, such as an increased ability score, experience points, or even a full level if he was gone for more than a couple of years.

Subtable 3: Class-Specific Curse, roll 1D12	
1	CLERIC: All attempts to turn undead fail, and these now preferentially attack the cleric.
2	DRUID: The PC becomes the source of a blight that kills plants and renders the ground infertile. Whenever he stops in one place for more than 1 hour, all plants within 10' wilt and die, with the radius increasing by 10' per hour. Brownies, dryads, pixies, treants, sylphs, and other sylvan creatures hate the PC. Other druids instinctively shun him.
3	FIGHTER: The PC must make a saving throw vs. fear at the onset of any combat or immediately flee. Any setbacks or friendly casualties may require extra saves.
4	PALADIN: The PC immediately loses paladin status. This can be regained via a quest, but it should be very difficult.
5	RANGER: All future tracking leads the PC in the exact opposite direction of his quarry. Moreover, the cursed PC's chances to surprise and avoid surprise are as those of non-rangers.

6	MAGIC-USER: The PC is able to memorize 1 less spell of each level. After 1 week, PC loses 2 spells of each level. After 3 weeks, 3 spells, and so on, until the magic-user effectively is no longer a spellcaster.
7	ILLUSIONIST: The PC's illusions are flawed and clumsy, with +5 bonus on disbelieve attempts.
8	THIEF: After the PC commits any crime in a village, town, or city, the constables or local authorities immediately know the identity of the perpetrator and come looking for him.
9	ASSASSIN: Any and all assassination attempts fail — spectacularly.
10	MONK: The PC's hands become soft and pliable. Open-hand attacks still inflict full damage on the target, but also half damage on the PC (round down). This is quite bad for high-level monks.
11	BARD: There is 10% cumulative chance per round of playing a stringed instrument that the strings break (even a lyre of building or instrument of the bards , which would be permanently ruined).
12	Scroll affects any PC gifted with psionics. The reader immediately loses all psionic powers.

Subtable 4: Enmity, roll 1D12	
1	Reader incurs enmity of the sea. Any voyage with the PC on board takes twice as long due to unfavorable currents or winds. Chances for aquatic random encounters are doubled, and the likelihood that any intelligent monsters met are hostile is increased, with a -60% penalty on reaction rolls. This applies to creatures native to the sea; not to, for example, human pirates. When rolling for wind direction and force (DUNGEON MASTERS GUIDE page 54), any result of 14 or above has +2 added to it, increasing the likelihood of a gale, storm, or hurricane. Other things might occur: freak currents, doppelganger stowaways, or the ship's food or water supplies going bad. It is suggested that lifting the curse involves discovering which specific sea deity hates the PC, then appeasing the being with an appropriate sacrifice. Possibilities include Poseidon, Aegir, Ahto, Manannan Mac Lir, Susanowo, Osprem (DRAGON #90, "Gods of the Suel Pantheon", by Lenard Lakofka), Sekolah, Bliidoolpoolp, Great Cthulhu, etc. For more events that might occur on a jinxed ocean voyage, see X6: QUAGMIRE!
2	Reader incurs enmity of the forest. Travel through wooded areas takes twice as long due to tree roots tripping the PC, briars pulling at clothes, or vines and shrubs snagging equipment. 1-4 times a day the PC must save

	<p>vs. wands or be hit by a falling branch for 3-18 damage. Ordinary wild animals shun the party, making it impossible to hunt successfully. Sylvan creatures such as atomies, barkburrs, brownies, dryads, faerie dragons, grigs, korreds, leprechauns, pixies, satyrs, sprites, sylphs, treants, unicorns, etc., avoid, harass, or attack the PC, depending on their abilities and inclinations. NPC druids, wood elves, or grugach likewise tend to behave this way, with a -60% penalty on reaction rolls. It is suggested that lifting the curse involves discovering which specific forest deity hates the PC, then appeasing the being with an appropriate sacrifice. Possibilities include Ki, Silvanus, Artemis, Mielikki, Ehlonna (GREYHAWK ADVENTURES), The Green Man (UK1: BEYOND THE CRYSTAL CAVE), Skerrit, Rillifane Rallathil, etc. For more ways a hostile forest might make life miserable, see DUNGEON #11, "The Black Heart of Ulom", by Mark Keavney.</p>	<p>fully cooperate to fulfill this goal. A brutal melee between paladins and Drow clerics of Lolth locked in mortal combat stops as the party enters the area, and everyone charges the cursed PC side-by-side (a paladin pausing just long enough to lay hands on a grateful Drow he chopped to near-death not ten seconds earlier). At the DM's option, mindless constructs such as golems, stone guardians, scarecrows, skeletons, or zombies do not count. But if in doubt, they attack! Another less baneful alternative would be for the PC to be targeted only by creatures from a particular plane or group of planes (e.g., Prime Material Plane only, all Elemental Planes, all outer planes, one specific outer plane, etc.).</p>
3	<p>Reader incurs the enmity of the sky. Inclement weather is twice as likely to occur around the PC (regardless of what method used to determine weather; see WILDERNESS SURVIVAL GUIDE for ideas). If outside in a storm, there is a 1 in 10 chance that the PC is hit by lightning for 6D6 damage. Whenever in a precarious position outdoors, such climbing a tree, traveling a narrow mountain path, or crossing a rope bridge, there is a 25% chance that a freak wind gust blows at the PC, causing him to fall on a 20% or drop whatever is in his hands on a 20%. Missile weapons used by the PC have a flat 50% chance of an automatic miss, to be checked before the 'to hit' roll is even made. Birds and other avians hate the cursed PC. Flying monsters preferentially attack him, while ordinary birds make his life thoroughly embarrassing with their well-aimed ordnance. It is suggested that lifting the curse involves discovering which specific deity of the air, sky, or storms hates the PC, then appeasing the being with an appropriate sacrifice. Possibilities include Heng, Hotoru, Anu, Ramman, Quetzalcoatl, Tlaloc, Chih Sung-Tzu, Fei Lien, Feng Po, Lei Kung, Wen Chung, Hastur, Ithaqua, Shu, Zeus, Indra, Raiden, Fileet, Frigga, etc.</p>	<p>5 Reader does poorly on reaction rolls, which all have -40% subtracted. Even if the PC is not the one doing the negotiating, his mere presence penalizes the rolls of others by -20%. This affects only initial reaction rolls, not interactions between the PC and his existing companions and/or henchmen.</p>
4	<p>Reader is MARKED FOR DEATH. Every non-unique being in the multiverse that meets the PC wants him dead. The only exceptions are current party members, henchmen, hirelings, and possibly close family (at the DM's option). All other beings immediately and preferentially attack the PC, working together to eliminate him. Creatures of all alignments — demons, deva, devils, modrons, planetars, slaadi — all</p>	<p>6 Reader's henchmen become disloyal. Apply a penalty of -30% to the loyalty scores of all henchmen. This does not affect reaction rolls with monsters.</p>
		<p>7 Wandering monster checks made in reader's presence are twice as likely to result in an encounter (e.g., a 1-2 in 6 instead of a 1 in 6). Wandering monsters are always hostile and always preferentially attack the PC. The only exception is wandering monsters that are specifically supposed to be friendly to the party, and even then the DM might consider making them hostile anyway.</p>
		<p>8 Reader has the enmity of animals. All natural vertebrates hate the PC, either fleeing from his presence or attacking, depending on their size and aggressiveness. It is up to the DM whether dinosaurs, Pleistocene animals, minimalis, or giant-sized variants of normal animals fall under the curse's jurisdiction.</p>
		<p>9 Reader has the enmity of all invertebrates. This includes insects, arachnids, centipedes, worms, plus any giant-sized or monstrous variants, such as aspis, carrion crawlers, cave fishers, chasme demons, death watch beetles, fomians, garbugs, giant bloodworms, giant leeches, giant slugs, gloomwings, goldbugs, phase spiders, tenebrous worms, tunnel worms, etc. The PC is constantly dogged gnats and mosquitoes, or bitten and stung by bees, hornets, horseflies, spiders, or wasps. The PC effectively loses 1-2 HP per day if staying predominantly outdoors, except in desert or arctic regions. In highly infested environments, such as jungles or swamps, the PC might take</p>

	1-4 or even 1-6 damage per day. Gelatinous cubes and other monstrous puddings or jellies do not fall under the curse's jurisdiction.
10	Reader becomes aware that somewhere there exists an oppositely aligned double. Levels, hit points, abilities, equipment, and available spells are identical. Only their memories and alignments differ. There is enmity between these two beings until one or the other is destroyed. See the spell, clone .
11	Due to a regrettable case of mistaken identity, the reader is targeted for assassination by a particular assassin's guild. It should be a relatively powerful organization, and relentless in its goal to fulfill its contract on the PC. It is suggested that lifting this curse should require at the minimum the killing of the guildmaster.
12	Reader is marked by a cult, church, or other religious organization, whose devotees are absolutely convinced that he is the prime agent of an inimical ethos. Its clerics and more fanatical followers try to capture or kill the cursed PC. Depending on the alignment of the worshippers and their resources, they may resort to hiring assassins, or manipulating local rulers or other officials into fulfilling their goals. Note that the religion's deity does not actually have a problem with the PC. The curse may be lifted by various means. One method might be to change alignment and swear service directly to the religion's deity, who might then intervene to stop its followers. Another failsafe method is for the PC to just systematically exterminate ranking members of the religion's clergy, persecute its followers, demolish their temples and shrines, steal their treasures and relics, and desecrate their holy spots, thereby making the curse moot: they are proven right after all. . .

	demons, devils, daemons, slaadi, and even by the powers of Good, who would see the death of the character(s) in the name of preserving this secret as being a necessary sacrifice for the greater Good. It is conceivably possible that in their mission to permanently silence the PC (and anyone suspected of sharing the secret), agents of Good and Evil knowingly and in good faith fully cooperate with each other!
4	Scroll reveals the exact location of the Hand or Eye of Vecna (or both). Alternatively, the scroll could state the location of the Head of Vecna , if the DM deems players gullible enough for this one.
5	Scroll is a single page from THE REVELATIONS OF GLAAKI, a multi-volume work penned by undead cultists of a forgotten deity. The page mentions Y'golonac (new monster), and anyone reading about him is now vulnerable to attacks by his cultists (which could be conceivably ANYBODY).
6	Scroll describes a surprisingly simple, cheap alchemical procedure for turning sand into gold. A wise person would destroy this scroll immediately. Players probably won't.
7	Scroll describes a lengthy, complex ritual to awaken the imprisoned evil deity Tharizdun if carried out in his BLACK CYST (WG4: THE FORGOTTEN TEMPLE OF THARIZDUN).
8	Scroll is a transcription of a part of <i>Al-Azif</i> , the notorious <i>Necronomicon</i> by Abdul Alhazred. Chances of insanity or alignment change from reading the text are described on page 48 of the 1 st printing of DEITIES & DEMIGODS. One summoning spell is present on this excerpt for a Cthulhu Mythos being of the DM's choice. The spell is liable to be flawed, and offers no protection from the summoned entity in question.
9	Scroll reveals where proof can be found that a benevolent deity of the DM's choice is actually a malevolent evil being, engaging in an eons-long, convoluted plot of deception to fulfill some terrible goal. It might even be the reader's own patron deity. If this being becomes aware of the PC's knowledge, the person would be pursued not only by agents of evil, but also by good-aligned, ignorant dupes who serve the false deity. The god in question never directly intervenes to silence the PC, due to the risk of ruining many, many millennia of plotting.
10	After scanning the few brief lines of text on this non-magical scroll, the reader immediately destroys, burns, eats, or otherwise defaces it and refuses to discuss its contents. The PC then calmly excuses himself and ducks out of sight

Subtable 5: Forbidden Knowledge, roll 1D12

1	Scroll is a treasure map to the tomb of the demi-lich Acererak (S1: TOMB OF HORRORS), so explicit that a chimpanzee could follow the directions. The identity of the destination is not hinted at in any way. Select another entry if this is felt to be just too darned unfair.
2	Scroll is scribed with the True Name of a demon lord, arch-devil, etc., of the DM's choosing. Note that this is very perilous knowledge indeed!
3	Scroll reveals the exact location of Fraz-Urb'luu's staff. This is EXTREMELY dangerous knowledge, for nobody, especially not other demon lords, wants to see the Prince of Deception's staff recovered. The reader is liable to be targeted for assassination by

	around a corner, into a room, behind a tree, etc., and commits suicide. If prevented, the PC tries again at every opportunity to do so without interference. Under NO circumstances does the PC reveal the Terrible Secret from the scroll; ESP or magical control are ineffective, as if the PC's mind has locked the knowledge from the rest of the world. The effect can be removed by simply casting forget , no matter how long after the scroll was read (as if the PC's mind wants to obliterate the Awful Knowledge).
11	Scroll is inscribed with an intricate repetitive pattern. One carefully studying the design has percent chance equal to his Intelligence plus Wisdom of receiving the impression of three-dimensionality to the flat drawing (like modern computer-generated stereograms). Only one attempt is allowed, and a PC cannot teach others to see the image properly. If a PC learns to see pattern the way it was meant to be, he can apply his vision to the real world. Effectively, he has a non-magical true seeing ability by concentrating for a turn. This comes not without its price. If done more than once per week, the PC has a 10% cumulative chance of going permanently and irrevocably insane, no longer sure what is and is not real. Moreover, each use incurs a 5% (non-cumulative) chance of glimpsing a malignant thing from <i>outside</i> , who in turn perceives the PC: a hound of Tindalos (new monster) now hunts him. The PC instinctively realizes that overuse of his sight may drive him mad. However, until it happens the first time, he has no idea of the terrible, lethal entities that lurk beyond the boundaries of his reality. This scroll is non-magical.
12	Before fading, this magic scroll reveals exactly when and under what circumstances the reader is going to die. The victim is affected by melancholia (DUNGEON MASTERS GUIDE page 83), which cannot be removed by any means unless the knowledge is somehow obliterated. The scroll is actually fake, but part of its magic is that the reader unquestioningly believes it to be true. Details of the PC's "death" per the scroll are up to the DM, but it is suggested that the situation be engineered to occur in the near future. When the reader does NOT die as described, he is affected by mania for a day. Note that the PC might well die exactly as described in the scroll. . .

	demi-human opponent is killed. The curse is not removable by any means, lasting until 13 revenants are eliminated. The reader is hunted by only one revenant at the same time.
2	Reader has recurrent nightmares of a whispering cowed figure exhorting him to perform blasphemous atrocities. The PC always wakes in terror just before the figure reveals its shrouded face. The curse ends by either obeying dream figure (<i>i.e.</i> , becoming chaotic evil) or casting exorcism on the PC. In the latter case, while sleeping alone at some point in the future, the PC awakens to find an eye of fear and flame at the bedside. This time, it is no dream. . .
3	Reader's shadow becomes hostile and attacks him or his companions at every opportunity, as per the MONSTER MANUAL. The shadow can be turned or "killed" normally, after which the PC no longer casts a shadow while remaining in an illuminated area. However, whenever the PC enters somewhere completely dark, his shadow is restored. The PC is once again assaulted as soon as there is a light source that causes him to cast another shadow. It is suggested that an exorcism spell can abolish this curse, but the PC never again casts a shadow under any circumstances.
4	Reader is stalked by supernatural creatures, often undead. A poltergeist creates a ruckus in his inn room, his bedding turns out to be a sheet phantom, skeletons or ghouls pop out of the earth in a cemetery, a sweet old lady shopkeeper is actually a monstrous hag, a floor rug is a trapper, a grinning homicidal maniac of a jermlaine with a straight razor jumps from a closet when the PC's back is turned, a scarecrow in a field of rutabagas is the monstrous sort from the FIEND FOLIO, a gnarled tree in the woods is a quickwood, a rose arbor is infested with bloodthorns, a sweet kitty morphs into a hellcat or a droopy-eyed basset hound is a hell hound, shadows attack at unexpected times, a harlot in a red-light district is a voluptuous vampire or succubus, distant flashing lights are will-o-wisps or boggarts, the cheery hearth fire jumps out as a shinen-gaki (ORIENTAL ADVENTURES), the PC sees ghosts or apparitions reaching from mirrors to strangle him, town streets on a foggy evening lurk with crimson deaths, mihtsu, ildriss grues, or a gaseous vampire. These visitations should be frequent, but not incessant or predictable. They mainly harass and frighten the PC and his companions. A vampire or succubus, for example, might be satisfied with a single bite or kiss before departing. They generally try not to outright kill the cursed PC,

Subtable 6: Haunting, roll 1D12

1	Reader is stalked by a revenant each time he participates in a combat where a human or
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	unless he becomes complacent. Even then, lethal attacks are mostly reserved for the PC's companions, preferably with the PC looking on. This curse obviously requires preparation by the DM, who ideally has seen a large number of bad horror movies.
5	All recently killed humans, demi-humans, and humanoids within 1 mile rise as zombies. They converge on the PC, killing anything in the way. Any humanoids killed by the zombies also rise as zombies, even if they were no longer within a mile of reader. Zombies hunt the reader until destroyed. They cannot be turned . Note that this curse can range from trivial to extremely nasty. It is suggested that if this effect is to be inflicted on a high-level party, the scroll be found in a very heavily populated city. . .
6	Scroll is scribed with a circle, as if a child had crudely scrawled an endless loop with charcoal. At the bottom is a brief line of elegant script in an unknown language, like a signature, but if translated with read magic or comprehend languages , says "seven days". Anyone reading the scroll is targeted by an onryō (new monster) who frightens its victim(s) to death over 7 days. The only way one can save himself is to copy the scroll and leave it for another to find. If the scroll was destroyed to try to end the curse (which does not work), a victim can transcribe a new one from memory. Note that willfully showing a copy to another should be construed as an evil act. The scroll radiates evil but not magic. Any number of victims can be affected, and it does not fade.
7	As the scroll is unrolled, it turns out to be a narrow but long sheet phantom.
8	An apparition attacks from the Ethereal Plane . When the scroll is unrolled, a bony claw reaches from the page (surprising on a 1-5). After the first strike, successful or not, the rest of apparition turns visible, standing before the reader and reaching through the page.
9	Interior of the scroll is covered by a slow shadow (new monster), which lifts off the page and automatically surprises.
10	Unrolling the scroll causes a trilloch to become attached to the reader. The scroll itself may be blank, covered with gibberish, or have a single 1 st level spell.
11	Unrolling the scroll releases big flies or moths from its core. These are polymorphed undead. Roll 1D4: 1 = 1-10 huecuvae; 2 = jiki-ketsu-gaki; 3 = 1-4 jiki-niku-gaki; 4 = shikko-gaki (see ORIENTAL ADVENTURES for gaki).
12	Use Subtable 8a: Magic Mouth , entry #6 (vestige attack) or Subtable 8b: Magic Mouth

Dialogue , entry #5 (seance followed by a ghost attack). It is the DM's choice which.
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Subtable 7: Infestation, roll 1D10	
1	Reader is almost totally covered with patches of vile growth. Roll 1D6: 1 = yellow mold, 2 = brown mold, 3 = russet mold, 4 = phycomids, 5 = green slime, 6 = olive slime. The PC is totally immune to the effects — spores, cold damage, corrosion, etc. — but clothes, equipment, and those around him are not. If the monster is killed the infestation recurs within 48 hours.
2	Reader's blood is alive. Every time the cursed PC receives an open wound, his shed blood attacks others as an ochre jelly with a number of hit points equal to the amount of damage that the reader sustained from the hit.
3	When the reader falls asleep, there is a 25% chance that something crawls out of his mouth and attacks those nearby. Roll 1D8: 1 = huge centipede; 2 = giant centipede; 3 = scum creeper; 4 = poisonous snake; 5 = pernicon; 6 = dyll (new monster); 7 = corpse scarab (new monster); 8 = slithering tracker (this could be nasty!). Since this tends to happen when the party camps, it is probably unwitnessed by others. The cursed PC is totally unaware that he is the source of the creepy crawlies that are dogging the party.
4	Anytime the reader drinks from a container, whether a water or wineskin, a tankard, etc., a throat leech darts out of his mouth and into the fluid. It attacks the next person who shares in the beverage. The PC does not realize that a leech is exiting his mouth.
5	Every time reader makes physical contact with another (demi-)human or humanoid, a voracious critter burrows out of his skin and into the body of the person that was touched. Roll 1D4: 1 = rot grub; 2 = corpse scarab; 3 = scarab of death ; 4 = worm from a son of Kyuss.
6	Reader has terrible case of fleas, lice, scabies, ticks, etc. Dexterity is penalized by -2 due to itching. The condition is contagious, but others can eradicate themselves with good hygiene. In the reader's case, however, the curse must be removed. At the DM's option, the critters can transmit disease and/or parasitic infestations.
7	Reader is constantly surrounded by a cloud of flying insects that attack one random creature within 5' (as summon insects spell). The cursed PC is never attacked. If the insects are disposed of via smoke, wall of fire , etc., the swarm reforms in 2-5 hours.
8	Once per day the reader's mouth disgorges

	an insect plague as if cast by a druid whose level equals the PC's. The cloud of bugs does not move from its location. One time per week, the reader instead vomits a creeping doom that targets a random living thing within range (other than the reader).
9	Reader's hair turns into snakes, like a medusa's. Any within 1' are bitten for 1-4 damage (plus poison). The serpents do not normally bother the host, but if he tries harming them, 1D4+3 snakes bite him in self-defense. It is suggested that an incorrect attempt to lift the curse causes the victim to additionally develop a medusa's gaze.
10	Reader is permanently affected by a plague spell (GREYHAWK ADVENTURES page 12). The PC himself is immune, but anyone within 10' can contract the disease, which spreads as per the spell. A remove curse , cure disease , heal , or limited wish can temporarily remove the effects of the curse. However, the next time the PC is affected by any disease (or even just needs to make a saving throw to avoid a disease-like effect), the curse fully manifests again (even if the applicable save was successful). Only alter reality or a full wish can permanently eliminate the curse.

	1 HP damage plus drain. The scroll can be destroyed automatically after its first attacks if there is someone not incapacitated by the confusion effect. If, instead, the PC drops the scroll in panic, it immediately alters the ground's consistency and grows into a full-sized gibbering moulder. At the DM's option, the muddy ground is additionally inhabited by 2-12 mud-men.
6	Scroll is covered with tiny mouths that whisper, moan, and murmur as a mist slowly comes out of the maws and builds into a growing cloud. This is a vestige (new monster), which takes 1 turn to fully form before it attacks with its streamers. Its whispers take immediate effect, however, and PCs would be wise to follow the example of those who miss badly enough on their saves that they flee in terror. . .
7	Tongue lashes out and attacks as a frogheath. Beings drawn into the mouth (per the mechanics in the MONSTER MANUAL II) are magically shrunk and swallowed, and assumed to be lost forever. If the scroll is attacked instead of the tongue, it may be automatically destroyed after 1 round.
8	Mouth spits once per round as a giant spitting snake until the scroll is destroyed.
9	Mouth spits once per round as luz until the scroll is destroyed. The spittle has a 10' range and hits as a 16+ HD monster. The victim is aged 1-6 years and the area struck becomes withered and numb for 2-5 rounds. Effects of a numbed limb are per the 1 st level luz cleric spell spittle (GREYHAWK ADVENTURES page 15).
10	Mouth spits a spell (roll 1D10): 1 = magic missile ; 2 = Melf's acid arrow ; 3 = fireball ; 4 = lightning bolt ; 5 = Melf's minute meteors ; 6 = cone of cold ; 7 = chain lightning ; 8 = meteor swarm ; 9 = color spray ; 10 = prismatic spray . Caster level is up to the DM, when applicable.
11	Mouth blows out a magic cloud (roll 1D6): 1 = gust of wind ; 2 = stinking cloud ; 3 = cloudkill ; 4 = incendiary cloud ; 5 = fog cloud ; 6 = death fog .
12	Mouth utters a power word spell of the DM's choice.
13	Mouth utters a holy/unholy word (depending on which is most baneful for the party).
14	Mouth invites the reader to kiss its sensuous lips, functioning as a suggestion spell. One doing so is affected as if kissed by a succubus.
15	Mouth emits a piercing shriek that acts as a shatter spell with a 60' radius.
16	Mouth shouts dire threats, warnings, and imprecations, attracting wandering monsters or otherwise alerting nearby denizens as deemed appropriate by the DM. At the DM's

Subtable 8a: Magic Mouth, roll 1D20	
1	Disembodied mouth (new monster) flies off the scroll and attacks.
2	Cluster of tentacles tipped by mouths erupts from the scroll's surface. The PC is being attacked by a dharculus (new monster).
3	Mouth blows out a monster. Roll 1D12: 1 = air elemental; 2 = smoke para-elemental; 3 = ildriss grue; 4 = mihstu; 5 = vortex; 6 = crimson death; 7 = 2-16 vapor rats; 8 = gaseous djinni; 9 = gaseous efreeti; 10 = gaseous ki-rin; 11 = gaseous ogre mage; 12 = gaseous vampire.
4	Mouth spits a swarm of insects that targets the reader. Roll 1D10: 1 = creeping doom ; 2 = insect plague ; 3 = 30-300 pernicons; 4 = 30-300 dyll (new monster); 5 = 10-100 corpse scarabs (new monster); 6 = 5-20 huge centipedes; 7 = bugs coalesce into a cidal; 8 = bugs coalesce into a fly horror (new monster); 9 = 4-16 flies, bees, hornets, or wasps that all grow to giant-size if any one is swatted; 10 = annoying mosquitoes that inflict malaria (chronic severe parasitic infestation; the magical nature of source means even paladins or level 5+ monks are affected, and removal requires more than simply a cure disease spell).
5	Scroll is covered with tiny mouths that babble as a gibbering moulder and bite the reader as a 4+3 HD creature with 6 attacks, each doing

	option, the mouth's scathing criticism also affects party as the 3 rd level shukenja spell castigate (ORIENTAL ADVENTURES; alignment and caster level are up to the DM).
17	Mouth screams/roars as a (roll 1D8): 1 = androsphinx (roll 1D3 for strength); 2 = dragonne; 3 = cloaker (roll 1D4 for pitch); 4 = groaning spirit; 5 = death watch beetle; 6 = demi-lich; 7 = wendigo (new monster); 8 = dune stalker (all within 60' take damage, but the PC holding the scroll is affected by the kiss of death effect).
18	Scroll is inscribed with an image of a green devil face with a wide open, pitch black mouth. This seems to be a fixed sphere of annihilation that cannot be moved from the page's surface. The scroll may be rolled up safely and carried about, but if it is ever destroyed (i.e., fails any item save), the sphere is released, swells in diameter, and attacks as a blackball (new monster).
19	Scroll is inscribed with an image of a dragon head which breathes on the reader and any around him as per the appropriate monster description. Roll 1D12: 1 = black; 2 = blue; 3 = brass; 4 = bronze; 5 = copper; 6 = green; 7 = red; 8 = silver; 9 = white; 10 = cloud; 11 = mist; 12 = dragon turtle. Dragon age category is up to the DM, as is the choice of breath weapon for dragons with multiple options.
20	Mouth converses with the reader. Roll on Subtable 8b: Magic Mouth Dialogue .

	regardless of their levels). The reader alone gains 1 point of Wisdom.
7	Mouth offers a sermon, functioning as an enthrall spell (ethos is up to DM). At its conclusion, any listeners who failed all of their saves (per UNEARTHED ARCANA) permanently change alignment.
8	Mouth offers a job. The PC is affected by a quest spell with no saving throw. If the scroll is damaged, the PC suffers the effects of disregarding the quest (which is problematic if scroll is destroyed). The scroll never fulfills its end of bargain, something which would be revealed by detect lie spell. If detect lie is used and the mouth is confronted with the information, the quest is null and void.
9	Mouth offers a debate, as a Leomund's lamentable belabourment spell.
10	Mouth tells incessant jokes. Listeners are affected as if by a Tasha's uncontrollable hideous laughter spell. Note that the mouth is a genuinely talented comedian: PCs should be very reluctant to just destroy the scroll.
11	Mouth mercilessly insults the PC, who is affected by a taunt spell. Assuming the PC destroys the scroll shortly afterwards, he is so self-conscious, embarrassed, and angry that he fights at -3 to hit and damage for the rest of the day.
12	Mouth sings catchy songs. Everyone within earshot is affected by an Otto's irresistible dance spell, and the noise is liable to attract wandering monsters or other nearby denizens. Note that intelligent monsters are also liable to be affected by the song.

Subtable 8b: Magic Mouth Dialogue, roll 1D12	
1	Mouth offers 3 wishes. These are twisted to be at least partially baneful while following the exact wording of the request. See Subtable 2: Aberrant Wish for alternative options.
2	Mouth offers knowledge. The PC may ask 4 questions as contact other plane spell at 3 planes removed, but with half chances of both knowledge and veracity, and double the risk of insanity per question.
3	Mouth offers advice, as the spell suggestion to do something stupid (caster level is up to the DM). Alternatively, use the 5 th level shukenja spell advice (ORIENTAL ADVENTURES).
4	Mouth offers a foretelling, as the 1 st level shukenja spell omen with a -2 penalty on the die roll (ORIENTAL ADVENTURES).
5	Mouth offers a seance, as a speak with dead spell at caster level 21, with any deceased being named by the PC. At its conclusion, a ghost comes out of the mouth and attacks.
6	Mouth offers a lecture. All within hearing range are affected by a sleep spell (caster level is up to the DM; alternatively everyone is affected

Subtable 9: Monster, roll 1D30	
1	Black scroll is a rolled up executioner's hood. Its hit dice depend on the party's strength.
2	Ordinary scroll scribed with an unreadable cipher is covered with 3-12 tiny bookworm eggs. Resembling poppy seeds stuck to the page, these are 95% likely to be missed if the scroll is merely opened just to scan its contents, but noticed on a 70% if the scroll is carefully examined. If not discovered, the eggs hatch in 2-12 days and wreak havoc in the party's belongings, beginning with the scroll they were originally stuck to.
3	Scroll's interior is covered with yellow mold that unleashes its spores as soon as the document is unrolled. This scroll does radiate magic: its special property is that it is not chewed up by the mold.
4	This bulky, long, heavy scroll has a pair of handled rollers to facilitate its reading. The entire apparatus is a small mimic (7 HD, but

	only 1-4 HP per die), which secretes its glue and attacks when it is unrolled.	13	Rice paper scroll is blank or scribed with gibberish. It has many intersecting creases as if previously folded. A PC has an Intelligence x4% chance of figuring out how to refold the scroll into an odd origami shape. Doing so forms a weird non-Euclidean angle and a hound of Tindalos (new monster) immediately erupts forth. It relentlessly pursues the PC handling the scroll, plus anyone assisting him. The sheet does not detect as magical until it is folded into its strange contours, but by then it is too late.
5	Scroll's surface has a moving silhouette of a humanoid figure that abruptly expands. This is a drelb, which attacks.	14	Rice paper scroll is blank or scribed with gibberish. It has many intersecting creases as if previously folded. A PC has an Intelligence x5% chance of figuring out how to refold the scroll into an origami shape. Doing so forms a monster figure that grows to full size and attacks. Select one level-appropriate monster or roll randomly in the DUNGEON MASTERS GUIDE (pages 175-179) or FIEND FOLIO (pages 100-110). The sheet does not detect as magical until it is folded into its new contours, but by then it is too late.
6	A hound of ill omen appears before the reader and howls. A remove curse spell can partially mitigate the effects as per the FIEND FOLIO.	15	Scroll immediately bursts into cold white fire. Assuming it is reflexively dropped, it flares upon hitting the ground and a magnesium spirit attacks.
7	While the rolled-up scroll is handled, one or more critters slithers out of its core and attacks. Roll 1D8: 1 = poisonous snake; 2 = huge centipede; 3 = giant centipede; 4 = scum creeper; 5 = 1-4 goldbugs; 6 = 1-4 pernicons; 7 = 1-4 rot grubs; 8 = 1-4 worms from a son of Kyuss. At the DM's option, the scroll itself may be magical or cursed.	16	Scroll dissolves into slime as it is unrolled. It gets a free automatic hit on the opener, then normal combat ensues. Roll 1D10: 1 = green slime; 2 = olive slime; 3 = gray ooze; 4 = crystal ooze; 5 = ochre jelly; 6 = mustard jelly; 7 = black pudding; 8 = brown pudding; 9 = dun pudding; 10 = white pudding.
8	Scroll's surface is covered with 3-12 cerebral parasites that attach themselves to the nearest psionic creature.	17	Scroll's interior is coated by an obliviax.
9	Reader exchanges minds with a vagabond (MONSTER MANUAL II). The PC's mind is restored after 1-6 weeks with no memory of the intervening period, although he gains a permanent +1 to either Intelligence or Wisdom (player's choice). In the future, the PC might have vague dreams, fleeting recollections, or feelings of <i>déjà vu</i> (see "The Shadow Out of Time", by H. P. Lovecraft). This scroll does radiate magic.	18	Magic-user spell scroll is scribed with one or more summoning spells, such as conjure elemental , invisible stalker , or monster summoning I-VII . Alternatively, it is an illusionist scroll with summon shadow ; a cleric scroll with dust devil , aerial servant , or conjure animals ; or a druid scroll with call woodland being , animal summoning I-III , or conjure fire/earth elemental . Anything summoned by these spells is totally hostile to the party. If a magic-user or illusionist transcribes these spells into his spellbook, he always casts these corrupted versions.
10	All future usage of spells, spell-like abilities, or magic items within 30' of the reader, including by enemies, may attract an infuriated terithran (as per FIEND FOLIO), which vents its rage on the reader (even if he was not the one responsible). This scroll does radiate magic.	19	Long bulky scroll has instructions, formulae, and all necessary spells for building a golem or other construct such as a necrophidius, scarecrow, or stone guardian. In the case of a necrophidius, scroll is specific for either a cleric or magic-user (per FIEND FOLIO; DM's choice). The caster must still spend the appropriate amount of money and supply the raw materials, as described under the monster
11	Next time the reader strays even slightly from his alignment, an aleax is dispatched to punish him. As soon as the reader scans the scroll (which radiates magic), he knows he is under this effect, which should be nigh impossible to remove. In fact, simply trying would probably trigger the ire of PC's patron deity. After all, why on earth would the PC <i>want</i> to be able to stray from his ethos with impunity?		
12	Rice paper scroll is scribed with geometric shapes and meaningless runes. It has many intersecting creases as if previously folded. A PC has an Intelligence x4% chance of figuring out how to refold the scroll into a flat shape. This brings together disparate parts of the inscriptions, forming a weird jagged design that converges into a central point. This singularity is a pinhole between the Prime Material and Astral Planes , through which 4-24 astral searchers pass. The sheet does not detect as magical until it is folded into its new contours, but by then it is too late.		

	<p>descriptions. When the lengthy process is complete, the construct animates, attacks its creator, then goes on a rampage after slaying its would-be master. If a magic-user instead tries to transfer the spells into his spellbook, the rest of the scroll fades after copying the first spell. But at least the spellcaster got some benefit from what otherwise would have been a waste of time and money (best case scenario), or lethal (worst case).</p>		
20	<p>Non-magical scroll is covered with musical notation. Singing or playing the weird harmony immediately summons a creature that attacks the musician and his companions. The type of monster is up to the DM, but it should be from another plane, such as a (para-)elemental, grue, genie-kind, baku, couatl, foo creature, hollyphant, ki-rin, lammasu, shedu, deva, planetar, solar, titan, demon, devil, demodand, daemon, slaad, hierarch modron, or something out of DEITIES & DEMIGODS, LEGENDS & LORE, or ORIENTAL ADVENTURES, such as a valkyrie, spirit creature, or Cthulhu Mythos monster. The fight should be alignment- and level-appropriate, but on the very difficult side. Each replaying of the music summons double the number of monsters! The notation is far too complex to memorize.</p>		
21	<p>Scroll is wrapped around a metal rod. Touching the rod releases a lightning quasi-elemental, which automatically damages the would-be reader, then attacks normally. Hit dice are up to the DM. At the DM's option, the scroll itself may be additionally magical or cursed.</p>		
22	<p>Scroll seems to be wrapped around a pair of bundles of crude sticks. As the scroll is unrolled, these turn out to be a pair of mandragorae (HD 1+1 each), which attack.</p>		
23	<p>Magical scroll is covered with intriguing symbols and non-Euclidean diagrams that foil all attempts at read magic, comprehend languages, or identify. A sage is likewise mystified. Powerful divination such as commune, contact other plane, or legend lore suggest that the scroll's owner is better off getting rid of it. Every day the scroll has a 1 in 6 chance of attracting 1-3 thought eaters from the Ethereal Plane, who feed on psionic energy, spells, or minds in the vicinity. Simply dropping or destroying the scroll ends the effect, but it is not obvious that the scroll is source of these assaults.</p>		
24	<p>Magical scroll is covered with intriguing symbols and non-Euclidean diagrams that foil all attempts at read magic, comprehend languages, or identify. A sage is likewise mystified. Powerful divination such as</p>		
			<p>commune, contact other plane, or legend lore suggest that the scroll's owner is better off getting rid of it. Every day the scroll has a 1 in 6 chance of attracting 1-4 xorns (50%) or 1-4 xarens (50%), who appear from the surrounding stone and demand to be fed. Simply dropping or destroying the scroll ends the effect, but it is not obvious that the scroll is source of the assaults.</p>
		25	<p>Magical scroll is covered with intriguing symbols and non-Euclidean diagrams that foil all attempts at read magic, comprehend languages, or identify. A sage is likewise mystified. Powerful divination such as commune, contact other plane, or legend lore suggest that the scroll's owner is better off getting rid of it. While the scroll is in the party's possession, any statue they approach within 30' has a 1 in 6 chance of animating and attacking. The statues fight as stone golems, stone guardians, or caryatid columns, depending on the party's strength. At the DM's option, clay or iron golems are also possible. Simply dropping or destroying the scroll ends the effect, but it is not obvious that the scroll is causing the statues to animate.</p>
		26	<p>A symbiotic jelly is inside the rolled-up scroll. It uses charm monster on the reader to get him to conceal the jelly's presence and bring it along. The jelly then wreaks mayhem with its powers of illusion and charm monster to induce monsters to attack the party and vice versa.</p>
		27	<p>Scroll is liberally dusted with a fungus monster's spores, contaminating the reader's hands and possessions. The spores often have immediate effects, and in most cases the fungus creatures sprout in the next 1-4 locations where the scroll's handler pauses for more than a few turns due to his inadvertently spreading the spores. Fungi grow to full size in 1-4 hours and attack if PCs return that way. Roll 1D12: 1 = ascomoid (handler must save vs. poison or die); 2 = 1-2 basidironds (handler must save vs. poison or hallucinate); 3 = dusanu (the spores damage and infect the handler on a failed save vs. poison, but no dusanu sprouts unless a body is available — either the infected PC or a fresh corpse that happens to be around); 4 = brown mold (no immediate effect); 5 = russet mold (handler must save vs. poison or take damage and grow sick); 6 = yellow mold (handler must save vs. poison or die); 7 = 1-12 myconids (no immediate effect; only 1 HD myconids sprout from the spreading spores); 8 = 1-4 phycomids (no immediate effect: spores alone cannot infest a PC without the mushroom's alkaline</p>

	fluid penetrating his skin); 9 = 2-8 shriekers (no immediate effect); 10 = 1-3 ustilagors (no immediate effect, but the ustilagor sprouts actively track party); 11 = 1-4 violet fungi (no immediate effect); 12 = 1-3 zygoms (no immediate effect: spores alone cannot infest a PC without prolonged contact with the mushroom's glue).
28	Roll 1D4 under Subtable 7: Infestation.
29	Roll 1D6 under Subtable 8a: Magic Mouth.
30	Roll on Subtable 6: Haunting.

	from day to day depending on PC's wishes. He simply has a penalty to the maximum size of his spell repertoire. For example, a 5 th level magic-user who normally can learn 4/2/1 spells (7 total) loses 3 slots: he can now memorize 1/2/1, 2/1/1, 3/0/1, 4/0/0, etc.
17	PC loses 1 to 5 hit points per level (keeping a minimum of 1 HP for each level).
18	Reroll 1D10 on this table, and apply the result to the cursed PC and ALL allies that happen to be around in a given situation.
19	Reroll 1D6 on this table, and apply the opposite result (i.e., a bonus) to ALL enemies that the PC is fighting in a given combat.
20	Reroll 1D10 on this table twice. Apply first result as a penalty and the opposite of the second result as a bonus to the same PC. Reroll both dice if the same numbers come up. However, partially conflicting results are allowed: e.g., the PC might lose 1 from his prime requisite(s) but gain 1 on all ability scores, canceling the prime requisite loss and getting a bonus to everything else. It is unlikely that the lucky PC would seek this curse's removal.

Subtable 10: Nuisance Penalty, roll 1D20	
1	Attack rolls.
2	Damage rolls.
3	Attack and damage rolls for missiles only.
4	All attack and damage rolls.
5	All saving throws.
6	PC's armor class has +1 to +5 added to it.
7	Prime requisite score(s).
8	All ability scores.
9	All item saving throws for the reader's possessions.
10	All rolls related to ability scores and/or class. These include BEND BARS/LIFT GATES, SYSTEM SHOCK, resurrection survival, chance to know spells, non-weapon proficiencies, thief or assassin skills, ranger tracking, bardic charm , etc. Loyalty and reaction rolls are penalized by -5% to -25%, and clerics have +5% to +25% added to their chances of spell failure.
11	Each day, PC loses -1 to -5 from each ability score. When any score falls under 3, all are restored to normal for a day. Cycle begins anew 24 hours later. It is suggested that this curse be extremely difficult to remove.
12	Monetary treasure gained by PC and allies is penalized 10-50% in terms of both quantity of coinage and value of gems and jewelry.
13	Experience gained by PC is penalized 10-50%.
14	Training costs for leveling up are increased by 10-50% due to inept teachers or inadequate facilities.
15	PC has -1 to -5 subtracted from his level (never less than 1). When curse is lifted, he is restored to the start of his original level. HOWEVER, if the PC gains levels while under the curse, these extra levels are added when the curse is removed. Thus, a 6 th level PC who loses 5 levels and adventures as a 1 st level character for a bit might quickly gain 1 or 2 levels, and when the curse is removed, he suddenly finds himself at level 7 or 8. Not bad! Though surviving at 1 st level may be tricky. . .
16	PC loses 1 to 5 spell slots. Lost spells do not have to be of the same level, and can vary

Subtable 11: Phobia, roll 1D30	
1	Acrophobia: fear of heights.
2	Agoraphobia: fear of open places
3	Ailurophobia: fear of cats. Includes great cats and cat-like monsters such as caterwauls, chimerae, displacer beasts, dragonnes, elfin cats, foo lions, guardian familiars, hellcats, kamadans, luck eaters, manticores, nonafels, sea lions, etc.
4	Algophobia: fear of pain, a perfect phobia to inflict on fighter-types.
5	Androphobia: fear of males (for female PC), or gynephobia: fear of females (for male PC).
6	Demophobia: fear of crowds.
7	Arachnophobia: fear of spiders. Includes spider-like monsters such as driders, ettercaps, retrievers, etc., and other giant arachnids such as pedipalpi, scorpions, solifugids, and ticks.
8	Astraphobia: fear of thunder, lightning, and storms. Those affected by this phobia would never use spells such as shocking grasp , lightning bolt , chain lightning , or call lightning , nor would they cast control weather to conjure a storm. A cursed PC would be particularly afraid of a lightning quasi-elementals, shocker, or nimbus (GREYHAWK ADVENTURES)
9	Bathophobia: fear of deep water, and thalassophobia: fear of the sea. On the plus side, a PC with this phobia would be totally immune to a kelpie's charm or a sirine's song, and would never be tempted to kiss a nereid. At the DM's option, the phobia extends to fish-

	like monsters, such as aboleths, dragon turtles, krakens, locathah, mermen, octopi, sahuagins, sea lions, squids, tritons, verme, etc.
10	Botanophobia: fear of plants, and dendrophobia: fear of trees. Includes plant monsters, such as algoids, black willows, mandragorae, obliviax, retch plants, shambling mounds, strangle weeds, treants, triflower fronds, twilight blooms, vegepygmies, witherweeds, yellow musk creepers, etc. At the DM's option, phobia also includes fungus monsters such as molds, ascomoids, basidiroids, phycomids, shriekers, violet fungi, zygomis, etc. (fungophobia or mycophobia).
11	Claustrophobia: fear of enclosed spaces. Includes, of course, just about any dungeon.
12	Chromophobia: fear of a particular color, to be chosen by the DM.
13	Cynophobia: fear of dogs. Includes wolves and canine monsters such foxwomen, jackalweres, wolfweres, werewolves, blink dogs, death dogs, cooshees, foo dogs, hoar foxes, moon dogs, worgs, yeth hounds, etc. If ever confronted by a hound of ill omen, PC must make SYSTEM SHOCK roll or die of fright.
14	Doraphobia: fear of fur, and trichophobia: fear of hair.
15	Entomophobia: fear of insects. Includes, of course, giant insects, plus insect-like monsters such as aspis, cave fishers, chasme demons, formians, garbugs, gloomwings, goldbugs, grigs, megalocentipedes, etc.
16	Gephydrophobia: fear of crossing bridges.
17	Hematophobia: fear of blood. At the DM's option, includes the fear of vampires, though these ought to be feared anyway. . .
18	Monophobia: fear of being alone.
19	Murophobia, musophobia, or suriphobia: fear of mice and rats. At the DM's option, includes other small mammals that are technically not rodents, such as rabbits, al-mi'raj, badgers, skunks, squirrels, weasels, aurumvorax, etc.
20	Necrophobia: fear dead things. Includes any and all undead, of course. The cursed PC also shuns cemeteries, crypts, mausoleums, etc.
21	Nyctophobia: fear of nightfall, or scotophobia: fear of darkness.
22	Ombrophobia: fear of rain.
23	Ophiophobia: fear of snakes. Includes snake-like monsters, such as couatl, kamadans, lamia nobles, medusae, nagas, ophidians, thessalhydras, type V demons, yuan-ti, etc. A cleric with a snake staff would count. At the DM's option, the phobia can be a more inclusive herpetophobia: fear of reptiles, extending to basilisks, behirs, crocodiles, fire lizards, muckdwellers, and, of course, all types of dragons (dracophobia).

24	Ornithophobia: fear of birds. Includes all bird-like monsters, such as aarakocra, achainera, axebeaks, boobies, clubneks, cockatrices, diakka, dire corbies, eblis, griffons, gryphs, harpies, hieracosphinxes, hippogriffs, kenku, perytons, phororhacos, pyrolisks, rocs, thorks, vulchlings, etc. A couatl would count.
25	Pediphobia: fear of children. Includes lava children. At the DM's option, also includes any "little people" such as atomies, bookas, brownies, leprechauns, pixies, sprites, etc.
26	Pyrophobia: fear of fire. Includes any burning monsters such as azers, efreeti, fire bats, fire elementals, fire snakes, lava children, magmen, phoenixes, red dragons, etc. Those affected by this phobia would never use fire spells of any sort, except fire quench or affect normal fires to lessen the size of flames.
27	Rhabdophobia: fear of magic, spellcasters, and wands. At the DM's option, phobia does not extend to clerics and/or druids.
28	Teratophobia: fear of monsters.
29	Vestiophobia: fear of clothing. This includes armor, of course. Have fun with this one.
30	Zoophobia: fear of animals. At the DM's option, phobia extends to giant animals, minimalis, Pleistocene mammals, or dinosaurs.

Subtable 12: Touch Effect, roll 1D10	
1	Touch is deadly poison. Living things must save vs. poison or die on contact with the reader's skin. At the DM's option, the reader may be immune to all poison until the curse is removed. However, if this option is used, it is suggested that the victim's skin be extraordinarily lethal: saves are at -3, and even those immune to poison or protected by scrolls of protection from poison are affected!
2	Touch wilts all plants. Touch may be used as a weapon against plant monsters, doing 1-10 damage to algoids, choke creepers, mantraps, shambling mounds, strangle weeds, treants, twilight blooms, vegepygmies, witherweeds, yellow musk creepers, etc. Dryads, bisan (ORIENTAL ADVENTURES), and other monsters closely tied to plants are also affected (who instinctively hate the PC). Green and olive slimes are affected, and the PC is immune to their touch. It is up to the DM whether fungus monsters are also vulnerable.
3	Touch corrodes all metal, as a rust monster. This, of course, includes the PC's own equipment. Although weapons used on the PC rust away, they still inflict full damage before falling apart. As a plus, reader is deadly to iron golems. It is suggested that the curse be very difficult to remove.

4	Touch functions as a warp wood spell. The PC cannot use any weapons with a wooden haft, even if wearing gloves. Magic wands and staves are ruined (unless a particular wand is made out of metal or ivory, which should be the exception, not the rule). Woody plant monsters such as black willows, quickwoods, or treants (and possibly kampfults) instinctively fear and hate the PC. The curse also functions through thick-soled footwear, causing the PC to ruin any wooden surface he walks on. Good luck getting on a boat. . .
5	Touch turns living things to stone unless a save vs. petrification is made.
6	Touch works as a rod of cancellation . It is suggested that the curse cannot be removed, but wears off after a set number of items are drained (a dozen minimum). At the DM's option, the curse might randomly manifest again in the future, well after the player believes it has worn off. In this case, however, the curse should be removable. Artifacts/relics are not affected.
7	Touch sets non-living things on fire, such as paper, wood, cloth, oil, etc. This of course applies to the reader's possessions. If used as a weapon against those wearing inflammable clothing, touch does 1-6 damage on the first segment, then 1 HP per segment for 1-3 more segments.
8	Touch functions as heat metal or chill metal (DM's choice). The PC is not immune to the temperature effects. Thus, this effectively means the PC cannot wear jewelry or metal armor of any kind (the effect passes through any clothes or padding worn under the armor), although he can still hold weapons with a wooden haft. Because the PC must be in contact with the item nearly constantly (with no more than a segment of interruption), he cannot use his touch as a weapon.
9	Touch drains an energy level, with no saving throw. If the reader touches or is touched by an undead being of any kind (regardless of whether it can level-drain) or any other creature from the Negative Material Plane (such as a drelb, trilloch, or xegi-yi), the reader instead loses a level. This is in addition to any levels the being would have ordinarily drained (i.e., a hit by a spectre drains 3 levels). At the DM's option, the reader temporarily gains a level for 1 hour by draining another being (he can only gain 1 level at a time this way). If this option is used, it is strongly suggested that this power be highly addictive. . .
10	Touch turns gold into fool's gold. At the DM's option, other precious metals are also affected (i.e., silver to tin, electrum to brass,

copper to lead). It is suggested that the curse be extremely difficult to remove. If the DM decides to make the curse easily removable, then it is strongly suggested that gloves or clothes be ineffective at bypassing the curse.

Subtable 13: Trap, roll 1D30	
1	Alarm , under a permanency spell, triggered when unrolled.
2	Antipathy or sympathy (DM's choice), under a permanency spell.
3	Illusionary script .
4	Explosive runes .
5	Fire trap , triggered when unrolled.
6	Glyph of warding (type is per the DM).
7	Leomund's trap (obviously not baneful).
8	Programmed illusion or phantasmagoria triggered by unrolling the scroll. Illusion is of a monster attack, falling in a pit, a rushing wall of water, collapsing ceiling, etc., according to whatever the DM deems would be plausible in the area where the scroll is found, with the intent of causing PCs to panic.
9	Nystul's magic aura , under a permanency spell (obviously not baneful).
10	Secret page (obviously not baneful, but at the DM's option, conceals an entry from Subtable 5: Forbidden Knowledge).
11	Sepia snake sigil .
12	Symbol , magic-user (type is per the DM).
13	Symbol , cleric (type is per the DM), that is permanent until triggered.
14	Weight of the wait (new spell). Number of years stored is up to the DM.
15	Dust of sneezing and choking within the rolled up scroll explodes when opened.
16	Scroll has a pair of knobbed rollers to facilitate reading. 1-4 of the knobs are mounted eggs of shattering that explode as the scroll is unrolled.
17	Scroll is wrapped around a roller, which is hollow and something is heard to roll around inside. There are 1 or more globes from a necklace of missiles (number and power of globes is up to the DM). If scroll is shaken, all detonate simultaneously. They can be salvaged if roller is somehow gently opened.
18	Scroll is wrapped around a roller, which is hollow and filled with oil of fiery burning . The roller pops open as the scroll is unrolled.
19	Scroll is tied by a rope with an elaborate knot. This is a short rope of constriction which attacks the one trying to undo the knot.
20	Scroll is wrapped around a roller with ornamental knobs carved to represent beetles. One or both function as scarabs of death if within 1' of a warm body for more

	than 1 round (<i>i.e.</i> , the scroll is being read).
21	PC unrolling the scroll (which turns out to be blank) has hands covered with sovereign glue .
22	Scroll has a knobbed roller. A knob separates in the reader's hand as the scroll is opened, and turns out to be a stone of weight .
23	Scroll has a roller filled with distilled ultimate solution under pressure. As scroll is unrolled, roller explodes in a spray and the would-be reader and his possessions are effectively disintegrated , with applicable saves.
24	Scroll is a camouflaged vacuous grimoire .
25	Inside surface of the scroll is covered with nasty contact poison (save vs. poison or die).
26	Scroll has a pair of rollers to facilitate reading, which are loaded with spring darts. Two darts shoot from each side as the scroll is opened, doing 1-3 damage plus poison (save or die) to those at the reader's flanks. Chances to hit are 50% plus 2x the target's AC (<i>i.e.</i> , 68% vs. AC 9, 38% vs. AC -6) at short range. Penalties for medium and long ranges are -10% and -25%, respectively.
27	Scroll has one or two rollers to facilitate reading. They are trapped with poison needles or barbs (save vs. poison or die).
28	Scroll is wrapped around a roller filled with pressurized gas. As scroll is unrolled, gas is released. All within 10' save vs. poison or die. At the DM's option, gas causing fear, hallucinations, weakness, <i>etc.</i> , is possible.
29	Scroll is wrapped around a roller filled with pressurized acid. As scroll is unrolled, roller explodes in a spray, destroying the scroll and inflicting 2-12 damage on the would-be reader. If maximum damage is inflicted, reader permanently loses 1 point of Charisma from disfiguring burns.
30	Rolled inside the scroll are dozens of dormant fleas. The reader contracts pneumonic plague (acute terminal respiratory disease). It is highly contagious, and those around him have a 25% chance of catching the illness.

NEW MONSTERS

BLACKBALL (DEADLY SPHERE) (*F. Mentzer, with J. Nephew, T. Woodruff, J. Terra, S. Williams*)

FREQUENCY: *Very rare*
 NO. APPEARING: 1
 ARMOR CLASS: 10
 MOVE: /3"
 HIT DICE: *Nil (see below)*
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 0

DAMAGE/ATTACK: *Nil*
 SPECIAL ATTACKS: *Disintegration*
 SPECIAL DEFENSES: *Immune to almost everything*
 MAGIC RESISTANCE: *See below*
 INTELLIGENCE: *Non-*
 ALIGNMENT: *Neutral*
 SIZE: *M (5' diameter)*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*
 LEVEL/X.P. VALUE: IX/7500

It is not known what these curious beings are, or even if they are living creatures. A blackball (or deadly sphere) is simply a featureless black globe, 5' in diameter. It moves slowly but usually randomly. Whatever it touches simply disintegrates (no saving throw), so it moves freely through anything. It has no recognizable mind or intelligence, and is immune to nearly everything.

When encountered, the blackball moves toward the nearest intelligent creature within 60'. The deadly sphere's ability to sense intelligence extends in three dimensions, so underground adventurers may be surprised by the sudden appearance of a blackball from above or below. The blackball's advance is relentless, moving in a straight line toward its victim, regardless of the physical or magical barriers in its way. Running away is the only way to deal with a blackball. If all intelligent life flees beyond its 60' detection range, the blackball will resume its seemingly random movement until another intelligent creature is detected.

If characters close to melee combat range with the blackball, it moves toward one of them (the DM should choose randomly). Because of the blackball's slowness, its target can evade it with a successful Dexterity check, regardless of initiative and other actions; this check, and not an attack roll, determines the blackball's success. If the Dexterity check fails, the blackball catches and disintegrates the opponent. If characters try to fight the blackball, everything that touches it disintegrates.

Unlike a **sphere of annihilation**, a blackball is beyond mortal control; fortunately, it is extremely rare. It may be defeated by a carefully worded **wish**. If a **gate** is cast within 60' of the blackball, it moves toward and then through the portal created. Though this transfers the blackball to another plane, whatever is summoned by the **gate** spell might be understandably upset. Other spells and magical effects do nothing to a blackball.

If the blackball touches a **rod of cancellation**, the rod is destroyed and the blackball is rendered immobile for a round (though it still disintegrates anything that

touches it). If a blackball touches a **sphere of annihilation**, the creature is sent to another plane and everything else within a radius of 200' is completely destroyed, including the **sphere**. If an artifact/relic contacts a blackball, the results are unpredictable and highly dangerous (and left to the DM's discretion).

DAMNED ONE (*J. Turcotte*)

FREQUENCY: *Very rare (at best)*

NO. APPEARING: 1-3

ARMOR CLASS: 5

MOVE: 6"

HIT DICE: 5

% IN LAIR: *Nil*

TREASURE TYPE: *Nil*

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2-8

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: *See below*

INTELLIGENCE: *Semi-*

ALIGNMENT: *Neutral evil*

SIZE: M

PSIONIC ABILITY: *Nil*

Attack/Defense Modes: *Nil*

LEVEL/X.P. VALUE: VI/625 + 6/hp

The Damned Ones are spawned by foul magic. These horrid undead monsters appear as moldering, green animated corpses. Each is impaled with a black iron spike, consecrated with evil runes and magic, through its heart. It is this spike that gives the Damned One its powers. The creator of these awful things may command them, usually to guard an unholy sanctuary or to carry out some grim task.

Damned Ones fight with a clawing blow. The touch of a Damned One is deadly. Any living creature struck by a Damned One must save vs. **death magic** or become infected with a creeping green mold. The mold will cover and kill the victim within 2-8 rounds, unless a **remove curse** or **cure disease** is used. A **bless**, **chant**, or **prayer** spell will hold off the horrid mold for the spell's duration, as will **slow poison**. Each vial of **holy water** ingested by the victim will prolong the mold's onset by 1-4 turns.

A Damned One regenerates 3 hit points per round, as long as the spike remains in its heart. Fire, acid, and **holy water** will not stop the thing from regenerating. They cannot be destroyed by violence as long as the spike remains in place (limbs will reattach, grow back, etc.). An opponent may attempt to pull the spike out. The spike may be automatically removed if the Damned One is

temporarily brought below 0 hit points. However, if the creature has at least 1 hit point, a successful attack against AC 0 must be rolled to grasp the spike, and the Damned One is allowed a saving throw vs. petrification. If the save is successful, the attack fails and must be attempted again. If the Damned One fails its save, the spike is removed, and the creature collapses into ruin immediately, forever destroyed.

Magic weapons are needed to hit these monsters. Damned Ones are immune to **death magic**, poison, petrification, **polymorph**, and mind-affecting spells. Cold and electricity are saved against for half or no damage (where applicable). **Holy water** inflicts 2-5 hit points on a splash and 4-10 hit points on a direct hit. Damned Ones can be **turned** as mummies; however, they cannot be destroyed by a "D" result on the Matrix for Clerics Affecting Undead as long as the spike remains embedded.

The spike, once removed from the Damned One, serves no further purpose. They will continue to radiate evil and, if kept by persons of good alignment, act as **lodestones**.

DHARCULUS (*B. Cordell*)

FREQUENCY: *Very rare*

NUMBER APPEARING: 1

ARMOR CLASS: 2 (*body*)/3 (*tentacles*)

MOVE: 9"

HIT DICE: 10

% IN LAIR: *Nil*

TREASURE TYPE: *Nil*

NO. OF ATTACKS: 6 or 1

DAMAGE/ATTACK: 1-4 + *attachment (x6)* or 2-20

SPECIAL ATTACKS: *Attachment*

SPECIAL DEFENSES: *Ethereal*

MAGIC RESISTANCE: *Standard*

INTELLIGENCE: *Very*

ALIGNMENT: *Chaotic neutral*

SIZE: L (*30' long*)

PSIONIC ABILITY: *Nil*

Attack/Defense Modes: *Nil*

LEVEL/X.P. VALUE: VII/3000 + 14/hp

The dharculus is a particularly deadly creature originally native to an unknown nightmarish plane of existence. They hunt all other creatures that cross their paths without regard to rank or hierarchy. They possess little fear, being well-protected from their prey.

The dharculus are swimmers of the **Ethereal Plane**; however, they have a singular ability to insert their mawed tentacle ends into the **Prime Material Plane**.

These tentacles appear as a swarm of blind eel-like creatures sliding through the very air in a deadly school. To those who can see into the **Ethereal**, the "eels" are merely the protruding tentacle tips of the dharculus. Following the multiple tentacles back, one would see that they come together in a fused braid, a thick and ridged worm-like tube forming the main body of the creature. The posterior end of the cylindrical body loops back towards the front like a question mark, ending in a huge, drooling maw filled with razor-sharp teeth. Five of the dharculus' tentacles end in eyes instead of manipulator maws; the entity keeps these safely tucked into the **Ethereal Plane** to search through the mists for its next victim.

A dharculus feeds by dipping its mawed tentacle ends into the **Prime Material Plane** to attack and draw prey into reach of the horrible maw on the **Ethereal**, much as a bear scoops trout out of their normal watery environment into the alien realm (to the fish) of air. In addition to the 1-4 points of damage each tentacle tip inflicts upon a successful attack, each maw also attaches itself to the prey where it hit. It takes a successful Strength check on a d20 (with a -2 penalty to the roll) to rip the tentacle off, causing another 1-4 points of damage as the teeth tear free. If a dharculus can fasten three or more tentacles onto a single victim, he or she must make a successful saving throw vs. **death magic** or be drawn into the **Ethereal Plane** in the next round. Here the dharculus can bring its horrible primary maw to bear on the victim for 2-20 points of damage. While the dharculus continues to have hold of a victim with at least three tentacles, it will continue attempting to draw the reluctant prey into the **Ethereal** once per round, possibly necessitating multiple saves.

A dharculus normally hunts with all six of its mawed tentacles inserted into the **Prime Material Plane**. Each tentacle tip attacks as a 10-HD creature. They have AC 3 and if they take 8 HP damage they are severed and fall upon the floor, looking for all the world like a dead eel-creature. On the **Ethereal Plane** a dharculus regenerates a damaged or severed tentacle at a rate of 2 HP every 12 hours; it will never insert an only partially regrown tentacle into the **Prime Material**. A hit with a magical weapon has a 20% chance per magical 'plus' to knock the appendage fully back into the **Ethereal Plane**, where it takes the dharculus 4 rounds to insert it back through the veil to our plane of existence.

A dharculus will attack individuals or groups of creatures with its mawed tentacles, attempting to draw its chosen meal into the **Ethereal Plane** where it can snack in safety. A victim who is drawn through the veil has an opportunity to attack the dharculus as

it attempts to quickly kill its prey with its devastating bite. A PC may get lucky by defeating the dharculus in its home ground; however, this then leaves the PC drifting in the **Ethereal**, able to see his companions through the gray mist but unable to contact them. Unless the PC has extraordinary resources, he is faced with being marooned, but a quick-thinking PC has a single chance: the mawed tentacles which are still inserted into the **Prime Material Plane**. The tentacles of a freshly killed dharculus slowly recede into the **Ethereal**, but a character has 4 rounds to grab one of the tentacles like a lifeline and physically pull himself back into the **Prime Material**, as a man pulling himself free of sucking quicksand. A successful Strength check with a +2 bonus indicates that the PC has successfully emerged fully into the **Prime Material Plane**.

DISEMBODIED MOUTH (*P. Jaquays*)

FREQUENCY: *Very rare*
NO. APPEARING: *1*
ARMOR CLASS: *0*
MOVE: */24"*
HIT DICE: *3 (initially)*
% IN LAIR: *100%*
TREASURE TYPE: *See below*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *1-4 (initially)*
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENSES: *Etherealness*
MAGIC RESISTANCE: *See below*
INTELLIGENCE: *Very*
ALIGNMENT: *Lawful evil*
SIZE: *S (initially)*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*
LEVEL/X.P. VALUE: *III/120 + 3/hp (initially)*

This enchanted creature is a spectral, floating mouth with sharp teeth. It is usually set to protect a coffer or chest, biting any hand that is thrust inside before it darts out to attack the other would-be robbers. The mouth only fights for 1-3 rounds before disappearing into the **Ethereal Plane**, only to reappear 5-10 turns later to attack for another 1-3 rounds. It continues to harass the party this way until it is destroyed or the party drops the treasure it was guarding.

Each time the mouth reappears it is larger than previously, gaining 4 hit points and attacking as a creature with 1 greater hit die. The damage it does per hit increases to the next class of dice. Thus, on its second appearance it attacks as a 4 HD creature for 1-6 damage; the third time it has 5 HD and does 1-8 damage. On the sixth combat it fights as an 8 HD creature and does 1-20 HP of damage. After the

disembodied mouth reaches D20 for its damage rolls, on subsequent appearances it will do 1D20 + 1D4 damage, then 1D20 + 1D6, and so on. There is no known upper limit to the size, hit dice, and damage, and thus the relentless mouth can become a very nasty stalker if not dealt with quickly.

The disembodied mouth is immune to mind affecting spells. It may be kept at bay by **protection from evil**. A **dispel magic** will destroy the mouth if it fails a saving throw, based on its current hit dice. Other than the contents of the chest it guards, the disembodied mouth does not have its own treasure. Experience awarded for eventually destroying this monster should be calculated based on its hit dice at the time it is destroyed.

DUSANU (*D. Cook*)

FREQUENCY: *Very rare*
NO. APPEARING: 2-4
ARMOR CLASS: 4
MOVE: 12"
HIT DICE: 9+2
% IN LAIR: 20%
TREASURE TYPE: B
NO. OF ATTACKS: 2 + spores
DAMAGE/ATTACK: 1-8/1-8 + special
SPECIAL ATTACKS: Spores
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Average
ALIGNMENT: Chaotic neutral
SIZE: M
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil
LEVEL/X.P. VALUE: VII/2400 + 14/hp

The dusanu, or rot fiend, looks like a mold-encrusted skeleton dressed in a tattered cloak. Its eyes shine with a flickering blue light. The air near a dusanu is tinged with the spores of its dry rot. Dusanu are intelligent and very cunning. In combat, they attack with their mold-covered claws. At the same time, they release spores that fill a 5' radius circle. Any player in this radius must save vs. poison. Those who fail to save suffer 1-8 points of damage and become infected. Players do not show any outward signs of infection for 2-4 days. However, during that time, any **cure wounds** spells cast on the player have no effect. At the end of this time, mold erupts from the player's skin. Each day the player must save vs. death magic. If the character fails to save, the mold covers his entire body. The player dies and in 1-3 days rises again as a dusanu. All memories and abilities are lost. A **cure disease** kills the spores.

A dusanu has soft, spongy bones that absorb impacts. Non-magical weapons cause only one point of damage. Magical blunt weapons inflict ½ damage, while magical edged weapons do full damage. Electrical attacks cause no damage. Despite their appearance, dusanu are not undead, but rather fungoid colonies that have developed a collective intelligence. As such, they are immune to mind-influencing spells, but may be affected by spells such as **hold plant** or **charm plants**.

DYLL (*E. Greenwood*)

FREQUENCY: *Rare*
NUMBER APPEARING: 30-300
ARMOR CLASS: 7
MOVE: 6"/18" (MC:A)
HIT DICE: 1-3 hp
% IN LAIR: 45%
TREASURE TYPE: See below
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: S (4-8" long)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil
LEVEL/X.P. VALUE: I/13 + 1/hp

The bloodsucking swarms of the dyll occasionally descend upon herds of cattle or small settlements, and are greatly feared. Dyll are small, leech-like creatures. Teardrop-shaped and glossy silver in color, they wriggle in the manner of worms when on the ground, but prefer to fly upon their rubbery "wings," darting about with great maneuverability.

Dyll locate their prey by sensing vibrations, by smell, and by homing in on sources of heat. These senses act in combination, and are effective up to a range of 6". Dyll swarms will attack creatures of any size, surrounding their victims in a blinding, hampering cloud. Creatures in the cloud attack at -1 'to hit' and are unable to read spell books, scrolls, or inscriptions, for these are obscured. Such a swarm will always contain at least 30 dyll and perhaps as many as 100. Groups of more than 100 dyll are extremely rare, and if such a large group attacks it will always form at least two swarms.

A swarm can hamper as many as three human-sized victims at a time, if they are within 5 feet of each other. Within the swarm, from 2-24 dyll will attempt to strike at each victim every round. Solitary dyll will

attack only motionless (i.e., sleeping or disabled) creatures.

A dyll is covered with thousands of microscopic, hollow spines. Using these, it sucks 1-3 hit points worth of blood from a victim each round. The initial strike of the dyll does 1 point of damage as it attaches itself. It begins draining blood on the round thereafter.

A dyll gains strength from the blood it ingests, at the rate of 1 hit point for each 2 points of blood-draining damage it causes. It will remain attached and continue to drain blood until it is killed or until it reaches 9 hit points, whereupon it will loosen its grip and fly away.

Dyll typically lair in rocky areas or caverns, usually near water where creatures come to drink. Such lairs often contain the drained husks of past victims, and any treasure borne in by those unfortunates.

One dyll in every 10 creatures will be able to cast a **sleep** spell affecting creatures with up to 3 hit dice when attacking a victim. If its initial strike is successful, the spell is cast. Sleep spells cast by dyll striking in the same round are cumulative; thus, a pair of dyll may strike and sleep a creature of up to 6 hit dice, three dyll can affect a creature of 9 hit dice, and so on.

FLY HORROR (G. Weigel)

FREQUENCY: *Very rare*
NO. APPEARING: 1
ARMOR CLASS: 7
MOVE: 12"
HIT DICE: 4+4
% IN LAIR: 100%
TREASURE TYPE: E
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-5/2-5
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENSES: *Regeneration*
MAGIC RESISTANCE: *Undead immunities*
INTELLIGENCE: *Average*
ALIGNMENT: *Chaotic evil*
SIZE: M
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*
LEVEL/X.P. VALUE: *III/130 + 5/hp*

These strange undead are found in crypts and subterranean places, almost always in association with a vampire. They are the remains of lowly servants of undead masters who have returned to a damned unlife draped in a swarm of flies, resembling a shambling humanoid-shaped mass of writhing, quivering, buzzing insectoid corruption.

When reduced to 0 hit points, fly horrors will fully regenerate in 10 rounds unless burned. These creatures can be **turned** (or destroyed) as wights.

HOUND OF TINDALOS (F. Long, with S. Petersen)

FREQUENCY: *Very rare*
NUMBER APPEARING: 1
ARMOR CLASS: 2 (or 4)
MOVE: *Nil or infinite (see below)*
HIT DICE: 9+6
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-12/1-12/3-18 (potentially -2)
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *+2 or +3 or better weapon to hit*
MAGIC RESISTANCE: *20% or 30% (see below)*
INTELLIGENCE: *Exceptional*
ALIGNMENT: *Neutral evil*
SIZE: M
PSIONIC ABILITY: 141
Attack/Defense Modes: *B, D/F, G*
LEVEL/X.P. VALUE: *IX/7200 + 16/hp*

Hounds of Tindalos prowl the non-existence between planes of existence. Though they travel the interstices amid all space, time, and possibility continuums, they ordinarily cannot extend their senses into other planes. However, reckless spellcasters whose magic allows their minds and senses to escape the bounds of time and space sometimes tell of meeting indescribable, bodiless beings of incredible evil. Almost invariably, these talespinners are found dead, weeks or months later, for once a hound of Tindalos becomes aware of another sentient being, it relentlessly tracks its prey across the ages and planes of existence.

Use of a **crystal ball**, **mirror of mental prowess**, or spells such as **magic mirror**, **magic font**, or **reflecting pool**, to scry other planes of existence has a 1% chance per 10 minutes of attracting a hound of Tindalos. The spell **contact other plane** has a chance equal to 1% per step the target plane is removed from the caster's plane that a hound becomes aware of the caster. Those traveling through time (e.g., with a time elemental) run a 5% risk of attracting a hound's attention with each trip. A victim intuitively realizes that he has been marked as prey by something deadly. The hound reaches its target in 1-20 weeks (from the character's perspective).

Hounds of Tindalos can only penetrate into the real world through physical angles. When a hound finds its

target, it passes into its prey's plane of existence through the closest angle — ideally a corner, but an edge where wall meets wall or floor will do — taking its physical form and surprising on a 1-5. If no angle is available, the hound waits between planes and attacks as soon as it can. The target (and only the target) may realize that something lurks nearby, with a chance equal to his probability of detecting scrying (see DUNGEON MASTERS GUIDE page 141). This reduces the hound's chances of surprise to normal. If a hound penetrates the real world via a corner, it fights at full strength. If it is forced to enter through an edge (e.g., where wall meets wall), then it is weakened: it fights at -2 to hit; does -2 damage; has a +2 penalty to AC; it has magic resistance of 20% instead of 30%; and it can be struck by +2 weapons, instead of +3 or better. A hound always strikes as soon as it is able, never waiting for a more advantageous circumstance.

The hound's physical body actually bears little resemblance to a canine. It has a small head with endless black wells for eyes and a jaw that splits into 4 elongated mandibles like an obscene orchid. Its acrid-smelling drool mingles with dripping blue pus that covers the rest of its body. Two triple-jointed, razor-clawed paws sprout from its shoulders. The hound never completely enters its prey's world; only its head and forepaws emerge from its angle, with a 12' reach. If its prey flees, whether physically or magically, the hound pursues across ANY intervening distance or plane to instantly attack from another angle. If none are available, it waits for the earliest opportunity. A hound of Tindalos does not fight to the death, and if driven off, never returns.

In combat, the hound bites and strikes with its forepaws. A hit by a paw spreads its bluish mucus on the target. The stuff is alive and migrates over the victim's body, doing an automatic 1-8 HP of acid damage per round after the first. The ichor can be wiped away, requiring a 'to hit' versus AC 9, or washed off automatically by the equivalent of a waterskin. On a bite, the hound's hollow, funnel-shaped tongue penetrates the victim, disintegrating the flesh. Of the 3-18 damage done by a bite, 1-6 HP are permanent losses from the tongue, recoverable only with a **regeneration** spell or ring.

Hounds of Tindalos are immune to mind-affecting spells, illusions, **maze**, and **imprisonment**, and ignore any magical effects related to time, such as **haste**, **slow**, **temporal stasis**, **tempus fugit**, **time stop**, **withdraw**, or potions of **speed**. A hound of Tindalos weirdly always moves at the same speed to everyone's perspective. Thus, a **hasted** PC attacks a hound only once per round, while someone affected by **slow** or even **time stop** and **temporal stasis** can still

attack and defend against the hound without penalty, even though the spells are not neutralized with respect to everyone else. A hound freely attacks without hindrance any beings that are **invisible**, out-of-phase, affected by **blink**, protected by **sanctuary**, or wearing a **cloak of displacement**. With other spells or effects, the hound's 20% or 30% magic resistance applies.

Wise time-travelers prepare havens — rooms with rounded corners and furnishings, which can be accessed by **teleport** or **word of recall**, to thwart pursuit by a hound of Tindalos. Virtually the only other way to throw one off is via an **amulet of proof against detection and location**. Unfortunately, most do not survive their first encounter with a hound to learn from the experience.

ONRYŌ (*M. Cavagna*)

FREQUENCY: *Rare*

NO. APPEARING: *1*

ARMOR CLASS: *10*

MOVE: *Infinite*

HIT DICE: *10*

% IN LAIR: *100%*

TREASURE TYPE: *Nil*

NO. OF ATTACKS: *1*

DAMAGE/ATTACK: *1-4 + special*

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: *See below*

INTELLIGENCE: *Very to exceptional*

ALIGNMENT: *Lawful evil*

SIZE: *M*

PSIONIC ABILITY: *Nil*

Attack/Defense Modes: *Nil*

LEVEL/X.P. VALUE: *VIII/4500 + 14/hp (see below)*

The onryō is the undead spirit of a woman consumed with rage over her wrongful death. To those able to see her, the onryō is a maiden with pallid, corpse-like skin and long black hair that totally obscures her face like a veil. It is death to see an onryō's face.

The onryō is linked to an object of significance in her life, such as an item of jewelry, a mirror, or her diary. She attaches herself to any that come in contact with the item, functioning as a sentient curse that progressively manifests itself until it frightens the victim to death. At first, the cursed person only glimpses the spirit — a shadow in a dim corner, a vague form behind a curtain, a silhouette in a darkened window. These visions initially occur at night, while the victim is alone, or in dreams. As the curse progresses the visits become more frequent and intrusive. In dreams the victim might feel the onryō's frigid touch and awake

to find her handprint burned on his arm. During waking hours the spirit starts appearing in broad daylight. The victim might see her reflection across the room through a mirror, turn around to find nothing, then turn back to the mirror to find her at his very shoulders. The onryō might watch the victim from across a crowded tavern, or he sees her image reflected over his in a puddle of water. A victim blindly reaching into a cabinet or backpack might briefly grasp a corpse-like, clammy hand. Each visitation places her ever closer to her prey. Nobody else can perceive the onryō unless they can see invisible creatures.

In game terms, the unnerving experiences cause a cumulative -1 per day penalty to Constitution due to stress, fear, and lack of effective sleep. Spellcasters can memorize or pray for one less spell per day, beginning with higher levels. At the end of a specific period, unique to each onryō, but usually at least seven days, the spirit makes her final visit. The onryō grabs her target, parts her hair like a curtain, and forces the victim to look upon her horrible face.

An onryō can stalk multiple people at once, literally appearing in different places simultaneously. One trying to **teleport** to safety from the spirit finds her waiting at his destination, hair parted and horrific face exposed. There is no way to flee from an onryō. To survive this haunting the victim must either destroy or appease the spirit, although a cleric casting **exorcise** on a victim transfers the curse unto himself.

An onryō may only be fought when she makes her final visit, and then only by her target, those with **detect invisibility** or **true seeing**, or others haunted by the same onryō but not yet at their final stage of the curse. Her appearances prior to her final strike are too distant, fleeting, or sudden for anyone to make any sort of attack. With her final visit, the onryō assaults only her chosen victim, even if others present are also being haunted by her.

Anyone seeing an onryō's face must roll a SYSTEM SHOCK based on current Constitution or immediately die of fright. A successful attack indicates she has grasped her victim's arm, chilling for 1-4 points of damage and draining another Constitution point in addition to those lost in preceding days. Each round thereafter the victim is forced to look upon her horrid visage, requiring a SYSTEM SHOCK check. The target loses hit points and Constitution each round. If Constitution somehow falls below 3 without the victim failing any SYSTEM SHOCK rolls, he dies of fright anyway. A victim is too terrified to fight back unless he saves vs. spells, with one attempt allowed per round. The sheer horror of seeing an onryō's face cuts through even a **remove fear** spell, although it

does give +20% to the victim's SYSTEM SHOCK and +4 to his saving throw vs. spells. **Protection from evil** spell adds +10% to the SYSTEM SHOCK, but no save bonus.

The onryō is affected by normal weapons; striking her is more a symbolic gesture of bravery and defiance in the face of absolute mortal terror, rather than an attempt to cause actual injury. As such, Strength and magic bonuses do not factor into the amount of damage caused, although 'to hit' bonuses still apply. If the spirit is "killed" the victim is never visited again. However, the onryō is not permanently destroyed, and continues haunting the character's companions if they too were cursed.

One surviving an onryō's curse regains a Constitution point per week. While recovering, the former victim is totally immune to any and all fear effects. Even a **phantasmal killer** just elicits a contemptuous snort from one who has seen an onryō's face and lived.

Appeasing an onryō also ends her harassment of the character. Unfortunately, she is not interested in such clichés as proper burial for her remains, or reparations for some past wrong. The enraged spirit only desires others to suffer like her. An onryō's target can almost always get the spirit to leave him alone if he deliberately infects another with the curse (*i.e.*, tricking someone into touching the onryō's object). Note that this is obviously an extremely evil act.

Otherwise, permanently destroying an onryō is difficult. A full **wish** for her to be put to rest suffices if the onryō fails a save vs. spells. Wording is critical: **wishing** for her destruction would infuriate her more than she already is. A **limited wish** can buy more time for her victims. The focus of the curse can be destroyed after being subjected to **exorcise**; if this is done, the onryō's curse affects everyone involved in the effort. If each haunted character afterwards manages to defeat the spirit, with or without help, only then is the onryō permanently laid to rest. Anything less results in the onryō reforming its focus, out of nothing if necessary, and continuing the chain of terror. A botched attempt at destroying the spirit's focus might even strengthen the onryō.

The onryō otherwise is immune to all other magic. A cleric can **turn** her as a "special" if he can perceive her. A successful **turning** buys an extra day for everyone currently haunted by the spirit. Note that if the cleric is the one being targeted for the onryō's final visit, he must first succeed on his save against her fear before he can even think about **turning** her.

The cited experience value for the onryō is awarded whenever a cursed character drives her off for good, divided among those who fought her. Permanently

destroying an onryō gives an additional double award to everyone involved.

SCARAB, CORPSE (*M. Cavagna*)

FREQUENCY: *Common*
NO. APPEARING: 4-24 (50-400)
ARMOR CLASS: 6
MOVE: 15"
HIT DICE: 1 hp
% IN LAIR: 10%
TREASURE TYPE: *Nil*
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1
SPECIAL ATTACKS: *Attacks as 4 HD monster*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Non-*
ALIGNMENT: *Neutral*
SIZE: S
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*
LEVEL/X.P. VALUE: 1/8

These 2" black beetles are voracious flesh-eaters that lay their eggs in rotting carrion. When buried with a corpse, larvae can live for months, the adult beetles eventually chewing their way out of the coffin and digging to the surface. Grave robbers and ghouls alike must be wary of corpse scarabs, for they aggressively and indiscriminately attack anything that disturbs them. Corpse scarabs are immune to most of the afflictions transmitted by the touch of undead beings, such as disease, paralyzation, and even energy drain; it is not unheard of to cut open a zombie or mummy in combat and be assaulted by one of these vicious scurrying insects.

Individually, corpse scarabs are not very dangerous, although they have relatively low AC and enhanced 'to hit' due to their agile scuttling and tendency to slip under clothes or armor. Rarely, however, these beetles form deadly swarms capable of overwhelming and completely covering prey. A creature brought to -20 HP by a swarm is assumed to have been reduced to denuded bones.

There are tales of magical corpse scarabs, capable of remaining dormant in crypts for centuries, then attacking tomb-robbers and burrowing into their flesh, killing them immediately (*c.f.*, **scarab of death**). Others can transform their victims into deadly beetle-infested undead.

SLOW SHADOW (*R. Kuntz, E. G. Gygax*)

FREQUENCY: *Rare*
NO. APPEARING: 4-16
ARMOR CLASS: 8
MOVE: 12"
HIT DICE: 4
% IN LAIR: 100%
TREASURE TYPE: *P, Y*
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4
SPECIAL ATTACKS: *Slow*
SPECIAL DEFENSES: *+2 or better weapon to hit*
MAGIC RESISTANCE: *See below*
INTELLIGENCE: *Low*
ALIGNMENT: *Chaotic evil*
SIZE: *M (4-6' tall)*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*
LEVEL/X.P. VALUE: *IV/150 + 4/hp*

Slow shadows are related to their cousins, the shadows. It is thought by those who study arcane fauna and undead creatures such as these that shadows (and particularly slow shadows) come from the **Negative Material Plane**. Some place their origin in **Shadowland**, but this is not substantiated.

Slow shadows typically attack by surprise, maneuvering from behind their intended prey. They attach themselves to the unsuspecting victims, causing an immediate 1-4 points of cold damage. The victim becomes **slowed** (as the spell) automatically, with no saving throw. For every round that the slow shadow remains attached, 1-4 points of additional cold damage is inflicted. Those killed by these creatures are transformed into slow shadows, but these usually remain within 40' of where they were killed. This, of course, suggests that wandering slow shadows are created, or summoned, and those that stay within one area are past victims. In any case, these creatures are dangerous. They are not affected by cold, lightning, **hold**, or **charm** attacks. A **haste** spell directed at them will drive them away, but has no effect upon them once they have become attached to their victims. These shadows are detectable only 10% of the time. During these periods they are seen as undulating, inky blobs, with amorphous twistings to their outline which make them appear to grow or shrink (between 4' and 6') as they move.

VESTIGE (UNDEAD DREAM) (*B. Cordell*)

FREQUENCY: *Very rare*
NO. APPEARING: 1
ARMOR CLASS: 10
MOVE: 1/6" (MC:A)
HIT DICE: 20

% IN LAIR: 100%
TREASURE TYPE: *Nil*
NO. OF ATTACKS: 1-12
DAMAGE/ATTACK: 2-12
SPECIAL ATTACKS: *Fear, mind drain*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: 90%
INTELLIGENCE: *Non-*
ALIGNMENT: *Neutral evil*
SIZE: *L (40' diameter, 10' high)*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*
LEVEL/X.P. VALUE: *X/20300 + 30/hp*

The vestige is a collective undead creature born from the nightmares of those who died in their sleep. It appears as a floating bank of creeping mist. A flickering, dim luminescence lights the creature from within.

The vestige can detect sentient minds within 1,000 feet and unerringly flows toward anyone it detects. A slow buildup of dread, which any sentient being can feel, heralds the creature's arrival. When the vestige comes within 100 feet, whispers, moans, and murmurs as of many lamenting people become apparent (even through **silence** spells). All in range must make successful saving throws vs. spells with a -4 penalty. Those who miss the save by 1-4 suffer a -4 penalty to all actions, including attacks, ability checks, and saving throws for as long as the vestige remains within 100 feet. Those who miss the saving throw by more than 4 lose all reason and flee in terror for a full turn.

If the vestige comes within 20 feet of its prey, it attacks with 1-12 streamers of mist each round. Each streamer can attack a different creature; a hit causes 2-12 points of damage and dissolves a portion of the victim's flesh.

The vestige siphons away the consciousness of any creature it can engulf in its misty body. For each round a sentient creature remains in the mist, it must attempt an Intelligence check. Those failing temporarily lose 1-4 points of Intelligence. If completely drained, the victim's mind remains a part of the vestige forevermore. The victim's associates will be able to hear the voice of their friend amongst the eerie cacophony accompanying the creature. Only a well-worded **wish** can recover devoured consciousness from the vestige.

The mindless husk of a body left behind will soon perish, as the body automatically loses 2-12 hit points a round until completely dissolved. Mindless creatures (such as undead) engulfed in the fog immediately begin losing hit points. The dissolution of mindless bodies occurs in addition to any attacks the

creature makes with its streamers. Creatures that survive encounters with the vestige recover 1 point of lost Intelligence every 12 hours.

The vestige is immune to **charm, hold, sleep**, cold, poison, and **death magic**. Fire or electricity deliver only half damage to it. **Protection from evil** and similar spells keep the creature at bay (no magic resistance roll allowed, but the creature can breach any such barrier in 2-12 rounds). Weapons of +4 or more enchantment can cut through its diaphanous form, inflicting damage equal only to the weapon's magic bonus. The vestige cannot be **turned**.

WENDIGO (*M. DeForest*)

FREQUENCY: *Very rare*
NO. APPEARING: *1*
ARMOR CLASS: *5*
MOVE: *12"*
HIT DICE: *6*
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *1 bite and 1 weapon*
DAMAGE/ATTACK: *1-4 and by weapon type*
SPECIAL ATTACKS: *Roar*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *As per former rating*
ALIGNMENT: *Neutral evil*
SIZE: *M (6' tall)*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*
LEVEL/X.P. VALUE: *V/275 + 6/hp*

A wendigo is sometimes created (5% chance) when a human or humanoid gets lost in the forest and resorts to cannibalism to survive. When the person tastes human or humanoid flesh, he becomes — in mind, not form — a carnivorous animal. This beast is only capable of living off the flesh of humanoids; it does not kill any other creature. Wendigos have a strength of 17, and attack with a bite and with primitive weapons (usually clubs, pointed sticks, and rocks). Although wendigos are humanoid, they are immune to all spells that effect only people (e.g., **charm person**, **hold person**, etc.). When a wendigo kills a creature, it lets out a loud and terrifying roar that can usually be heard within a half-mile radius. All humanoid creatures hearing the wendigo's roar may feel compelled to wander into the woods (save vs. spell at +4 to negate the effect). This wandering lasts one day, and the affected creature does not know where it is going. If a second save vs. spells (with wisdom bonuses) fails at the end of this wandering, the affected person turns into a wendigo as well.

Wendigos look very much like the humanoid they once were, except they wear no clothing, are very dirty, and act like wild creatures. No one has discovered how to cure a person of its wendigo alter ego, beyond using a **wish** spell. It is speculated that wendigos that exist for many years arise as ghouls or ghouls after dying.

Y'GOLONAC (*J. R. Campbell, with S. Petersen*)

Demigod

ARMOR CLASS: 4
MOVE: 15" (*special*)
HIT POINTS: 75
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-4/1-4
SPECIAL ATTACKS: *Permanent damage, possession*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: 40%
SIZE: L (12' tall)
ALIGNMENT: *Lawful evil*
WORSHIPER'S ALIGN: *See below*
SYMBOL: *Headless humanoid*
PLANE: *Prime Material*
CLERIC/DRUID: *Nil*
FIGHTER: *20th level fighter*
MAGIC-USER/ILLUSIONIST: *15th level in each*
THIEF/ASSASSIN: *10th level assassin*
MONK/BARD: *Nil*
PSIONIC ABILITY: 250
Attack/Defense Modes: *All/all*
S:21 (+4, +9) I:23 W:24 D:14 C:25 CH:-4

Y'gononac is a grossly fat, glowing humanoid with no head, and drooling mouths on its flabby palms. It is imprisoned behind a great brick wall deep below the earth, but is able to freely possess any of its worshipers, wherever they may be, even on other planes. A host may **shape change** into the true form of the deity and use any of its powers. However, Y'gononac may manifest itself and directly attack only those who are aware of the being's existence. Acting through possessed cultists, the deity strives to attract more thralls by tricking potential candidates into studying forbidden tomes that reveal enough knowledge about the being to make the reader vulnerable to its assault. Eons ago, the powers of Good and Evil actually allied with each other in a great purge of Y'gononac's followers to check its rapidly spreading cancer. Now that the being is almost totally forgotten it is all but powerless.

In combat, Y'gononac attacks with its mouths. Damage inflicted by these maws is permanent, for the festering, purulent wounds never close. The demigod also attacks psychically, forcing a target to

save vs. magic each round or lose a point of Intelligence and Wisdom. When either reaches 0, the victim becomes another mindless vessel of Y'gononac, to be possessed at any time. Ability scores are recovered at 1 point per week.

NEW MAGIC-USER SPELL

Weight of the Wait (Alteration)

Level: 9
Range: *Touch*
Duration: *Special*
Area of Effect: 2"
Components: *V, S, M*
Casting Time: *9 rounds*
Saving Throw: *Special*

Explanation/Description: Casting **weight of the wait** requires that the magic-user prepare a special parchment with a clay seal (the material components of the spell). The clay seal must contain a pinch of ash from a magical tome, libram, or manual (a timeless work) wholly destroyed in a fire. Once the spell is cast the sealed parchment begins to collect temporal energy. The spell stores three out of every four minutes that pass in a 20' radius. Creatures within the area of effect do not notice anything strange near the scroll, although everything beyond the radius of the spell is obscured in a luminous gray haze. To those outside the area of effect, objects and beings within appear frozen in place, as unmoving statuary. The storage process slows down time, which flows only one-quarter as fast within the area of effect as it does outside.

If the enchanted scroll at the spell's center is moved more than 10' beyond its position at the time of casting, or if the seal upon the scroll is broken, the weight of all the accumulated time is released. Everything within a 20' radius is immediately aged. For example, if an enchanted scroll had been accumulating time for 10 years before opening, everything within 20' at the time it is opened is suddenly aged about 7.5 years. Living beings who succeed in their saving throws are still affected by the release of the temporal energy but only aged 10% of the total stored time. So a creature making its save vs. a scroll that has 7.5 years' worth of accumulated time is only aged 0.75 years, or 9 months. Any creature whose adjusted age exceeds its maximum life span dies of old age. In any case, aged creatures must make successful SYSTEM SHOCK rolls to survive the ordeal.

Nonliving matter is affected by the temporal burst as well. For example, a burning torch subjected to the release of temporal energy of more than a few hours would burn through its fuel in an instant. The DM's discretion must be applied to determine other effects

of extreme aging on objects. Perishable objects will spoil. Fragile objects should attempt item saving throws vs. **disintegration** to avoid cracking or crumbling.

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