



Towers of Krshal

Towers of Koshal



Disturbing Supplement about the Sinister City

Created by Albert Rakowski during three hot days in May 2012.

Picture on this page is 1909 tarot card, scanned by Holly Volley, edited by the Author.

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Introduction

I know that there are many, many City-related products: old ones, universal ones or those released by OSR community, but I thought that there is still room for additional stuff. The structure of this supplement is very loose and modular, so you can also use these maps and tables for any non city-oriented game or campaign. Even information about the title city of Krshal is strictly optional, and should be used as guidelines to create tension in your own cities (although of course you may use them to build your own Krshal).

In this document I tried to add as many “weird, unusual and disturbing” things as I was able to invent (or excavate from my old, long-dead projects). I hope that you will find them useful or at least interesting.

Albert Rakowski, 2012-05-21

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Rumors about the City

Roll 1d100. If result exceeds 50, subtract 50 from it.

1. Krshal is ruled by sapient Difference Engines.
2. City was build on the ruins of the “grave temple” of immense size.
3. There is no other place than Krshal – the city covers the entire world.
4. Old dragons are chained deep in the guts of the City. They use their fire to heat up huge boilers.
5. There is underground city beneath Krshal.
6. City is ruled by a council of necromancers. Nobles we can see are just animated corpses, used to confuse people.
7. There is psychic vampire living under the Krshal Lunatic Asylum.
8. There are over 1000 towers in the City.
9. People disappear without a trace in the Hangman Alley.
10. Huge sinkhole opened up in the Grey Stele Cemetery.
11. Tentacled horrors live in the sewers of the Tanners District.
12. There is more deranged people in the City than in any other place.
13. Dead bodies crawl from the graves in the Last Whisper Cemetery.
14. Strange, deformed corpse was found in the Chapel of the Lost. It was really huge and didn’t looked like human body.
15. Everyone on the Boggy Square saw man falling from the window in the Bat’s Tower but no corpse was found.
16. There are many mutants living in the sewers of the old military district.
17. They say that people are eaten alive in the Centaur District prison.
18. Blood-red leeches fall from trees in the Heaven’s Park.
19. Railways connecting districts of the Krshal are forming occult or even magical symbols.
20. City of Krshal is just a nightmare. You must commit suicide to wake up.
21. There is a place called “Cannibal Inn” somewhere in the Eastern Living District.
22. Demons wander the Leper District at night.
23. There are no living being in the Tall Rock Monastery. Plague killed all monks years ago and still no one dares to enter inside the priory.

24. Never drink water from wells placed near the Grey Serpent River, as it is poisonous.
25. The glass eye of the Wizard of the Green Tower is missing. Huge reward awaits the one who manages to return the eye.
26. Last week I saw a man who was vomiting rocks in the Bearded Rooster Tavern.
27. Ghouls live in Saint Graki's deserted hospital.
28. Train engine possessed by a demon crashed on Lobster's Row, killing many people.
29. There is reversed pyramid of huge size beneath the Goat Market.
30. Humanoid skeleton made of brass was found beneath the floor in the Palace of Ecstatic Journeys.
31. Sapient Crustaceans live in the City's wells.
32. When gaslights in the Southern-Central Districts flickers and pales, strange laughter and babbling can be heard.
33. Strange, glowing ooze was spotted near the Green Marble Dome in the Palatial District.
34. To date, seventeen people has committed suicide in front of a large, old sculpture standing to one side of the Black Cat Gate. All of them chose really painful ways to kill themselves.
35. Each full moon, a faceless woman walks on the Lame Dog's Street. They say that anyone who has seen her died within a week.
36. Yesterday, during mass in the Seven Demons Cathedral, blood dripped from the ceiling.
37. After Duke Varnham was executed on the Fool's Pillory, his headless body rose up from the ground and walked away, not stopped by anyone.
38. If you eat exactly five White Eels from the Little River, you will experience strange, apocalyptic visions.
39. There is white-bearded man in the Tanners' District who can heal wounds with his touch. Unfortunately he demands, um, sexual service in exchange. And he does it with both men and women.
40. There is enchanted sword hidden in the Spiral Crypt in the Barbers' District.
41. Six years ago many crime lords were killed with black magic.
42. Large Brothel was burned last night in the densely built-up area of the Northeast Slum. Strangely, no other building was even touched by fire.
43. Pygmy, albino basilisk has escaped from the cabinet of curiosities near the Alchemist's Square. Apparently already it killed three people.
44. Seven blacksmiths were killed by wild dogs last week.

45. Strange, multi-handed clock was recently installed in the Temple of the Seven Stars.
46. Over a dozen people went insane after drinking potions sold by a charlatan in the Northern Living District.
47. Carriage drawn by skeletal horses can be seen almost each night on the Black Rat's Street on the edge of the Palatial District.
48. There was a duel of two wizards in the Wyvern's Wings Inn last night.
49. Three days ago an assassin attempted to kill Lord Haran when he was returning from the Green Horse Baths. Many people have seen how the killer was torn to shreds by a horde of demons.
50. There is one-eyed woman selling cockatrice meat somewhere in the Butcher's Alley.

Names of the Citizens

As you can see, many of these names are just strangely twisted English names. But I think that there is no such thing as "too many random names".

Male

1. Abralius
2. Adbert
3. Barrick
4. Charam
5. Cornelius
6. Cyrian
7. Ebenezer
8. Eleazer
9. Hamiliah
10. Henob
11. Hezekiah
12. Hiram
13. Josiah
14. Malcolm
15. Michab
16. Olidjah
17. Richbert
18. Thaddeus
19. Willbert
20. Wiltrick

Female

1. Abiah
2. Abigail
3. Cardosia
4. Carine
5. Casdith
6. Cordelia
7. Damaris
8. Elisath
9. Esdith
10. False
11. Harriet
12. Laina
13. Lamia
14. Lilline
15. Luciana
16. Maglen
17. Margery
18. Mathild
19. Sybrienne
20. Zenya

20 Towers

1. Tower of Grey Dust
2. Brass Spire of Thinking Machinery
3. Monolith of Torment
4. Raven's Watchtower
5. Ossuary XIII
6. Black Chimney
7. Tall House of the Ghouls
8. Blue Fungal Spire
9. Triangular Tower of Black Tar
10. Seven Chimneys of the Sickening Fumes
11. Rarlan's Prison Spire
12. Purgatory of Iltias
13. Red Tower of the Endless Ecstasy
14. Shadowless Post of Winged Nightmares
15. Tower of the Iron Bull
16. Spiral Palace of Thirty Four Mysteries
17. House on the Post
18. Lead Tower of Clicking Roaches
19. Tower of Clay Skulls
20. Lofty Museum of the Fossilized Past

12 Sinister Sorcerers

1. **Varj the Leprous.** L4, 7 HP. He is known skull collector.
2. **Herna the Vile.** L6, 13 HP. She is addicted to human brains.
3. **Argran the Pale.** L5, 10 HP. He animates corpses and dances with them.
4. **Green Issk.** L7, 9 HP. Transformed into a huge toad.
5. **Bony Watcher.** L11, 36 HP. Undead monster.
6. **Israg the Imp.** L2, 2 HP. Red-haired dwarf.
7. **Pale Agnes.** L6, 9 HP. She claims to be a vampire.
8. **Hungry Horb.** L4, 8 HP. Cannibal.
9. **Coughing Skae.** L5, 6 HP. Addicted to strange gaseous narcotics.
10. **Sharl the Shiny.** L8, 15 HP. Upper part of his skull is replaced by metal cap.
11. **Blind Warlock.** L7, 14 HP. Has burned eyes but can see through his magical prism.
12. **Yranne.** L4, 55 HP(!). It's said that she is demonic hybrid.

Dangerous Hits

1	Abysmal	Maw	Tentacled	Sacrileges
2	Steaming	Cesspool	Poisonous	Treasures
3	Black	Chimney	Horrible	Death(s)
4	Glowing	Pit	Cackling	Dreams
5	Sulfurous	Rift	Howling	Nightmares
6	Bottomless	Hole	Disgusting	Horrors
7	Haunted	Vault	False	Mysteries
8	Cursed	Well	Untold	Monsters
9	Sinister	Chasm	Entombed	Memories
10	Forgotten	Abyss	Lost	Legends
11	Foul	Shaft	Countless	Dungeons
12	Mysterious	Stairway	Illusory	Perils

8 Thinking Difference Engines

1. **67-413.** Has tools to transform people into mindless, drooling automatons.
2. **Tower XIII.** Several hundred meters-tall. Communicates via system of bells.
3. **Pyramid of Gore.** Has pyramidal shape. Insane, wants to “drink” human blood.
4. **Silver Sentinel.** Master of riddles.
5. **AA-99.** Attacks with lightning bolts.
6. **Clockwork Sage.** hypnotizes with its clock faces.
7. **Silent Monk.** Encased in huge golden monument.
8. **Spider Spawn.** Installed in the hidden upper level of the Skull Tower. It’s manipulators can reach anyone in the lower level.

Six Enchanted Six Shooters

1. **Bone Splitter.** Has 25% chance of breaking some bones of hit target. Has 10% chance to completely destroy undead skeleton.
2. **The Wraith.** It’s cylinder is covered by blasphemous runes. It don’t need any ammo to shoot but if someone opens its cylinder he / she must save vs. Death or die immediately.
3. **Octavia.** Deals only 1-3 damage, but never misses.
4. **Deathbringer.** +5 handgun, deals 2d6 damage. One day it will cause horrible death of its owner.
5. **Twisted Luck.** +3 handgun, deals +1 damage. It jams every 26 shots.
6. **Blighted One.** Huge, rusty handgun. Every living being struck by it must save vs. Poison or will suffer from extremely painful rapid tissue rot (2d6 additional damage and AC increased by 1 for 1-4 weeks).

50 drunkards

Roll 1d100. If result exceeds 50, subtract 50 from it.

1. **Hroth.** 3 HP. Stinks horribly.
2. **Gunthar the Lame.** 5 HP. Lame, carries a club.
3. **Iorika the Hag.** 1 HP. Old and ugly. Reads palms in exchange for booze.
4. **The Fisherman.** 5 HP. Bearded and fat. Stinks of fish.
5. **Yngrik the Cursed.** 6 HP. Cursed by the gods – never gets sober.
6. **Robun.** 3 HP. Tall, thin and warty.
7. **Red Gretha.** 2 HP. Resident of the Dead Rooster Inn.
8. **Tradolf the One-handed.** 2 HP. Former pickpocket.
9. **Silent Tom.** 4 HP. Mute cutthroat.
10. **Sailor Boond.** 1 HP. Very old, long haired, with wooden leg.
11. **Artik.** 6 HP. Sings and howls when drunk.
12. **Grist.** 2 HP. Former gravedigger.
13. **Onthack.** 5 HP. Shoplifter who exchanges stolen goods for alcohol.
14. **Gertha.** 3 HP. Former prostitute who claims origin with the royal family.
15. **Boris the Pale.** 4 HP. One eyed mugger.
16. **Hrud.** 3 HP. Former city guard. Still wears his moldy leather armor.
17. **Fiery Faye.** 5 HP. Horribly disfigured by burn scars.
18. **Drakis.** 5 HP. Former mercenary, has lost his legs during his last campaign. Carries two daggers.
19. **Crith.** 4 HP. Coward and backstabber.
20. **Unglip.** 2 HP. Drunk and charlatan, selling fake magical potions.
21. **Harl.** 2 HP. His ears were cut off for thievery.
22. **Jaarn.** 4 HP. His body is covered by disgusting pustules. Armed with a knife.
23. **Taen the Saint.** 6 HP. When drunk he howls religious chants.
24. **Wet Dreen.** 4 HP. He often pisses his pants.
25. **Klig.** 3 HP. He throws up when heavily drunk.
26. **Halia.** 3 HP. Old woman with seizures.
27. **Noem.** 1 HP. He lives in a graveyard.
28. **Irk.** 5 HP. Former wandering peddler.

29. **Dewig.** 4 HP. Has fleas.
30. **Svak.** 6 HP. Tames rats.
31. **Reyna.** 3 HP. She plays a bone flute.
32. **Hevik.** 1 HP. When drunk he usually runs naked through the city.
33. **Hunn.** 4 HP. Coward but become aggressive when drunk. Carries a club.
34. **Awyl.** 1 HP. He has many hideouts in abandoned buildings.
35. **Ferla.** 5 HP. She claims that she is possessed by a demon.
36. **Gdig.** 4 HP. Lecherous, flirts with every woman.
37. **Smiling Hann.** 2 HP. Toothless.
38. **Handsome Morris.** 2 HP. His body is covered by horrible scars.
39. **Rarth.** 3 HP. Former galley slave.
40. **Dakla.** 6 HP. Middle-aged but good looking; she has many venereal diseases.
41. **Yewna.** 1 HP. Walks without shoes.
42. **Olkin.** 4 HP. He drinks only vodka.
43. **Erral.** 1 HP. He claims that he possess magical powers.
44. **Ghelin.** 2 HP. Insane paranoid.
45. **Bern.** 3 HP. He carries spotty dog.
46. **Cat Cathia.** 2 HP. She has a coat made from cat furs.
47. **Eagle-eyed Yetan.** 5 HP. Squint.
48. **Werth.** 6 HP. He claims that he knows location of hidden treasure.
49. **Klarn.** 4 HP. He begs for pipeweed.
50. **Uhl.** 6 HP. His face is covered by tribal scars and tattoos.

Ossuary random finds

1. Enchanted skull (may be used as guardian, shouting obscene words if someone is sneaking towards its owner).
2. Small bone dagger (+1).
3. Amulet made of human finger bones (+1 armor vs. Undead).
4. Bird Man skull.
5. Glass eye.
6. Bone Centipede (AC 3, HD 1+2 , save vs. Poison or paralyze for 2-12 rounds).
7. Skull of the child with golden key hidden inside it.
8. A giant's skull.
9. Mace made from human's femur (+2).
10. Urn with ashes and large sapphire hidden inside it (worth 2300 gp).
11. Large urn with ashes and bear trap hidden inside it (2d6 damage).
12. Bone flute.
13. Skull with treasure map carved on it.
14. Collection of 7 beautiful figurines made from human bones (worth 130 gp each).
15. Denture made from old wood. It stinks horribly.
16. Tip of +1 spear (+3 vs. humanoids) still stuck in human's skull.
17. Shrunken goblin head.
18. Skull with seven golden teeth (worth 30 gp each, but skull belonged to high-ranked Cleric, so beware).
19. Dyed green horsehair wig.
20. Crystal skull (worth 15000 gp but if even single drop of blood drops on it, it summons Purple Worm and disappears in cloud of toxic, corrosive gas).

Scrap Yard random finds

1. Upper half of the protocol robot (still functional).
2. Lead coffin with extremely radiated alien corpse inside it.
3. Set of best-quality wrenches.
4. 12" platinum disc, covered with grease (worth 880 gp).
5. Bottle made from near-indestructible light-bulb.
6. Metal can full of ancient bronze coins (worth 22 gp).
7. Silver spoon.
8. Aluminum bottle full of vodka.
9. Large barrel of toxic waste.
10. Hand drill.
11. Oil canister, full of mud.
12. Huge mortar shell.
13. Large collection of beer caps.
14. Nearly complete bicycle.
15. Iron bucket full of grease.
16. Machine gun belt (with practice ammo).
17. Rusty sword +1.
18. Titanium skull.
19. Old and battered plasma gun (still operational but without power cell).
20. Gold bar (worth 1,111 gp).

Trash Pit random finds

1. Jar containing goblin infant, preserved in formalin.
2. Wooden pitchfork.
3. Huge fishing hook.
4. Giant cockroach (treat as giant beetle).
5. Stinking purse filled with goo. There is a diamond inside it (worth 532 gp).
6. Rusty chain attached to something 9 meters deeper in the trash it's attached to a large chest filled with random treasure (type D).
7. Basket filled with wax fruits.
8. Big iron chest with key inside the lock. It's empty.
9. Nice leather shoes, with human feet still inside them.
10. Wooden mannequin with rotten and tattered tail-coat on it.
11. Stuffed alligator, infested with nasty parasites.
12. Dirty and dented brass telescope, still functional.
13. Small wooden chest full of false gems (virtually worthless).
14. Nest of 17 large spiders (AC 5, HD 1+1, save vs. poison or take 2 additional damage).
15. Large wooden table with beautiful inlays on top.
16. Nice, pink umbrella.
17. Tortoise carapace.
18. Partly rotten leather armor +1, covered with White Mold.
19. Finely crafted trumpet, full of feces.
20. 3 zombies in rotten waitress dresses.

20 Ghoul Mothers

They are huge, semi-undead monsters, breeding like termites or ants. They are often guarded by hordes of their hideous children.

1. **Greta.** AC 3, 72 HP. Her children glow in the dark.
2. **Helga.** AC 8, 226 HP. Breeds pygmy, skinless ghouls.
3. **Ingrid.** AC 5, 91 HP. Her children are able to regenerate.
4. **Sophie.** AC 4, 80 HP. Is able to cast spells as L6 Magic User.
5. **Martha.** AC 7, 166 HP. Her children often devour each other.
6. **Agnes.** AC 2, 280 HP. Queen of the Ghoul Mothers, protected by swarms of mutated ghouls of various sizes.
7. **Veronica.** AC 6, 39 HP. Is able to regenerate 2-8 HP per turn. Toxic breath attack.
8. **Maria.** AC 4, 83 HP. Can charm and control rodents.
9. **Angouleme.** AC 3, 75 HP. Very mobile, mutated, spider-like monster.
10. **Charlotte.** AC 9, 172 HP. Aquatic and very rotten. Her children often hide in the water.
11. **Edith.** AC 5, 66 HP. Able to cast spells as L7 anti-Cleric. Her children are vulnerable to silver.
12. **Giselle.** AC 2, 100 HP. Often named as Vampire Princess. She and her children are vulnerable to light and may regenerate wounds via blood drinking.
13. **Margaret.** AC 7, 70 HP. Breeds disgusting, disfigured ghouls.
14. **Rosalie.** AC 3, 91 HP. Covered with thick, stinking mucus.
15. **Danielle.** AC 9, 96 HP. Has slug-like appearance, her children can spit very sticky mucus.
16. **Tatienne.** AC 8, 135 HP. Can summon demons.
17. **Janette.** AC 5, 122 HP. Her children are almost human-like and often infiltrate society of Krshal.
18. **Emma.** AC 2, 51 HP. Covered with rubbery skin, her children has toxic bite.
19. **Yvonne.** AC 6, 69 HP. Her children can crawl on walls and ceilings.
20. **Constance.** AC 9, 44 HP. Weak and deformed but guarded by over hundred of ghouls.

20 Chthonic Gods

1. **Nnar.** Father of the Unborn.
2. **Og-yat,** dwelling in the sea of poison.
3. **Rllarthl.** Fossilized God.
4. **Laas-zoth.** God of the forgotten tombs.
5. **Naua-ii,** the Sewer Goddess.
6. **Shrll,** the Undead Slug-dragon.
7. **Glarro.** Worms flows in his veins.
8. **Hat'natr.** Goddess of the Black Sun.
9. **Iqud.** He transformed himself into the Tower of the Third Moon.
10. **Akl'laan, Winged Monster** singing on the gallows.
11. **Limbless Father.** Insane bringer of doom.
12. **The Spine Tree.** It grows in the Central Chamber of Krshal's sewers.
13. **Corpse of Lareash'ta.** Bloated and rotting, it crawls in the deepest, forgotten crypts.
14. **Head of Lareash'ta.** It is stitched to the body of its arch-priest.
15. **P'qklk.** Parasite god, eating humans' dreams and hope.
16. **Gatekeeper of Zoth.** Guards the gate to Limbo.
17. **Annra.** Goddess of empty cradles.
18. **Ral'ran.** Feeds on those who have died in collapsed buildings.
19. **Jaa'traa.** Mindless crustacean god.
20. **Uu'rraa'l.** Trapped in the Living Crystal.

Six Blind Demons

1. **Malefic Statue.** Cast in stone, but forces people to disembowel themselves in front of it.
2. **Gibbous Old Man.** Can cause insanity. He often appears at night on the Dead Herring Market.
3. **Smiling Joshua.** Looks like huge, eyeless infant with wide mouth filled with long, pointy claws. Always very hungry.
4. **White Worm Lord.** Appears like huge, white Annelid. Despite its appearance very gentle and intelligent. Despite its gentleness, it sometimes swallows humans.
5. **Skinless Hatchling.** Looks like human-sized, deformed hatchling. Breathes acid and summons cockatrices.
6. **Dark Tar Hunter.** Although usually it looks like black, shapeless ooze, it can take the form of a beautiful man or woman, just to seduce its victims.

Bizarre Pets and Animals from the Goat Market

1. Dog-sized fleas.
2. Flying lobsters.
3. Dogs with gills (perfect for fish herding).
4. Blue Oysters (if eaten they can change victim's sexual orientation).
5. Armored Kiwi birds.
6. Siren Monkeys.
7. Fire-breathing ducks.
8. Woolly Spiders.
9. Miniature rhinos (two-feet tall).
10. Barking turtles (good, long-living house guards).

20 Magical Lanterns

1. It don't need any kind of fuel.
2. Its light attracts beautiful women. Mostly undead ones.
3. Emits magical darkness instead of light.
4. Attracts giant, blood-drinking moths.
5. Lights itself when its owner is in danger.
6. Immediately extinguishes itself when its owner is in danger.
7. Its radiance causes mutations.
8. Its radiance causes insanity.
9. Its light reveals invisible items.
10. Its light makes monsters invisible.
11. Emits blood-red light. Any demon within its radius both deals, and receives double damage.
12. Its smoke stinks horribly but the light is very bright.
13. Emits light identical to daylight (can damage vampires etc.).
14. Its pink light makes everyone horny (even humanoid monsters).
15. Its moon-like light attract cats.
16. Everyone within its light radius is invisible to undead.
17. Everyone within its light radius looks extremely disgusting for the members of opposite sex.
18. When lit, it emits no light (although its flame can be seen if illuminated with other light source) instead of it, it muffles every sounds within 5 meters radius.
19. Everyone lit with its light regenerates 1 HP per round. Monsters are also affected with this power.
20. If lit, after thirteen rounds it explodes with huge fireball (8 meters radius), dealing 9d6 damage.

Six Lethal Molds

1. **Black.** Extremely sticky and toxic (save or die, checked every 3 rounds).
2. **Red.** Slippery and stinking horribly. Stench attracts undead.
3. **Grey.** Extremely flammable (may explode).
4. **Pink.** Emits rage-inducing spores (save or mindlessly attack anyone in sight).
5. **Violet.** Glows faintly. Edible and very nutritious, unfortunately also hallucinogen.
6. **White.** Intelligent. If digested it can take over control over victim's mind. After 2-8 weeks victim dies, releasing clouds of White Mold's spores.

Ten Sacred Oils

1. **Oil of Rust Removal.**
2. **Rejuvenating Oil.** Can "heal" damaged robots, drones etc. for 2-12 points.
3. **Twice Sanctified Grease.** Turns weapons 'magical' for 1d4 rounds.
4. **Blackened Golden Oil.** If drunk, it grants understanding of the clicking language of Difference Engines.
5. **Dead Cogitator Extract.** Highly poisonous but can unjam machinery or weapons.
6. **Blessed Oil type V.** If used on firearms, it temporarily increases their damage by 1.
7. **Blessed Oil type IX.** If used on firearms, it temporarily increases their to-hit modifier by 1.
8. **Grey Ash Grease.** If used on robot, drone etc, it permanently reduces its HP by two (to minimum one point) but increases its to-hit modifier by 1.
9. **Enchanted Grease type E.** If used on robot, drone etc, it grants him ability to regenerate lost HP (1-4 per round).
10. **Oil of Rusting.** Can corrode almost any metal in seconds. Deals massive damage to robots, sentries, drones and so on.

20 Magic Keys

1. **Bone Triangular Key.** Opens doors to any morgue and crypt.
2. **Red Crystal Key.** Can open every lock but after d6+1 usages it explodes, causing 2d8 damage.
3. **Golden Lock Pick.** Jams every lock.
4. **Iron key of Giants.** About 12" long. Can open every lock but only if it can fit into it.
5. **Black Iron Key.** Has small ruby which glows if lock is protected by a trap.
6. **Platinum Triangle Key.** Hums if lock is magical.
7. **Long Golden Key.** Opens any chest, but breaks if used to open any other lock.
8. **Grey Wood Key.** Can unlock any wooden door.
9. **Ironwood Key.** Can unlock any metal door.
10. **Spiked Key of Ankran.** Automatically jam or unjam any door, but is not magically able to open every lock.
11. **Key of the Silly Stan.** Made from platinum inlaid with expensive-looking gems. Glows slightly. Can unlock every door, but if used it start to laugh really loud.
12. **Blue Crystal Key.** Unlocks every magical lock but automatically jams any other lock.
13. **White Wood Key.** When used, roll d6: 1-2: lock is opened; 3-4: key is stuck in the keyhole for 1-8 rounds and after this time lock is opened; 5-6: lock is jammed.
14. **Black Needle Key.** Can be used to open electronic lock (for example, a lock that uses magnetic card as a key).
15. **Blue Iron Key.** It has ring-shaped bow. If someone looks through it, he / she can see through any wooden door.
16. **Key of the Fish.** Made of rusty metal, it stinks of fish. If swallowed it grants water breathing ability.
17. **Blood Red Key.** 8-inch long key with razor-sharp tip. Can be used as +2 dagger.
18. **Quaan's Key.** Strangely twisted key made from unknown, green-white metal. Can be used to open any lock that isn't human-made.
19. **Pink Crystal Key.** Can be used to open any lock but it triggers every trap.
20. **Serpent Pick.** Standard lock pick with snake-shaped bow. If used to pick lock it grants immunity to any poison used in door / lock trap.

Weird & Unusual Items

1	—	Hourglass	Of the Heavens
2	Red	Prism	Of the Seventh Hell
3	Stone	Goblet	Of the Wraiths
4	Pink	Stone	Of Minor Pests
5	Glowing	Key	Of the Cursed Flesh
6	Translucent	Lens	Of the Writhing Leeches
7	Bone	Keychain	Of the Peaceful Mind
8	Brass	Scabbard	Of Pleasant Odor
9	Platinum	Coin	Of Awakening
10	Blue	Compass	Of the Golden Angels
11	Humming	Spoon	Of the Chilling Frost
12	Golden	Sandal	Of the Cruel Thought
13	Singing	Chalice	Of the Blessed Soul
14	Hot	Bell	Of Unending Trance
15	Cold	Whistle	Of the Sun
16	Black	Cube	Of the Holy Flame
17	White	Mug	Of the Slumber
18	Marble	Egg	Of Oceanic Depths
19	Squeaking	Dice	Of the Moon
20	Iron	Candle	Of the Hollow Graves

Swarms!

1	–	Bats	Just passing by
2	–	Locusts	Attacking randomly
3	Mutated	Rats	They are really hungry!
4	Giant	Cockroaches	Running away
5	Rabid	Spiders	Searching for new shelter
6	Undead	Ants	Attacking if provoked
7	Infested with parasites	Crows	Magically controlled
8	Hellish	Bees	Teleporting randomly
9	–	Wasps	Summoned by angry god
10	–	Roll two and combine them!	Trying to eat every vegetable

Ten Houses of the Dead

1. Hojen's Mortuary
2. Temple of One Thousand Dissections
3. Bathhouse of Skeletal Remains
4. Ormand's Charnel House
5. Morgue under the River
6. House of the Last Breath
7. Tower of the White Bones
8. Green Light Prosectorium
9. Halia's Grave Chambers
10. Maze of the Dying

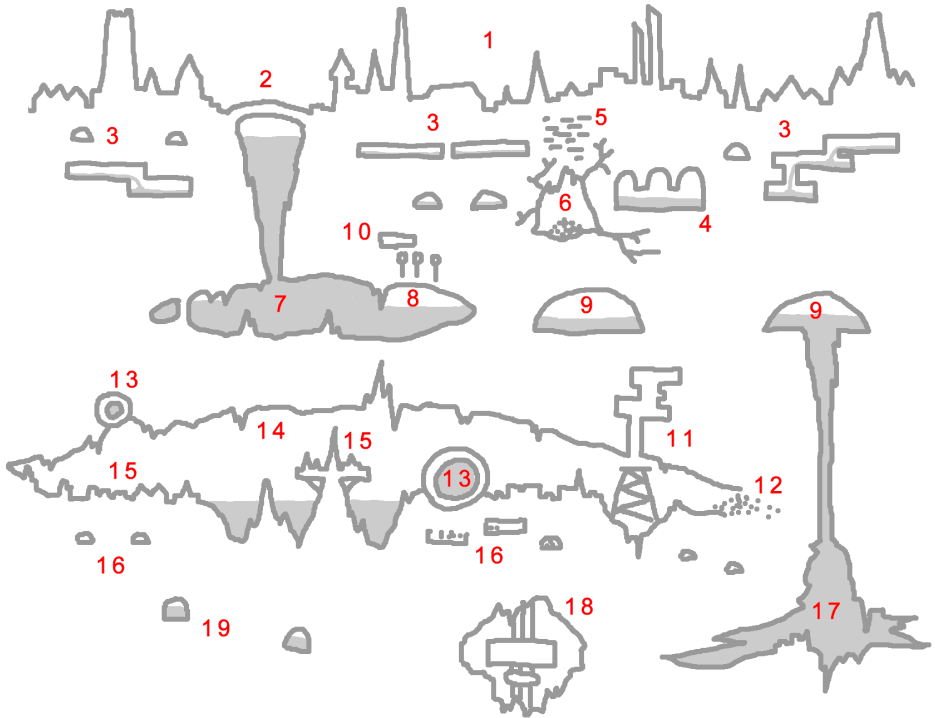
Ten Gardens

1. Arboretum of the Serrated Leaves
2. Fungal Forest of the Greystone Tower
3. Whispering Trees Park
4. Green Dome of Ofiaan
5. Garden of the Crystal Flowers
6. Mysterious Botanic Garden of Vas-Lan
7. Terraces of the Flesh Flowers
8. Ligneous Cathedral of Qua'shan
9. Crystal Dome Under the Algae Lake
10. Haraldsen's Display of the Carnivorous Plants

Ten Nasty Parasites

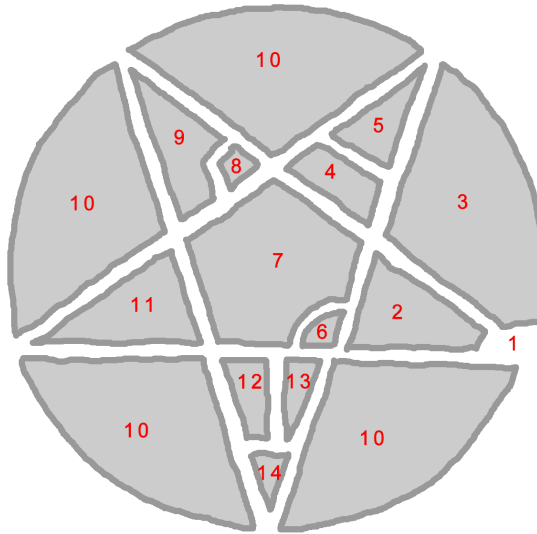
1. Brain Rot Nematode
2. Acid Tapeworm
3. Black Rage Louse
4. Mold of the Mad Blindness
5. Fingernail Borers
6. Laughing Pinworms
7. Emerald Grubs of the Paper Skin
8. The Rubbery Tentacle
9. Crustacean Skin Tumors
10. Fleas of the Smoky Measles

Part of the City's Sewers



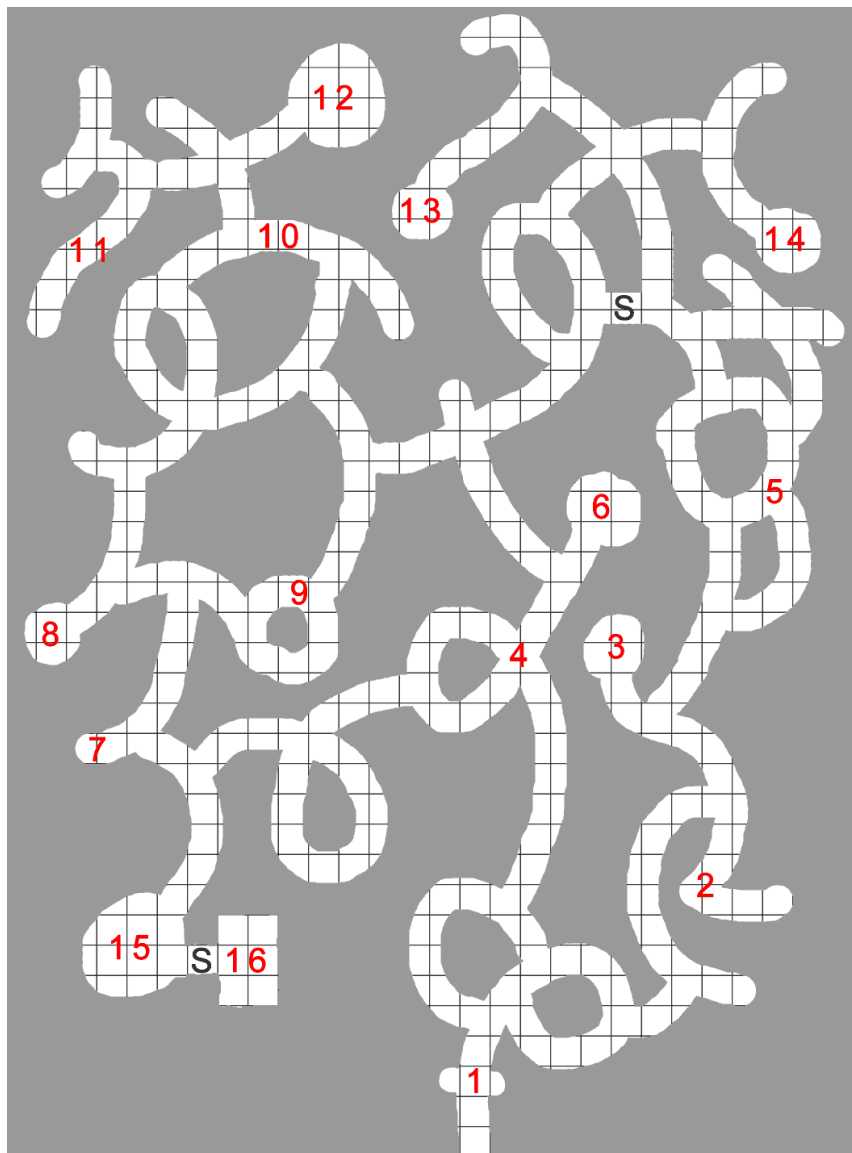
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|----------------------------------|--|
| 1. City of Krshal | 11. Station of the Excavators |
| 2. Bridge of the Weeping Orphans | 12. Collapsed tunnels |
| 3. System of sewers | 13. Steam pipes |
| 4. Industrial Cesspool XXVII | 14. Partly artificial cavern |
| 5. Crypts under Hojen's Mortuary | 15. Ruins of the Old Krshal (probably still inhabited) |
| 6. Lair of the Ghoul Mother | 16. Old sewers system (partly collapsed) |
| 7. Underground lake (polluted) | 17. Sunk buildings |
| 8. Gas pocket (metane) | 18. Old Power Core (still functioning) |
| 9. Artificial underground rivers | 19. Old Artificial rivers |
| 10. Methane gathering station | |

Palatial Complex of Mar Sa'neq



- | | |
|---------------------------|--|
| 1. Entrance Square | 8. Wraith Tower |
| 2. Purgatory Sector | 9. Burial Chambers |
| 3. Cemetery of the Unborn | 10. Main palace sectors |
| 4. Execution Chambers | 11. Arena |
| 5. Ossuary of the Fallen | 12. Kitchens |
| 6. Central Watchtower | 13. Chambers of the Thousand Questions |
| 7. Inner Palace | 14. Tower of the Brown Fumes |

Demon's Entrails - the Worm Maze



1. Entrance (with guardians in niches)
2. Corner of the Cackling Death
3. Bowl of the Dripping Acid
4. Pit full of Carnage Leeches
5. Gallery of the Pink Fleshworms
6. Tar Pit (and Tar Corpses)
7. The Black Tentacle
8. Dome of the Glowing Dead
9. Gallery of the White Fleshworms
10. Gallery of the Blasphemous Sculptures
11. Tunnel leading downwards (connected with sewers? old mine? crypts?)
12. Basement of the Blind Dog Tower
13. Cell of the Immortal Monk
14. Nest of the Giant Mole
15. Crystal Dome of the Wraithfire
16. Crypt of the Worm Kings

Surely you will need more Towers....

Step One – number of levels. Dodecahedron roll is needed.

1	Only ground level (but very tall – 4d6+6 meters)
2	Just Two Levels
3 – 5	Three
6 – 8	Four
9	Five
10	Six
11	Seven
12	Maybe more? (d4+6 levels)

Step Two – special features. Unless the tower has only one level, roll 1d20 for each level. If 1 is rolled, this particular level is very low (about 2 meters from floor to ceiling).

If you roll 20, level is very tall (about 6 meters). If 13 is rolled, this is a hidden level, inaccessible via stairs or ladders.

Step Three – Connections between floors. You may roll once for the whole building or [in pairs of levels.

1 – 5	Stairs
6 – 8	Ladders
9	Ropes hanging from the higher floor
10	Just holes. Maybe its inhabitants have wings?
11	Magical portals
12	Levels are not connected

Step Four – Mystical Shape. Use your dodecahedron again.

1 – 3	Tower has four walls – it has square of rectangular shape
4 – 6	Tower is round, so it means that it has only one outer wall
7	Triangular towers are rare...
8	...as well as pentagonal ones
9	Tower is oval
10	Tower has spiral shape, like narwhal's tooth
11	Irregular shape (has many extensions, bizarre angles etc.)
12	Eldritch shapes of cyclopean tower are impossible to describe

Step Four – the materials.

1 – 4	Is made of stone
5 – 6	Is made of bricks
7 – 8	Is made of clay (bricks or has monolithic construction)
9	Is made of bone
10	This is wooden tower
11	This is timber-framed tower
12	Mixed construction (roll 2d2 times, ignoring results of 12)

Step Five – the tip. This time, roll d100.

01 – 35	Flat roof (accessible from the highest floor).
36 – 45	Flat roof (but inaccessible).
46 – 75	Pointy roof with little windows.
76 – 90	Dome (1-2: wooden; 2-4: stone; 5: metal; 6: crystal).
91 – 94	Pointy roof without any windows.
95	No roof at all!
96	Top level looks like a lighthouse.
97	Top level looks like an astronomical observatory.
98	Roof is made of glass.
99	Bizarre apparatus covers almost entire roof.
00	Roll twice and try to mix the results.

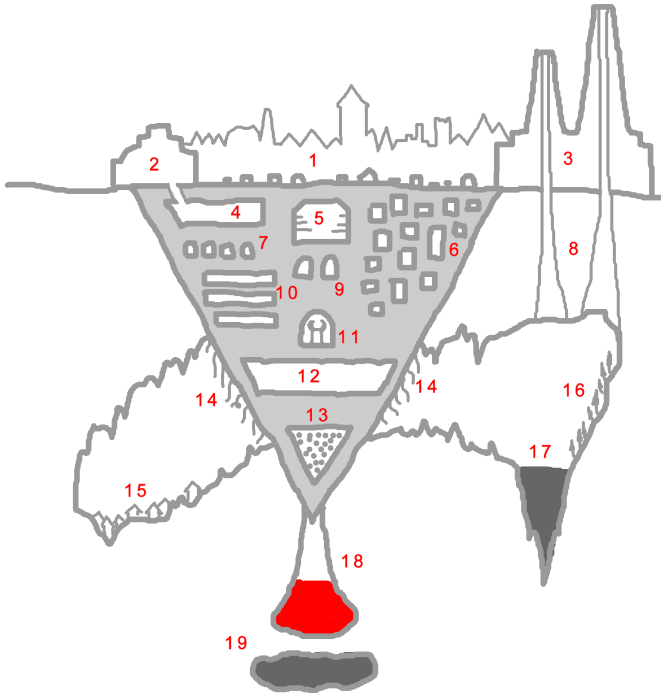
Step Six – Stuff Down Below. Twelve-sided one is ready for action?

1 – 2	Only small basement
3 – 6	One level of ordinary basement
7	No basement at all
8	No basement, but connected with something (i.e. crypt)
9 – 10	One level of dungeon-esque basement
11	Two (5% for d4 instead of two) levels of ordinary basement
12	Multi-leveled dungeon

Step Seven – inhabitants. Again, roll d%.

01 – 15	Uninhabited.
16 – 25	Uninhabited and haunted.
26 – 75	Ordinary townsfolk.
76 – 85	Extraordinary townsfolk (such as eccentric wizards etc.).
86 – 90	Vile townsfolk (everybody knows about their evilness).
91 – 95	Vile townsfolk (but no one knows about their crimes).
96 – 98	Monsters disguised as townsfolk (vampires, doppelgangers?).
99 – 00	Monsters!

The Reversed Pyramid



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|-----|-------------------------------|-----|--|
| 1. | The Goat Market | 11. | Demon's Throneroom |
| 2. | Chanden's Merchant Company | 12. | The Butchery Level |
| 3. | Deserted Foundry | 13. | Ten Sacred Filters |
| 4. | Flagellation Chamber | 14. | Death Worms |
| 5. | Questioning Chamber | 15. | Forgotten Village of the Troglodytic Malformations |
| 6. | Three-dimensional Maze | 16. | Corpse Fungi |
| 7. | Cells of the Zealots | 17. | Sludge Pit |
| 8. | Chimneys of the Dead | 18. | Blood Pool |
| 9. | Forgotten Armory | 19. | Nightmare Pit |
| 10. | Library of Untold Blasphemies | | |