

Roll XX

Double Damage



Foreword

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Instructions:

1. Roll a few d10s
2. Laugh mockingly
3. ???????
4. Profit

- The Sentinels

Roll XX

Double Damage

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Double Damage

1. What's on the banquet table?

- | | |
|------------------------|-----------------------------------|
| 1. Spit-roasted mutton | 1. and salted stockfish. |
| 2. Pork stew | 2. and crab meat. |
| 3. Blank-manger | 3. on a sauce-soaked trencher. |
| 4. Salted beef | 4. with brown figs in rose sugar. |
| 5. Smoked herring | 5. and honeyed apples. |
| 6. Mortrews | 6. with pears and plums. |
| 7. Chicken dumplings | 7. and lampreys in jelly. |
| 8. Broiled mackerel | 8. with beans and onions. |
| 9. Eels | 9. and shelled oysters. |
| 10. Beef pie | 10. and peas with saffron. |

However...

1. the guests seated around the table have been gutted, their entrails looped around the plates and tureens.
2. the food is poisoned with ventral nectar.
3. the entire table is illusory, and there's a pit trap beneath it.
4. to touch a morsel is an insult to the Queen.
5. the food's been there for a year, and it's rotted away.
6. it's all covered in orc spittle.
7. the dead wizard sprawled over the plates is rather unappetizing.
8. the food's contaminated with the Crimson Spill.
9. it all tastes absolutely horrific.
10. the food is actually made of bits of gelatinous cube that have been dyed and molded into appetizing shapes.

2. Who else seeks the treasure within this dungeon?

1. The Stalwart Champions of Nephren-Ka,
2. Six deserters from Queen Felicienne's Royal Guard,
3. A cadre of goblin warriors led by a Death Priest,
4. Six arrogant noblemen known as Lord Bellamy's Companions,
5. A foul-mouthed Necromancer and a Lich Prince,
6. King Delarax of Miravell, necrophiliac and plunderer,
7. Emperor Kestril, enslaver of the Hill Gnomes,
8. The thrice-damned undead thief, Glapok the Shadow,
9. Lady Khavax Unbeheld and her blind retinue,
10. Six kobold shamans and their mute orc slave,

...and they:

1. have a crude map that shows its location.
 2. will immediately kill anyone else that seeks it.
 3. have contracted a hideous (and soon fatal) disease.
 4. believe they've found it (but all they have are baubles).
 5. wish to join forces, but only if the treasure's split evenly.
 6. have laid vicious traps throughout this dungeon.
 7. mean to find it and destroy it with fire.
 8. will offer to work together and split the bounty fifty-fifty.
 9. have no interest in communicating with anyone else, or even acknowledging those that they encounter.
 10. are horribly wounded, and in need of help, which they will repay with valuable information.
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3. Who has hired the adventurers?

1. Nels Greywall, sadistic Margrave of the Eastern Reach,
 2. Qibilah Kephtan, duty-bound priestess of Nephthys,
 3. Elspeth Llydion, blue-robed Illusionist driven by vengeance,
 4. Cleantha Aethelwine, avaricious halfling Princess,
 5. King Razican IV, lover of prolonged torture,
 6. Talevayle the Lamé, once a mighty warrior,
 7. Lady Kenabel, fiercest of the Taurian Knights,
 8. Rygos Xerus, servant of the darkest of gods,
 9. The slaver and procurer Jennastra Tahks,
 10. Velag the Paindrinker, left hand of the Queen,
-
1. who plans to murder the party when they return.
 2. who cares not for the gold that they find on their journey.
 3. and secret member of the dreaded Ordal Sodality.
 4. whose hatred of the party will result in bloodshed.
 5. who demands half of all discovered treasures.
 6. who insists upon a Demonic Oath of Silence.
 7. whose sole desire is to hear the tales told afterwards.
 8. who pays with worthless stones enchanted to look like gems.
 9. who will reward the party with the location of their hated foes.
 10. who will deliver unto the adventurers the promised secrets of immortality (by attempting to turn them into zombies).

4. What's written on the wall in ancient Dwarven?

1. "Turn back now, for the beasts ahead can not be slain."
 2. "The Iron Company of Gerna Hammerstone fell here on this day."
 3. Hidden in verse: electrum, topaz, opals, purse. (Acronym spells out 'hive top' -- a purse full of treasure is stashed nearby, at the top of a giant insect hive)
 4. Formula for crafting dragonsteel (requires obsidian from the Crimson Mountains).
 5. "Though I will not live to spend it, I have hidden a bag of azure sapphires in this room."
 5. Random (and therefore meaningless) runes which are actually arranged in the approximate shape of the dungeon, indicating the location of treasures (nouns) and traps (verbs).
 6. "Hargas of Anvil Gorge will deliver my wealth -- sixty rubies and a sword of Tornian make -- to the one who speaks my last words unto him. My last words: Urnoll the Red was false, and died at my hands."
 7. A list of names: soldiers who fell at the battle of Val Rax. Oddly, the name of the Dwarven champion, Hesten Slatebeard, is among those names, though someone claiming to be Hesten currently rules the Northlands.
 8. "At the bottom of the Frozen Sea, a gnomish frost-rider awaits those with the stones to dive through those icy waters. In the ship's cabin, you will find a robe like no other."
 9. "[Name of NPC close to the characters] is a deceiver. A blade in the mouth will stop all those lies."
 10. The true name of a major demon from the Fifth Hell, and the location of the rune-stone that will bind this demon for one hour.
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5. What kind of demon is it?

1. A still-dripping protodemon, genitalia exposed.
2. A purple-robed suprademon, crown of thorns upon its brow.
3. An astrodemon with galaxies in its endless black eyes.
4. A rotting necrodemon, tattered flesh hanging from its bones.
5. A disguised cryptodemon in the form of a wood nymph.
6. An imperceptible nanodemon hidden in a character's bowels.
7. A colossal megademon upon which the adventurers walk.
8. A terrestrial pseudodemon that tries to pass for infernal.
9. An angelic contrademon that has turned on its malefic brethren.
10. A neodemon with a blunderbuss and automated carriage.

...and it offers:

1. to kill a single human (of the party's choosing).
 2. a slightly gnawed corpse on a rope with neat things stuffed inside.
 3. an enchanted weapon that hates its wielder and complains often.
 4. mediocre coitus.
 5. infernal secrets of its kind, forbidden and delicious.
 6. a chest full of gold (a mutilated torso with a golden dagger in it).
 7. a cart full of human slaves, branded with its hellish sigil.
 8. a way out of this maze (death).
 9. Revivicum, a magic wand in the form of a wooden stake that straps to the caster's forearm; seven times, it may be used to reverse the effects of undead, turning wights and ghouls and such back into their original selves. After that, it rots away.
 10. a spellbook of considerable value to those who seek power (though it does have a tendency to leech strength from its owner).
-

6. What is in the dust-shrouded sepulchre?

1. A cubit-long platinum brooch in the shape of a bough, decorated with leaves of chaceldony and jade, wrapped in pages torn from the Book of Divine Sadism;
2. An elixir of bright green Khulagran Goblin Sweat, stored within a glass vial labeled DRAGON STRENGTH;
3. A wooden cup, wax-lined, hosting a wide array of deciduous leaves precisely carved in relief;
4. A crucifix made of bone and antlers - sharp calcified veins wrap about it and lend it an ominous air;
5. A human skull bedecked with precious stones;
6. A hefty crown with a pair of golden ram horns, their barbed points incredibly sharp to the touch;
7. A wax candle, half burned - its drippings running sideways instead of down;
8. A crystal globe that hovers two inches from its base;
9. The dried remains of a dragon's paw, scales still shimmering and talons curved in upon themselves;
10. A porcelain doll that is crafted with such perfection that it appears to breathe;

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1. those who make contact with it may be afflicted with an insatiable desire to quaff every potion they see for the span of a single day.
2. the first person who lays eyes upon it will hear a paper-thin voice whispering the sordid tale of the treasure-hungry rogue who ensconced it herein.
3. it feels heavier and heavier as it travels further from its resting place.
4. the tiny inscription engraved upon it translates roughly to “USE WITHOUT SPIRIT”.
5. whoever touches it will be accursed, and will be hunted by a single murderous undead that will not rest until slain.
6. its value varies from buyer to buyer, but Lord Qalonto will pay dearly to have it returned to him.
7. in the light of the sun, it will reveal its true nature -- that of a mighty weapon suited to its bearer (but in darkness, it changes back until exposed to daylight once more).
8. when carried upon someone’s person, it increases strength and fortitude, but afflicts the bearer with the worst luck.
9. it allows the bearer to heal injuries four times before it turns into dust, its magic forever gone.
10. anyone who looks upon it risks being afflicted with lycanthropy.

7. What happens when the adventurers spring the trap?

1. A spring-loaded mechanism fires 1-4 spikes, laced with manticores venom,
2. The statue's mouth drops open and sprays acid 10 feet in a 120-degree arc,
3. Zombies ensorcelled with invisibility spells are released from their invisible chains,
4. Condor-sized brown bats pour from a hole in the plaster walls, their mouths frothing,
5. Intense light emanates from the trigger, temporarily blinding any adventurer in the area,
6. Candlesticks slowly rise from the floor and light themselves,
7. Mocking laughter echoes through the room,
8. Each character sees a hideous doppelganger grin and wave, for just a second, and then the vile reflections are gone,
9. A sorcerous sigil ignites the air before them, burning brightly for an instant,
10. They realize just how fucked they actually are,

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...and:

1. a chute in the ceiling drops a pair of longsword-wielding skeletons into the room.
2. a Gate opens in the center of the room, summoning an entity from the Abyss.
3. a Clockwork Servitor emerges from a secret door to attack the party.
4. water begins to slowly flood the chamber.
5. the carnivorous beetles chew their way out of honeycombed chambers in search of prey.
6. a group of acolytes holding a skin-bound book enter the room.
7. a member of the group must save or switch gender and race.
8. paper-thin blades jut up from between the stones in the floor to slice the feet of all in the room.
9. gravity in the room is reversed as a spiked pit trap opens in the ceiling.
10. spikes jut from the wall, then sprout wings and begin to fly around.

8. What is this new threat? It is the:

- | | |
|------------|---------------|
| 1. Ash | 1. Troll, |
| 2. Iron | 2. Goblin, |
| 3. Blood | 3. Orc, |
| 4. Scarlet | 4. Wolf, |
| 5. Ivory | 5. Bugbear, |
| 6. Winged | 6. Hobgoblin, |
| 7. Plague | 7. Ogre, |
| 8. Swamp | 8. Serpent, |
| 9. Spirit | 9. Minotaur, |
| 10. Dark | 10. Golem, |

...which:

1. feeds upon the energy of wizards, clerics, and other spell casters.
 2. is invisible to elves, dwarves, and other demihumans.
 3. can't be harmed by non-magical weapons.
 4. is able to cast low-level offensive magics, and carries a potion of healing.
 5. tries to incite paralyzing fear in the strongest member of the party.
 6. handsomely rewards anyone who can answer its riddle.
 7. increases its strength in direct proportion to the extent of its injury.
 8. fights from beyond the range of melee weapons.
 9. has the ability to hypnotize and turn friendly adventurers against each other.
 10. and its bite injects a fearsome poison into its victims.
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9. Why is the guard staring at you?

1. He mistakes you for his relative -- the one
 2. You resemble the person from the handbill
 3. He shares a past with you, and knows that you are the one
 4. He wants to fight the one
 5. He has orders to interrogate the person
 6. He's pretty confident that your race makes you someone
 7. One of the members of your party is someone
 8. He has been tricked into believing that it is you
 9. He is blood-bound to repay a debt to a person
 10. Your clothing exactly matches the description of someone
-
1. who helped to heal his sick child.
 2. who might have massacred the entire population of a local village.
 3. who could be of royal rank and privilege.
 4. who attempted to assassinate Sir Godrick.
 5. who killed Moruk and defended the people from his scourge.
 6. who poisoned the locals with tainted mead.
 7. who single-handedly defeated five of the King's best men.
 8. who murdered his wife.
 9. who will pay for some inside information.
 10. who rescued the King's daughter from the Stone Behemoth.

10. What dark secret does he keep?

1. On the celebration of his eighteenth year,
 2. The last time he saw his parents alive,
 3. On his wedding eve,
 4. On the day he was to be sworn into the King's army,
 5. The day that his sister died,
 6. Three years ago on the evening of the Winter's Solstice,
 7. The last time that he rode this path,
 8. On the night before his sentenced execution,
 9. When he discovered the hidden burial grounds,
 10. After a long night of drinking and merriment,
-
1. his soul was torn from his body and replaced with something else.
 2. he was forced to slay all of the honored guests and friends who had gathered to honor him.
 3. he let go of her hand in order to save himself.
 4. he hid in fear, unable to face a horrific massacre that unfolded before him.
 5. he sold the rest of his family into slavery.
 6. the nosebleeds began and the voices started.
 7. he traded his sister's spirit in exchange for personal gain.
 8. a vision of great destruction came to him, and he foresaw the fall of the realm.
 9. he killed and ate the Sacred Child of Isa.
 10. six succubi took him and sported with him before leaving his mauled body in a ditch.
-

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11. Where is the demon from?

1. Gurza Kai, a blasted land of ash and acrid smoke;
 2. Shael-Geth, an infinite maze of narrow corridors;
 3. Xabelziakam, land of dripping sorrows and grief;
 4. Sugrithe, a chasm of infinite darkness;
 5. Felorath, adorned with stalactites composed of human remains;
 6. Wyhrra, a place of impregnata roaming in search of hosts;
 7. Li'Crast, where vast scarlet windmills turn slowly;
 8. Mictlan, where aborted children scour the plains for fresh meat;
 9. Niflheim, frost-rimed birthplace of the Bloodless;
 10. Youdu, home of offices, records, judges, and justice;
-
1. the demon's treasure chest includes a foul-mouthed Broadsword of Venom that despises humans.
 2. there, its lair is booby-trapped, but contains a hastily-scribbled ransom note.
 3. among its possessions is a diary outlining a battle plan for a raid on a manticore's lair.
 4. in that hellish realm, it hoards the bones of its prey, which it arranges into letters that spell out prophecy.
 5. it knows the whereabouts of the missing Magistrate.
 6. where the fiend keeps its prized possession: the Book of Truths.
 7. there, it keeps Scarlet Bane, an ever-burning dagger that inflicts excruciating pain, but no damage.
 8. where it hunts its captives for sport.
 9. in its Hall of Curiosities is a pile of skulls, one of which can sometimes foretell events that will transpire within the next hour.
 10. there, it maintains a manor and estate.
-

12. What do they find when they search the corpse?

1. A dozen Scorpion Arrows and
2. The Silver Crown of Qialac and
3. Leather Armor of Skulking and
4. A scroll of Lesser Demon Summoning and
5. A potion of Limb Regeneration and
6. Six dragon teeth on a gold necklace and
7. A silken bag containing 10 dead butterflies and
8. The engraving of a pretty young maiden and
9. A Drowsy Whistle and
10. A master-crafted slingshot, 6 silver ball bearings, and

1. A verdant agate worth 10 gold.
 2. 15 platinum pieces.
 3. A red pearl worth 200 gold.
 4. 1,741 gold pieces.
 5. a fist-sized hunk of chalcedony worth 100 gold.
 6. the recipe for Goblin Sauce, worth 500 gold to the cannibalistic halflings of the Infinite Crypt.
 7. the bloodthirsty parasite that killed him.
 8. a unicorn's horn.
 9. an aphrodesiac labeled HEALING.
 10. a crystalline flask of sweet-smelling acid that eats through flesh, bone, and wood, but not stone or metal.
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13. What kind of amorphous blob is in the dungeon? It's the:

- | | |
|-------------|------------|
| 1. Amber | 1. Slime, |
| 2. Fuchsia | 2. Goo, |
| 3. Aqua | 3. Ooze, |
| 4. Yellow | 4. Mucus, |
| 5. Azure | 5. Sludge, |
| 6. Violet | 6. Jelly, |
| 7. Cerulean | 7. Fungus, |
| 8. Orange | 8. Gel, |
| 9. Indigo | 9. Mire, |
| 10. Beige | 10. Dreck, |

...which:

1. takes double damage from silver.
2. is repelled by clerics as though undead.
3. eats through gold and silver.
4. is paralyzed by cold of any kind.
5. can paralyze with a successful attack.
6. is unaffected by magic attacks
7. is dissolved by healing potions.
8. can infect its victim with Dripping Rot.
9. takes double damage from fire attacks.
10. is immune to non-magical weapons.

14. What is in the bird's beak?

1. A slender reed
 2. A wriggling, jade-skinned lizard
 3. A crumpled leather glove
 4. A neatly-rolled parchment
 5. An ornate golden key
 6. A faded piece of tapestry
 7. A jewel-covered egg
 8. A thin, sharp-tipped dagger
 9. A frock of silky blond hair
 10. An exquisite-looking amulet
-
1. that heals minor injuries when destroyed.
 2. that summons a lesser demon when touched.
 3. worth a hundred gold coins.
 4. that the King would kill for.
 5. that repels ghouls.
 6. which the bird stole from an elven lord.
 7. that bestows the curse of lycanthropy.
 8. that is half-covered in blood.
 9. that turns to dust when you touch it.
 10. that exactly matches the final element of the Prophecy.

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15. Where are they going?

1. Raven-	1. stone	1. Castle,
2. Shadow-	2. wood	2. Manor,
3. Dragon-	3. cloud	3. Dungeon,
4. Griffin-	4. blade	4. Keep,
5. Frost-	5. haven	5. Fortress,
6. Wyrn-	6. dale	6. Isle,
7. Cloak-	7. crest	7. Tower,
8. Fire-	8. bone	8. Stronghold,
9. Dagger-	9. light	9. Bastion,
10. Spider-	10. hill	10. Glade,

1. where the screams of the tormented still echo.
2. home of the Mongrel Brigadiers and their one-eyed mistress.
3. where Liza Necrova plots her revenge.
4. birthplace of the Avankol Bloodline and the Bastard Regent.
5. where vampires milk the veins of nymphs.
6. a place of great wealth and conniving power-mongers.
7. the origin of the Plague of Bloodletting that ravaged Sokara.
8. now a blighted ruin inhabited by cannibalistic Oracles.
9. where the dead walk and are building a peaceful Necropolis.
10. the site of the weekly Slaughter of Virgins to satisfy Kansereb.

16. What's the automaton's origin?

1. Reeking of decay, the bipedal Sinew Golem, wrought from the hide-bound bones of an ancient Scarlet Dragon,
2. The automaton, made from broken swords held together by silk from a dozen Crimson Recluse spiders (arranged in the shape of a three-legged and three-armed monstrosity),
3. Accompanied by the hiss of steam and the smell of sulfur, the demonic clockwork known as the Abyssal Simulacrum
4. Legs and arms jutting at random from a triple-spined torso, the Unspeakable Endeavor, a nightmarish assembly of stitched limbs from various victims,
5. Staring dully into space until awakened by the smell of meat, the enchanted suit of plate mail known as the Carnivore
6. Constructed from dwarven bolts, gnomish gears, and orcish blades, the insectile killing machine known as the Flenser
7. Birthed from the war factories of Ryakk, designed by a half-gnome/half-goblin scientist, the Manufactured Man
8. Having emerged from the deep recesses of the null void between the galaxies, the Cosmic Construct
9. Forged secretly in the Infinite Crypt by dwarven master craftsmen working with forbidden blueprints, the Dungeon Golem
10. Hastily cobbled together by outnumbered orc technicians during the battle of Shit Peak, the Elf-Mangler 6000

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1. was brought to life by accident in the tunnels below Caer Dynulenn, when a halfling thief opened the Book of Wrongdoing to the page on golem creation.
2. seeks only to learn about the strange place it now inhabits.
3. was constructed by the Shade-Wards of Goblinbane Peak, who then took their own lives so that none would ever know the Ritual of Banishment.
4. was instructed to defend relentlessly the first person that it encountered
5. has fallen into deep disrepair, as its the central core is leaking radiation and must be sealed to prevent an explosion.
6. is malfunctioning, as its primary motivator has been removed and logic circuits overridden.
7. has awakened after eons of slumber to cull the unruly organics.
8. is now collecting samples and purging (then seeding) habitable realms.
9. is on a methodical and ruthless hunt for its creator.
10. was enchanted by a western Necromancer and tasked with guarding the Crypt of Aurexon until the day that the truce with the Orcish Khan was broken.

17. What kind of enchanted jewelry is in the treasure chest?

- | | |
|------------------|------------------------------|
| 1. Armband of | 1. Stalwart Courage, |
| 2. Clasp of | 2. Public Sensuality, |
| 3. Coronet of | 3. Revealed Longings, |
| 4. Earring of | 4. Divine Rulership, |
| 5. Choker of | 5. Bestial Lust, |
| 6. Anklet of | 6. Irresistible Pulchritude, |
| 7. Necklace of | 7. Sweet Song, |
| 8. Pendant of | 8. Infernal Hatreds, |
| 9. Tiara of | 9. The Western Wind, |
| 10. Medallion of | 10. the Old Ones, |

1. encrusted with opals set in white gold.
2. which curses its wearer with Kobold Intellect.
3. adorned with rubies in a sacred configuration.
4. infected with a virulent strain of Lich Ague.
5. which imbues its bearer the ability to start and control fire.
6. which allows its owner to understand foreign tongues.
7. it boosts the skills of charm and persuasion.
8. it grows brighter in appearance as its surroundings grow darker.
9. a winged insect trapped in amber is its centerpiece.
10. which afflicts its wearer with cannibalistic urges.

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18. What medical procedure is the...

1. Intoxicated skinner
2. Half-blind blacksmith
3. Palsied weaver
4. Irascible saddlemaker
5. Terrified pastry cook
6. Dull-witted armorer
7. Battle-scarred prostitute
8. Clumsy shoemaker
9. Addled tanner
10. Sexually aroused clergyman

...trying to perform?

1. Hot clyster, but the formula's all wrong.
2. Amputation, and the saw's not sharp enough.
3. Lancing a boil, but keeps missing.
4. Applying sterile egg white, but that wasn't an egg.
5. Lithotomy, but it's appendicitis, not a kidneystone.
6. Trepanning, and so far, so good.
7. Opium-soaked sponge with a straw in it, hard to fuck that up.
8. Delivering baby, looks like it's coming out feet-first.
9. Pulling teeth, hard to get a good grip with these things.
10. Extracting fragmented arrowhead, should probably just quit now.

19. What was found at the base of the obelisk?

1. The rotting corpse of Szenka Palgar, royal apothecary,
2. Detailed instructions for the Ritual of Abnegation,
3. A speckled cockatrice egg, laid within the past hour,
4. An unremarkable staff, save the triskelion carved on its handle,
5. A lion's paw, preserved in crystal,
6. A key to the catacombs that lie beneath the Hallowed Cathedral,
7. The translation to the last stanza of the Fortuna Incantatem,
8. The Mask of Rengar, perfectly preserved,
9. The Imperium Aeris, which grants mastery over the air,
10. The Eiddrel Stone, which magnifies the powers of other items,

...which happens to be sought by:

1. Jorland Skerra, roving bard and playwright; he is convinced its discovery will increase his fame.
 2. Aislynn Crane, peasant girl; she has stolen a sorcerer's tome and needs it to learn her first spell (or else awful things will happen).
 3. Circe Ellutia, once-feared necromancer who has recently suffered a decline in skill and reputation.
 4. Salvadore Domingua, profiteer and smuggler of elite goods.
 5. Adreana Malnacida, Mother of Disease and Carrion.
 6. Thangelos IV, the Thrice-Damned King, disguised as a peasant.
 7. Laraitza Red-Sail, pirate queen and known oath-breaker.
 8. Chance Jackdaw, brigand of High Crowell, believed long-dead.
 9. a boneless dragon in a cart hauled by wights and ghouls.
 10. Areth Cestra, lich prince, and Viola Crane, necrophiliac princess.
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20. What has the disgraced priest summoned?

1. From the swirling green smoke comes
2. From a towering inferno comes
3. From a bottomless dank well comes
4. From the discarded skin of the priest's body comes
5. From the blackest corner of the darkness surrounding you bellows
6. Hulking, putrid globes of clay roll past you to form
7. Clawing up from the uneven ground beneath you rises
8. Dropped at you from the mouth of a flying serpent, you now face
9. A blood sigil hovers before you, and slowly transforms into
10. You hear the loosening of chains and the screaming, just before
you come face to face with

1. the three tortured souls of the Demon Kings of Lys.
2. a two-headed gorgon with acid dripping from her scales.
3. a hulking shadow minotaur carrying a diamond axe.
4. the enchanted skeleton of the Barillion Chimaera.
5. the conjoined troll monstrosities, Jrg'hu and Jhrs'tu.
6. the unblinking, stalked eyes of a Siege Crab.
7. a gargantuan Homunculus, spurting blood from its nostrils.
8. a pitiless version of yourself from another world.
9. a Dark Colossus; its metal joints rasp and grind as it brandishes a
massive broadsword.
10. a rune-scribed undead basilisk with a pulsing red soul-jar
embedded in its chest.

Monster Generator

To create a monster, roll once on each of the following tables, and plug the results in here:

“The (Name). (Description) monster (Pattern) (Victims). Its body is (Appearance1) (Appearance2), and it has (Appendage). (Abilities). (Defenses). (Attributes).”

Name

1. Kalimiaq
2. Gaurindiac
3. Qarothaq
4. Vassaruom
5. Zovilian
6. Akrinoth
7. Phosogris
8. Orgrot
9. Shuroziam
10. Chagoma

Description

1. This skin-harvesting
2. This brutal
3. This music-loving
4. This trap-laying
5. This shimmering
6. This foul
7. This fastidious
8. This impure
9. This sweet-smelling
10. This terrifying

Double Damage

Pattern

1. feeds upon
2. torments
3. guides and instructs
4. kills the loved ones of
5. attacks
6. collects the genitals of
7. harvests
8. creates art from the hair of
9. eviscerates
10. wears the skin of

Victims

1. murderers.
2. religious leaders.
3. false prophets.
4. criminals.
5. virgins.
6. the suicidal.
7. the insane.
8. adventurers.
9. the wealthy.
10. prostitutes.

Appearance1

1. lean and
2. somewhat
3. grotesquely
4. scaly and
5. almost
6. covered in sores and
7. mostly
8. decayed and
9. vaguely
10. deformed and

Appearance2

1. reptilian
2. amorphous
3. squamous
4. arachnid
5. humanoid
6. lupine
7. serpentine
8. transparent
9. luminescent
10. skeletal

Appendage

1. two large wings.
2. a dozen ropelike tentacles that undulate slowly.
3. large crab-like claws.
4. the voice of a child.
5. a scorpion-like tail.
6. several gaping mouths.
7. necrotic buboes that violently burst upon physical contact.
8. long, serrated mandibles.
9. jagged teeth jutting from a wide, flat mouth.
10. the face of a beautiful woman.

Abilities

1. Knows a low-level spell; can cast it once per day.
 2. Knows a low-level spell; can cast it at will.
 3. Knows a high-level spell; can cast it once per day.
 4. Knows 1-5 low-level spells; can cast them once per day.
 5. Knows 1-5 low-level spells; can cast them at will.
 6. Knows 1-5 high-level spells; can cast them once per day.
 7. Knows 1-10 low-level spells; can cast them once per day.
 8. Knows 1-10 low-level spells; can cast them at will.
 9. Knows 1-10 high-level spells; can cast them once per day.
 10. Roll twice, keep both results.
-

Double Damage

Defenses

1. None
2. Can only be struck by magic weapons.
3. Immune to sleep/hypnosis spells.
4. Half damage from edged weapons.
5. Immune to cold-based attacks.
6. Regenerates damage over time.
7. High level of resistance to magic.
8. Can only be struck by silver weapons.
9. Immune to fire-based attacks.
10. Roll twice, keep both results.

Attributes

1. Low armor, low health, low intelligence.
2. Low armor, medium health, low intelligence.
3. Medium armor, low health, low intelligence.
4. Low armor, medium health, medium intelligence.
5. Medium armor, medium health, medium intelligence.
6. Medium armor, high health, medium intelligence.
7. High armor, medium health, medium intelligence.
8. Medium armor, high health, medium intelligence.
9. High armor, high health, medium intelligence.
10. High armor, high health, high intelligence.

Roll XX



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