

VOL. 1

# MONSTER N TREASURE



THE CHALLENGE

The logo for 'The Challenge' is a large, stylized red arrow pointing upwards and to the right. The word 'THE' is in a smaller, white, sans-serif font on the left side of the arrow. The word 'CHALLENGE' is in a large, bold, white, sans-serif font across the middle of the arrow. The arrow is set against a white background with rounded corners, which is itself set against a red background.

FROM THE GAMERS ON

MEWE

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# PART 1

## MONSTERS

# 1D8 RANDOM ENCOUNTERS WITH THE THINGS FROM SHADOW PLACE TABLE

BY ERIC FABIASCHI

d8

encounter

- 1 The shadow of a teenager begins to follow the adventurers & begin pulling pranks that become increasingly dangerous. Finally trying to murder them
- 2 A dark creeper begins to stalk one of the party & leaves creepy trophies for them
- 3 Two wraiths visible from the shadows begin to show up where ever the PC's are. No one else can see them.
- 4 A flock of shadow bats moves from one shadow to another following the party until they find the the right moment to strike!
- 5 A shadow demon appears & takes on the form of one of the PC's relatives & tries to lure them to their doom.
- 6 There are shadows & weird ghost like elements manifesting around the party. They have attracted a pack of id8 dark creepers
- 7 The shadow ghost of a suicide wants to consume the soul of the most attractive PC. It will assume the form of a comely person & try to lure them to their doom.
- 8 An alien pack of id6 shadowy 'Will o wisps' will follow & attack one of the PC's at the worst time.

## CHENOO

BY MARK CRADDOCK

AL C, MV 60', AC 4, HD 8, #AT 1, THAC0 13, DG 2d8+2, SV 8  
fighter, ML 11, immune to cold damage, XP 600

Though some tales describe the Chenoo as a Bigfoot-like creature, the original legend from the Wabanaki people tells that he was once a human, but at some point committed a horrible crime, for which the gods cursed him and turned his heart to ice. His frozen spirit was then trapped within the body of a lumbering, troll-like monster, who devours any human he can get his hands on.

## CROWLBEAR

BY THIATAS ASHADARAWESH

A relative of the more common Owlbear, the Crowlbear lives far to the north in the foothills of the mountains.

Being of similar size to its cousins, the primary difference between the two is the color of their feathers and fur, where the owlbear sports a number of coloration's, the Crowlbear does not, and is covered head to talon in raven black, which glints a tinged purple when the light hits it just right.

This species is just as ferocious a predator, and maybe even more so, then the common Owlbear. These creatures are known to stalk their prey for days, listening to their conversations, names and other sounds they make.

At night, Crowlbear will shout out the names of their prey, luring them into the Forrest, where it will then ambush its unsuspecting victim, and quickly end their lives.

Crowlbear, will eat an entire body whole (unhinging its jaw like a snake, or by snapping its victims into a few smaller parts depending on their size), and within 24 hours, regurgitate a pellet of hair, dyrskin, bone and anything else its prey was wearing, of what they had consumed the previous day. Then they begin the hunting process all over again.

These creatures are known to terrorize villages and small hamlets for weeks on end, usually in the dead of winter. Travelers passing through their territory beware, as the weary traveler is often the most vulnerable.

Warbands unfortunate enough to encounter the creatures often speak of a high pitched scream the creature makes, and if close enough to the monstrosity, it can make a man go permanently deaf.

One survivor was able to recount the terror he felt as the creature had ambushed him, the monsters beak above him, opened slightly, and said his name, just before it lunged down and grabbed him by the leg, snapping it clean off. . . . He was lucky enough to have had comrades nearby, who were able to fend off the beast.

Those who happen to find the beasts lair, and were lucky enough to slay the thing or find it abandoned, will be able to loot the corpse pellets the monster regurgitates. Or, if the creature is slain, the beasts gizzard is often full of semiprecious gems, and sometimes rings.

## DENTOPHAGE

BY AARON GRIFFIN

A dentophage is a malignant spirit born at the site of the violent death of a child. It begins its unlife small, assembled from the remaining teeth of the child - for human children are born with both child and adult teeth already in their skulls.

The dentophage doesn't seek revenge. It has no ability to comprehend motives and emotions of humans. Instead, it simply collects teeth. Corpses and the living are the same to it. It will extract them, often all at once with a burst of phantasmic energy.

As they collect teeth, dentophages grow, some to enormous sizes. Tales of a group of adventurers in the south say they killed one the size of three horses.

# FIRE GOOSE

BY DOYCE TESTERMAN

Small beast, probably evil

**Armor Class** 16 Natural Armor

**Hit Points** 30 (5d10 + 5)

Speed 25 ft., fly 80 ft., swim 35 ft.

- STR 12
- DEX 14
- CON 14
- INT 5
- WIS 9
- CHA 3 (because geese)

### Immune to Fear (as near as anyone can tell)

The Fire Goose is basically just a goose from a fiery pocket dimension. We assume. No one wants to go to whatever beknotted hellhole spawned something as terrible as a goose (which is already terrible) but also on fire. We wouldn't even know the damned things existed - and might then sleep slightly better - except some idiot in a robe summoned one and the sodding things keep pulling more of their feathered, furious kin over. Seriously, it's terrible. We may be doomed. Did you learning nothing from the Vrock Debacle that leveled the city of Yll, Kevin???

Not noticeably larger than a typical goose, a fire goose is often mistook for its local cousins, if you approach in bright sunlight (which makes the fiery crown nearly invisible). However, once you get close enough (why would you get closer?!? - even if you didn't realize it's on fire, it's still a goose, and thus nothing but pure evil and feathery spite), it will stretch out its wings and wreath itself in flames; either as a power display or - and gods above and below help you if this turns out to be the case - a mating stance.

The fire goose will attack intruders on its own, but is also MORE than willing to summon aid and kill anything not goose-shaped with the support of its hellish kin. It is not unusual to see two or three fire geese turn into a large flock of twenty in less than a minute.

Also, they're apparently mating with local geese as well, now? And get viable progeny? Gods' tears, Kevin, what did you do? This is the darkest timeline.

**Squawking Lava Charge.** If the fire goose moves at least 20 feet straight toward a target and then hits it with a beak attack on the same turn, the target takes an extra 7 (2d6) fire damage. The target must also succeed on a Wisdom Save or become Frightened. This is not a supernatural effect: geese are just effing terrifying, man, and this one is on fire.

**The Great Honk.** When the Fire Goose feels threatened, wants to BE threatening, or - as near as we can tell - just bloody feels like it, it may attempt to summon more Fire Geese to its aid. The Fire Goose must attempt a CON save; on a success, its call was loud enough to be heard beyond the filmy veil between worlds, and another Fire Goose appears within 30 feet, already angry and ready to get stuck in.

**Fearsome Hiss.** At the start of the Fire Goose's turn, it wreathes itself in flames and emits a hiss that affects all creatures in a 15-foot cone in front of the fire goose. Each creature in the area must succeed a Wisdom Saving or have disadvantage on its attack rolls until the end of its next turn.

**Fire Beak. Melee Weapon Attack:** +6 to hit, reach 5 ft., one target. Hit: 1d6 + 4) burning damage.

**Wreathed in Fire Wing Attack.** Melee Weapon Attack: +6 to hit, reach 10 ft., one horrified target. Hit: 10 (2d6 + 4) fire damage. CON save or become prone.

# GOHUL RAT

## BY DAVID GUYLL

The, ahem, progeny of dire rats and ghouls (who can also transform into dire rats). They're a bit smarter than your typical dire rat, and their faces are a grotesque approximations of the face of the most recent humanoid they've eaten.

Not sure if I want them to talk. Maybe just babble random words and phrases that the victim did. Was also considering having small, muttering faces emerge all over there body the more they eat.

(Stat-wise just go with dire rats, just a tad smarter and their faces are somewhat more human.)

# GIANT CRYPT RATS

## BY CHARLES THORIN

These beasts main diet is whatever they happen to find in crypts and catacombs. Sometimes they pick an extra ability.

Armor Class: 7 [12]

Hit Dice: 3

Attacks: Bite (1d6)+Special

Saving Throw: 14

Special: Undead, Random special ability.

Move: 12

Random Ability

d6	ability
1	Bite carries Mummy Rot
2	Bite drains 1d4 Strength
3	Need Magical Weapon To-Hit
4	Can turn immaterial 1x/day
5-6	None

# GIANT VILLOUS MOTHES

## BY JASON HOBBS

Init +1; Atk villous spines (1d4) +4 melee, oxidizing secretions; AC 14; HD 2d8; MV 20'; Flying 40'; SV Fort +1, Ref +2, Will 0; AL N.

These moths are only aggressive when their favorite food metal, appears. They are also covered in spiny hairs, as well as oxidizing secretions that can destroy metal as follows. The moths do damage inadvertently with the spines covering their body, their biggest danger is the volatile saliva that breaks down metal. Anytime a moth approaches a mailed opponent they do 1d4 attacks for 1d4 damage on each hit AND a salival secretion that does 1d4 AC damage to the mail or metal weapon. This oxidized mucous is then sucked up by the moths.

# HUSKLOVER

## BY RONALD STEPP

also Skinthane, Bloodsower, Ruby Stitcher, Smiling Flayer, Son Scrabbler, Gut Swallower, Baby Gorger

...of which there are six known kinds: Salival, Bonular, Venal, Incestinal, Skinspitter, and Muscleshearer

...and rumors among the most powerful of beings speak of elemental kinds Gastris (Fire), Sputis (Water), Cankeris (Earth), Festeris (Air), Chokis (Ash), Gastis (Steam), Pustis (Sludge), Halestis (Vomit)

...to be found in bodies of up to 6

**FREQUENCY:** Very Rare

**NO. ENCOUNTERED:** 3-6 (1d4+2)

**SIZE:** M to L (6' tall to 12' tall)

**MOVE:** 90 walking or oozing, 120 jumping, 180 power gliding

**ARMOR CLASS:** -2

**HIT DICE:** 155 hit points (35 hit dice)

**ATTACKS:** 3-6 (1 per body part)

**DAMAGE:** Salival,

1d4+acid/suffocation/paralysis/blindness/strangulation (See below)

Bonular, 2d4+2

Venal, 1d6+3 (strangulation/pinning)

Incestinal, 1d4+paralysis (webbing)/suffocation

Skinspitter, 1d6+2 (suffocation)

Muscleshearer, 2d8+2

**TAZ:** 7

**SPECIAL ATTACKS:** See below

**SPECIAL DEFENSES:** +1 or better bladed weapons to hit

**MAGIC RESISTANCE:** 55%

**LAIR PROBABILITY:** 40%

**INTELLIGENCE:** Genius

**ALIGNMENT:** Chaotic Evil

**TREASURE:** Personal, none; in lair, personal possessions of former victims.

**LEVEL:** 10

**XP:** 35,000

These Horrors are whispered of in dark places, usually accompanied by a warding gesture and a soft plea to the Gods never to cross one's path.

They will never be encountered in numbers greater than six, and however many there are, there will never be more than one of each kind. On the rare occasion that more than one body of Husklovers is encountered they may not approach closer than 300 feet to each other. If potential victims switch between bodies, the Husklovers will gladly switch as well.

They seem to delight in waylaying anyone who has been blessed with good health or fortune, and have been known to ignore the sick and afflicted. Whether by choice or merely because they do not consider such travelers proper grist for the mill remains a mystery.

Their attacks are wild, frenzied, carried forward with a ferocity and coordination which displays and masks their intelligence at the same time. A full body of six Husklovers will form a composite creature with the attributes and attacks of each of the Husklovers. They attack as a single being even though they are separate creatures.

Inflicting pain on one will not slow or stop the others.

Salivals appear as masses of large fluid sacs connected by ropy stringy cords of a thicker fluid. The fluid isn't completely transparent, instead being milky to opaque with bubbles of different consistencies (bloody, frothy, smoking, spraying) constantly forming and bursting. It oozes and flows across the ground and can also gather in pools covered with dirt or foliage. It can coat it's prey like a film, fall across it like a wave, surround it like mist, or spray across an area occupied by one or more targets. Different effects to the target are paralysis (similar to ghouls), acid, drowning or suffocation, strangulation, blindness, disease, or sheer loathing and disgust. A related attack is slipperiness of foot or trying to hold onto weapons with slime slicked hands.

Bonulars are the most human (or humanoid) appearing of the Husklover kinds. They look like thick-boned skeletons, with a very rough sand-papery texture which acts like the tongues of cats, hundreds of tiny hooks can allow the Bonular to strip skin off their victims or literally mold themselves to the bodies of their intended victims. They can break off parts of their bodies to form jagged weapons with which they impale their victims and then drag them off to finish them slowly.

Venals are ropy stringy masses of organic matter that pulse and squirt various vile odors and liquids. They can form into snake or spider like form that moves quickly by jumping, using the almost muscular play of the fibers that make up their bodies. Their basic attack is by wrapping and pinning their targets, then strangling them.

Incestinals resemble a nest of writhing white ropes or tentacles. They can coil into a 3-4' ball that rolls around on the ground, and can then explode again into ropes. They can stretch out, getting thinner and longer until they achieve the consistency of webbing, covering up to a 100' by 150' area and becoming virtually undetectable. They can either pin their victims in place for the other parts of the Husklover's body, or slowly coat their victims until they form a suffocating web shell around them.

Skinspitters could be likened to the creative brains of a Husklover body. They appear as a large fold of nothing more than skin. They can roll up into tight balls, cover objects (or creatures) like a sheet, or spread out into a thin almost transparent sheet that can glide for long periods of time on warm thermals. With their keen sight (infra and ultravision) they can find victims and coordinate the others in their body to an appropriate ambush site. They are also the ones who... dispose of their victims once they are victorious. They prefer to work with living creatures (although they don't have to be particularly healthy) and will slowly, like some horrific MRI machine, use long filaments that they extrude from their bodies to slice their victims lengthwise into thin sheets of living meat. Then, using an unknown arcane process they will graft whatever slices they pick into new creatures, obscene versions that leave trails of various liquids behind them like ants. These creatures are sent on different errands for the Husklover, to include supplementing their diets with stolen babies, young children who wander into range, and whatever else they can catch. Eventually they die and provide new properly rotting raw material for new body parts.

Muscleshearers are the workhorses of the Husklover's body. They look like large humanoid creatures (up to Troll size) and constantly give off murmuring whispery screams, sounding like a leaky steam locomotive for lack of a better description. They have the personality of an idiot child, their fleshy lips constantly turned up into an empty grin. Their strength however allows them to demolish stone walls if given enough time.

Lairs can be found in appropriate abandoned structures near villages, catacombs of ruined castles or strongholds, and other decaying places like this. The most powerful beings that have invaded such locations in other dimensions or planes have occasionally fought, and far fewer have survived encounters with the elemental forms of the Husklover.

Elementals of note: Shaithreen, Festeris Husklover, Blood Plains of Khesshantis Akrisoom Vaj Krithorn, Gastis Husklover, Steel Citadel of the High Mountain Belspatheen of the Thrice Cursed Waters, Sputis Husklover, Catacombs of Nur-al-Phalim Ko La Xur, Pustis Husklover, Al-Daquims Most Heavenly Garden Suptharchia, Chokis Husklover, 21 Temples of the Gith-yan-saur

## JELLYFISH SPRITE

BY DAVID GUYLL

These elemental creatures erratically and explosively teleport about, releasing halos of crackling electricity each time they appear. Shocks creatures that hit them with melee attacks, and can also discharge bolts of lightning.

# MOCK SUN

BY DAVID GUYLL

Plasma spheres bearing expressive golden masks, mock suns are always encountered in pairs. They propel themselves about the Elemental Plane of Air by emitting powerful winds, and attack by lashing out with fiery pseudopods.

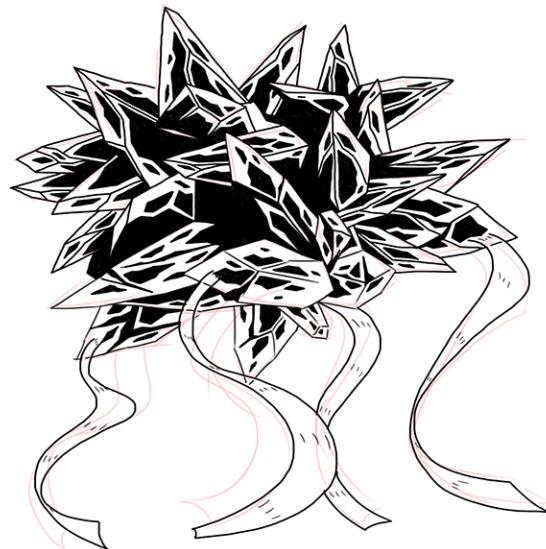
Devouring iron causes them to grow in size: they can sense it for miles around, and their magnetic fields make it difficult for creatures wearing or carrying it to escape. They burn anyone that gets too close and explode when destroyed, so as with jellyfish sprites ranged attacks are preferred.



# PRISMATIC SPIDER

BY DAVID GUYLL

A crystalline mass that absorbs the light and color from anything it pierces (translates into normal damage plus Charisma drain). It projects flat arms made from shimmering solid light, that it uses to grab things so that it can drain color from them. Once it has enough light and color built up it can emit a weakened prismatic spray effect (usually as a defensive mechanism).



## Prismatic Spider

Level 4 Large Elemental XP 128

**Speed** 30 feet; flying

Ability Scores **STR +2 DEX +3 WIS +0 CON +1 INT -4**

**CHA -3**

**Skills** Athletics +5

**Defense** Armor Class 14 DR 1 (crystalline exoskeleton)

Fort +2 Ref +4 Will +0

Immune charm, poison, radiant

WP 20 VP 8 Total 28

**Offense** Achromatizing "Bite": +4 to hit; 1d8+4 piercing damage; if the target suffers Wound damage they must succeed on a DC 12 Fortitude save or have their Charisma reduced by 1 until they're exposed to sunlight for 2d4 hours. While the target is suffering from Charisma loss in this way their body is noticeably paler than usual (nearly white).

Prismatic Spray: 30-foot cone; roll 1d8 for each target caught in the blast. In an effect allows a saving throw, the DC is 12.

d8	effect
1	Red: 3d8 fire damage, or half on a successful Reflex save.
	Orange: 3d4 acid damage, and the target's AC and DR is reduced by 1 until they heal (if natural armor) or repair it (if worn armor). A successful Reflex save halves the damage and negates the AC and DR reduction.
2	Yellow: 3d6 lightning damage, ignoring armor. A successful Reflex save halves the damage (but targets wearing armor or made of metal suffer a -2 penalty to the save).
3	Green: 3d6 poison damage, and the target is poisoned for 1d4 hours. A successful Fortitude save halves the damage and negates the poisoned condition.
4	Blue: 3d6 cold damage, and the target is slowed until the end of their next turn. A successful Fortitude save halves the damage and negates the slowed condition.
5	Indigo: The target's Dexterity is reduced by 1d4 points. If this would reduce the target's Dexterity to -5 or lower they're instead petrified. A successful Fortitude save means the target only suffers a -1 penalty to their Dexterity. Lost Dexterity returns at a rate of one point every 1d6 hours.
6	Violet: 3d6 radiant damage and the target is blinded for 1d4 rounds. A successful Fortitude save halves the damage, and the target is only blinded for 1 round.
7	Target is Hit by Two Rays: Roll twice and re-roll additional 8's.

The prismatic spider can't use this ability again until it has a chance to feed: this usually means completely absorbing the color from a Medium or larger creature (or partially absorbing the color from several creatures: mock suns are ideal prey), and 1d4 hours of exposure to light.

Treasure Prismatic glass (2d4 x 50 sp)

## ROGE SHROOM

### BY DEAN OVERLIN

This is a mushroom like plant that is only found underground. It is extremely sensitive to any type of sunshine, or light source. Light causes a chemical reaction that leads to the Roge Shroom exploding causing acid splash damage.

## SCORPION, LAVA (GIANT)

### BY OUTPOST OWLBEAR

ARMOR CLASS: 3 [16] HIT DICE: 6 ATTACKS: CLAW, STING  
SPECIAL: LAVA INJECTION HDE/XP: 8/800 This large scorpion is a vibrant red in color. It blends into its natural environment of a lava field and also can darken itself to naturally hide behind stone and rock in a mountainous environment.

The creature attacks with its claws for 1d6 damage and then will attempt to sting the target. On a successful hit, the target takes 1d6 damage and also makes a Saving Throw. On a fail, the stinger is embedded into the target and will begin to inject hot lava into the target's body. Each round the target automatically takes an additional 1d6 fire damage from the lava until they are able to break loose.

(created for using with White Box [fmag])

## SQUIDSHARK

### BY ROBERT FISHER

The grapple & pull-you-in tentacles of a squid with the more-teeth-than-you-can-possibly-imagine of a shark. And ink clouds to make it hard for your friends to help you.

## SLITHERING DEVOURER

### BY GERRY SARACCO

A hideous cross between a snake and a worm, the Slithering Devourer is a dog sized creature used by those who summon it to hunt and attack their enemies. It has a large maw at one end with large teeth that it uses to rend flesh. It can move on any surface, leaving a slimy trail similar to a snail in its wake.

## THE FLAMING MOOSE

### BY EDWARD BENSON

The Spectral energy of a Moose that patrols the forests, causing immense burning damage to anyone who tries to harm the wildlife or plants living within.

## THE GORSE

### BY GIL'DASHARD LUIN'STRAD

The Gorse appears as an old deformed hunched over man. It has a long unkempt beard, skeletal gaunt face, and a bone thin frame covered by tattered clothes.

The Gorse resides in the attic of homes that have young children or those who have severe trauma in their past. It never speaks when spoken to and usually avoids direct confrontation preferring to keep its existence secret. It will retreat to the shadows if possible. If cornered, it will use its bellow attack. Further provocation will result in the Gorse attacking the character with the lowest Spirit.

**Attributes:** Agility d6, Smarts d6, Spirit d12, Strength d10, Vigor d12

**Skills:** Fighting d6, Notice d10, Stealth d12

**Pace:** 6"; **Parry:** 5; **Toughness:** 8

**Terror:** -1; **Mental Anguish:** Spirit+d6 **Special Abilities**

**Bellow:** The Gorse can make a sound like that of a low discordant resonating cello that rattles the soul of all that hear it with 30ft. All within range must make a Guts check. A failure causes one level of fatigue and shaken during which the victim relives a momentary flashback of trauma. On a critical failure it causes mental anguish.

**Chill Touch:** The touch of the Gorse can cause even the most strong spirited person anguish. On a successful attack, the Gorse grabs its victim causing them to relive a trauma from their past or future. This causes mental anguish and cold damage (Str+d6) where touched.

**Feeding:** The Gorse feeds on fear. For each point of madness a person receives within 30 ft. of the Gorse, a point is given to the Gorse to heal its wounds if it has any. Additional points increase its toughness for one round.

**Dark Teleport:** While in normal darkness, it can teleport to other areas of darkness within its line of sight. Light such as a flashlight can keep it from using this ability with an opposed Agility check.

**Dark vision:** The Gorse suffers no penalty from dim, dark, or pitch dark conditions.

**Disruption:** Cannot be photographed or videoed, content appears as a blinding white light in the place of the Gorse. When the Gorse is agitated, electrical devices tend to malfunction or work sporadically when near (15 ft.) Roll a 1d6, on a 4 or higher the item works as expected. On a 1, the item stops working and must be repaired.

## UNNAMED

### BY CLAUDE FÉRY

#### (ORIGINALLY IN FRENCH)

my friend

my obsession  
when the night fogs my mind  
a gray form arises, shadows among the shadows.  
The vertigo invades me.  
So, my body is projected towards the tops starry, while my guts get stuck in the mud, on the ground.

Nausea at the edge of the lips, I look over my shoulder, where the creature stands, lurking.

She deploys her spindly limbs.  
The sensation of vertigo increases.  
My limbs are numb.

The cold of fear creeps in a little more me.

She is hungry.

She wants to devour me.

She spreads an eager tongue to me, which tastes a fluffy liquid.

And then, at the height of my fear, I awake with a start, in the early morning, breathless, exhausted.

My strength deserted me.

Arachnid Diogo Nogueira

If I evoke my obsession with my companions, she deserts me for a time, a time only ... and gangrene the night of another.

A slight respite to which she willingly agrees, so that I can again sustent her of my meager memories, of my least wanderers.

When it invades my night, my sap freezes.

(I do not regain any sap point).

How can I wipe it out now that it has woven its nest in the depths of my mind?

Every person whose imagination has even briefly glimpsed the silhouette will now be a nest cozy where she can, at leisure, weave her canvas.

She grows like that, every night, swarming in new, fresh minds.

And each virgin land alters its appearance.

In contact with a young and malleable spirit, his tongue turns into a chitinous trunk that sucks the sap.

Then in another, new members, vigorous and agile, wear it, so that it gives more easily

hunt for prey.

In yet another, wings membranous soon, the bear, on flawed currents feverish nights. Even more far, still further, She weaves a domain innumerable guests, to the sap from which she draws tirelessly his strength.

When I'm sheltering her, she concedes some of his strange strengths.

She leaves me crumbs.

After each night or she I live, strange reminiscences haunt me.

She nibbles me.

She transforms me.

From my fingers I weave strange silks.

In my head resonate singular sounds that soon will be stolen again, the night came.

I do not know how strange she is prodigy, this horror that I'm sheltering under my skull, will have me left in the early morning pale.

I fear the eyes of others.

To solicit them would be to condemn them to live my suffering. But my suffering is his power ...

My strength deserted me.

## VULSPERN

### BY ALEXANDER CHERRY

The vulspern look like giant bats. Human sized bats, fox headed winged monstrosities.

"Normal" aerodynamics says that they shouldn't be able to fly. Their wings are only enough for gliding, like a hang glider. The only way a vulspern manages to fly is due to subconsciously magically creating updrafts under their wings.

They can even create wind in other stressful situations (the threat of falling is stressful). This is uncontrollable, apart from certain disciplines that some have learned. Some can suppress this; many do. Others can control it.

The reason why bats are blind is that they are cursed with the gift of prophecy. They see the next possibilities of every action every single thing can take - this is just the immediate future. This makes everything blurry. They've learned to navigate through the confusing blurring potentials. Echolocation helps.

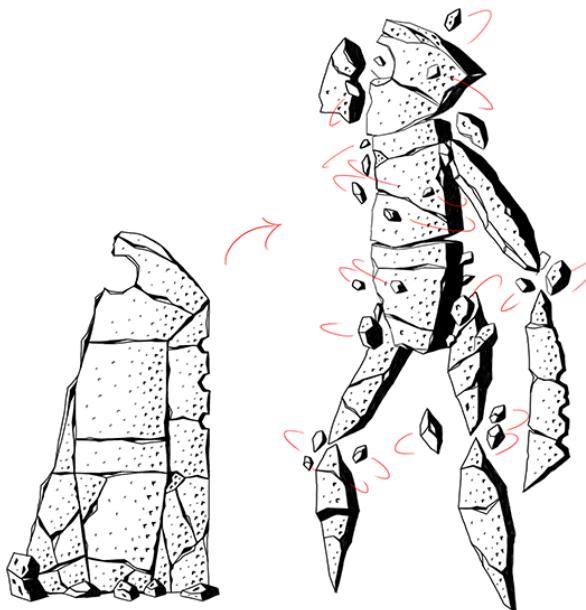
Vulspern sometimes can control this, even seeing further into the future than naturally possible. This requires special training and discipline.

It is a rare bat that can control the wind and the auguries at once.

# WEATHERED GUARDIANS

BY DAVID GUYLL

Only found inside the Sky Tomb, these are damaged stelae possessed by jinn spirits that reconfigure themselves into roughly humanoid warriors to attack intruders.



>

**Weathered Guardian**

Level 1 Medium Elemental

**XP 16**

**Speed** 20 feet

Ability Scores **STR +1 DEX +0 WIS +0 CON +2 INT -2**

**CHA -2**

**Skills** Athletics +3, Perception +1

**Defense** Armor Class 12 DR 2 (stone body) Fort +3 Ref +0

Will +0 WP 7 VP 0 Total 7

**Offense** Stone Blade: +2 to hit; 1d8+2 slashing damage

**Special** Last Gasp: When the weathered guardian is destroyed, every creature adjacent to it must succeed on a DC 11 Fortitude save or suffer 1d4 bludgeoning damage and be knocked prone.

Treasure 25% chance for a wind shard (1d4 x 10 sp)

There are also ones that are mostly intact: they are tougher, sometimes larger, and can manipulate wind and fly (because jinn spirits).

# WOODPILE

BY MAX VANDERHEYDEN

Your adventurers are days from civilization, in the wilderness on the way back to a dungeon they have visited before. They see one of the campsites that they used last time, but now there is a whole cord of wood there. The wood is nicely cut and stacked, and it seems consistent with the nearby trees except that there is no evidence that the wood has been chopped nearby. There is no sawdust or kindling, nor are there any stumps.

If the players burn the wood, it will release a soporific gas rendering them in a state of sleep paralysis.

The wood pile is actually a group of wood wights. When appropriate, the wood forms into humanoid shapes and attempts to carry the adventurers deeper into the woods to a grove of young trees. The trees around you each have a corpse impaled, entombed, or otherwise joined in some way.

They will keep the adventurers alive while bound to the trees for as long as possible. The longer they suffer, the stronger the wight's power will be.

# PART 2

## TREASURE

# AMETHYST CAT

## BY RE DAVIS

A magical weapon -- any kind of weapon will do -- blessed with a cosmic sentience. It may strike truer than others, seem sharper, grants Advantage to its wielder, whatever. It looks amazing, almost an aura of magnificence.

This post isn't really about the magical weapon, though. It's about its soul-mate.

The Ametheyst Cat is bound to the intelligence forged in the weapon. They have been together for eons, from a world long forgotten. The cat appears as any other feline, except it noticeably has huge, wide eyes (think )

The cat can telepathically communicate with the weapon. The cat also phases in and out of reality, similar to a displacer beast.

The Amethyst Cat is only a 1 to 2 HD creature. It's super intelligent, very stealthy, but otherwise no crazy powers or defenses. It will stalk the PCs should they pickup its soulmate.

Amethyst Cats are jealous and selfish, so they will probably try to out maneuver the party and attempt to trigger traps or knock things over on them, or even disturb dungeon denizens and have them give chase right back to the party.

The cat cannot be charmed, but those adept at animal communication may be able to bargain with it. Killing the cat depresses the weapon, making it either conspire to drive the bearer mad or desire to shatter so its soul can reunite with the cosmos.

((PS inspired by my wife, who suggested I TPK players with a cat in love with a sword))

# BAG OF ENDLESS SAUSAGE

## BY JESSE MORGAN

Looks like a bag of holding, but the owner can pull up to 40 feet of 6inch long, half inch thick sausages from the bag per day. Sausages have a high tensile strength when pulled and can support up to 300 lbs while still "connected" to the bag. sausages are vulnerable to sharp implements and cut easily.

# CARNULE'S BLADE

## BY AARON GRIFFIN

Many have not heard of Carnule the Pacified. Legend is, he was once a mighty warrior, slayer of foul beasts. But he ran afoul of a large coven of witches, who cursed him never again to wield a blade.

Carnule, though, had other plans. He was not just a warrior of outer strength, but of inner too. He fought the curse with every swing, pouring all of his will into it. In the end it was the death of him, but having poured so much of himself into his blade, he remained there - his strength and his curse.

Anyone wielding this blade must make a willpower check before each swing. On a success, any harm they do is doubled. On a failure, lose a point of willpower.

# CHARLES THE TALKING WOODEN DOLL

## BY DEAN OVERLIN

The title says it, Charles is a talking doll of average intelligence.

Charles usually shows up out of nowhere with a jovial and whimsical attitude that is infectious to everyone around him. Any way he can help out , he does.

But there is a secret about Charles, he actually is a man who's soul was somehow transferred to the doll. No one is sure how, and Charles is desperate to get a body back, at any cost.

# CORDYCEPS STALK

## BY DAVID GUYLL

This springy staff is covered in fungal growths and stalks. When you strike a living creature with it, they inhale spores (a saving throw could resist).

Creatures slain after they have inhaled spores reanimate as fungus zombies about a day later, obeying whoever carries the stalk.

If the staff is destroyed, you can stuff the remains in the corpse of a once-living creature, and a new one will grow from it in a day or so.

# CROWN OF THE CLOUD KING

## BY NICHOLAS JUDSON

This ancient crown was once worn by the Giant and King of the Cloud Kingdom. The crown is made from a band of platinum; hundreds of thin, 12 inch colored crystal spires are attached to the band and jut upward, seemingly at random. When worn, the crown will fit to the head of the wearer and the crystals will glow softly. The crown creates clouds above the wearer that reflects his or her mood. The artifact enables the wearer to breathe normally in any environment, and walk on air. In combat the crown surrounds the wearer with a multicolored gas, which causes one of the effects:

- 1: Slow; Save or become slowed for 2d4 rounds.
- 2: Polymorph; Save or be polymorphed into a falcon
- 3: Poison; Save or suffer 5d8 damage.
- 4: Levitate; up 50' per round for 10 rounds.
- 5: Electrified; Save or take 8d8 damage.
- 6: Repulsed; Blown back 100'; Save or be stunned d4 rounds.

# CURSED RING OF LENORE

## BY ALEXANDER CHERRY

Wearing this ring grants the wearer immortality. It comes with a cost, however: they must remember the oral histories of each person who previously wore the ring. Taking it from its former owner demands that they are bound by this.

A strange side effect of the ring is that whenever it changes hands, the former owner ceases to exist. History changes to fit; only the recipient is unchanged. Depending on the length of time the previous owner lived, the butterfly effect can leave the recipient with a changed world.

Lenore was the first owner of the ring. That's why it has that name.

Nobody really knows who she was. Nobody except the current ringbearer, of course. Her oral history might be in a language nobody knows. Even the ringbearer would only know the syllables.

# CURSE-TOUCHED KOPESH

## BY DAVID GUYLL

Mummies aren't the only things found in sealed tombs capable of inflicting curses. This ancient copper khopesh is stained green with corrosion, yet it is far more dangerous than one made of steel.

Creatures wounded by it must succeed on a saving throw or be cursed in some manner: blindness, mummy rot, begin vomiting up insect swarms (or insects begin digging out of their flesh), random limb withers into sand, etc.

# DOUBLET OF DECEPTION

## BY ROBERT GARITTA

This jacket is in subdued colors and of a conservative cut. It looks comfortable and warm. Slipping it on reverses the wearer's gender. The wearer's clothing and hair morphs to accommodate the change. Removing the doublet does not change the wearer back which may cause some intel alarm.

The doublet is reversible. Turning it inside out will turn the wearer back. The doublet works this way an unlimited number of times but only for the first person to wear it that day.

# ECTOPLASMIC STABILIZER

## BY ADAM SCHWANINGER

Here's the Ectoplasmic Stabilizer, with half-hearted insincere apologies to the "film" Riding With Death:

When worn by an invisible person, this Heuer Chronosplit digital watch makes them visible.

Non-joke version: It can turn the user invisible. More than 15 minutes of invisibility will render the user permanently invisible (at which point you wish you had the joke version).

# ENKINDLING EGG

## BY ERIC HOFFMAN

This golden egg is about 1.5 feet long by 1 foot wide. If the egg is ever targeted by magical fire (Fireball, Flaming Hands, a fire trap, etc.) the egg will hatch and a small Phoenix (AC 5, HD 1, hp 7, # AT 2 (claw), Dam 1-6/1-6, Save F1, MV (90')30', ML 12) will emerge.

The bird will serve whoever last held the egg faithfully for a year and a day. The Phoenix is immune to all fire and heat damage and can set items on fire with its talons if ordered.

# EYE OF OLGERON

## BY BILL LOGAN

Long ago a powerful and spiteful warlord king named Olgeron was bested in a challenge for leadership. The usurper plucked out his eye in the battle with a skillful spear thrust. Olgeron was exiled like the leaders bested before him.

But he would not go quietly. He cried out to the gods to fuel his revenge. As blood streamed from his socket, he begged the gods - consequences be damned - to give him the power to defeat his enemies. The gods, for reasons their own, granted him the strength and power he asked.

Olgeron returned to his people. He hacked and slew a path to his usurper, and raged and murdered. Soldiers and merchants of the kingdom saw this horror and rose up against him. The battle was long and one sided. When the carnage was over, Olgeron sat on his throne and gazed out at what he had done and his hatred turned on himself. He begged the gods to undo what he had done.

But the gods did something else instead. The warlord kingdom was drank up by the earth. The warlord king Olgeron became entombed with the spirits he butchered, deep below ground, to torment him for all times.

But forgotten by all gods and men was the plucked eye sitting in the leaves. Petrified and full of divine enchantment, it remains to this day.

The eye has the following properties:

If a bearer finds it and places it in one of his own sockets, he too will gain the strength and power of Olgeron, along with his vindictive impulsive rage.

If the eye is held in the palm of the hand it will ever gaze towards its original owner, serving as a compass to lead its bearer to the tomb of Olgeron, where the riches of an ancient kingdom await. Along with a powerful immortal warlord driven mad by the spirits of his victims.

# FISHBRINGER

## BY MAX KAEHN

Fishbringer looks like a highly detailed sculpture of a 3' long salmon, wrought in ithilnaur (steel alloyed with mithril and titanium, very shiny, tough, and resistant to corrosion), with the tail wrought into a hilt for a humanoid hand. Despite the fact that it is physically a club, it does the damage of a sword... with a twist. Instead of ordinary hit point damage, it inflicts polymorphing damage— e.g. what would be a bruise instead becomes scales, impairment due to wounds is caused by partial transformation of limbs to fins— and a being reduced to 0 hit points by Fishbringer will polymorph into a stunned fish. The stun wears off fairly quickly, but the polymorph must be dispelled. (Shapeshifters can resume their normal shapes as soon as the stun wears off.)

Fishbringer also grants three other powers to its wielder: water breathing and the abilities to summon and speak with fish. The effect translating physical damage into polymorphing damage is also very handy for capturing beings that need to be alive.

While Fishbringer may look a bit odd hanging on a hero's belt, it is extremely useful for intimidation and interrogation. A person who has been bludgeoned into a fish in a location far from water may find themselves feeling very cooperative about divulging information when they know that only the mercy of their captor is keeping them in a rain barrel in a place miles from the nearest river.

The weapon is highly distinctive, though, and any character so colorful as to wield Fishbringer will surely be a source of drinks for many a bard. Fishbringer's bearer may eventually become quite tired of meeting new people only to hear, "So, you're the one who turned my cousin into a trout! We have a score to settle!"

# FLATWARE OF PERFECT ADVENTURE

## BY SHAWN LOCASCIO

Seemingly mundane in appearance, this cutlery set carries a fairly significant boon. Comprised of a fork, a spoon, and a knife, this is the last utensil set an adventurer will ever need

Any food eaten utilizing this set will:

- always be in the exact sized bite for whomever the eater is, providing the best mouth feel for the food being eaten
- instantly taste exquisite as if prepared by the finest chefs of the realm
- purified of any non-magical toxins
- provide a 10% hp recovery bonus per meal consumed

BONUS: Children will be unable to put down the utensil until all vegetables are finished.

# GLASS BLADE OF THE ANCIENTS

## BY GUNNAR RATTKJELKE

Type: Long Sword, acts as +1 but gives no bonuses except the abilities described below, ie. it can hit creatures that require +1 but gives no +# bonus to hit or damage.

Description: Double-edged long sword. Both hilt and blade is translucent, but the grip is wrapped in fine dark leather for comfort. The circular pommel acts as a magnifying glass and can be used as such. The scabbard is plain leather with no particular marking or pattern. The inside however is extremely soft and tight to protect the blade. The blade is preternaturally sharp and capable of dismembering even an armored enemy.

History: Old beyond memory these swords were once made for an ancient army in the battle against an opposing force of magnificent constructs. The swords were sharp enough to injure the otherwise indestructable golems, but also prone to shatter in the hands of the inexperienced. At the time of their making the swords were not particularly rare, but most was destroyed during the war with the constructs, shattered in the hands of the untrained or lost in the many aeons that has passed. The knowledge of how to make these weapons are also lost.

### Game effects:

Exploding damage: On a strike doing maximum damage the sword will do an additional die of damage. This effect stacks.

Shatter: on a fumble (attack roll of 1) there is a chance it will break. Roll 1d6. The Glass Blade of the Ancients will shatter completely on a result of 1. It is otherwise difficult to damage, but if so happens it will lose its magical properties. The blade is impossible to repair as the art of making Glass Blades is lost.

Magnifying glass: Can be used to make fire, but need a directional light source equal to the sun. Using the magnifying glass to study small or detailed objects can sometimes give clues about the objects making, origin or peculiarities (can require an INT check, in that case with +2 bonus).

# MIRROR OF PHANTASMAL PHENOMENA

## BY ERIC FABIASCHI

This strangely polished mirror has the depth of a fruit bowl & is made from a variety of precious metals. The metals have been alchemically treated & spirit of the 'Other Place' bound into the magical trap of the mirror. The mirror is worth 500 gold pieces to certain black magickally aligned wizards or witches. The mirror can be made for 200 gold pieces by a high level alchemist but the spell for enchantment must be done by a black wizard for 100 gold pieces. The owner must give a pint of their blood for permanency as an anchor to the prime plane.

The mirror enables the owner to gaze into the souls of personally known friends & relatives. Once per day the mirror will reveal some dark secret. The so called Face's book or the soul's memoir which contains some dire secret that can be twisted to the mirror's owners advantage. The mirror can also be used to cast a Phantasmal Spray remotely on a target within a three mile radius of the owner for 1d6 points of damage. All parties within a 10 foot radius of the target take half damage unless a save vs wands is made.

Finally once per week the owner of the mirror may call upon a 'phantasmal demon or spirit' for wisdom & advice in matters of the occult or supernatural. The spirit is trite & very wily trying to leverage the owner into a position where 1d8 phantasmal spirits can gain entry into the world or possession of the owner's soul.

# NORD APPLE

## BY CRIS SIDHE

This prized & delectable fruit heals those that eat it...

Category: other

Description: Nord Apple

Level 1

Bonus Action. Eat the apple and you regain 1 HD.

At-Will: Magic Item

Minor Action: Personal Self

Special: Apples only remain good for 10 days, afterwards they spoil losing their healing properties.

Cost: Nord Apples sell for 25GP

# NORD WINE

## BY CRIS SIDHE

A healing wine made from Nord Apples

Category: potion/oil/substance

Description: Nord Wine

Level 5

A quaff heals 1 HD of damage.

At-Will "Potion"

Bonus Action Personal

Special: Each bottle of Nord Wine has 3 doses.

Effect: If more than 1 dose is consumed, user must roll a DC 10 Con Check or become mildly intoxicated & suffer a -1 to Hit penalty for remainder of encounter.

Cost: A bottle of Nord Wine sells for 75GP

# PASTRY TRAY OF THE HUNKS

## BY IACOPO MAFFI

This rare magic item is the masterpiece of the renowned Halfling Archpatissier Ilarion Descolungo. He originally crafted the first Trays to help travelling Halflings, giving them some brute strength, a trait which that tiny race remarkably lacks. Ilarion made some hundred copies of this item during his lifetime, and today some of his old pupils accept commissions and can deliver a copy.

Recently the richest merchant families started to give a tray as a thirteenth birthday gift.

Usually a tray comes with 1d20 budini di riso (google them and if you ever have the luck of being in Florence have a try). Ilarion is known to have made some 100 budini's tray for his own family.

To activate the power of the Tray you have to eat a budino.

1d4-1 rounds after you eat a budino, 1d6+1 Hunks will appear.

A Hunk is identical to an Ogre, but less hairy and more pleasant; is Lawful/Neutral and can't speak any language (but can comprehend halflingish).

When appearing, a Hunk is starving, and can be satiated only with a budino from a Tray. If they don't receive one, they will attack the summoner, driven by crazy hunger.

A well fed Hunk is fanatically loyal to the summoner, until their death. If they lose HP, they can't regain them but via magic means.

# SONG SKIFF

## BY SCOTT MALTHOUSE

A wooden block the size of a bar of soap. When moisture is added the block grows into a 4-person skiff for swift travel over desert terrain. The skiff is powered by song - one minute of song powers it for one mile. Harmonising increases the duration by a mile per harmoniser.

# THE ARMOR OF THE UNDYING

## BY IRENE BASSETT

Legendary Requires Attunement

This magical breastplate gives the attuned wearer advantage on all their Constitution Saving throws. In addition, whenever the wearer drops to zero hit points, they can make a Constitution saving throw to instead drop to one hit point. The DC is 10 + half the amount of damage taken. This ability can't be used again until after a long rest.

# THE BOAT OF THE MURDER

## BY ADAM SCHWANINGER

Place a corpse in the rowboat and set it adrift. It will return later empty. If a living being is in the boat, it's just a boat. Very useful for the right kind of people.

# THE ELIXIR OF PENUMBRAL TRANSMIGRATION

## BY BEN L.

This elixir is concocted using the residue of Oneiric Puddings. The imbibier of the Elixir falls into a slumber, his dream consciousness enfolding his sleeping body in a cyst attached to a shimmering priaduct. This tube connects the waking world to Wishery (the dreamlands), exiting in a place he has already visited, which he must bring to his mind as he imbibes the Elixir. The cyst at the exit point will remain in place for 24 hours before dissolving, and the shimmering priaduct may be used by anyone to travel in either direction during this time.

# THE INK OF REALITY MAKING

## BY DIOGO NOGUEIRA

This magical ink was created by artists of the old Empire of Zartar for the First Sorcerer-King. It makes anything draw with it real, at least until it's erased, torn apart or something similar. Anyone trying to create an item with it must make a Dexterity test to draw it correctly or it will malfunction. Each flask allows for 1d6+1 drawings.

# THE MADRACH

## BY JENS FINKHÄUSER

The Madrach is a slim, nondescript book with infinite pages. Your fingers will slip when trying to open one of the last pages; you'll always find a few more pages following the one you do manage to open. It seems as if pages shift and re-number themselves.

It's your story, written like a choose-your-own-adventure book. The page you open describes your current situation, and offers you choices. You can flip to the pages describing the outcome of a choice, but if you flip back, the originating page contains only incoherent ramblings about things that may or may not have happened to you, like disjointed dreams.

If you read ahead in this way, you can flip three decisions into the future, whereupon the book will slip from your grasp and close. You'll never find the same page again.

The book is cursed. You cannot make the decisions you read about in the game, at any point in time, in any order, not even in situations similar, but not identical to the ones you read about (GM's choice).

# THE METICULOUS NAIL

## BY ADAM SCHWANINGER

Without getting too rules-heavy, it's like a true strike crossbow, or ignores disadvantage on long-range shots, or grants bonuses to follow up shots on the same target, whatever you like. It was for a Fate game.

(It was a smidgen cooler when it was a crossbow in a game where you could just buy guns)

# THE NONESUCH

## BY KARL HANSEN

One hit from this weapon removes the affected item permanently from the game.

# THE PONTIFF

## BY ADAM SCHWANINGER

A staff weapon with a crescent moon blade paired with a solar monstrance, the Pontiff contains bone dust from St. George and can damage creatures vulnerable to holy weapons. The sunburst spins like a buzzsaw when in use - once per scene/short rest/whatever the user may: Fate rules: prevent his or her victim from using their stress track to soak damage upon a successful hit.

D&D style: Declare a successful hit a critical hit.

# THE STRENGTH OF MEN

The Strength of Men - Longsword +2, +3 VS. Faerie Alignment: LE

Grants the wielder +3 to saves vs Charms and Illusions. 1/day the Sword can cast Dispel Magic @ 12th lvl.

Special Purpose - To extend the land holdings of Human Kind. Special Purpose Power - Minor Globe of Invulnerability. Languages Spoken: Common, Orcish, Sylvan, Goblin INTELLIGENCE: 15 EGO: 21

In some forgotten past a Ranger spent their life upon the frontier, fighting to protect human civilization and extend its boundaries. At some point, he or she became part of a violent dispute between the expanding humans and creatures of faerie, who were aided by their druid allies. Eventually, the humans won the war and the Ranger gave his, or her life in the struggle, but not before becoming consumed with hatred for the faeries and druids who contended with the human forces. Upon their death, some powerful force bound the Ranger's soul into their own sword, so that they would continue the struggle to extend mankind's dominion. Forever.

# THE USEFUL PAGE

## BY ROBERT BERSCH

A blank folded page, write the name of a useful non-magical item that costs up to 10gp (or 10 sp if your setting uses a silver standard. Refold the paper and rip it in half, the paper will magically reform itself in the item written. The item will last for 2d6 days (on a 12 it will have the normal life span of the item). There are also Useful Books, that contain 3d6+2 pages as above.

# THREE WOLF FANG

## BY ADAM SCHWANINGER

This is one of my favorites. To use Three Wolf Fang, the user must pull out one of their own canine teeth and replace it with the fang, which will settle itself into the user's mouth. The user then gains the aspect "Dog Whisperer"; this aspect gives them insight into the behavior of dogs, wolves, coyotes, and other canids, as well as granting permission to speak with and understand them. Compels may involve the user's mangled grill or urges of dog- or wolf-like behavior.

D&D-style rules? Let the user speak to canids, maybe use charm 1/long rest for free. Grant disadvantage when having a mangled fanged mouth would be a problem.

# TIMELESS CYCLE

## BY DAVID GUYLL

An intricately crafted adamantine ring is made of gears and rotating bands, it allows you to rewind time itself.

When you rotate one of the bands, each click reverses the events of time by one second while also draining a day from the wearer's lifespan.

# UNNAMED

## BY MATT WIDMANN

A silken scarf, with multicolored zig-zag pattern, when rubbed, or polishing, an item will let the user know of its magical properties. Also, will know its location until used on another magic item. (The next item must be magic, location ability will not change if the scarf is used on a non-magical item.)

# WITCHBLADE

## BY JOHN FELDMAN

Witchblades are spiteful weapons for spiteful people. They are small but wickedly sharp and carry a hex forged into the very metal. A person cut by this blade will suffer the effects of a Jinx spell (as per Pits & Perils rules) causing them to suffer a -1 to all actions and saves but for the next round only. Due to their small size, witchblades can only cause one point of damage maximum regardless of attack roll.

# YELLOW JACKET

## BY DAVID GUYLL

This armor is made from black and golden chitin. You can command it to grow wings, allowing the wearer to hover and fly about.

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