

# Underworld Kingdom



VOLUME THREE:

Untold Monstrosities and Eldritch Artifacts



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**Volume Three: Untold Monstrosities and Eldritch Artifacts**

**Albert Rakowski 2015**

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## **General Introduction**

Materials included in this series of booklets are collection of my ideas created since the beginning of my role-playing gaming in 1997. Idea of creating the science fantasy campaign setting came to me in early 2010, when I completed work with *Terminal Space* supplement and stumbled upon Planet Algol campaign blog.

Some of the campaign information, places and ideas may look like incompatible with other, but you must remember that I never used them all at once. However I decided to include even most disparate things in one book to allow you to mix and reconfigure them in your own way – treat this work as a loose conglomerate of ideas, not tightly framed encyclopedia, preserved against external interference.

## **Booklet Introduction**

Finally, the third booklet is out. It contains dozens of new monsters (including deadly demons), loads of new items and several random tables about... more items. Mostly magical ones. Mostly nasty ones. Enjoy your reading.

## Size – new monster feature

If you want to make big monsters more lethal and vice versa – slightly reduce power of swarms of little ones, you may add Size as additional ability, altering monsters' both HD and damage dealt. Here are the Size chart:

Monster Size	Hit and damage die
Tiny	d3
Small	d4
Normal	d6
Big	d8
Very Big	d10
Huge	d12

Examples of monsters of each size:

**Tiny:** rodents, bats, large (not giant) arthropods.

**Small:** goblins, gnomes.

**Normal:** men, elves, orcs, Mi-go.

**Big:** ogres, some demons, warhorses.

**Very Big:** giants, young dragons, hydras.

**Huge:** adult dragons, Dholes, purple worms.

## New monsters

ACID FUNGI – approximately one-foot high red-brown fungoids, covered with thick mucus. They always occur in larger clusters (probably because one organism develops about dozen mushrooms). They are unable to move, but can “spit” the stream of viscous, corrosive slime on unaware victim if it passes to close (1-3 HP loss each turn until mucus is not removed in some way, also acid has similar effect to the Grey Ooze’s special ability).

**No. appearing:** 2 - 12

**Size:** Normal

**Armor Class:** 9

**Move in Inches:** –

**Hit Dice:** 2+1

**% in Lair:** Nil

**Treasure:** Nil

BIRD MEN OF THE FORGOTTEN DARKNESS – eyeless, pale-skinned feathered humanoid creatures. Their arms are transformed into a Archaeopteryx-style wings, heads have

long, pointy beaks. They are somewhat intelligent, but unable to communicate otherwise than shrieking. They can “feel” the light sources in a similar manner as cockroaches do.

**No. appearing:** 1 - 12

**Size:** Normal

**Armor Class:** 5

**Move in Inches:** 5

**Hit Dice:** 2+2

**% in Lair:** 10%

**Treasure:** Type I

**BLACK CRAWLERS** – ten-foot long centipedes with black, shiny carapace and blood-red mandibles. They occur only in deepest, darkest caves. Their venom has hallucinogenic effect – it intensifies feeling of fear and causes terrible visions, often associated with insects. Effects of the poison lasts for 1-4 hours. Strong light sources (such as glow-globes or *Light* spell) can scare or physically hurt them (1-2 points of damage).

**No. appearing:** 1

**Size:** Normal

**Armor Class:** 6

**Move in Inches:** 6

**Hit Dice:** 3

**% in Lair:** Nil

**Treasure:** Nil

**CAVE WYRMS** – contrary to the dragons, who supposedly arrived to the Underworld from the planet orbiting a star called Sol, these huge, horned serpents dwell in the Underworld since time immemorial. Wyrms, as well as dragons (which they once fought bloody wars) are intelligent beings and for centuries have accumulated considerable wealth and power. Cave Wyrms cannot breathe fire but they are masters of sorcery (access to level six Magic User spells and level four Mystic spells).

**No. appearing:** 1 - 3

**Size:** Very Big / Huge

**Armor Class:** 2

**Move in Inches:** 9

**Hit Dice:** 5 - 12

**% in Lair:** 65\$

**Treasure:** Type H

**COLLECTIVE SKELETONS** – huge pile of hundreds (or maybe thousands) of bones, animated as one, dreadful monstrosity. Due to their size and weird connections between all of the bones their movement capabilities is highly limited, but they can “generate” 1-12 ‘weapons’ to attack their enemies. They can be arms, biting skulls, spine-flails or just hard and heavy conglomerates of bones. This number must be re-rolled each turn, as collective skeletons are constantly changing and reshaping themselves. They are also immune to the Turn Undead Mystic’s special ability.

**No. appearing:** 1

**Size:** Very Big

**Armor Class:** 7

**Move in Inches:** 3

**Hit Dice:** 12

**% in Lair:** 100%

**Treasure:** Type B

**CORPSE BOARS** – these big, dark-furred beasts are, contrary to other pigs, exclusively carnivorous. They are skilled hunters (mostly due their size, resilience and resistance to pain) but due to their immense appetite they don’t avoid carrion, even very old and rotten. Sometimes they even dig up graves and probably that’s the reason why they are named Corpse Boars despite they are not undead. Wounds dealt by Corpse Boars are always infected.

**No. appearing:** 1 - 6

**Size:** Big

**Armor Class:** 4

**Move in Inches:** 12

**Hit Dice:** 7+3

**% in Lair:** 10%

**Treasure:** Type B

**CRIMSON BEETLES** – large and heavy beetles, often occurring in ancient tombs and crypts. Their armor is shiny and blood-red, crimson or almost brown. They attack with large pincers but they can also release cloud of corrosive gas (1-8 damage, can also damage metal weapons and equipment).

**No. appearing:** 1 - 10

**Size:** Big

**Armor Class:** 3

**Move in Inches:** 6

**Hit Dice:** 3 - 5

**% in Lair:** 15%

**Treasure:** Type C

CYBORG EXTERMINATORS – highly advanced killing devices. They can be encountered mostly in the Palace of the Dark Emperor and Megastructure, but sometimes are sent to the other locations. They look like very simple, humanoid mannequins, but most of their weaponry is concealed. Most cyborg exterminators are armed with mono-claws, needle guns (darts poisoned with lethal toxins) built-in their arms (or even eyes!), small plasma guns (shoulder or mouth-mounted, 1-20 damage) and maybe more sophisticated but lethal weapons. Nanotech repair systems allow them to regenerate 1-6 HP per round, they are also immune to all effects of poison. They can climb almost every surface, as well as crawling on ceilings and perform several meters-long jumps and leaps.

**No. appearing:** 1 - 3

**Size:** Big

**Armor Class:** 3

**Move in Inches:** 12

**Hit Dice:** 6+2

**% in Lair:** Nil

**Treasure:** Nil

DEATH OOZES – some sages and wizards suppose that these abhorrent abominations were artificially created. Maybe Death Oozes are effect of failed Ho-ru experiments or maybe were spawned by some evil, twisted mind who wanted to make world even worse place to live. Death Ooze is several meters-wide red-brown-yellow mass of pulsating and bubbling necrotic tissue that emits horrible stench, not similar to anything else. Anyone hit by Death Ooze start to rapidly rot and decay (HP loss is permanent), also must make successful save versus Poison or lose one point of CON. Death Ooze regenerate one lost HD per round, corrode metal and wood and is immune to non-bashing weapons, acid, poison and cold.

**No. appearing:** 1

**Size:** Big

**Armor Class:** 8

**Move in Inches:** 4

**Hit Dice:** 9+1

**% in Lair:** Nil

**Treasure:** Nil

FISHWOOKS – also called Watersloths. Large and quite bizarre inhabitants of swamps and other moist environments. They resembles large, humanoid fishes covered with long, tangled grey-blue furs. Fishwooks attack with claws and teeth (claws drips poison – save or be paralyzed for 1-4 rounds). They are also able to spit flaming mucus (range HDx10', 1d4 damage). Due to their nature these monsters are immune to effects of cold environment and low temperatures, they also subtract one point of cold / ice-based damage from every damage die.

**No. appearing:** 2 - 24

**Size:** Big

**Armor Class:** 5

**Move in Inches:** 24

**Hit Dice:** 3 - 8

**% in Lair:** Nil

**Treasure:** Nil

FOG WRAITHS – although their names, these monsters are not undead. Their very thin and insubstantial bodies (see Shadows for more details about additional rules) can blend with fog, so it's very hard to notice fog wraith if it is not moving. In case of emergency fog wraith can dispel itself in the fog to reappear in other place (within 24 inches of its initial location), but it's painful action (1-4 points of damage). Fog wraiths are picking lone targets and attacking them from ambush, releasing cloud of narcotic gas (save vs. poison or fall asleep for 2-8 hours). Later they suck blood from incapacitated victims but rarely kill them in that way (they use to suck 2-12 HP to feed themselves). When attacked, fog wraith defends itself with razor-sharp claws.

**No. appearing:** 1 - 8

**Size:** Normal

**Armor Class:** 3

**Move in Inches:** 6 / 12 flying

**Hit Dice:** 3

**% in Lair:** Nil

**Treasure:** Nil

GLOWING SLIMES – these strange oozes are rather easy to encounter in contaminated, poisoned places. Due to the sick-green glow they are fairly easy to be spotted, but they like to simply drop on their prey from the ceiling (auto-hit every round until slime is dead). They are secreting acid, but it's pretty weak comparing to other slimes (only one point of damage per turn) but are highly poisonous (save or take 1-6 damage per round for 1-4 rounds or as long as victim is covered by the slime) and possibly they are carriers for many nasty diseases.

**No. appearing:** 1 - 3

**Size:** Normal

**Armor Class:** 8

**Move in Inches:** 2

**Hit Dice:** 4

**% in Lair:** Nil

**Treasure:** Nil

HO-RU – race of sentient humanoids never appearing in the upper layers of the Underworld. It's suspected that their civilization is older than human and they may have been created by the Elder Races as their assistants and / or slaves long before humans. Typical Ho-ru are about five feet tall, but the length of their bodies (including tails) may be more than ten feet. Their slender bodies are covered with black or dark-green scales. Despite the protection provided by scaly skin, Black Lizardmen often use shields in battle. Their favorite weapons are long, curved swords, sometimes made of rare and unusual metals and alloys. In the past Ho-ru were masters of transmutation and even though now they are partially degenerated and their knowledge forgotten, they are still able to produce many substances, such as toxic metal from which they produce their weapons or potions that may induce regenerating trance or murderous amok. Moreover, some of the old scriptures about Black Lizardmen are saying that their experiments also included research on living beings, which may result in creation of the Ho-thal. Ho-ru dwells and conducts their experiments in huge fortress-laboratories, hidden in the deepest and most distant caverns of the Underworld. There they lead their captured victims.

**No. appearing:** 1-20

**Size:** Normal

**Armor Class:** 5 (4 with shield)

**Move in Inches:** 6

**Hit Dice:** as Fighting Men +1

**% in Lair:** 75%

**Treasure:** Type E

HO-RU SORCERERS – leaders of Ho-ru society, Sorcerers are able to cast variety of both destructive and supporting spells. They also possess wide knowledge about alchemy, chemistry and metallurgy but their inhuman nature does not allow them to share such power with other, “lower” beings. Typical Sorcerer has access to all Magic User spells from all levels, they are also able to summon demons and various reptile minions. They are often accompanied by 3-36 Ho-ru warriors, 2-16 Ho-thal and 1-4 Sorcerer apprentices.

**No. appearing:** 1 - 2

**Size:** Normal

**Armor Class:** 5

**Move in Inches:** 6

**Hit Dice:** 3 - 6

**% in Lair:** 100%

**Treasure:** Type F

HO-THAL – monsters created by Ho-ru solely for combat. These almost 20-feet long humanoid reptiles are extremely aggressive and often fueled by combat drugs. They never withdraw or flee from combat and automatically pass any morale checks. Usually they fight with teeth and claws but sometimes are armed with primitive swords and shields made of bronze.

**No. appearing:** 1-6

**Size:** Big

**Armor Class:** 4

**Move in Inches:** 12

**Hit Dice:** 4 - 9+1

**% in Lair:** Nil

**Treasure:** Nil

JADE SHAMBLERS – some fungi of the Underworld Kingdom are extremely dangerous not only as a poisonous meal. Jade Shambler are approximately 2 meters high

phosphorescent mushrooms with several tentacle-like organs growing at its base. They are able to move, although they do it clumsily. Tentacles have a cnidocysts that could paralyze a victim for 10-60 minutes. Jade Shamblers are also able to release a cloud of toxic spores (save vs. poison or 1-6 damage).

**No. appearing:** 1-3

**Size:** Normal / Big

**Armor Class:** 5

**Move in Inches:** 6

**Hit Dice:** 6

**% in Lair:** Nil

**Treasure:** Nil

PALE GIANTS – sometimes called the Ghast Giants, they are degenerated descendants of the once proud race, who disappeared without a trace long time ago. Perhaps they were slaves of the Shapers, which took them too deep into the Underworld. Pale giants have skin that is almost white and often no body hair. They have completely black eyes, and are very thin (almost skeletal).. They never attack in bright or well-illuminated places, where their ambush could be easily detected.

**No. appearing:** 2-12

**Size:** Very Big

**Armor Class:** 5

**Move in Inches:** 12

**Hit Dice:** 6 - 10+1

**% in Lair:** 45%

**Treasure:** 2500 GP + Type E

PALE OCTOPUS – these sinister monsters are often hiding themselves in the deepest parts of marshes and bogs of the Underworld, but sometimes they go out to hunt (or are summoned by toadmen sorcerer-priests). They lurk beneath the surface of water / mud and use their tentacles to catch their victims, pull them under water and drown them or just crush their bones with massive beak (2 damage die). They can attack 1-8 times per round and due to their size are not limited to attack only one opponent per round. There is impossible to kill Pale Octopus by simply attacking its tentacles, so each tentacle has its own 2 Hit Die. Those monstrosities are not accustomed to strong light sources and fire and in some cases they may be fend-off by it. In addition fire deals them one more point of damage.

**No. appearing:** 1

**Size:** Very Big

**Armor Class:** 5

**Move in Inches:** 5

**Hit Dice:** 5 + tentacles

**% in Lair:** Nil

**Treasure:** Nil

QUARTZ FUNGI – two to three-feet tall crystalline mushrooms. They are immobile and unable to attack. However, if touched or otherwise harmed, they can emit strange, nauseating, humming sound. Every person that hears this “Wail of the Mushrooms” (name given to it by underworld goblins) must save vs. magic or fall asleep for 1-6 hours. Quartz fungi are unable to attack or defend itself, but when they HP are reduced to zero, they explode with cloud of shrapnel-like spores, causing 2d6 damage. Ho-ru (and maybe some alchemists) are able to extract hallucinogenic substances from the thallus of the Quartz Fungi.

**No. appearing:** 2-12

**Size:** Small

**Armor Class:** 5

**Move in Inches:** –

**Hit Dice:** 2+2

**% in Lair:** Nil

**Treasure:** Nil

RUNNING SPIDERS – large, long-legged spiders (it's leg span can be as high as 20 feet but body has a length of at most five feet). They can be encountered only in the large underground caves. Running spiders don't weave a net, they use their web only to entangle caught victims. They are almost always in motion and when they catch their prey (they are able to carry weight of human) they try to get away with it.

**No. appearing:** 1

**Size:** Big

**Armor Class:** 4

**Move in Inches:** 24

**Hit Dice:** 5

**% in Lair:** Nil

**Treasure:** Nil

**SAND DRAGONS** – these great lizards are not related with “real” dragons, but their name came from their size and lethality. Body of these 30 to 50-feet long monsters are covered with heavy, spiked scales, and they are armed with long, sharp teeth and claws and heavy, spiked, crocodile-like tail. They can burrow through sand with no speed penalties and often ambush their prey. Sand dragons are able to attack more than once per round. They can also attack more than one opponent in one round. Although they are almost completely fearless, if heavily wounded they prefer to withdraw and hide in sand, but on the other hand some of them are particularly vengeful and can track the ones that wounded them for days, waiting for right moment to attack.

**No. appearing:** 1 - 2

**Size:** Very Big

**Armor Class:** 3

**Move in Inches:** 9

**Hit Dice:** 9

**% in Lair:** 100%

**Treasure:** Type A

**SECURITY ROBOTS** – various types of robots may be encountered in the Megastructure, but they do not appear only there – sometimes “rogue” robots wander far from their place of origin, other serve as bodyguards or watchmen for various rulers and nobles. Some off-world robots or still active constructs from the ancient past can be still encountered. Security robots differ significantly from each other, but often they are heavily armored and armed with various melee weapons. Some of them (30%) are equipped with energy weapons (such as flamethrowers or lasers) powered by robot’s internal power sources.

**No. appearing:** 1 - 6

**Size:** Normal / Big

**Armor Class:** 4

**Move in Inches:** 6

**Hit Dice:** 3 - 9

**% in Lair:** Nil

**Treasure:** Nil

**SHADOWS** – Partially insubstantial beings. appearing in the lightless caverns and tunnels. Apparently they are remains of burned out souls of the dead and when they “die” (are defeated in combat) their essence float back to the Whispering Abyss. Shadows appear only in areas completely devoid of any light because it hurts them (from 1-2 HP loss from candlelight to 1-100 from phosphorous flares etc.). Due to their half-substantial nature

they are immune to projectile weapons and all non-magical melee weapons deals to them only one point of damage.

**No. appearing:** 1 - 10

**Size:** Normal

**Armor Class:** 3

**Move in Inches:** 6 / 12 flying

**Hit Dice:** 2+1

**% in Lair:** Nil

**Treasure:** Nil

SHADOW WYRMS – huge, dozen meters-long serpent-like monsters, inhabiting most inaccessible parts of the Underworld Kingdom. Only sometimes they leave their lairs in search for prey. They are only partly substantial so ranged weapons deal no damage to them and non-magical melee weapons deals only one point of damage. Shadow Wyrms are intelligent and able to speak (usually in their own language) and sometimes they know several spells (evil Mystic / anti-cleric set). High-rank priests of Nyogtha may be able to summon Shadow Wyrms.

**No. appearing:** 1 - 3

**Size:** Very Big / Huge

**Armor Class:** 2

**Move in Inches:** 9

**Hit Dice:** 8

**% in Lair:** 75%

**Treasure:** Type H

SILENT PEOPLE – inhabitants of the underworld, sometimes called Silent Hunters. Their appearance is confusingly similar to humans. Despite apparent similarities and certain degree of intelligence (not necessarily as high as human) they cannot speak, because their tongue and trachea are completely different than human. These creatures are able to pull out from their mouths 3-feet long, cartilaginous tentacle ended with venom fang. The poison paralyzes the victim (save vs. Poison or be paralyzed for 1-6 hours) which is subsequently devoured alive.

**No. appearing:** 2 - 12

**Size:** Normal

**Armor Class:** 6

**Move in Inches:** 6

**Hit Dice:** 1+1

**% in Lair:** Nil

**Treasure:** Nil

SKINLESS GHOULS – hideous, mindless monsters, created from the corpses of victims of the Skinless Oracle (and probably gathered by her minions in the Chapel of Ghouls as well). They look like flayed and slowly decaying dead bodies, preserved from total decomposition by some kind of blasphemous magic. They are fast, agile and deadly, driven by indomitable will of their creator, for this reason they are also able to use advanced combat tactics, such as luring their opponents into traps or dead ends, attacking from ambush and so on. They fight with their long, yellowed nails and inhuman strength. Some of them have implanted poison glands (save vs. poison or be slowed as by Slow spell).

**No. appearing:** 2 - 24

**Size:** Normal

**Armor Class:** 6

**Move in Inches:** 9

**Hit Dice:** 1+2

**% in Lair:** Nil

**Treasure:** Nil

SPINY ARMADILLOS – rather big armadillos, whose armored skin is covered with thick and short black spikes. They can burrow in even solid rock in the rate of 2 feet per one round. For this reason trained armadillos are often used by goblins and rogue miners. Wild spiny armadillos are rather timid and cautious animals. Their meat is edible and tasty.

**No. appearing:** 1 - 6

**Size:** Small

**Armor Class:** 3

**Move in Inches:** 5

**Hit Dice:** 1+2

**% in Lair:** Nil

**Treasure:** Nil

**TOADMEN** – various species of amphibian humanoids. Most of them looks clumsy at first glance, but are able to perform powerful and long leaps, so can easily engage or disengage their opponents. Most toadmen fights with long, barbed spears (often poisoned) or rather primitive clubs, but some of them are able to produce (or find them in the depths of marshes and swamps) brass weapons and sometimes even armor. Most of toadmen tribes are led by powerful sorcerer-priests which have access to hi-level Magic User and Mystic spells and are able to summon and control various monsters, such as Pale Octopus or swamp serpents and worms.

**No. appearing:** 1 - 10

**Size:** Normal / Big

**Armor Class:** 6

**Move in Inches:** 9 / 12 swimming

**Hit Dice:** 3 - 5

**% in Lair:** 100%

**Treasure:** Type I

**UNIVERSAL BUILDER ENTITIES** – these huge, sentient automatons were designed to expand, repair and modify the Megastructure. Unfortunately, something went wrong and the Builders went mad. They began to expand the whole level in an uncontrolled way or reshape already existing places, sometimes making them bizarre and / or utterly useless. Typical Builder is a colossal, spider-like machine (although some of them have reshaped themselves into other forms), equipped with very advanced matter converters, allowing them to transmute one substance to another. In addition, they have a variety of claws, drills and blowtorches, usable during less-complex tasks. Builders absorbed in their lunatic “plan”, rarely attack any living beings, but if they do so, they are capable of attacking 1d6 opponents per round. Their weapons cause 2d6 or more damage. Self-repair modules and nanotech swarms reduce any damage caused by non-magical weapons by one point, also they regenerate 10 HP per round. UBE are immune to poison, charm (other than cyber-brain hacking spells and similar effect, such as i.e. *Control Robot*), sleep, polymorph, electrical damage and death rays. However, fire and acid damage is not reduced by one point, but can be regenerated, as can every other attack. Some builders are worshipped as gods by savage tribesmen of the Megastructure.

**No. appearing:** 1

**Size:** Huge

**Armor Class:** 2

**Move in Inches:** 18

**Hit Dice:** 18

**% in Lair:** Nil

**Treasure:** Nil

### Prehistoric beasts

Here are stats of various prehistoric monsters that can be encountered in the Jungle Caves and possibly in other places. I suppose that their detailed descriptions are unnecessary as they are really easy to find.

<b>Type</b>	<b>Number</b>	<b>Armor</b>	<b>Move in</b>	<b>Hit Dice</b>	<b>%</b>	<b>Treasure</b>
	<b>Appearing</b>	<b>Class</b>	<b>Inches</b>		<b>In Lair</b>	
Allosaurus	1	4	12	6 – 10	Nil	Nil
Ankylosaurus	1	2	6	5+2	Nil	Nil
Cave Bear	1	6	6	6	10%	Type B
Cave Hyena	1 – 10	5	12	4+2	25%	Type B
Deinonychus	3 – 30	5	24	2+2	Nil	Nil
Deinotherium	1 – 3	4	12	9 – 10	Nil	Nil
Elasmotherium	1	4	15	6 – 10	Nil	Nil
Gigantopithecus	1 – 3	7	9	5	Nil	Nil
Haast's Eagle	1	3	3 / 24	3	35%	Type C
Hadrosaurus	2 – 24	6	18	4 – 5+1	Nil	Nil
Iguanodon	1 – 10	5	9	4+1	Nil	Nil
Mammoth	1 – 8	5	12	4 – 8	Nil	Nil
Masurpian Lion	1	5	12	2 – 3+3	15%	Type B
Moa	1 – 12	7	12	2 – 4+1	Nil	Nil
Plesiosaurus	1 – 6	5	12*	3+1	Nil	Nil
Pterosaurus	2 – 20	7	6 / 24	2 – 4	Nil	Nil
Smilodon	1 – 6	4	12	5+2	Nil	Nil
Triceratops	1 – 12	4	18	5 – 9	Nil	Nil
Tylosaurus	1 – 4	3	18*	5+2	Nil	Nil
Tyrannosaurus	1	4	18	9 – 12+2	Nil	Nil
Wooly Rhino	1 – 4	5	12	3 – 8	Nil	Nil

\*) in water

## Lovecraftian monsters

There is a large variety of Lovecraftian (“Cthulhu Mythos”) monsters that can be encountered in the campaign world. Some of them are more or less “natural” inhabitants of Underworld, some of them must be summoned. I will not include here any stats for Lovecraftian monsters – OSR-related resources and Internet are full of them and you may find them pretty easily both in free and paid materials.

- ◆ **Byakhee**: they must be summoned;
- ◆ **Dark Youngs**: they appear in the polluted, distant regions of the Jungle Caves;
- ◆ **Dholes**: probably they burrow under huge, dead mountain range in the far south;
- ◆ **Elder Things**: they appear very rarely;
- ◆ **Gugs**: there are many of them in the Underworld Kingdom;
- ◆ **Hounds of Tindalos**: they appear in the Palace of the Dark Emperor, in other places they must be summoned;
- ◆ **Mi-Go**: sometimes they appear in various regions of the Underworld, also it's possible that they established some well-hidden mines;
- ◆ **Moonbeasts**: they are present in some destroyed parts of the Megastructure;
- ◆ **Nightgaunts**: they must be summoned;
- ◆ **Shans**: they appear very rarely;
- ◆ **Shantaks**: they must be summoned;
- ◆ **Shogggoths**: they must be summoned (luckily!);
- ◆ **Spiders of Leng**: they appear in that parts of the Underworld which are connected with the Plateau of Leng, sometimes they also appear in some dusty, forgotten cave systems;
- ◆ **Star Spawns**: they must be summoned;
- ◆ **Star Vampires**: they must be summoned but somehow they sometimes appear in the Red Caves;
- ◆ **Tcho-Tcho**: certain number of Tcho-Tcho lives in the remote, southern regions of Upper Kradia.

## Demons

Monsters described below are not part of the physical plane of existence (or at least not the one we know). In most cases they are summoned to perform some task, bring something or answer a questions and even if it takes place they try to escape and / or kill or enslave the summoner. Moreover, most of them are extremely powerful, dangerous and evil, so they may pose a threat to even most experienced characters, even despite fact that they appear singly.

Their extra-planar origins give them some distinctive abilities: they can be wounded or even killed by effect of anti-magic, they can be banished out of this dimension by certain spells and artifacts, their attacks are considered as magical and some of them are almost immune to non-magical weapons (only minimal damage per hit). Here are some examples of demons:

**ARLAAK CORPSERS** – these demons often appear as huge, bloated humanoids covered with sores, boils and opened wounds emitting horrible stench. Arlaak Corpsers can grant spells, but due to their malignant nature they can infect summoner (or someone else) with horrible plague leading to painful deformations and insanity. In combat these demons use their both arms and cast evil Mystic / anti-cleric spells.

**Size:** Big

**Weapon resistance:** Yes

**Armor Class:** 4

**Move in Inches:** 9

**Hit Dice:** 7+2

**Treasure:** Nil

**COCKROACH DEMONS** – they often appear as huge, anthropomorphic roaches. They regenerate one lost HD per round of combat, on-hit they drain one random stat by one, can breathe fire, they are also able to drain level when they roll natural 20 when determining hit. Cockroach Demons are not bearers of knowledge, but are usually summoned to curse someone. Curses can vary from infesting someone with nasty and potentially lethal parasites, to mark him with unnatural hunger, possible to satisfy only with dead human flesh (or other, even more disgusting substances).

**Size:** Very Big

**Weapon resistance:** No

**Armor Class:** 2

**Move in Inches:** 12

**Hit Dice:** 12

**Treasure:** crystal heart of the demon may be worth over 100 thousands gp.

**CRUSTACEAN SPAWNS OF SETHRA** – these demons appear as faceless, human-sized humanoids covered with yellowed chitinous carapace. They have long, antennae-like fingers with poisonous cnidocysts (temporary reduces STR, no save allowed). Spawns of Sethra are usually summoned to answer questions (although they have no mouth, they can telepathically communicate with others), cast rare and dangerous spell or give

alchemical recipe. Spawns of Sethra are able to cast spells, even most destructive ones. They have also access to very powerful magic, unavailable for ordinary mortals.

**Size:** Normal

**Weapon resistance:** Yes

**Armor Class:** 6

**Move in Inches:** 4

**Hit Dice:** 5+1

**Treasure:** Some sorcerers will pay big money for even little amount of blood of Spawn of Sethra.

MOLLUSK HORRORS OF THE FORGOTTEN DARKNESS – large, jet-black snails with twisted shells covered with large, curved spikes. These demons are very rarely summoned, mostly because they tend to break the spells and wreak havoc, killing everyone in their vicinity. On the other hand, Horrors of Forgotten Darkness can grant knowledge (thousands of XP points), spells or even immortality (however, imagine the price for such gift!). There is 66% chance that any spell targeting Mollusk Horrors automatically fails (including summon spell – in this case demon still appears, but immediately attack closest living being). In combat they can produce four tentacle-like antennae ended with glowing “eyes”. Touched victim must perform save versus Magic or be paralyzed for 1-10 turns. For each turn it is paralyzed it loses one point of CON (may be regained). If victim’s CON drops to zero, it rapidly falls apart and is transformed to dust. Mollusk Horrors can also summon giant slugs.

**Size:** Very Big

**Weapon resistance:** Yes

**Armor Class:** 3

**Move in Inches:** 5

**Hit Dice:** 10

**Treasure:** Nil

THIRTEEN PALE CRAWLERS – luckily there are only thirteen of them, but during thousands of years of their existence not even single one Pale Crawler was destroyed. It’s hard to describe “typical” Pale Crawler because every one of this servants of Rnoist looks different, but all of them have form of multi-limbed albino monstrosity with mixed features of crustacean, centipede and slug. Pale Crawler can attack 3 different targets per round and their attack causes 1d4 additional acid damage and 1 Constitution damage. They can also regenerate 5 Hit Points per round.

**Size:** Big

**Weapon resistance:** Yes

**Armor Class:** 2

**Move in Inches:** 8

**Hit Dice:** 16

**Treasure:** Nil

**WORM DEMONS** – huge and disgusting monstrosities, they resembles cartilaginous, pale white worms with patches of falling-off, mucus-covered skin. On one end Worm Demon has round mouth filled with sharp, black teeth, other one has large, hooked black pincers. This mindless beasts crave for human souls and flesh and in exchange can secrete various types of slime, which can grant prolonged life or permanent stat bonuses. If attacked, Worm Demons can use both pincers and mouth in the same round. Pincers are poisoned (1 point of damage for 1-20 rounds, no save allowed). These demons are also able to regenerate wounds (2 HP per round).

**Size:** Normal / Big

**Weapon resistance:** No

**Armor Class:** 4

**Move in Inches:** 9

**Hit Dice:** 9+3

**Treasure:** Secretion of the demon may be worth huge amounts of gold.

### Options for Giant Slugs

Underworld Kingdom is place full of various slimes, oozes, fungi, snails and slugs. I was tired of the usual and typical Giant Slugs so I decided to add bit of randomness, especially that real world is full of different species of them. Here is a tool which should help you to create more diverse types of Giant Slugs.

<b>d10 roll</b>	<b>Color</b>	<b>Ability</b>
1	Black	Slug's mucus and blood is highly poisonous. Anyone who touches it must save vs. Poison or lose 3d6 HP.
2	Brown	Slug's mucus can corrode metal and transform it into a rusty heap within seconds. Any weapon made of iron/steel/etc. that hits slug will be destroyed after dealing damage.
3	Red	Giant Slug has 50% fire resistance and can breathe fire.
4	Green	Giant Slug's mucus is highly corrosive. Acid can damage equipment and cause grievous wounds (1d6 damage per touch).

<b>d10 roll</b>	<b>Color</b>	<b>Ability</b>
5	Yellow	can emit clouds of stinking gas (effect may be similar to the Stinking Cloud spell, if you use it). Its bite is poisonous (save vs. Poison or 1d6 additional damage).
6	Cyan	Slug has 50% acid resistance. Can breathe acid clouds (not just spit).
7	White	Slug's mucus is highly sticky. Any weapon that hits the monster has 25% chance to be trapped. Slimy trace left by the slug is very sticky too, so beware your steps!
8	Purple	Slug has 100% poison resistance. Its bite is lethal - victim must pass save vs. Poison or die immediately.
9	Grey	Slug's skin is thick and rubbery. Increase its AC by one step and add one HD. Its meat is edible and rather tasty, but stinks horribly.
10	Gold	Roll two effects!

In addition, there is 10% chance that encountered Giant Slug will have some additional abilities, determined by its secondary color (of course if it is not identical to slug's primary color!). Additional color can form dots, stripes or larger spots on monster's skin. Roll 1d10 to determine slug's secondary abilities:

<b>d10 roll</b>	<b>Color</b>	<b>Ability</b>
1	Green	Slug's acid and poison resistances are increased by 25%
2	Yellow	Slug's movement rate is increased by 25%
3	Black	Slug can regenerate 1d6 HP per round of combat.
4	Red	Slug's fire resistance is increased by 50%
5	Cyan	Slug is immune to poison.
6	Silver	Slug's magic resistance is increased by 25%
7	Brown	Slug's spit range is increased by 25%
8	White	Slug's spit damage is increased by 1d6.
9	Blue	Slug is highly intelligent. 10% that it can talk.
10	Gold	Slug is immune to magic.

## New magic items

Despite the name of this section, it's not necessary that all of those items are created / powered by magic. Some of them (as in example Khander Switch or Memory Crystals) may be created by advanced technology.

ARCHANGEL OF SIN - large, ornate longsword with serrated edge. It's made of black iron and has huge ruby set in its hilt. Archangel of Sin is an indestructible +5 sword, dealing

1d10+1 damage. Despite being extremely powerful weapon, it brings bad luck (every opponent has +1 to-hit modifier during fight with owner of the sword). Glowing ruby can be used to summon 2d6 Nightgaunts (they will obey sword owner's commands for 2d10 minutes, later they'll try to escape or kill the summoner), but only death (in combat or by murder) of the owner of the Archangel of Sin will recharge the crystal. Interestingly, sword's abilities cannot be detected by *Detect Magic* spell (or any similar spell or power).

**BLACK SPHERE OF SUMMONING** – jet-black, egg-shaped sphere with a diameter of about 3 inches. If it contacts with blood, it explodes (3' explosion radius, d4 damage) with a cloud of black, choking smoke and monster pops into existence:

<b>d10 roll</b>	<b>Monster</b>
1 – 4	Giant beetle (cockroach)
5	Arlaak Corpser
6	Worm Demon
7	Spawn of Sethra
8 – 9	Crimson Beetle
10	Cockroach Demon

**BLOOD GLASS DAGGERS** - shards of deep red tinted glass, often used as ritual weapon / sacrificial dagger. They are magical weapons and deal extra d6 damage to good and neutral creatures but every hit has a chance to hurt weapon's bearer as well (if 1 is rolled on d6 he / she losses 1 HP).

**BOX OF HUNGRY DIMENSIONS** – cube made from ivory, approximately 4-inches high. When opened, it starts to suck everything around. Force created by it is not strong enough to suck in heavy items, but may suck almost indefinite amounts of air, gas, water or light objects, such as leaves, feathers or paper sheets. If someone puts something inside the box it will be instantly annihilated. Each round when box is opened referee should roll d20. If "1" is rolled, box explodes with wave of anti-energy, dealing d20 damage to everyone in 6' radius.

**BOX OF SEVEN GRAINS OF SAND** – small metal cubic box with images of scorpions carved on its walls. There is enough place in it to put inside grapefruit-sized object. If it's closed it can preserve every food from decay for indefinite time. However, when box is opened for seventh time, there is a scorpion inside (save vs. poison or die within 1-10 rounds). When box is found, referee should roll 1d6 to determine how many times box was opened before.

CLOCKWORK EYE – brass, open sphere filled with incredibly detailed clockwork with lens in the center of it. It allows to see aura of magic traps (and possibly other magical effects cast on non-living objects) but proper interpretation of it requires successful Arcane Lore check.

DIGITAL SPELLBOOK – small metal plate, covered with intricate geometrical symbols. It has cable attached to it. It can be used as ordinary (but rather highly advanced) spellbook, but to activate it must be connected with user's neural network with needle-shaped plug.

DUST TIGER BRACELET – bracelet made from grey metal covered with tiger-like stripes. If worn, it immediately transforms it's bearer to dust. He / she can move in this state but cannot communicate or attack with anything except spells. Effect of the bracelet's magic lasts for one hour, however if dust is swept away or separated from any portion of it when time comes to regain the original form, he / she will remain dust forever.

EYE OF Y'RLAG – magical amber, in fact being dried blood of some ancient monster. In the middle of it there is an object that looks like one-inch brass sphere with strange green stone embedded in the middle of it. Effects of "amber" shows up if someone eats fragment of it (+1 to-hit, -2 to WIS for 2-12 rounds). There are enough 'amber' for 4d6 doses, but if metal sphere makes contact with air, it explodes after 1-4 rounds, causing 2d6 damage to everyone within 10' from it.

GOLDEN ELIXIR – golden, opaque liquid of strong, sweet aroma. Detect Magic spell reveals its strong magical aura. If consumed it permanently increases all six basic attributes (not Tech Level) by one point. However, if someone drinks second Golden Elixir, all his basic stats will be permanently reduced by 2.

GREEN CUBE OF SUMMONING – approximately 3-inches tall cube made from unknown type of green stone. When rubbed or contacted with blood, will disappear in cloud of stinking, grey-green mist. After 1-4 rounds monster emerges from the mist:

d10 roll	Monster
1	Gug
2 – 4	Dark Young of Shub-Niggurath
5 – 6	Star Vampire
7	Shoggoth
8 – 9	Nightgaunt
10	Star Spawn

JAR OF BLUE FIRE SMOKE – large crystal jar filled with azure smoke. If inhaled by someone, he / she must pass WIS check or all non-level characters being in his / her presence (i.e. hirelings) and monsters with 1 HD or less will start to attack him / her mindlessly with no apparent reason. If Wisdom check is passed, all those creatures become mentally bound to him / her for d20 rounds (effect as Charm spell). After that time they all will be struck by terror and unable to act for another d10 rounds, as mind-binding is terrible and painful process.

KHANDER SWITCH – small device encased in rectangular, near-indestructible metal box. Its activation causes all robots, cyborgs, drones or even Builders to go into standby mode for short amount of time (1-10 rounds, 1-4 for Universal Builder Entities). Note: this is Star Child TL item!

LANTERN OF UNLIGHT – hourglass-like lantern made from red-black metal. If it's lit, instead light it generates veil of impenetrable, magical darkness of 6' radius. It also may attract Shadows or even Shadow Wyrms.

MEMORY CRYSTALS OF THE SHAPERS – these about 6 inches long crystalline polyhedra were created by the Shapers as an extension of their memory – perhaps brains of the Elder Race had a limited capacity or creatures had total recall and were unable to live when “brain overflow” occurred. Characters can use the crystals as extra slots for spells and only in few cases they are able to access the knowledge stored in the artifact (mostly because usually it's understandable to simple human minds). To determine properties of the crystal, roll d100 twice:

d100 roll	Slots
01	+d10x1000 XP, 1 slot
02 – 60	1 slot
61 – 90	2 slots
91 – 99	3 slots
00	Arcane Lore +3d6%, 1 slot

d100 roll	Max spell level
01 – 60	1
61 – 80	2
81 – 90	3
91 – 95	4
96 – 99	5
00	6

**RED CANDLE** – large candle made from red wax. It burns for 24 hours and provides strong, yellow light. If it's used as light source, third door passed by candle's bearer will lead to some very unpleasant and lethal location instead of normal location.

**RED TETRAHEDRON OF SUMMONING** – about 3-inches tall tetrahedron made of red-painted bone. If it is drenched by water (or thrown into it) it slowly start to melt in puddle of gelatinous ooze, which transforms after 1-6 turns into a monster:

d10 roll	Monster
1 – 3	Green Slime
4	Grey Ooze
5 – 6	Glowing Slime
7	Giant Slug
8 – 9	Ochre Jelly
10	Death Ooze

**RING OF TORMENT** – there are many shapes of these rings and some of them resembles other magical rings. Ring of Torment is living and semi-intelligent being and can be detected with Detect Life or similar spell. If someone puts it on finger, it grows in the tissue and connects with bearer's neural system, slowly taking control over him / her. It reduces INT of its victim by one point every d6 days. Ring's Intelligence is d6+1 and when bearer's INT drops below this number, item takes control of it. As the ring is permanently linked to victim's neural system, the only safe way to remove it is to cut off the finger with it, unless you have access to advanced (TL 14+) medical facility.

**SPIKED ARMOR** – magical plate mail +1, made from darkened brass and covered with spikes and thorns. Spiked Armor is cursed item and once worn cannot be removed. If its bearer is hit in combat and '20' is rolled during to hit check, spikes suddenly grows inside the armor, dealing 3d6 damage. If armor's bearer dies, item may be removed.

**SPIKED CHAIN OF THE SEA SPIDER** – length of rusty metal chain, covered in seaweed and barnacles. It's made from heavy, blackened iron and it's said that it belongs to the Resh-Eiar, Spider-Squid of the Deep. If picked up, it binds over victim's hand and grown into his / her body. It can be used as +4 magic weapon, also anyone who attacks bearer of the chain must pass WIS check or be struck by terror and panic. After seven months passes after binding of the chain or 28 creatures are killed with it, magical portal opens and person bound to the chain is dragged into domain of Resh-Eiar, probably to be consumed by the god.

**SPHERES OF DEATH** – weapon created by the Shapers. Black spheres of 5-inch diameter, very heavy for such small size. When they are activated (there is needed even small amount of electricity to do so) they start to emit infrasound waves, capable to kill any living being in 6' radius.

**STAR SWORDS** – strange, curved blades made from light and firm golden metal. They are treated as 'normal' +1 (or +2, +3 etc) magical weapons that deals double damage to all arthropods. Star swords are almost indestructible (probably even temperature inside a volcano may be not high enough to melt one) and it's said that they were created by K'reen during their war against the Shapers.

**STAFF OF NIGHTMARES** – long and heavy staff made from black wood, tipped with deformed rat-like skull. It can be used as +0 (+1 vs. demons and undead) magic weapon and also confers +1 bonus to all saves versus death (not poison) and magic caused by demons and undead. It also grants +1 / +10% bonus to all tests involving demons and undead. However, every damage received by Staff's bearer from good sources is increased by 1 point (3 if bearer's alignment is evil).

**VOID SWORDS** - These jet-black longswords are magical weapons, made in ancient times by mysterious and long gone caste of the Followers of the Eternal Darkness (or maybe some worshippers of Nyogtha). There are at least six Black Swords, but its current location remains unknown. Each Void Sword is a +1 weapon, but if it's used against any sapient opponent, treat it as +3 sword. It deals +2 damage against sentient beings and any victim of 1 HD or less must make an successful save vs. death or is killed outright. However, use of this weapon affects its bearer – as time passes he (or she) becomes increasingly cold and inhuman, as if the chill of Eternal Darkness passed to the holder of the Void Sword. Every time a sentient being will be killed with this weapon, roll d6. On a score of 1 reduce wielder's Charisma score by one point. This loss is permanent.

WAND OF THE NAMES – it has ability of identifying other items (including magical items, potions and scrolls) and creatures. It has d6 charges. Despite its purpose, there is some danger associated with its use – if it is used to identify another Wand of the Names, it explodes, causing 2d6 damage.

### **Appearance of magical weapons**

<b>d100 roll</b>	<b>Appearance</b>
01-05	Rusty, chipped and worn
06-15	Neglected and bunt
16-50	Ordinary weapon
51-70	Master-crafted
71-80	Master-crafted, ornamented
81-85	Ceremonial, bejeweled, ornate
86-90	Rune-covered
91-94	Sinister look (blackened, with, spikes, bone handle etc.)
95-98	Made from unknown metal (or even other indistinguishable material)
99-00	Alien-crafted

### **Useless items and otherworldly gifts**

Items presented below are sometimes granted as gifts from gods or demons. Most of them are useless to the majority of mankind but maybe someone find out of their extraordinary properties and eventually find a way to unlock them.

<b>d10 roll</b>	<b>Item</b>
1	<b>Sword of Many Blades.</b> A round, razor sharp disc roughly the size of a dinner plate.
2	<b>Staff of Thorns.</b> A really thorny staff. Thorns are poisonous.
3	<b>Great plate of Wisdom.</b> An empty clay writing plate. Contains nothing.
4	<b>The Shrine.</b> Said to grant great power. Hard to find as no one knows how it looks like.
5	<b>Chain of Summoning.</b> 3 feet long iron chain. Each ring has strange symbols carved on it, maybe spells written in unknown language. Chain don't summon anything.
6	<b>Humming Blade.</b> Strangely shaped single-edged sword, made from unknown metal. It constantly emits loud, humming noise.
7	<b>Sphere of Containment.</b> Large, round sphere made from copper. It has an inscription in archaic language: "I can contain Anything". Unfortunately, there is no known method to open the Sphere. There is a small chance (2%) that sphere actually contains something.

d10 roll	Item
8	<b>Cube of Doom.</b> Large (1m <sup>3</sup> ) and very heavy (about 1000 lbs) cube made from quartz. There is huge human-like skull inside the crystal. Any living being that licks the surface of the crystal dies immediately.
9	<b>Silver Rat.</b> Small figurine of a rat, made from indestructible, silvery metal. Despite small size, it weighs about 10 lbs. Any rodent that sees the figurine dies immediately.
10	<b>Breaking Sword.</b> Almost ordinary one-handed sword, with edge covered with flower-like carvings.. If used to parry, defense or any non-offensive action, will break in two parts. However, after several hours it should "heal itself" and be fully functional again, even if one part of the sword is missing or destroyed.

## Disturbing standards

d6 roll	Appearance
1	Brass bells with clappers made from bones, attached to the long pole, topped with infant's skeleton.
2	Scarlet banner, constantly dripping with blood.
3	Banner depicting disgusting, bloated woman, trimmed with kings beards. Woman in constantly babbling and farting.
4	T-shaped post, decorated with rusty chains ended with skull-shaped, iron lanterns.
5	Standard made from maggot-ridden, human skin, stitched from many fragments. Tracks of the worms form daemonic, disgusting face, clearly visible on the standard's surface.
6	Long spear with small, strange, rat-like skinless creatures impaled on it. Creatures are still alive, constantly swearing, mumbling cryptic words and shouting apocalyptic prophecies with squeaky voices.

## Magical potion containers

d20 roll	Color
1	<b>White.</b> Turns the liquid to 40% alcohol, mainly vodka.
2	<b>Blue.</b> Turns the liquid into potion of healing.
3	<b>Red.</b> Turns the liquid to sauerkraut juice.
4	<b>Yellow.</b> Turns the liquid into urine.
5	<b>Olive.</b> Turns the liquid into vinegar.
6	<b>Brown.</b> Turns the liquid into potion of invisibility.
7	<b>Transparent.</b> Turns the liquid into molten metal.
8	<b>Green.</b> Turns the liquid into potion of blindness.
9	<b>Black.</b> Turns the liquid into fresh water.

d20 roll	Color
10	<b>Violet.</b> Turns the liquid into cheap, very sour wine.
11	<b>Silver.</b> Turns the liquid into blood.
12	<b>Gold.</b> Turns the liquid into poison (randomly determined).
13	<b>Grey.</b> Turns the liquid into ash (!).
14	<b>Orange.</b> Turns the liquid into somewhat diluted tree resin.
15	<b>Dark-green.</b> Turns the liquid into fruit juice (randomly determined).
16	<b>Pink.</b> Turns the liquid into potion of paralysis.
17	<b>Navy blue.</b> Turns the liquid into potion of fire breathing.
18	<b>Aquamarine.</b> Turns the liquid into mustard.
19	<b>Copper.</b> Turns the liquid into potion of water breathing.
20	<b>Dark-brown.</b> Turns the liquid into potion of sleep.

After filling the container with liquid, it starts transforming its contents after 1d6 turns. Transformation ends after the next 2d6 turns.

## Magical dusts

d20 roll	Color
1	<b>Light red.</b> Immunity to poison for 1d4 days.
2	<b>Blue.</b> Heals 2d8 HP.
3	<b>Yellow.</b> Murderous frenzy for 3d8 rounds.
4	<b>Light green.</b> Paralysis for 1d8+1 hours.
5	<b>Cyan.</b> Water breathing for 2d6 hours.
6	<b>Green.</b> Immunity to fire for 2d4 hours.
7	<b>Red.</b> Haste for 2d10 rounds.
8	<b>Silvery.</b> Save or die.
9	<b>Pink.</b> +1 to-hit for 1d12 hours.
10	<b>White.</b> Invulnerability for 3d6 rounds.
11	<b>Purple.</b> Levitation (controllable) for 1d4 hours.
12	<b>Brass.</b> 100% electrical resistance for 2d6+1 hours.
13	<b>Brown.</b> Night vision for 2d8 hours.
14	<b>Orange.</b> One breath of fire per dose ingested.
15	<b>Black.</b> Invisibility for 1d6 hours.
16	<b>Magenta.</b> Save vs. poison or you'll be sexually aroused for 2d6 hours.
17	<b>Golden.</b> Save vs. magic or you'll gain one level (!).
18	<b>Color-changing.</b> Causes one random mutation.
19	<b>Graphite.</b> Save vs your worst save or you'll have only 1 HP for 1d4 days.
20	<b>Multicolored.</b> Roll twice!

## Magical torches

d6 roll	Torch effect
1	Its light deals 2 damage / turn to all undead within its light radius.
2	Glows with sick, green light. When lit, it deals 1d6 damage per turn to all living creatures within the light radius (including the bearer).
3	When lit, it emits impenetrable darkness instead of light (6m radius).
4	When lit, it explodes after three rounds, dealing 1d8+2 damage to all creatures within the explosion radius (4 meters).
5	Emits pale, cold light. Any ethereal creature within the light radius can be wounded with non-magical weapons.
6	Emits strange, blue light. Temperature within its light radius rapidly drops (after several minutes water starts to freeze) and all cold-based attacks deals +1 damage.

## Cursed potions

d10 roll	Potion
1	<b>Potion of Vile Seizures</b> (1d6 hours, -3 to-hit, sneaking, thieving etc impossible)
2	<b>Potion of Nightmarish Visions</b> (1d4 permanent WIS damage)
3	<b>Potion of Stygian Blindness</b> (blind for 1d10 hours, save vs magic or eyes explode)
4	<b>Potion of Rotten Brain</b> (1d4 permanent INT damage)
5	<b>Zelgog's Black Elixir</b> (permanently reduces all stats by 1)
6	<b>Potion of Serpent's Tongue</b> (mute for 1d10 hours, save vs magic or tongue rots and falls off)
7	<b>Wraith's Essence</b> (level drain!)
8	<b>Royal Elixir</b> (polymorphs target into giant, humanoid cockroach for 1d6 weeks)
9	<b>Hyrddin's Glowing Potion</b> (causes 1d3 mutations)
10	<b>Potion of Unlife</b> (classic one - save or die but after 1d12 minutes rise as the undead)

## Useless tomes

d10 roll	Title of the volume
1	Study on Goblin Hemorrhoids
2	Seventy Four Poems About a Sponge
3	Kalren's Catalogue of the Spoons
4	Use of Magic in Carpentry
5	Modern Methods of Eyeball Radius Measurement
6	Fossilized Dragon Feces, tome XXXVII
7	How to Carve a Dildo, Part Two: the Stone
8	Dwarven Guide to Candlemaking
9	Field Manual of Denture Repairs
10	Ancient Crocheting Techniques

## Magical incense

Besides incenses used by various cultists and Mystics to perform their rituals and worship gods (and maybe demons too), there are various types of magic incense. Roll d10 to determine color of magic incense and its special abilities:

d10 roll	Color	Effects
1	Red	Anyone inhaling the smoke must save vs. Poison or go berserk, attacking everybody in his line of sight. Effect lasts as long as incense is burning.
2	Yellow	Emits horrible odor of rotting eggs. Its smoke can reveal invisible objects and hidden doorways.
3	Black	Stinks of rotten fish. Inhaling the odor for one full round (10 minutes) heals 1 lost HD.
4	Cyan	Sweet scent. Save versus Magic or fall asleep for 10 - 60 minutes.
5	Purple	Sweet and very intense scent. May attract and lure monsters. Eating the incense may cause regain or lose 1d6 HP (1d6: 1-3 gain, 4-6 lose).
6	Gray	Smells like old dust (1% for allergic reaction). Save vs. Magic or forget one spell (or one important name for non magic using characters).
7	Golden	Emits black, dense and odorless smoke. Every piece of gold (including gold coins) incensed by this smoke simply disappears.

<b>d10 roll</b>	<b>Color</b>	<b>Effects</b>
8	Green	Emits disgusting reek of rotten flesh. Any undead that can “smell” the odor (even if it has no nose) will automatically flee.
9	White	Flower scent. Inhaling its smoke may cause visions, oracular mumblings or similar effects (up to referee’s decision – may be fragments of map, knowledge about secret passages, monsters etc.) the only drawback is that scent of this incense will lure every insect (including giant ones) to the aroma.
10	Multi-colored	Roll twice!