
SECRET SANTICORE



2013

Volume I



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2013

Volume I



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AND SEVERAL PEOPLE WHO WISH TO REMAIN ANONYMOUS...

SPECIAL THANKS TO JEZ GORDON AND DAK ULTIMAK FOR ESSENTIAL GUIDANCE

ADVICE

PAGE

PLAYING THE ROLE OF THE OLD SCHOOL GAMER	...by Dallas M	6
METAL PLAYLIST	...by Zak S	9

CHARACTER GENERATION

OSR HOMEBREW CHARACTER SHEET	...by Shane Knysh	11
FLAILSNAILS CHARACTER GENERATION & TRAVEL METHOD	...by Claytonian JP	12
OSR STARTING JOBS AND EQUIPMENT	...by Florian	15
THE SAVAGE: A NEW CHARACTER CLASS FOR DCC RPG ...by Edgar Johnson (ILLO BY JEREMY DUNCAN)		18
NO BONES ABOUT IT: 3 BONESLESS CLASSES FOR LABYRINTH LORD	...by Erik Jensen	20
OF BEARDS AND BREW: OPTIONS FOR DWARVES	...by Erik Jensen	23
BUREAU DWARVES	...by Adrian M Ryan	25
RIOT GRRL AND PIZZAMANCER (ILLUSTRATIONS)	...by Kristy Shields	28
ROGUE ANIMAL CROSSING VILLAGER	...by Ian Johnson	29
CLERIC BACKGROUND AND DOWNTIME EVENTS	...by Devin H	31

SPELLS

Supreme Sorcerer's Correspondence School: Book of Spells	...by Jeremy Kostiew	32
Watery Servant: a DCC RPG Spell	...by Daniel	33
Summon Santicore: A DCC RPG Spell	...by Noah Stevens	34
Barbarian Spell Casting (Mesopotamian & Persion Influenced)	...by Reece	35
1st Level Rituals	...by Jack McNamee	38

RULES

QUAERITE LAQUEI	...by Anonymous	40
Combat Crit and Fumble Table	...by Tony Demetriou	41
Bakemono no Aruji	...by Reynaldo Madriñan	44
Magic Fountain	...by Jesse Butler	47
Wizard Library Study Results Table	...by Anonymous	49
Ghost Story Generator	...by Patrick Henry Downs	51
Weird Weather Patterns In The Mythic Underworld	...by Are Hauge Braaten	53
Cosmic Crises	...by Ben Laurence	54
The Fields of Havoc (Combat Insanity)	...by Chuck Thorin	56
d20 Hallucinations	...by Alex Hakobian	57
What Happens When You Drink the Poorly Made Magic Potion?	...by Connor Rollit	58
What To Do When A Player Doesn't Show	...by David G	59
Dungeon Pursuit Mishaps	...by Legion McRae	61
Dungeon Traps by & for Underwater Vampires	...by Martijn Vos	63
Generative Mechanical Trap Tables	...by Noah Marshall	64
Elemental Effects	...by Tad K	75
Creepy Stuff You Could Find In An Abandoned Space Station	...by Rev. Dak J. Ultimak	78

DEITIES

Regulus, Tyrant of Sol (Illustration)	...by Paul Schaefer	79
The Mother of Shards	...by Anonymous	80
Ripper	...by katre	83
3+ Undersea Cults and Gods	...by Natalie Bennett	84
OSR HOMEBREW CHARACTER SHEET (LARGER)	...by Shane Knysh	86
END MATTER		87

VOLUME 2 (OUT FEBRUARY 24TH)

TREASURE & MAGIC ITEMS

THE CLASSIC SIX METHOD FOR RANDOM ITEM HISTORY ...	STONE GAMES
FROSTRIME BLADES ...	CHRIS KING
ELF-CULLER ...	SEAN HOLLAND
1D12 ABSURD INVENTIONS TO KILL OR CAPTURE DRAGONS ...	DOYLE WAYNE RAMOS-TAVENER
GREASY GRIMEY GRRRRIMOIRES ...	ANONYMOUS
20 MAGICAL CANDLES ...	JERRY MORRISSETTE
A LITTLE DRACONIC, A LITTLE DEMONIC ...	JORDAN
A GARDEN OF BONES: ARMS AND ARMOR OF THE NEKIA FEY ...	BY GUS L.
D100 FANTASY ALCOHOLIC DRINKS ...	BY NATHAN RYDER
20 DUBIOUS ALCHEMIES ...	BY JEREMY MURPHY
A GOOD CHRISTIAN'S GUIDE TO THE BODY PARTS OF ABOMINATIONS AND THEIR USAGE ...	PEDRO!
THE DECKS OF BOONS AND BANES ...	RICH FRANKS
MAGIC ITEMS FOR CREATIVE RE-USE ...	ROBERT S
LOOT IN A BAZAAR: WHAT THE HELL KIND OF EXPLORATION PARTY DIED DOWN THERE? ...	WIL MCKINNEE
NOTABLE ARTIFACTS IN THE FIRST DRAGON'S HOARD ...	ANDREAS FOLKESTEN
WHAT DID THE OCEAN BARF UP THIS TIME? ...	CHRIS G
TRANSHUMAN FASHIONS ...	BEN DJARUM
FEAR AND LOATHING IN A 10MM ROUND ...	MAXIM GOLUBCHIK
D100 SHIPPING CONTAINERS ...	ERIK JENSEN
D66 ZOMBIE APOCALYPSE RANDOM CONTENTS, BUILDINGS & ENCOUNTERS ...	BRETT
19TH & EARLY 20TH CENTURY TREASURE ...	CHRIS LAWSON
THINGS FOUND IN THE ABANDONED ASYLUM ...	DYSON LOGOS
SUPER SCIENCE MAGIC ITEMS AND THE MAD GENIUSES WHO CREATED THEM ...	JAMES AULDS

NPCS

DRUNK GNOLLS (ILLUSTRATIONS) ...	JACK HARPER
SHIFTY/SPURIOUS/WEIRD ENTERPRISE GENERATOR ...	NOAH STEVENS
WHO IS ON THIS PASSING PIRATE SHIP AND WHAT WERE THEY JUST UP TO? ...	PATRICK DAVISON
HENCHMEN EVENTS, DEVELOPMENTS, PLOTS HOOKS, AND PROBLEMS ...	ALEC SEMICOGNITO
EACH OF 10,000 ORCS ...	ASH HAJI
A SHORT TRAVELOGUE INTO THE GRAND DUCHY, WITH INSIGHTS TO THE WAY OF LIVING ...	CHRISTIAN STURKE
FAMINE, FIRE, AND SWORD: UNUSUAL TROOPS FOR THE ARMIES OF WEIRD FANTASY NATIONS ...	DAVE BOSHKO
LANGUAGE QUIRKS ...	DAVID WEAVER
FESTIVALS AND TRADITIONS OF THE HARVEST SEASON ...	ANONYMOUS
WEIRD CUSTOMS, CLOTHES, FOOD, ETC ...	DERIK BADMAN
CLICHÉ ALLEY ...	EDWARD HACKETT
ELF RUIN RAIDER (ILLUSTRATION) ...	EVAN WEBBER
HALFLING CRIME FAMILIES ...	JAMES AULDS
PRINCES IN SHADOW ...	ERIK JENSEN
BLOOD, WORDS, AND MONEY: ORGANIZATIONS AND FACTIONS ...	HUMZA KAZMI
NOBLE CLAN GENERATOR ...	M. DIAZ
NPC FEUD GENERATOR ...	RYAN SILVA
FANTASTIC, HORRIFIC, AND POST-APOCALYPTIC NPC GENERATOR ...	MATT NICKSIC
MYRMIDONS OF THE MOON ...	SCRAP PRINCESS
A PERSONALITY CHART FOR NPCS ...	VINCENT QUIGLEY
THETANS / MECHABEAST CYBER SAFARI ...	CHRIS TAMM
A D20 TABLE OF SENTIENT SHIP MOTIVATIONS ...	FORREST HUDSPETH

PLACES

TOWN OF SECRETS (MAP/ILLUSTRATION) ...LEE BARBER
 PALACE OF THE CHILD QUEEN ...SCRAP PRINCESS
 VATRIA'S RETREAT ...ANDREW SHIELDS
 HISTORICAL EVENT GENERATOR ...M. DIAZ
 STRONGHOLD OF THE OLD KING ...BRENDAN S.
 THE IRIDESCENT BALLROOM OF LOST SHAGRUTH ...ANONYMOUS
 THE GIANT'S BOOT - AN OPERA HOUSE ...HARALD WAGENER
 THE CITY ON THE CLIFF ... BY ANONYMOUS
 CITADEL OF CRYPTS ...JOSHUA MACY
 THE TOMB OF KING ARKADIN THE RESPLENDENT ...JOEY LINDSEY
 THE WANDERING ISLE ...DYSON LOGOS
 THE BADMUUDAR TRIANGLE ...ROB LEAH
 WEIRD HEXES ...ROGER SG SOROLLA
 THE WORLDS OF THE OUTER WHORL ...RICHARD G
 12 INTERESTING SPELLJAMMER PLANETS ...DANIEL STULL
 5 FANTASY SPACESHIPS ...JASON MENTEROSO
 HYPERSPACE BONEYARD ...ANONYMOUS
 SHADOWRUN OFFICE BUILDING ...AJ FRITZ
 SPQR: AD ASTRA AND ZH-25 QUAESTOR ...ADAM THORNTON
 THE OLD LIBRARY ...SIMON FORSTER

ENCOUNTERS

WIZARD-FILLED STORM GIANT'S SKULL ...JAMES YOUNG
 HAUNTED SWAMPLAND RANDOM ENCOUNTER TABLE ...DAVID BRAWLEY
 THE BURNING EMPORIUM ...DUNCAN
 I AIN'T FIGHTIN' @#\$\$ RATS AGAIN! ...FRANK TEDESCHI
 THE SERENDIPITOUS SEED SOCIETY ...GIANNI
 THE GOLDEN CRICKET ...JACOB
 WICKED WITCH GENERATOR ...JOSHUA BUERGEL
 MUNDANE AND MAGICAL SHOP DEFENSES ...KITCHEN WOLF
 MONSTER ILLUSTRATION ...MIKE F
 MYSTICAL MIGRATIONS OF THE MYTHICAL MENAGERIE ...LOGAN KNIGHT
 STEP OFF, HUMETRASH! ELVEN SUPREMACIST STREET GANG ...REDHOBBIT
 EAST APKALLU ...STEVE ALBERTSON
 WEIRD ENCOUNTERS ...STUART KEATING
 ALCAZAR OF PROFLIGACY ...COURTNEY CAMPBELL
 THE SECRETS AT THE END OF PIER 9 ...STUART DUNCAN

VOLUME 3 (OUT MARCH 24TH)

ADVENTURES

CIRCLE OF BLOOD, RING OF STONE ...CHRIS CARPENTER
 DREAD OF THE MALEFICARA ...JOEY LINDSEY
 BLACK CAT'S GAMBIT ...CHRISTIAAN GERRITSEN
 THE OCTI-FOLK OF SPIRE LAGOON ...MATROX LUSCH
 LAIR OF THE HUNTRESS HAG ...MATT MARANDA
 THE FLESHY PALACE OF THE MECHANICAL-ORGANIC HORRORS ...MIKE EVANS
 THE CRYPT OF THE TREANT VAMPIRE ...DAN
 HYBRIS ...PAOLO GRECO
 BANDITS! ...PAUL GORMAN
 CAVERNS OF ENGELBREKT MOUNTAIN ...BJÖRN WÄRMEDAL
 THE JEWEL OF THE SILVER LINE ...PEARCE SHEA
 A TALE OF SIXTEEN PIGLETS ...LOGAN KNIGHT
 SANTA'S WORKSHOP ...THORBJØRN STEEN
 COOKIE CUTTER RUN (SHADOWRUN ADVENTURE) ...CHANCE
 STAR WARS EDGE OF EMPIRE SCRUFFY RANDOM MISSION GENERATOR ...NOAH STEVENS

MONSTERS

THE 21 PSEUDO-SENTIENT OOZES OF SUTOYAR THE MAD ...JEREMY DUNCAN
 DUNGEON FAERIES ...JASON SHOLTIS
 JUNGLE ENCOUNTERS ...JASPER POLANE
 PLAIN OF SKULLS ...RAY OTUS
 LOVECRAFTIAN MONSTERS IN THE CITY ...ANONYMOUS

PLAYING THE ROLE OF THE OLD SCHOOL GAMER

BY DALLAS M

DALLAS@DEATHANDDREK.COM

(This was found inscribed on the wall of an extra-dimensional room behind a secret door in the penultimate level of my dungeon. I did not put it there yet my players found it.)

AS STEEL IS HARDENED AND TEMPERED IN THE FIRE
BY MY HAND YOU HAVE LEARNED THESE LESSONS

RETIRE NOW TO YOUR HALLS AND GROW FAT ON MY RICHES
OR GO FORTH TO PLUNDER HEAVEN AND HELL

(On the floor below is this scroll.)

Old school dungeon exploration is more successful when regarded as an expedition or a military campaign. (Go on, read Sun Tzu's The Art of War). It behooves the party to gain as much intelligence on the dungeons, factions and surrounds as possible before delving. Rumors, rivals, temples, libraries, seers, auguries, divinations, favors, trades, reconnaissance, stakeouts, infiltration, double agents: leave no stone unturned when it comes to preparation. A simple thing like bringing silver weapons or clues to help defuse a legendary trick or trap can avoid a TPK. Learn what goods have a high value in the campaign locale e.g. timber may be a valuable trade commodity in the subterranean underdark.

A dungeon or organisation often has competing or conflicting factions. It is extremely worthwhile to play one off against the other, to incite battle between the two to weaken them, or to make a deal with one side (or more) to gain their protection and local knowledge.

Mapping is crucial. You might choose to map at various levels of accuracy depending on your priorities. A quick and dirty connected graph of rooms might be good enough if you desire a fast game, but 10' square resolution will reveal unexplored spaces, including sections of filled-in earth between rooms and corridors which suggests the presence of a secret door to be searched for.

Be on the lookout for tricks put in place to thwart your mapping, for example sloped passages (detectable by dwarves), teleport traps and non-Euclidean physics.

Movement through a dungeon occurs at a slower "exploration speed" which assumes a level of care taken to move safely, quietly and observantly. It is required to

DEAR SANTICORE, You know how to play OD&D, and I know how to play OD&D, but you know what? Those old books don't do a very good job of explaining it to new players. I don't mean to-hit rolls or what a halfling is, I mean the sort of weird toolkit of solutions that OSR players develop. Please write a little guide to old school D&D full of tips and tricks. Possible topics: the importance of hirelings, how to use the equipment list to overcome monsters, how to bribe random encounters to leave you alone, the importance of stealing everything not bolted down, what spiking a door is, what to do in case of green slime, etc. Advanced techniques are fine, but I'd really like something I can hand to a brand new players to help them survive to level 2 without going through six different characters to get there. Sincerely, I. J.

determine a marching order so that the DM can adjudicate the effects of traps, ambushes and spell effects. Keep your magic-users and thieves in the middle of the group to keep them out of harm's way. As you gain experience exploring a particular dungeon you will find yourself evolving a standard operating procedure for listening at doors, checking for traps, probing for illusions, testing for drafts and cracks or whatever else is required based on your DM's foibles. Save play time and ensure consistency in application by talking about it as a standard operating procedure and remind your DM of it as it comes up. Rest assured you will fall victim once you become complacent.

Be sure to track your resources: encumbrance, water, rations, torches, lamp oil, arrows, sling bullets and time elapsed. Now that's out of the way, these things are most often waived by DMs, but some may wish to follow these rules, and some may relish catching players out with their pants down.

A percentage of doors in a dungeon are stuck. It is a normal part of dungeon life that doors get closed in your absence and that you may be unable to force the door open again next time. Consider now the utility of iron spikes: a door may be spiked shut, and if the hammering is not noticed by wandering or adjacent monsters, will cut the influx of monsters through the door without allaying further suspicion - "oh, it's just another stuck door".

A staple encounter of the underworld is with the magical (or super-science) object with which the PCs may interact. It may be a trap, trick, puzzle or a gamble. Let's use a magic fountain for example. Water erupts from the top to fall into an upper bowl, cascading to a middle bowl then to a lower bowl. The water in each bowl glows with a different colour: gold, silver and ruby, even when removed from the bowl. A detect magic shows that the fountain itself is magical, so too is water removed from the fountain - but its dweomer only lasts for a turn. Here is the question: do you drink it? Which do you drink? The effects will be prescribed in the DM's notes, either as-written, or they may be determined from a random table. Could you be granted a permanent +1 to all saving throws? Could all your wounds be healed? Will you be granted passage through an invisible barrier to be found later in the dungeon? Must you save vs. poison or die? Will you be the recipient of a curse? Are you drinking

acid? A clever player will try and eliminate risk. Does it burn wood? Corrode metal? Does it burn the skin? Sip it first rather than taking a full draft. Test it on a creature first. What does it smell like?

In old school games, charisma is not a dump stat, said lots of people. It is used to determine your success attracting and retaining hirelings and henchmen. Your survivability is directly related to the number of others with you. Bring a linkboy to carry a lantern in order to free up your off-hand for carrying a shield or second weapon. Other warriors thin out the number of hits directed against you and may be used to apply suppressive fire against sentries and lookouts while you enter melee or perform a task. The same applies to war dogs: their training and care can add significant force and survivability to a first-level party. Do not abuse the terms of employment and give henchmen and hirelings their fair share of treasure as agreed upon: word gets out.

Think of melee in terms of OD&D's skirmish roots. Engagement in melee prevents an opponent from advancing beyond a defensive line. (Opponents in melee are not "pushed back" unless they have failed a morale check and are in a fighting retreat.) A door is a good point where a defensive line may be established. Characters in the second rank can attack using polearms and spears. Spears and some polearms may be set to receive a charge thereby causing extra damage against the charging opponent. Flanking an opponent incurs penalties to their defense. Even if the game does not involve miniatures, ensure that these tactics are declared before initiative so that you may gain any possible advantages. Firing into a melee may be an awful idea or an excellent option for characters with high dexterity depending on whether the DM's rules give you a chance of hitting your friends.

Do not get bored and rush to the attack thinking you can take your opponents. Be patient and evaluate all your options. They may just be the first wave, bait for an ambush, something far more dangerous under cover of an illusion, or something less dangerous under cover of an illusion designed to make you expend your magical consumables. Examine ingresses, egresses and try to work the environs to your advantage.

The decision to utilise an extra weapon in the off-hand is a function of character dexterity. A low-level AD&D monk will have high dexterity, and the dexterity bonus to reduce the severe penalties for dual-wielding is one of the very few ability score bonuses that the monk is allowed to benefit from. Dual-wielding hand axes is an excellent option for a low-level monk. Most characters should probably just use a shield instead.

If a melee vs paralysing creatures starts turning bad rapidly, get away. If this is prevented, get distance between the creatures and the party, for instance, high AC characters in the front rank, the rest attack from the second rank. Thieves: climb walls out of range of touch attacks.

Darkness in combination with paralysing monsters is especially egregious. Remedy that situation at all costs.

Be careful of energy drain. Do not engage. Level-capped demihumans in a higher-level party are a good option to put at risk of energy drain as it won't take them as long to level up again with the higher per-encounter XP rewards, and having to level up again actually makes the PC interesting again.

Some monsters (e.g. the giant tick, the green slime) have a way of attaching themselves to their victim giving them auto-damage for subsequent rounds. There is often a practical and prescribed solution to removing them. Who am I to spoil your fun of solving the puzzle?

Always have an escape route out of the dungeon or at least to a safe place for retreat within it. Assess rooms as safe-zones by counting the number of exits, whether doors are lockable/spikable and best of all if they hidden behind a secret door. When fleeing a combat, a fighting retreat is preferred, as turning tail will permit free attacks with a bonus for your opponents. If opponents give chase, throw food or treasure behind you to distract them.

If things are beyond the point of no return, consider the "god call": there is a slim chance that a god will come to the aid of a player character beseeching them for help if your DM is following the rule in Deities and Demigods.

If the DM implements "bleeding out" below zero hit points then do be sure to track those hit points even if the melee looks like it will result in a TPK. Every hit point counts and the pressure of your slip to -10 will cause the rest of the party to rally to save you.

Eventually the party will need to make camp. Camping inside the dungeon is an attractive idea since the party doesn't have to leave, reenter and cover old ground, but the risk of encountering a wandering monster is much higher compared to a village or the wilderness. Camping in the wilderness poses other problems: do you set a fire or not? Fire attracts bandits, repels animals and protects you from cold exposure. Decide for yourselves. Someone in the party must keep watch. Spellcasters must get their sleep in so they can recover their spells. Fighters and clerics cannot sleep in their bulky armour.

The creative use of mundane items can be more effective than magic. The 10 foot pole has unlimited use for trap detection. Black yarn may be used to turn traps intended for the curious player into tripwire-triggered weapons against wandering monsters. Sand poured on to the floor or wax applied to a doorjamb can be used to detect whether doors have been opened. A greased floor or a raised rope may be used to knock an opponent prone for player combat advantage.

Acid and burning oil may be used as area-effect missiles, usually when things get desperate. The fire can sometimes scare off certain opponents (ask if it does, the squeaky wheel...).

In some game systems the production of magic scrolls can be cheap. A wise magic-user will pool the party's spare change to increase her daily arsenal.

A monster may have ingested treasure: open its stomach. Some exotic monsters have magical gems inside their brains or sternums. Some monsters have extensive uses: consider a dragon. Magic-users will desire their parts for spell research, spell components and magic item production. Hide may be used to produce dragon-scale armour and shields. Teeth and horns may have other uses or sold as collectibles. Remember: gold is XP!

If you have exceptionally high strength, and your DM is using AD&D rules, ask them if you can have extra-large missile weapons made so that those weapons allow your strength bonuses to be applied. (Think of Odysseus's bow.)

Someone must carry a light source if there are humans in the party. A character that may not use a shield is a good candidate. Bring the aforementioned linkboy. Light or continual light cast on a pebble may be thrown to illuminate something at distance without causing a fire or kept in the mouth for easy shuttering. Light cast on a ribbon or rag may be tied about an arm, weapon or pole tip. Light may be cast on an arrow or sling bullet for at range delivery or for sending a signal.

Your thief or demihuman has skills for detection, staying undetected, finding and disarming traps and so on. These mechanics are your last resort and can give a chance of success after you have exhausted practical ideas for surefire success. The low-level thief has very low chances of success using his class abilities, and the person who should be kicking in the door and springing the trap is the fighter with many hit points or the dwarf with good saving throws. Thus, thief and demihuman detection abilities are the "saving throw" of dungeon exploration. Describe what you're searching, how you're doing it and what precautions you took in doing so. How

can your DM refuse success if you've guessed the riddle?

The description of a spell includes its effects, side effects, and limitations to prevent player abuse and importantly it does not say what it cannot do. It is in the areas of side effects and ambiguity that players may find a novel solution to a predicament. A levitation spell may be used to raise a giant's cache of throwing rocks out of reach for example (hat-tip Jayson Elliot).

This is especially relevant for illusionists where the spell effect is largely up to the player. An illusionary wall or trench of spikes imposes tactical constraints on an opponent: this can be as useful as a direct spell effect.

Finally, stay silent, stay alive. Don't go in through the front door. If you do, that's a siege, so bring equipment for that e.g. a shield wall, serious missiles.

Read the OD&D booklets and the AD&D Dungeon Masters Guide. The advice contained therein is invaluable.

Browse Original D&D Discussion (ODD74), Dragons-foot, Knights and Knaves Alehouse, OSR Gaming and other forums, OSR blogs and Google+ communities. There is limitless discussion on the nuances of Gygaxian D&D.

Arm yourself with a search engine and read Quick Primer Old School Gaming by Matthew Finch, Philotomy's Musings by Jason Cone, Dangerous Brian's Old School Survival Guides and & Magazine Issue 1. I have deliberately not read these lately or at all in the hope that I might offer a greater proportion of original advice. This is a well-treaded topic so there might not be much risk of that!

METAL PLAYLIST

BY ZAK S

HTTP://DNDWITHPORNSTARS.BLOGSPOT.COM

DEAR SANTICORE, I WOULD LIKE A PLAYLIST OF BLACK, DEATH, THRASH, AND HEAVY METAL SONGS TO PLAY DURING MY LAMENTATIONS OF THE FLAME PRINCESS GAMES, STARTING WITH DEAFHEAVEN'S "DREAM HOUSE" AS INSPIRATION.

THANKS,

A. M. R.

METAL PLAYLIST BY ZAK S

http://www.youtube.com/watch?v=RWyVhIBmdGw
Deafheaven - "Dream House"
http://www.youtube.com/watch?v=TTIoMgVzuxQ
Wolves In The Throne Room - TWO HUNTERS (Full Album)
http://www.youtube.com/watch?v=J9rWMrk2Rrw
Samael - "Baphomet's Throne"
http://www.youtube.com/watch?v=ZJGiGq14cpM
Peste Noire - LA SANIE DES SIECLES (Full Album)
http://www.youtube.com/watch?v=e-ZVkeSEcXk
Burzum - FILOSOFEM (Full Album)
http://www.youtube.com/watch?v=dxom_mueQcU&list=PLA67D2CB3776DB721
Buried Inside-- Time As Ideology-Chronoclast (Full Album)
http://www.youtube.com/watch?v=jWJvnxF7ttc
Old Man Gloom - "Valhalla"
http://www.youtube.com/watch?v=tw8-TlQBcBA
Kraftwerk - "Heavy Metal Kids" (Trust me, it's awesome)
http://www.youtube.com/watch?v=GzOLCBB2v2A&feature=related
Jex Thoth - "Nothing Left To Die"
http://www.youtube.com/watch?v=sOOebk_dKFo
Immortal "All Shall Fall"

http://www.youtube.com/watch?v=KF6uU-jEEgqo&feature=results_video&playnext=1&list=PL2D50860B67D20BoA
Grief - "My Dilemma"
http://www.youtube.com/watch?v=938BgL_KZP8
Traitor's Gate - "Devil Takes The High Road"
http://www.youtube.com/watch?v=x6iDXL7llys
Grave - "Soulless"
http://www.youtube.com/watch?v=qiysvS-gLDo
Cirith Ungoll - "The Troll"
http://www.youtube.com/watch?v=IGHZNNsXbL8
Bolt Thrower - "Cenotaph"
http://www.youtube.com/watch?v=8FTtRiBGYSg
Sabbath Assembly - "In The Time of Abaddon"
http://www.youtube.com/watch?v=fgdqizSjwCA
Kylesa - "Tired Climb"
http://www.youtube.com/watch?v=gXwBV_Ur53w
Death - "Flesh And The Power It Holds"
http://www.youtube.com/watch?v=xWQTi5-VDGA
Sepultura - "Roots Bloody Roots"
http://www.youtube.com/watch?v=nNikrmTxwm8&feature=related
Sacrilege - "Shadow From Mordor"
http://www.youtube.com/watch?v=hNTc47Qxa5s
Amebix - "Winter"
http://www.youtube.com/watch?v=pQX6c2pa_yo
Brutal Truth - "Collapse"

http://www.youtube.com/watch?v=ZCztXuXAPqM
Celtic Frost - "Dying God Coming Into Human Flesh"
http://www.youtube.com/watch?v=vvfoePd5mnk
Morbid Angel - "Blessed Are The Sick"
http://www.youtube.com/watch?v=BvXHh98uN-wE&list=PLRNhh8b7z1ByS7Sxns872jD8msYNEjty9
Onslaught - "Witch Hunt"
http://www.youtube.com/watch?v=vh2j33wD8pA
Napalm Death - FEAR, EMPTINESS, DESPAIR (Full Album)
http://www.youtube.com/watch?v=rImYK4fuz-zo&list=PLAo2I55D1oC6CC99C
From Ashes Rise - "Reaction"
http://www.youtube.com/watch?v=IAqoYdOT-j9o&list=PL6o0A593C794791F8
God Forbid - "Dawn of the Millennia" Also---Full Album: DETERMINATION
http://www.youtube.com/watch?v=VBIMFWayD_U
Dark Fortress - "Baphomet"
http://www.youtube.com/watch?v=38j-i8jH7xk
Behemoth "Conquer All"
http://www.youtube.com/watch?v=tSomQ25ezq4
Slayer - "Disciple"
http://www.youtube.com/watch?v=JFVuSwzYlGk
Slayer - DECADE OF AGGRESSION (Full Album)

http://www.youtube.com/watch?v=Nrla8VnZkYg
Hiretsukan - "Creeping Death"
http://www.youtube.com/watch?v=IFLj1WFJmMA
Bathory - BATHORY (Full Album)
http://www.youtube.com/watch?v=2ZPWbkR2BbE
Iron Maiden - "Sun And Steel"
http://www.youtube.com/watch?v=omKId6Lhr3A
Neurosis - "Purify"
http://www.youtube.com/watch?v=_p7saPx6NnU
Nile - "Nas Akhu Khan she en Asbiu"
http://www.youtube.com/watch?v=-6se2QDVUbg
Megadeath - "Good Morning, Black Friday"
http://www.youtube.com/watch?v=TWKJmbmOOf4
Metallica - "Motorbreath"
http://www.youtube.com/watch?v=oWptignJ_qs
Today is the Day - "The Descent"
http://www.youtube.com/watch?v=yw51MNAp9IY
Judas Priest - "Screaming for Vengeance"
http://www.youtube.com/watch?v=aMVBIhJgiug
Skaven - "Severed"

BY SHANE KNYSH
SHANE.KNYSH@GMAIL.COM
HTTP://FICTITIOUSENTRY.COM
(reprinted larger on back cover)

Dear Santicore, I would like...A functional, easy to read, but neat looking one page one sided character sheet with the following information fields: Character and player name, class, race, Six Stats (STR, DEX, Etc), Hit Points (current and total), Defense, Attack Bonus, Initiative, Six slots for skills, spots to write down how many spells a character can cast for 5 levels of spells and write down spells known, a racial and class ability section that gives room to write stuff in it, and a gear list.
Thanks,

D.G.

OSR HOMERBREW CHARACTER SHEET BY SHANE KNYSH

Wealth, Treasure, & Gear

Skills

Skills, Spell & Ammunition Tracking

[illegible]

Weapons

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. On the left side, there is a vertical margin line, creating a narrow left margin. The paper appears to be from a notebook or a standard ruled document. There is no handwriting or printed text on the page.

Spells

[illegible]

FLAILSNAILS CHARACTER GENERATION AND DIMENSIONAL TRAVEL METHOD

BY CLAYTONIAN JP
CLAYTONIAN@GMAIL.COM

DEAR SECRET SANTICORE, I WOULD LOVE TO RECEIVE A D20 OR D30 OR D50 OR D100 TABLE FOR NEW FLAILSNAILS CHARACTERS, LISTING THEIR UNIQUE METHOD OF TRAVELING BETWEEN FLAILSNAILS SETTINGS.
A TRANSDIMENSIONAL VEHICLE, A PLANE HOPPING ITEM OF (NOT REALLY THAT POWERFUL) POWER, A RECIPE OF NARCOTICS ABUSE, A SECRET SIGIL, A LUDICROUS DANCE, A LITTLE DITTY YOU HUM..... ANYTHING THAT DETAILS THE HOW AND WHY YOUR NEW CHARACTER CAN TRAVEL BETWEEN DIFFERENT FLAIL-SNAILS SETTINGS.
THANKS,
J.G.

Roll 1d20 for each following column (or just once if really in a hurry!). Results for the numbers below are to the right...

	Race	Class type	Sytem?! Check if the DM can handle it.	Lvl	Ability Score array*	Sex	Method of dimension shift (how my PC can flailsnail from one world to the next)	Stuff related to your situation	Virtue	Vice
1	Human	Mar-tial	DC-CRPG	1	11, 11, 11, 15, 16, 4	Fem	Cursed to wander among the worlds	Believes that vanquising x will stop the curse. Choose x.	Bravery	Brava-do
2	Hal-fling		Alter-nity		16, 9, 8, 7, 17, 12		Quantum leaping	has a holo-graphic, advice giving companion that only this PC can see	Levity	Prac-tical Joker
3	Dwarf		oe or Holmes D&D		11, 15, 11, 12, 14, 9		Slide-gate remote control owner	Random encounters have a chance of pursing slider faction. Tell the DM.	Endur-ing	Slave driver
4	Black-ula		B/X D&D		6, 10, 16, 6, 11, 11		Divine Punishment	Divine magic cast near PC is wonky.	Genea-lithy	Instiga-tive
5	Mole-man		AD&D		17, 4, 7, 10, 9, 5		Quantumly entangled with other versions of same PC; they all share memories, and thus XP. You play the one from this world.	Death is only the end for the PC on to-night's gaming world, but all other versions throughout the multiverse lose a level.	Dogood-erism	Nosy
6	Aquatic human-oid	Magi-cal	2eD&D	2	13, 12, 13, 9, 6, 15		Flesh jumper. Takes over the mind of a random mook for each session. Physical stats change each world while mental ones remain the same.	Deals an extra die of damage to ethereal foes, and takes an extra damage die from them in kind	Detect-ing	Para-noia

	Race	Class type	Sytem?! Check if the DM can handle it.	Lvl	Ability Score array*	Sex	Method of dimension shift (how my PC can flailsnail from one world to the next)	Stuff related to your situation	Virtue	Vice
7	Dragon-blood	Magical	White Wolf	2	13, 9, 9, 6, 8, 16	Fem	Uses hallucinagenics to visit alternate realities	Rolls two dice to save or resist mind effects. Experiences illusions as if they were real though.	Resolve	Stubborn
8	Fey-ilk		3e D&D		8, 9, 11, 9, 11, 11		Tourist from far future with faulty flux capacitor. Took up adventuring in the meantime.	Belt makes food cubes; can't starve if it's available	Caring	Emo
9	Illithid		4e D&D		9, 14, 7, 12, 11, 7		Interdimensional polymorph. So good that it forgot what it really is.	Automatical-ly enjoys the benefits of the spell reincarnation on some other world.	Protecting	Revenge
10	Car-cosan		GURPS		15, 11, 13, 6, 12, 11		Travels via The Portable Dimension Hole (item).	Can leave this reality in a pinch, but 10% chance the Hole seeks new owner.	Adventurous	Reckless
11	Werewolf	Holy	Sword World	3	9, 10, 14, 9, 15, 10	Male	Is a renegade Flail-lord. With a sonic SHMARDIS.	sonic SH-MARDIS can be used to open non-wooden doors or bother sensitive creatures (such as elves)	Reminicing	Pathos
12	Lazer-bear		RIFTS		10, 15, 10, 9, 11, 13		Wakes up in a new world every day	Can't go to sleep during any given session, unless they want to disappear...	Alertness	Restless
13	Atlante-an		One-Roll Engine		13, 13, 6, 8, 17, 15		Works for one of the immortal factions of Mystara (1d20/5= matter, energy, time, thought, or entropy) and is sent around the multi-verse to spread their agenda	Once per day you can create a your-level-cubed-size wall, shoot a lightning bolt, guess weal or woe for a plan, make a target save vs. command, or make a target save vs. death)	Meticulous	OCD

	Race	Class type	Sytem?! Check if the DM can handle it.	Lvl	Ability Score array*	Sex	Method of dimension shift (how my PC can flailsnail from one world to the next)	Stuff related to your situation	Virtue	Vice
14	Goblinoid	Holy	T&T	3	9, 6, 12, 9, 12, 11	Male	Travels the multiverse via shadow walk	Has no shadow of their own	Mysterious	Aloof
15	Elf		Chaosium Basic Role-playing		8, 13, 8, 17, 8, 14		Is reborn each time they come to a new world. Grows up in a few minutes. Much to lament of the mother. Shrivels out of existence after a time.	Always loses saves versus magical aging.	Curiosity	Naivete
16	Shapeshifter	Skilled	Arduin	4	12, 13, 9, 9, 15, 17		The mask of a million heroes. The mask possesses a different person in each world and manifests the gear it has gained.	Is accompanied by the legendary henchman. An unflappable companion (makes all morale saves) who never gains experience, unless the hero is gone...	Adaptable	Whimsical
17	Slimcoid		Crypts and Things		11, 13, 12, 10, 12, 10		Astrally projecting between worlds. Manifests equipment from the home campaign.	While experience is real, you can't take anything with you. 50% chance of surviving death. 20% chance of going mad anyways.	Gregarious	Self-abasing
18	Undead		LotFP		11, 6, 11, 10, 17, 14		Always been dimensionally unstable	AC is one step better, to hit is one step worse	non-chalant	willfull ignorance
19	Android		D&D Next		10, 10, 10, 16, 12, 8		Ineffable force is doing this to player	Every sensitive being feels the PC is "just not right!"	relentless	unadaptive
20	Reptiloid		Chill!		11, 11, 13, 7, 11, 11		Has a meatspace actuator watch. Dives to other worlds through the wounds of others.	DM should add demons to any random encounters. They love the smell of this PC.	knowledge	sloth

* (you may put the highest score in your prime requisite stat and then go from left to right with the rest)

OSR STARTING JOBS AND EQUIPMENT

BY FLORIAN

FLORIAN.H.HUEBNER@GMAIL.COM

Roll a D20 to take on a Job and on a 6+ you succeed. If you fail you have to live on the streets as a vagabond wandering from place to place to make ends meet and you may never attempt to take the same job again. The first job gives you a starter equipment package. The last job gives you mustering out benefits if. (Except Vagabond and except if its the first term in this job) After every term you have to roll a survival roll of 6+ or something bad happens and you can't take any more jobs and now have to try your luck as an adventurer (You also have to roll on the Injury Table). After every job term (usually 4 years) all following throws on the D20 are raised by 1. So after working 12 years as a soldier the "the take on a job" and survival rolls are 9+

JOBS

SOLDIER

Starter Equipment: Backpack, 1 week iron rations, shortsword, chainmail, shield, dagger

1.	Term: Martial Table
2.	Term(Veteran): Wilderness Table
3.	Term: Martial Table , D20 gold
4.	Term(Lieutenant): Martial Table, D20 Gold

Mustering out Benefits : Armor upgrade, weapon of choice

SCRIBE

Starter Equipment: Satchel, 1 week of rations, One empty notebook, staff, dagger, quilt and ink

1.	Term:Quackery Table
2.	Term(Copyist):Treasure Map, City Table
3.	Term:Quackery Table
4.	Term(Librarian):Ecclesiastical table + D20 Gold

Mustering out Benefits : 2 random magical scrolls

TOWN GUARD

Starter Equipment: Belt pouches, 1 week iron rations, pole arm, club, torches

1.	Term:City table
2.	Term(Night-watchmen):Misc weirdness Table
3.	Term:City table
4.	Term(Captain):Martial Table

Mustering out Benefits : Shackles, 3 posters of wanted hoodlums, 1 dose of exotic lotus powder.

Dear Santicore, I would like...

Some way to quickly equip starting characters for OSR style games without having to do the shopping. Pre-made kits, or something more creative. Make equipping starting characters a mini-game or random process or quick and utilitarian process. Please include provisions for a bit of specialty gear, in case of wizard or thief or other characters with special needs. Please make it useful, fast, system-neutral, and not so boring! Thanks,
A. S.

RAT-CATCHER

Starter Equipment:

Backpack, Sling and Stones, lamp with oil, rat-on-stick iron rations,

1.	Term:City Table
2.	Term(Runner):Quackery Table
3.	Term:City Table
4.	Term(Ratking):small chest with 2000 copper coins + Misc weirdness Table

Mustering out Benefits: Map of a city sewer including hidden entrances, 1D3x20 rat-on-stick rations

PICKPOCKET

Starter Equipment:

Bandolier, Daggers, 1 week rations, bag, thin golden membership ring,

1.	Term: City Table
2.	Term(Stooge): City Table + 1D20 gold
3.	Term:City Table + 1D20
4.	Term(Pilferer): Ecclesiastical Table

Mustering out Benefits : Misc weirdness Table roll, Important letter to a high official (stolen), 1D20 * 2 gold coins.

THUG

Starter Equipment:

Bandolier, Mace, Blackjack, Leather Armor,

1.	Term:Martial Table
2.	Term(Sword for Hire):City Table + 1D20 Gold
3.	Term:City Table
4.	Term(Bravo):Martial Table

Mustering out Benefits: Weapon of choice, Membership Tattoo, Assassination contract worth D20*50 Gold

POACHER

Starter Equipment:

Backpack, Shortbow, Arrows, Bear-trap, 2 weeks of fresh meaty rations,

1.	Term:Wilderness table
2.	Term(Bull wrangler):Martial table
3.	Term:Wilderness table
4.	Term(Big game hunter):Wilderness table

Mustering out Benefits: Stag Helmet, 1D20 valuable Pelts

ACOLYTE

Starter Equipment:

Backpack, Staff, 1 weeks rations, simple holy symbol made of wood

1.	Term:Ecclesiastical table
2.	Term(Elder Altar boy/girl): City Table
3.	Term:Ecclesiastical table
4.	.Term(High Levite): Ecclesiastical Table + D20 Gold

Mustering out Benefits: Holy Symbol made of Silver

VAGABOND

1.	Term: Random roll for a random table.
2.	Term(Traveling Tramp): Random roll for a random table. + Wilderness Table
3.	Term: Random roll for a random table.
4.	Term(Loafer): Random roll for a random table. + City Table
5.	Term: Random roll for a random table.
6.	Term(Murder Hobo): Weapon of choice that does more damage then usually + One roll on the Martial table.

Mustering Out Benefits: None

RANDOM

1. MARTIAL TABLE:

1.	The expensive sword of a dead rival.
2.	A wonderous crossbow made by a crazy tinkerer
3.	Fierce Wardog
4.	Stolen Banner
5.	Land deed
6.	Ruby studded helmet
7.	Family heirloom axe
8.	Old war buddy who owns a farm
9.	Hidden cache of plundered goods
10.	A war horse
11.	Set of signal flags
12.	A collection of easily concealable throwing daggers

2. WILDERNESS TABLE:

1.	Hunting horn made from a great beast
2.	Hunting hawk
3.	1D3 strong healing Herbs
4.	1D3 dried berries that let you see in low light
5.	Pelt of a Glyrric still radiating a soft light
6.	A tuft of fur from the fabled white stag, lord of the woods
7.	Loyal hunting dog
8.	Favor of a dryad
9.	1D3 highly hallucinogenic mushrooms
10.	Unicorn horn
11.	Faun pipes
12.	Roc mating call whistle

3. CITY TABLE:

1.	1D3 Copper plates with indecent etchings
2.	List of high profile debtors
3.	Stolen signet ring
4.	Pet rat
5.	Favor of a wealthy patron
6.	Connections to a secret society
7.	Cache of counterfeit swords
8.	Journal filled with blackmail opportunities
9.	Knowledge of a secret entrance to the keep
10.	Key to a long forgotten cell in the prison
11.	1D3 lovers in different parts of the city
12.	a good drinking buddy

4. QUACKERY TABLE:

1.	Unholy chalk
2.	1D3 magical scrolls
3.	recipe for tooth ache medicine
4.	Book filled with the ravings of a mad hermit
5.	Powder that always drifts towards the nearest dead person
6.	Ink distilled from the blood of an unholy warrior
7.	Pet raven
8.	Reading glasses that glow in the night
9.	Book describing the proper way of summoning demons (critical parts missing)
10.	Big scroll full of poems
11.	Book with dried flowers (1D3 are magical)
12.	Songbook of popular songs

5. Ecclesiastical table:

1.	Knucklebone of a saint
2.	Very expensive holy symbol
3.	1D3 healing potions
4.	Water from a holy city
5.	Lantern with a sacred flame
6.	Odd looking clerical hat with a holy symbol worked in
7.	Holy water sprinkler club
8.	Scourge of a true sinner
9.	Book filled with holy scriptures
10.	Holy water sealed in a skull of a high priest
11.	Vestments of a long dead saint
12.	1D3 clerical spell scrolls

6. Misc Weirdness table:

1.	Whetstone with the royal insignia imprinted at the side
2.	Large brass bell with engravings showing warriors raising their weapons
3.	6 Small stone figurines that look remarkably live-like
4.	A box of holy wafers
5.	A patched cloak with many small pockets
6.	magical candle snuffer
7.	Monkey Paw. Somebody used up the fingers from both sides, only one wish left.
8.	Clerical vestments of a long forgotten religion
9.	A good luck tight bone with jade axe head
10.	Book filled with naughty stories
11.	Skull made of silver
12.	Pet chicken

Injury Table:

1.	Lose 1D4 teeth
2.	Lose 1D3 Fingers
3.	Ugly facial scar
4.	One ear mangled
5.	Reproductive organs damaged
6.	Damaged hip (carry limit halved or similar penalty)
7.	Lose one eye
8.	Gruesomely scarred (reaction penalty)
9.	One leg lame (movement speed reduced)
10.	Lose one hand
11.	Lips and tongue mangled (cannot speak)
12.	Both eyes damaged (blind)

THE SAVAGE: A NEW CHARACTER CLASS FOR DCC RPG

BY EDGAR JOHNSON

[HTTP://REVDOCTOREDJ.BLOGSPOT.COM](http://revdoctoredj.blogspot.com)

DEAR SECRET SANCICORE -
I WOULD LIKE A NEW DUNGEON CRAWL CLASSICS RACE OR CLASS.
THANKS, J.

following weapons: dagger, club, spear, short sword, long sword, mace, battle axe, dart, hand axe, javelin, short bow, long bow, sling, blowgun, and staff.

ALIGNMENT: Savages tend toward neutrality or chaos, in keeping with their wild origins, but one does find an occasional savage who adheres to Law, following a personal code from which he will not waver.

REASONABLE ARMOR: The savage character adds his or her level to Armor Class, in addition to any attribute or other modifiers. This advantage disappears when wearing any armor heavier than hide. A Savage character who goes completely unarmored gains an additional +2 bonus to his or her armor class.

HARD TO KILL: Where the warrior and dwarf may perform Mighty Deeds of Arms and have a deed die, the Savage has a similar ability. In this case it applies to saving throws. When the savage character makes a saving throw, he rolls a saving die rather than a static bonus (see advance table, below). The die used depends on both level of the character and his or her alignment. Any additional attribute modifiers still apply.

CHILD OF NATURE: A savage is at home in the wilds. You are versed in lore of plants and animals, can move stealthily through wild environs, climb like a monkey, find food and water, and track just about anything. All checks made to these sorts of tasks are at +5 for savage characters.

SAVAGE CHARACTER OPTIONS

Each savage character may choose two of the following options:

The Sword of My Father

Some savages come from famous lineages of heroes, shamans, tricksters, and the like, and often bear a token of that lineage, handed down through the generations. It could a mighty sword, a lucky fetish, a golden torque, or any other object. When using this object, the Savage character may apply a +1d3 modifier to a single kind of roll (attack, Luck, a single type of save, etc.). However, the loss of the object will result in a loss of 1d6 Luck, permanently. The GM work with the player to determine what the item is, and also should determine what happens if the object is destroyed.

Companion Beast

You have an animal companion. The companion is a prime (see p. 382 of DCC Core Rulebook) of a mundane species such as a dingo, coyote, wolf, wildcat, bear, bird, horse, or other such creature of no more than 3HD. The creature is a boon companion, smarter than others of its



You are a child of nature, a brutish Pict, a vengeful nomad, a barbaric northman, a stoic tribesman, a wily shaman. The Savage class comes in a variety of forms, but each shares several traits in common: extraordinary understanding of the natural world, superhuman endurance, steely resolve, and catlike reflexes.

Savages have an uncanny ability to survive in situations when others die, and to triumph over lesser beings when the only weapon at hand is the body that Nature gave them.

HIT POINTS: The Savage gains 1d10 hit points at each level.

WEAPONS TRAINING: A savage is trained in the use of the

ilk, and fiercely protective. But you must guard your companion’s back, for such friends are not bought but earned. The loss of an animal companion results in the loss of 2 points of Luck, permanently, and the savage character must quest for a new one.

Mighty Thews

You are incredibly strong for your size. You may roll an additional 1d6 for your Strength attribute and add the result permanently (up to 18 max).

Dancer’s Grace

You are light on your feet and incredibly agile. You may roll an additional 1d6 for your Agility attribute and add the result permanently (up to 18 max).

Shaman

You have congress with mystical beings drawing upon their fell powers. You may learn Patron Bond and Invoke Patron, along with the relevant patron spells (as Wizard of equivalent level). You may bond more than one patron, but will be subject to all effects of patron taint and any other obligations incurred, and may not learn more spells than a wizard of your level, minus 1.

Savage Class Advancement

Level	Attack	Crit Die/Table	Action Dice	Saving Die
1	+1	1d10/III	1d20	d3*
2	+1	1d12/II	1d20	d4*
3	+2	1d14/III	1d20	d5*
4	+2	1d16/III	1d20	d6*
5	+3	1d16/III	1d20+1d14	d7*
6	+4	1d16/IV	1d20+1d16	d8*
7	+5	1d20/IV	1d20+1d20	d10*
8	+6	1d24/IV	1d20+1d20	d10+1*
9	+7	1d16/V	1d20+1d20	d10+2*
10	+7	1d20/V	1d20+1d20+1d14	d10+3*

*Chaotic characters have a Ref saving die one higher than that listed. Neutral characters have a Fort saving die one higher than that listed. Lawful characters have a Will saving die one higher than that listed.

Savage Titles: Savages do not have titles. Those are for civilized folk.

No BONES ABOUT IT: THREE UTTERLY BONELESS CLASSES FOR LABYRINTH LORD By ERIK JENSEN

[HTTP://WAMPUSCOUNTRY.BLOGSPOT.COM](http://wampuscountry.blogspot.com)

It's not every day someone asks for a "boneless" class; here are three, each boneless in a different way. The classes below are for Labyrinth Lord, and refer to XP tables in that volume.

MEEB EXPEDITIONARY

The isolated city of Djelu is populated by all manner of amorphous slimes, oozes, and jellies - collectively known as meeb - and civilized races are just beginning to understand their strange culture and nonhuman ways of thought. Luckily, some brave young meebings have found a novel way to reach out to their neighbors, by mimicking their bipedal forms and attempting to think and live like humanoids. The meeb expeditionary is an unusual creature indeed, being a mental and physical amalgamation of three slimes who bond together into one very odd bipedal creature, leaving behind life as an ooze and becoming...something else entirely.

XP PROGRESSION: as Magic-User

SAVE AS: Dwarf

ALIGNMENT: Any, although Expeditionaries tend to be Neutral, focusing on general exploration of the bipedal world.

PRIME REQUISITE: Constitution

HD PER LEVEL: 1d8

LEVEL LIMIT: 9

ARMOR ALLOWED: Studded leather or lighter, and shield. Heavy armors are uncomfortable for Meebs to wear, as they lack load-bearing bones or a spine.

WEAPONS ALLOWED: any. Although Expeditionaries tend to have short, squat humanoid forms, they have no difficulty using two-handed weapons, as they often manifest a spare tentacle to assist with leverage.

SPECIAL ABILITIES

OOZE-KIN - Although the Expeditionary's porous outer membranes are humanoid enough to be susceptible to the special attacks of slimes and oozes, the Meeb's physiology grants it a +2 to any saves versus such attacks, and may in some cases allow a save where previously none was allowed.

AMORPHOUS - Although the Meeb Expeditionary spends the bulk of its time in a rough humanoid form, in times of need it retains the ability to break down its internal structures and slink about like an ooze. While in this

DEAR SANTICORE, I WOULD LIKE...

A SHOTGUN THAT FIRES WEASELS.

ERR... I MEAN...

I WOULD LOVE TO SEE AN OLD SCHOOL CHARACTER CLASS THAT HAS NO BONES. HOWEVER YOU WANT TO MAKE THAT WORK IS UP TO YOU. BUT I WANT IT BONELESS. DEBONED. EASY TO EAT. ;)

THANKS,

D. L.

shape, the Expeditionary retains its normal movement rate and may slide through gaps and holes, underneath some doors, or hide inside barrels, etc. All equipment is dropped and left behind during the transformation. Use of this ability requires some concentration and is not typically triggered in combat; the Expeditionary may change shape into a slime once per day per level for, at most, 1d4+level rounds. Upon returning to humanoid form, the Expeditionary must pass a save versus petrification or suffer 1d6 points of damage. At the Labyrinth Lord's discretion, a Meeb under duress may make further shapechanges beyond the listed maximum in exchange for suffering substantial physical damage.

TRIPARTITE MIND - The Meeb Expeditionary is able to achieve the incredible task of taking solid, humanoid form by being an amalgamation of three meeb. This melding applies also to their already-alien intelligences, meaning the mind of the gestalt Expeditionary is a roiling whirl of inhuman thought. Expeditionaries receive +4 against fear and mind-altering effects, and are further immune to charm effects cast by a creature with less HD than the Meeb itself.

SLIMESPEAK - Meeb Expeditionaries may learn (and start with) slime-related languages, as they can produce the proper pheromones and psychic resonance to communicate. Whether all slimes share a tongue or each subspecies has a distinct dialect will vary by campaign.

GEMFOLK

Although considered unusual or even mythical in many realms, the crystalline gemfolk maintain small colonies on a number of worlds. From the gregarious Vug of Wampus Country and the mercantile-minded Sapphirians of Lost Rindaril, to the sinister Diamond-Kin of the Abbey Adamant or the crusading crystal-warriors of Galax, gemfolk are scattered across the multiverse. Although their color and temperament may vary wildly, gemfolk appear as human carved or grown out of living crystal.

XP PROGRESSION: Fighter

SAVE AS: Fighter

ALIGNMENT: Any, although most Gemfolk tend to be Lawful, or at least tacitly allied with Order.

HD PER LEVEL: 1d8

LEVEL LIMIT: 9

ARMOR ALLOWED: Any

WEAPONS ALLOWED: Any

SPECIAL ABILITIES

CRYSTALLINE FORM: Gemfolk are composed of living crystal which has taken a humanoid shape; as such, they lack either bones or internal organs, instead existing in a more 'holographic' fashion, wherein any piece of a Gemfolk contains the data required to rebuild the entire creature. Gemfolk may seem like golems or constructs, but they are living, thinking, creatures. Their unusual bodies grant them certain abilities and weaknesses, however, as listed below. Note that as crystalline beings, Gemfolk shatter rather than squish - and in some situations, the Labyrinth Lord is encouraged to take full advantage of this fact. Further, Gemfolk may be susceptible to magic or attacks which are designed to affect stone.

SKIN LIKE STONE: First-level gemfolk have a natural AC of 7 (which may be further modified by a high Dexterity as per usual). This armor does not inherently improve as levels are gained, however powerful gemfolk have been known to seek out or craft enchanted crystalline armor which can be grafted directly to their bodies.

GEM-EATING: Although gemfolk can and do consume human food, it does not sustain them well. A gemfolk instead craves unusual rocks, gems, and precious metals; while gathered stones will do the trick for a while, eventually the gemfolk must eat some treasure. Each week a gemfolk must consume (50gp x current level) in gems, gold, or platinum. At the Labyrinth Lord's discretion, some gems may count more or less toward this quota, depending on the composition of the gemfolk character. As a gemfolk's internal structures become more complex (levels 5 and higher), the quota increases (200gp x current level). Failing to consume the requisite amount of treasure causes lingering illness in the gemfolk; they will temporarily lose one point from each of their ability scores, per week, until the original quota (along with any new, accrued quotas) are consumed. Gemfolk may also consume these treasures to heal themselves, regenerating 1hp per 50gp value eaten. In this way, gemfolk may completely regenerate shattered limbs and repair cracks in their surface. A gemfolk who is slain by kinetic trauma (as opposed to magic, falling in lava, etc) may save versus death magic in order to attempt a last gasp regeneration, allowing one of the surviving shards (usually the largest, although not necessarily) to remain alive. As such a shard likely cannot feed itself, it must be submerged in a mixture of liquid gold and diamond dust, which it will slowly absorb over a period of weeks as the shard rebuilds itself into a new gemfolk body.

REDUNDANT SYSTEMS: As creatures of living crystal, gemfolk are immune to most poisons, toxins, and the like. They are, however, fully sapient, and are vulnerable to mind-affecting and fear-causing sorcery just like any human. Unfortunately, because they are so different from flesh creatures, healing spells and potions

applied to a gemfolk heal only half the normal amount.

SLOW SCULPT: As a side-effect of their regeneration process, gemfolk may attempt to change their appearance over time, as they sleep. Typically, a gemfolk will use this ability to grow a beard or change their hairstyle overnight, but given enough time, they may completely change their face (3 weeks' work) or sex (12 weeks' work). Precise imitation of a particular face (gemfolk or otherwise) will require a series of INT checks.

CREATIONS OF ORDER: The origins of the Gemfolk are reflected in two ways. First, they detect as magic; and secondly, baleful chaos magic is doubly effective against them. Chaos magic, for the purpose of this rule, is defined as magic from a raw, wild, chaotic source or from a god of chaos, rather than just any old spell that happens to be cast by a magician of Chaotic alignment.

MIND-STAR

Mind-stars are the hermaphroditic, invertebrate spawn of some distant space intelligence; they look much like starfish, and are covered with both tiny cilia-tentacles and dark spots which serve as eyes and ears. The Mind-star has the power to enslave men and treat them as flesh-puppets, and is typically seen mounted on the face of its most recent acquisition.

XP PROGRESSION: Magic-User

SAVE AS: Cleric

PRIME REQUISITE: Intelligence

ALIGNMENT: Any, although most Mind-Stars are Chaotic or drift in that direction as they grow in power and the urge to conquer rises within them.

HD PER LEVEL: 1d2

LEVEL LIMIT: 9

ARMOR ALLOWED: None, although thralls may wear appropriate armor.

WEAPONS ALLOWED: None, although thralls may wear appropriate armor.

SPECIAL ABILITIES AND RESTRICTIONS

UTTERLY NONHUMANOID - As a small star-shaped invertebrate, the Mind-star has no manipulating limbs whatsoever (although the Labyrinth Lord may allow the little arms to manipulate small, non-combat items for comedic effect, such as a tankard or pipe). Mind-stars cannot themselves wear clothing, although some enjoy jewelry, and the Mind-star can wear up to two magic rings, just like any other character. Although incredibly slow, the Mind-star can climb walls easily with its sticky microcilia. The Mind-star is subject to any area-effect attacks which strike its thrall (fireballs and the like; make separate saves for Mind-star and thrall). In general, the Mind-star is incredibly fragile

and must remember that, although long-lived, the ability to body-hop is not the same thing as immortality. A cocky young Mind-star may meet its end at the claws of a grumpy housecat.

ENTHRALL - The Mind-star may mentally dominate sentient creatures by touch, requiring the victim to save vs spell (this is a mind-affecting enchantment). If the save is failed, the Mind-star has access to the victim's nervous system and can puppet them about, riding their face and piloting them like fleshy mecha. Typically the Mind-star first uses its enthralling ability to get the victim to pick it up, but this is difficult due to the lack of physical contact. Once affixed to a thrall, some Mind-stars like to command their puppet to throw them at the next victim (or 'upgrade').

Proximity (a foot or less): save vs spell at +4

Mere skin contact: save vs spell at +2

Full facial contact: save vs spell

While a thrall, the victim cannot control its own body, but it does retain memories of its time as a thrall (although it may not have any visual memories, since the facial placement of the Mind-star tends to block these; the Mind-star uses the optic nerves as a direct pathway to the thrall's brain, and must consciously share a visual 'feed' with the thrall if it wishes to do so). At the Labyrinth Lord's discretion, commanding a thrall to do something greatly out of character (slaying his own spouse; instructing a paladin to destroy a Good altar) may force a fresh save to resist the Mind-star's domination.

The enthralling power is only functional on sentient creatures which have accumulated fewer experience points than the Mind-star. A Mind-star may "share" XP earned with a thrall as per typical henchman rules for a given campaign, allowing a favorite thrall to grown in power as the Mind-star itself does. This arrangement is, however, suboptimal - the Mind-star's desire for conquest and greater power usually drives it to constantly seek bigger and better thralls, often switching regularly for appropriate upcoming tasks. One week the Mind-star may be "riding" the face of a doughty dwarven warrior; but when the opportunity arises to take control of a higher-level evil cleric, the 'star will not hesitate to switch hosts.

The Mind-star does not have access to the memories of its thrall, nor can it understand a language merely because the thrall speaks it; however, some basic tasks important to the thrall are worked into both muscle-memory and exist closer to the 'surface' of the brain, allowing access to the Mind-star. In game terms, the Mind-star can utilize all the class abilities of the thrall - thieving abilities, to-hit rolls, saving throws, and even cast spells and trigger any intrinsic abilities. For zero-level thralls, the Mind-star should be able to use their basic job-skills (ie, if you enthrall a blacksmith, it's reasonable to assume you can get him to smith stuff while you're riding his face). Although the mind-star may utilize the saving throws of its thrall, this assumes that the mind-star is using the puppet-body to protect itself, rather than the thrall; damage should be subtracted from the thrall first. In the aftermath of a fireball, the mind-star may find itself amidst a pile of charred bones and in need of a new thrall.

OF BEARDS AND BREW: OPTIONS FOR DWARVES

BY ERIK JENSEN

[HTTP://WAMPUSCOUNTRY.BLOGSPOT.COM](http://wampuscountry.blogspot.com)

DEAR SANTICORE, I WOULD LIKE...

A FUNKY YET LARGELY NON-MAGICAL REPLACEMENT FOR THE DWARF. ABILITIES TIED TO BEER DRINKING, BEARDS AND/OR THE CONSUMPTION OF STONES A DEFINITE PLUS!

THANKS,

J. Y.

For all the lore about dwarves, both from myth and within fantasy gaming, the race-as-class Dwarf is pretty much a Fighter with better saves. Although one could construct an all-new class that encapsulates some of these legendary powers and gifts, in this article you'll find a system for stapling such abilities to the base Dwarf race-as-class (or the Dwarf race if you're using split race and class, although that may take a bit of tweaking as you go).

DWARVEN LORES

Most dwarves who venture out into the adventuring world are primarily soldiers and explorers, as represented by the standard class. Some, however, maintain deeper connections with the "old ways" of the dwarves, and as such can call upon specialized abilities borne deep in their blood, which are known as lore-fetters. There are drawbacks to this preternatural connection with the earth, however; these unusual dwarves also carry unusual curses or weaknesses, called geasa.

When a Dwarf character achieves levels 4, 8, and 12 (or their equivalent, if multi-classed), he or she becomes eligible for a new lorebond. In order to secure a new lorebond ability, the dwarf must undergo an appropriate rite, meditation, or vision-quest, appropriate to the lore sought. If this task is successfully achieved, the dwarf will manifest a new lorebond and a new geas. The Labyrinth Lord should set the difficulty and theme of a quest based on the nature of the power the dwarf seeks. The player selects the lorebond, but the LL should choose the geas.

The Dwarf may choose to pursue the lorebonds of a particular lore sequentially, or may dabble in the lesser powers offered by several lores, but subsequent powers require the previous bond in that lore. While the early lorebonds are useful abilities, the advanced lorebonds are plainly supernatural. In some realms, different dwarf-clans are associated with the various lores; in others, it is the combination of several of them which makes up dwarven culture.

LORE OF THE BEARD

FIRST BOND OF THE BEARD: If kept properly groomed, the amazing lustre of the dwarf's beard and hair grants him (or her) +2 on all reaction rolls.

SECOND BOND OF THE BEARD: If of a proper length, the dwarf may groom his beard and hair into makeshift armor (the "war beard") which grant AC 1. This ability does not stack with superior armor.

Third Bond of the Beard: The dwarf's beard has a mind of its own, and can be utilized as a prehensile "hand". This extra hand does not grant an extra attack,

LORE OF THE BREW

FIRST BOND OF THE BREW: The dwarf is never accidentally intoxicated and cannot drink to excess unwittingly or be affected mind-altering drugs, gasses, or spores. Other poisons function normally, however, subject to the usual doughty dwarven saving throw, and this bond has no effect on other mind-affecting magics or psionics.

SECOND BOND OF THE BREW: The dwarf may, at will, cause a single draught of alcoholic beverage he or she consumes to be remarkably effective at producing an altered state of consciousness and an accompanying drunken zen-rage. While in this state, which lasts (level + 1d4) rounds, the dwarf feels no pain and is perfectly functional all the way down to negative CON hit points, meanwhile enjoying the benefits typically associated with a bless spell. This feat may be accomplished once per day.

THIRD BOND OF THE BREW: The dwarf, regardless of his own state of intoxication, may inspire his fellows who have alcohol in their system to feats of great bravery (or stupidity). Once per day, the dwarf's tipsy associates (party members, henchmen, vassals, or occasionally rowdy villagers, as appropriate) within a fifty-foot radius of the dwarf are immune to all morale checks and fear-based magic; the effect lasts as many rounds as the dwarf has points of Charisma.

LORE OF THE FORGE

FIRST BOND OF THE FORGE: The dwarf designates a favorite metal weapon, which he or she is constantly sharpening, re-forging, hammering, etc. with various alloys and bits of found meteoric iron. The weapon counts as silver, as well as cold iron, and its keen edge provides a nonmagical +1 bonus to hit and damage.

SECOND BOND OF THE FORGE: The dwarf may commune with a crafted object to learn its origin, maker, and nature, as per the identify spell, once per day.

THIRD BOND OF THE FORGE: The dwarf is unharmed by mundane fires and heat (the same cannot be said for all his equipment, of course), and takes half-damage even from magical fires.

LORE OF THE RUNES

FIRST BOND OF THE RUNES: Years of study have familiarized the dwarf with lines and symbols of power, and he intuits their nature instinctively. The dwarf receives a further +3 to any saving throw against symbols, glyphs, runes, or other magical writing.

SECOND BOND OF THE RUNES: The mystical symbolism which underlies dwarf-runes form the basis for all written language; a dwarf with this bond can read languages at will.

THIRD BOND OF THE RUNES: The dwarf possesses the skills to create runic versions of most protection scrolls, up to one per week, by means of meditation and elaborate carving. The finished "scroll" may be employed by anyone who can read the runic alphabet of old.

LORE OF THE STONES

FIRST BOND OF THE STONES: The dwarf may sustain himself indefinitely by eating rocks and earth.

SECOND BOND OF THE STONES: Any stone-headed weapon the dwarf wields counts as a magical weapon for the purposes of striking creatures only damaged by magical weapons. This applies to ranged weapons as well as melee.

THIRD BOND OF THE STONES: The dwarf may walk through stone, as a passwall spell, once per day.

GEASA

To help create the proper sense of dread after violating a geas, the LL may wish to incorporate some sort of ever-growing penalty. When a lorebound dwarf violates one of his or her geasa, they know their fate is sealed and they will soon die. Those listed below are examples.

MINOR GEASA

(for First and Second Bonds)

- * The dwarf may not refuse food or drink offered to him.
- * The dwarf may never strike an earth or fire elemental.
- * The dwarf may never trim his beard or hair.
- * The dwarf must ever have a particular sacred rune painted (not tattooed or burnt) upon his forehead.
- * The dwarf must bleed in every battle.
- * The dwarf must not suffer a [troll, dragon] to live.
- * The dwarf must nevermore share a bed.
- * The dwarf may not eat the flesh or wear the skin of a [bear, wolf, boar].
- * The dwarf may not touch a grave.
- * The dwarf must bury any corpse he creates.
- * The dwarf must carry earth from his homeland on his person at all times.

MAJOR GEASA

(for Third Bonds)

- * The dwarf will turn to stone immediately (save vs petrification delays by 1d6 rounds, but does not stop the process) should sunlight ever touch his skin.
- * Should the dwarf ever touch fire, his body will burn like lamp-oil and he will be consumed.
- * The dwarf gains an awareness of the manner in which he will die, and is helpless to avoid those circumstances.

BUREAU DWARVES

BY ADRIAN M RYAN

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DEAR SANTICORE, I WOULD LIKE...
SOMETHING LIKE DUERGAR OR DERRO, ONLY DIFFERENT,
AND NOT TOO SILLY.
THANKS,

T. H.

LORE

A dwarf without work is a sorry dwarf indeed. Miners must break rock, architects must build great halls, and kings must fill them with revelry. A dwarf finds meaning in having a task and performing it well, and is content to work hard and then take his meal and mead along with his brethren in the great hall.

But some deviants do not find satisfaction in the daily grind. For them, work is painful and tiring rather than joyful, and the din of their dim-witted colleagues unbearable. It is these dwarves who, through training or accident, learn that the average dwarf is easily influenced—one must simply give him a task to perform.

Bureau are thus these disenchanted spirits who have seen that there is no meaning in the world. In doing so, they can often see bigger picture goals than other dwarves can, and this combined with their ability to corral many dwarves towards a single project makes them dangerous, indeed.

-

Bureau are regular dwarves who do not find meaning in work, but can thus rise above it and assign work to others. They are the taskmasters, project managers, administrators, and bureaucrats of the dwarven world. They are extreme nihilists who attempt to fill the hole left by their lack of purpose through influencing and crafting purpose for others.

Bureau often have neither hair nor beards. Some argue this is because a beard represents the dwarven spirit, which the bureau have lost. Others will counter that many bureau purposely shave, to which the former answer, "exactly."

When in the presence of a bureau, most common dwarves feel supremely uncomfortable, and even after having been given (and while executing) direct commands, will insist that it is their own idea. As such, bureau's influence is often under-estimated by all those around them.

Bureau prefer not to deal with most common dwarves, and instead have their tasks relayed by intermediaries. These are common dwarves too stupid to serve well at performing tasks, and who instead must be made to feel important as they run about, bossing other dwarves around.

Bureau are quite rare, and offer much respect to one another. Even while rallying entire dwarven tribes to war against each other in their nihilistic games, two

MECHANICS

Mechanically, a bureau is a dwarf who, in lieu of all dwarven racial traits except dark vision, has several spell-like abilities (called "social moves") at their disposal. Bureau gain levels and saving throws as a dwarf, but gain social move slots as a cleric. What this means exactly depends on the system, but generally a bureau should not have dwarven constitution, fighting, or skill modifiers. A bureau requires a positive Charisma modifier (+1 or above), and uses Charisma as its primary stat.

Unless otherwise noted, social moves do not require typical charisma or loyalty checks. Indeed, the whole point of the bureau is to have a class that does not require loyalty in order to get its way. Most social moves can be attempted also through role-play or charisma checks (depending on the system, group, and/or context), in which case they do not take a move but also have a chance of failure.

There is a single exception to the efficacy of social moves: they do not work on PCs, and must be roleplayed. They do work on hirelings, henchmen, and other PC-friendly NPCs, and played right they will work on the players as well (see examples of play).

A Bureau must meditate after a good sleep in order to clear her spell slots. The form this mediation takes is up to the player—some exercise, some practice mindfulness, some play solitaire games. Some may even pray to the Gods they don't believe listen.

There are no 0-level bureau; before they gain levels, they are but dwarves like any others.

Whether a player can play a bureau is up to the DM, although it is this author's suggestion that the specifics of the player class be hammered out by the DM and her player ahead of time.

The bureau is a combined race+class, as per Basic and its clones. Making it compatible with other races or classes is left as an exercise for the reader.

SOCIAL MOVES

Below is a sampling of bureau-specific social moves, followed by a list of cleric and magic-user spells that can easily be used as social moves. Original social moves are usually more powerful, but also more specific, than spells of the same level—this is by design.

Social moves are NOT magic. They reflect the charisma, social capital, and systematic authority of the bureau. This holds true also for spells used as social

moves. A bureau cannot read magic nor use scrolls.

The creation of other social moves is left as an exercise for the reader. Hopefully between this list and the “works cited” below, I’ve given you enough inspiration.

QUELL CROWD – 1ST LEVEL

With a powerful voice and well timed gesture, you can get a group of people to stop being agitated and look at / listen to you for several seconds. Useful for settling a crowd, stopping a riot, starting a speech, distracting a group, etc.. This can also be used to stop a single person dead in his tracks, regardless of what he’s doing. While they are only influenced by the move for several seconds, the caster may attempt to keep their attention through other means (which may be conventional or other social moves).

The size of the crowd that this will work on is a function of the bureau’s level using the equation 3^{level} . So 3 at level 1, 9 at level 2, 726 at level 6, etc. If there are more people in the crowd, then only the closest number will be under the effects of the move—but again, a talented bureau can use this to their benefit regardless.

GIVE TASK – 1ST LEVEL

A bureau can give a task to any dwarf in her own clan, bureaucratic unit, or other appropriate social hierarchy which that dwarf will perform, regardless of his opinions on the bureau and the task. The complexity of this task is limited by the bureau’s level. A level 1 bureau can only force a dwarf to work at the task for 1 day, and at each level that number doubles (2 days at level 2, 4 days at level 3, etc). The dwarf will try his hardest to complete the task while under the effects of the move, but if it is not completed within the allotted time, the dwarf makes a loyalty check, and if it fails he no longer has to attempt it. This loyalty check recurs each time the length of the move has passed (so for a 2nd level bureau, the dwarf makes a loyalty check at the end of every 2 days).

Notice that this works only on dwarves, and only on those who recognize the bureau as an authority of some sort (although it does not require that they respect that authority).

PUBLIC ORATION – 2ND LEVEL

Get a group of people to listen to you and agree with what you’re saying. The effect will last as long as they’re all together (and longer if they’re predisposed to the message). The size of the group upon which this works is the same as Quell Crowd. Useful for getting information across, influencing societies, marking arguments in front of courts or parliaments etc.. Can also be used to start a riot, although this will be an uncontrolled one whose purpose will be wanton destruction.

STONEWALL – 2ND LEVEL

Anyone asking questions or trying to get their way with the bureau is pushed off politely, gently, but firmly. They will think that they have gotten their goals achieved, and it will only be on later close reflection that they will realize that they have not. This can be attempted on other bureau, but will only work on those of a lower level (and they will be aware that it is working, although will be powerless to stop it).

BIND HENCHMAN – 3RD LEVEL

Upon the leveling up of a henchman, the bureau can choose to bind that henchman to his will. The henchman now has the highest loyalty to the bureau as set by the rules of the system, and can cast one 1st-level social move per day (at his own level), as long as it is done in service of his master. Upon each level the henchman takes, he can cast one more spell per a day (but can never cast spells higher than level one).

Casting this spell permanently uses up one third-level spell slot. The only way to free this spell slot is to unbind the henchman. The henchman will be unbound only if he dies by the hand of the bureau who has bound him—his dying in pursuit of his master’s goals (or of old age, etc) will not free up the slot.

Upon the death of their bureau, a bound henchman will go mad.

PUBLIC INFLUENCE – 3RD LEVEL

Get a group of people to listen to you, agree with you, and act on your suggestions. Useful for causing a controlled protest, swinging a vote your way, getting unpopular work completed, etc..

TURN TO BUREAU – 4TH LEVEL

After much discussion, cajoling, and psychological damage, a dwarf loses half his/her XP but becomes a bureau of the appropriate level (a zero-level dwarf becomes a first level bureau at 0 XP). This will require a number of hours of discussion equal to the dwarf’s level multiplied by 10 (so 20 hours for a second-level dwarf), but these may be spread out over time. As long as the dwarf listens (whether willingly or under duress) for the right amount of time, he will be turned.

As long as the process of turning is underway, one 4th level spell slot is taken up by the process. The bureau can chose to regain this slot by normal meditation, but in that case all progress towards turning is lost and the process must start anew.

If a bound henchman is turned, he becomes a bureau and can make all social moves as a bureau except “bind henchman”. He remains bound in all other ways. Upon the death of their master, a bound bureau is set free (although often chooses to continue their master’s plans).

All the following magic-user and cleric spells can be performed as social moves by a bureau. In some noted cases, the social move has a different level than its equivalent spell. All of the spells saves and restrictions do apply. However, these is not magic when used by bureau, and all saves must be vs. paralyze or charisma checks.

All spells were taken from Lamentations of the Flame Princess, but other sources should work fine.

Charm Person – 1st level magic-user spell

Command – 1st level cleric spell

Confusion – 4th level magic-user spell (3rd level bureau social move)

Detect Lie – 4th level cleric spell (2nd level bureau social move)

ESP – 2nd level magic-user spell (5th level bureau social move)

Forget – 2nd level magic-user spell (5th level bureau social move)

Power Word Stun – 7th level magic-user spell

Remove fear – 1st level cleric spell (social move only removes non-magical fear)

Suggestion – 3rd level magic-user spell (1st level bureau social move)

FURTHER INSPIRATION

[http://en.wikipedia.org/wiki/Duergar_\(Dungeons_&Dragons\)](http://en.wikipedia.org/wiki/Duergar_(Dungeons_&Dragons))

Evil, psionic-using dwarves.

[http://en.wikipedia.org/wiki/Derro_\(Dungeons_%26_Dragons\)](http://en.wikipedia.org/wiki/Derro_(Dungeons_%26_Dragons))

Evil dwarves who influenced the bureaucratic machinations of Nazi Germany.

<http://www.ribbonfarm.com/the-gervais-principle/>

Particularly Parts I and VI. Bureau are the “sociopath” layer of Dwarven society.

[A Song of Ice and Fire](#) (books) / [Game of Thrones](#) (TV show)

Varys is a prime example of a bureau dwarf.

[House of Cards](#) (netflix series)

Kevin Spacey’s character? Definitely a high level bureau. [The British version](#) of the show (also on netflix) gets bonus points for better portraying how a bureau hides his true nature from those around him. Stanhoe in the

British version is definitely a bound henchman.

**RIOT GRRL
AND PIZZAMANCER**
BY KRISTY SHIELDS
KRISTY.SHIELDS@SHADOWFELL.COM

DEAR SANTICORE, I WOULD LIKE...

A NINETIES SKATE-ART INSPIRED ILLUSTRATION OF ANY OF THE FOLLOWING/ANY COMBINATION THEREOF: PIZZAMANCER, THRASH WARRIOR, RIOT GRRRL, BARFBARIAN, BONG LICH, SUMMER CAMP GREMLINS, A DOG THAT IS ALSO A WIZARD.

THANKS,

S. K.

RIOT GRRL AND PIZZAMANCER BY KRISTY SHIELDS



RACIAL CHARACTER CLASS: ROGUE ANIMAL CROSSING VILLAGER

BY IAN JOHNSON

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You are a human sized, anthropomorphic mammal - a real Redwall looking mother fucker. You've got an animal head (possibly with human-like styleable hair), fur all over your body, possibly a tail, and your legs are probably digitigrade (or unguligrade if you are a horse-man or something.) You spent an idle childhood catching fish and bugs, digging up fossils and engaging in competitive interior design, but now you're out to seek adventure.

You're a woodsy animal guy, so I guess you're a ranger sub-class. It is also easily adaptable to be used a wide variety of European woodland animal characters who are unrelated to Animal Crossing. Suggested species: Bears, Beavers, Boars, Cats, Chipmunks, Deers, Dogs, Foxes, Goats, Hares, Horses, Mice, Moles, Otters, Pigs, Sheep, Skunks, Stoats, Squirrels, Voles, Weasels, Wolves, etc.

You must have a Nature of at least 9 to play a Rogue Animal Crossing Villager. A Nature of 16 or higher grants a +10% bonus in experience gained.

HIT POINTS: d8 per level, +2 per level above 10

FIGHT AS: Fighter

SAVE AS: Clerics, but +4 on saves vs natural poisons and diseases

ARMS: Any

ARMOR: Up through chainmail

CHARACTER ABILITY: Nature

When a player elects to create a Rogue Animal Crossing Villager character, he should generate a seventh character ability score, using the same method as was used to generate the other six.

A Rogue Animal Crossing Villager's Nature score denotes how strongly he adheres to the ability and personality, real or stereotyped, of his species. The Nature stat is used for the common "roll under" ability checks popular in old school gaming. When an action of the Rogue Animal Crossing Villager falls in line with the expected behavior of an anthropomorphized version of that animal species, he may elect to roll Nature instead of the appropriate attribute, succeeding on the action if the d20 roll is equal to or less than his Nature. A Rogue Animal Crossing Villager may also use Nature to take actions which fall in line with his animal nature, but are outside the realms of human capabilities.

DEAR SANTICORE, I WOULD LIKE...

A SIMPLE SYSTEM TO CREATE ANIMAL BASED CHARACTER RACES BASED ON BROAD TYPES SUCH AS MAMMAL, REPTILE, AVIAN, INSECT OR SCAVENGER, PREDATOR, HERBIVORE, OMNIVORE.

THANKS,

P. S.

When in doubt if an animal could perform a particular task, look it up on Youtube on your phone. Some example of possible Nature checks:

- Bear: Mauling a foe with claws₁
- Boar: Staying conscious and continuing to fight below 0 HP₂
- Cat: Seeing at night
- Dog: Tracking by scent₃
- Horse: Travelling extended distances without resting
- Mole: Tunneling out of a cave in
- Otter: Investigating a sunken ship for several minutes before returning for air
- Rat: Gaining sustenance from eating refuse and trash
- Rabbit: Looking particularly delicious as a distraction
- Skunk: Spraying enemies with stink gland₄

SPECIAL NOTES

The DM is expected to not be a dick, and actually let animalmans do animal stuff. Here are some suggestions on specific abilities mentioned:

1	Natural attacks deal d6 damage, but does not benefit from high Strength. Instead, calculate bonus damage with your natural attack as though your Nature were your Strength. I would also suggest that, if a Rogue Animal Crossing Villager has a natural weapon that could be used in conjunction with a sword or other melee weapon (A sword in one hand, while the other hand is barred claws) then once per turn, if a melee attack misses, the Rogue Animal Crossing Villager may immediately make another attack at -2, and using the damage from their natural attack instead.
2	Boars may roll Nature at the beginning of a combat round to remain conscious. They die if they reach -10HP, or if combat ends (DM's discretion) while they are still below 0HP.
3	Tracking is a common ability possessed by the sort of animals which are cool enough to be used as the basis for a Rogue Animal Crossing Villager. Just roll Nature, because it's not worth the time to figure out the overwrought Unearthed Arcana tracking rules.
4	Skunks force a morale check on unprepared or unexpecting enemies hit with the stink spray.

Finally, you can't use Nature for flying. Having wings tends to throw the game off it's rails for the vast majority of DM's, so just stick with land bound animals, or animals with patagia.

In addition to possessing the Nature attribute, Rogue Animal Crossing Villagers have the following special abilities:

* A Rogue Animal Crossing Villager possesses some skills as a Thief. He may Hide In Shadows, Move Silently, and Climb Walls as a Thief, using the percentile chance listed for Climb Walls for a Thief of the same level. Rogue Animal Crossing Villagers may Hear Noise as a Thief of the same level in most situations, but when in their natural habitat, as a Thief three levels higher.

* Rogue Animal Crossing Villagers surprise opponents on a 1 through 3, and are themselves are only surprised on a 1.

* Rogue Animal Crossing Villagers possess all of the necessary skills for survival in the wild, including hunting, trapping, foraging, construction, ect.

* Upon reaching level 10, each Rogue Animal Crossing Villager may settle down and become mayor of a quaint village, and attracts 2-24 Rogue Animal Crossing Villagers and 1 human.

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Welcome To The Gigastructure (<http://dndwithpornstars.blogspot.ca/2012/12/welcome-to-gigastructure.html>), by Zak Smith, 2013

Experience Points	Experience Level	8-Sided Dice for Accumulated HP	Level Title
0 - 2,500	1	1	Civilian
2,501 - 4,500	2	2	Inhabitant
4,501 - 10,000	3	3	Resident
10k - 20k	4	4	Taxpayer
20k - 40k	5	5	Villager
40k - 90k	6	6	Denizen
90k - 150k	7	7	Dweller
150k - 225k	8	8	Native
225k - 325k	9	9	Townsperson
325k - 650k	10	10	Mayor

CLERIC BACKGROUND AND DOWNTIME EVENTS

BY DEVIN H

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DEAR SANTICORE, I WOULD LIKE...

A TABLE OF BACKGROUND EVENTS OR LIST OF NON-ADVENTURING OBJECTIVES FOR AN ADVENTURING CLERIC.

WHEN WIZARDS LEAVE THE DUNGEON TO SPEND THEIR LOOT, THEY CAN DO RESEARCH; ROGUES AND WARRIORS CAN CAROUSE AND BUY BLING; BUT WHAT CAN THE POOR CLERIC DO?

THANKS,

A. H.

1	Ordain new members of the faith.
2	Commission works of art (statues, paintings, weapons) for the church.
3	Dress as a beggar to learn humility, gather information, or make contacts.
4	Perform daily sermons to the congregation.
5	Perform daily sermons in the streets.
6	Go undercover in a rival church to sow dissent or gather information.
7	Purchase religious supplies (incense, braziers, scrolls, ink).
8	Sabotage a rival church (break windows, write graffiti, start a small fire, buy out important supplies).
9	Fast for a day (no food or water).
10	Fast for the week (water during the day, bread only after sundown).
11	Hear the pleas of the needy or faithful.
12	Pray to your deity to grant the wishes of the needy or faithful.
13	Visit the local jail to offer comfort and confession to local prisoners (and attempt to convert them).
14	Visit the local jail to bring divine retribution to local prisoners.
15	Grant penance/quests to local sinners, heretics, or unfaithful members of the congregation.
16	Engage in theological debate with members of a rival church.
17	Receive theological instruction from / give theological instruction to members of the same church.
18	Research the origins of divine rituals.
19	Make candles.
20	Cast Create Food and Water over and over to feed the hungry (or sell to the government).
21	Maintain the temple (clean floors, wash clothes, serve meals, maintain walls, etc).
22	Build a small altar in the wilderness for travellers to pray at.

23	Holy Day! You are involved in elaborate ceremonies for at least a day, possibly the whole week.
24	Heal the sick / reanimate the dead.
25	Collect tithes.
26	Advance some minor political agenda (getting a priest on city council, a contract with a merchant's guild, or similar).
27	Bless holy/unholy water.
28	Sit in on endless meetings regarding trivial organizational or political details.
29	A bunch of acolytes heard about your impressive deeds and have been imitating you. Put a stop to it.
30	You have no task this week. Instead, a high-ranking priest confides in you a heretical finding, doubt, or belief that could split the faithful and create a new sect. No action is being planned, but left unaddressed (for years, not days) the high priest may slowly begin to convert members of the congregation.

**SUPREME SORCERER'S
CORRESPONDENCE SCHOOL:
BOOK OF SPELLS**
BY JEREMY KOSTIEW
METROPHELEAN@GMAIL.COM

DEAR SANICORE, I WOULD LIEK...

AN ILLUSTRATION OF A SPELLBOOK. IDEALLY IT SHOULD FEATURE A PHRASE ALONG THE LINES OF "SUPREME SORCERER'S CORRESPONDENCE SCHOOL: BOOK OF SPELLS"

THE CORRESPONDENCE SCHOOL AND SPELLBOOK WERE INSPIRED BY THE OLD THREE RING BINDER MONSTER MANUAL AND AN OLD SIERRA GAME CALLED QUEST FOR GLORY.

THANKS,

M. M.

SUPREME SORCERER'S CORRESPONDENCE SCHOOL: BOOK OF SPELLS BY JEREMY KOSTIEW



WATERY SERVANT: A DCC RPG SPELL

BY DANIEL

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LEVEL 3 RANGE 120' DURATION VARIES

CASTING TIME 1 TURN SAVE NA

The caster commands a nearby water source to obey him as an Unseen Servant would, one who has the possibility of cool elemental effects.

MANIFESTATION: A worm-like tube of water which can engulf and manipulate objects, gaining greater and greater definition and wider abilities the higher the roll.

CORRUPTION: ROLL 1D4

1	Caster dehydrated and all liquid in their equipment evaporates,
2	Caster and all in 30' dehydrated and all liquids in 30' radius evaporate,
3	as 2 but hand used to cast spell also completely mummifies and atrophies,
4	major corruption.

MISFIRE: ROLL 1D4

1	A nearby ally is affected as Chill Touch,
2	A Watery 'Servant' is created which attacks,
3	Everyone within eyeline of the caster is soaked to the bone and has pruny hands,
4	everyone within 60' begins crying for 10 turns.

SPELL CHECK

1- Luck: Lost, Failure and Worse! Roll 1d6 modified by (0 or less) corruption+patron taint+misfire, 1-3 corruption, 4 patron taint, 5+ misfire

2-11 Lost, Failure.

12-13 Failure, spell not Lost

14-18 A watery servant may be created from any sufficient water source, its size limited by the amount of water present but defaulting to humanoid sized if conditions allow. It has utility like an Unseen Servant but can also squirt itself to extinguish fire sources and melt back into a pool to slide under doors and reform and such. This creature has 1d10+1hp per caster level, and vanishes when dismissed, slain, or when it evaporates, otherwise disincorporating after an hour.

19-22 As the previous result, but may be cast by dehydrating a target enemy, causing them 1d10+2hp damage per caster level, which is then transferred to the Servant as hit points. A caster may also form a servant from their own bodily fluids, providing they have drunk 6 liters of pure water in the last 24 hrs, to no ill effect on the caster. The servant takes on a more humanoid shape and appearance, rather than just size, and can form itself into any normal water form, hiding

DEAR SANTICORE, I WOULD LIKE...

1D4 BRAND NEW, COMPLETELY DEFINED SPELLS FOR DCC RPG. I'D LIKE TO SEE THE DEAD COME TO LIFE, WATER MADE INTO A SERVANT, ENEMIES TURNED TO STONE, AND THE PEOPLE LEARN WHY WE FEAR DISEASE.

THANKS,

E. J.

in the cloak of its master or in a bucket or wineskin. It remains until dismissed or evaporated or killed, otherwise lasts for a day.

23-24 As previous result, save the servant initially manifests as a blast of steam from the caster's fingertips, scalding all in a 120' cone. All scalded targets take 2d10 damage.

25-27 The servant can also appear as a spear or weapon made of ice, conjured in the caster's hand. The servant can turn to and from ice at the caster's will, or as the servant wishes if doing so will let it carry out its master's orders. Also, the servant's size is no longer limited by the amount of water present when the spell is cast, as it can increase its mass until humanoid size or horse sized. Yes, you may ride it. The servant can shape its body at will, and its definition is such that it can be mistaken for a ghost or frozen statue at a distance.

28-30 The servant may also make a projectile of itself, using powerful crushing pressures of watery blasts or bashing limbs, burning enemies with steam, and firing off small icicles. It gains the ability to speak, and will last until the seasons change.

31-32 The servant gains the ability to cast Watery Servant once per day, using its master's ability scores to cast with. It will cast this immediately on being summoned if conditions permit. The servant is now a full elemental warrior, capable of even mixing itself into beer or plaster and separating again. It can heal itself by drinking or standing in water, and is unstoppable in rain.

33 The servant gains the powers to cause a flood, or a storm, or a tidal wave once per day, and has the ability to transport itself any distance by merging with other water sources. Lasts until killed or until the new year.

34 Your watery servant is smarter than you, unbreakably loyal, and is always around you, anticipating your every whim. He puts breath in your lungs and saves you from deadly pressures at the bottom of the sea. He creates atmosphere around you in dead black space. He is almost never truly glimpsed unless you direct him to act. You may even "wear" your servant, who acts as both magic weapon and armor, acting and using his abilities as your own....in fact, as he leeches toxins from your body, permeates your cells sustaining them, the line between you and your elemental warrior are now quite thin.

35+ You may make a servant of any body of water, including all the water in any truly living being, a raincloud, or a small sea. The servant lasts until killed or until you die.

SUMMON SANTICORE:

A DCC RPG SPELL

BY NOAH STEVENS

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Level: 2 Range: 100' Duration: Varies

Casting time: 2 rounds Save: None

GENERAL: Broadcasting feelings of good cheer and community spirit, the caster reaches into the aether and brings the physical manifestation of the ornery and ravenous Santicore to cheerfully and savagely grind enemies (and possibly friends) into gristly bits and nobbins

MANIFESTATION: The Santicore flaps down/burrows up at the point the caster has indicated within the spell's range, limited by line of sight and visibility

CORRUPTION: If your result indicates corruption, you are immediately tasked with fulfilling some dire geas for the noble and irascible Santicore. Multiple corruptions mean multiple meaningless but well-intended tasks for unnamed third-parties, subject to the inscrutable will of Santicore. If at any time these become impossible to fulfill, the Santicore arrives and destroys the caster in a thrashing of batlike, ornamented, pine-scented wings and a cloud of whimpering and groveling

MISFIRE: The truculent and pugnacious Santicore attacks the nearest member of the caster's party, with the effects listed. It is not wise to give orders to so festive a Holiday spirit

1	The Santicore ignores your plea, mortal! The spell is lost, no beneficial effects are gained, and furthermore you are compelled to complete one festive and generous task, the exact nature of which currently eludes you but will be elucidated later. Expect contact from the Santicore's minions. Lose 1d4 Luck
2-14	Lost, and failure. You will receive a lump of coal in your stocking, a sound thrashing, and take 1 point of Personality damage for your troubles. Make a DC17 Personality check. If you fail, then you incur a misfire against the unluckiest member of your party, for 1d8 damage - the gnashing of the Santicore's iron teeth. Your Luck score now becomes theirs, and theirs yours.
14-16	The Santicore is feeling generous. In exchange for a favor now, you may take spellburn damage later. The favor is so minor that you may not even notice it until later, but typically you will find a rope as needed, or your hireling may remember the flint and tender he secreted in his water-proof stuff sack. Take 1 point of Spellburn damage before the end of the day for each syllable that your favor requires to clearly describe. The spellburn may be distributed throughout Strength, Agility, and Stamina as needed.

17-19	You may either take the lower level results, or else the Santicore has seen fit to guide you or your associate's next blow unerringly, or with maximum damage. If the to-hit roll fails, then it hits the opponent's armor anyway. If it succeeds in hitting the opponent, then it does maximum damage. In the unlikely event that you roll a natural 20, then you may burn a point of Luck to roll another result on the Critical chart as appropriate.
20-24	The Santicore is tickled with your contribution to the overall feeling of the adventuring community. You may take the lower spell results if you wish, or the Santicore will allow you to pick the result of any spell in the DCC core book, with the same numerical result that you have just rolled. You may increase the result by burning Luck, but for each Luck point burned, you owe the Santicore 1 favor, which will tax your skills and at which you must toil unceasingly as soon as possible. The manifestation of the spell will be suitably cheery, dangerous and pine-scented
25-30	People will talk about this on G+ tomorrow. They will suspect you fudge your dice a bit. The Santicore himself will swoop down/burrow up/whatever and save you in your time of need. You and your henchmen or hirelings may make a swift escape, or else a single target of your choice will take d30 points of damage that ignores armor. You must not ask another favor of the Santicore before the next Yuletide season, or you will incur d8 frantic favors owed to him.
31 & up	Stupendous! A ludicrous amount of Spellburn, and/or Luck combine to produce a result that all your players will laugh about for some time, although they secretly detest this level of magical intervention in the course of the campaign, you Monty Haul bastard. The Santicore swoops down/burrows up/whatever and eats you in a froth of magical ecstasy. You will return next session, possibly. You owe the Santicore in a big way, and you must describe the things you do in lurid and alarming detail at the table/ in the Hangout, and post them promptly to the community so that all may snigger at your hubris and reliance upon mechanical rather than narrative means to solve gaming issues. In real life, you - the player- ought to write something for another player and take as little credit as possible, out of the generosity of your cold black heart

BARBARIAN SPELL CASTING

BY REECE

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Any time that a barbarian level is mentioned it refers to the use of Rage, the number after it represents the number of Rage uses that the spell costs for the Barbarian to cast (eg the Sand Blade will cost a Barbarian 1 use of Rage to cast). Barbarians don't need to memorize spells for the day for use. For a Barbarian to learn a spell he/she must be taught by another Barbarian or by a Wizard. For a Barbarian to learn the spell they must make a successful roll under half their INT (unless being taught by another barbarian, then its three quarters INT, eg 12 is 9) and spend an entire day (24 hours) this cannot be broken up into segments of varying size, it must be one full 24 hour period. Barbarians can only ever cast a spell upon themselves.

Sand Blade (wizard level 2, barbarian level 1)

This spell lets never be without a weapon if there is ever some sand around, using a combination of the users rage and discipline or magical prowess, you can make a bladed weapon out of a small handful of sand.

Effect – a magical blade is formed from sand

Duration – D6 + half level rounds

Damage – 1D6 + half level

Material requirements – a small handful of sand

Gift of the Immortal

(wizard level 4, cleric level 3, barbarian level 3)

This spell makes it look as though the person it was cast upon (or the user) is effectively immortal and can take almost any form of punishment and still keep on fighting (much like the Persian immortals). Once the duration of the spell is complete the damage is then taken. Effect – ignore all effects of damage, except magical damage (named weapons only, a +1 sword doesn't count (or whatever)). Mark down the damage as normal, but off to one side, this damage is then taken from the HP of the person who the spell was cast upon after the duration of the spell is ended

Duration – 1D10 + caster level turns

Simurgh's Feather (magical item)

This legendary creature (It appears as a peacock with the head of a dog and the claws of a lion; sometimes however also with a human face.) has given up its feathers multiple times to those who have proven themselves worthy of its help or protection. Whenever the person that the feathers were bestowed upon needed some dire help, they were told to burn the feather and that Simurgh would come to their aid. Unfortunately word of this got out and many of the feathers were tracked down and used for nefarious means, this greatly disturbed Simurgh, but not one to go back upon its word Simurgh came to their aid and helped them as they asked, but he become much more literal with words and bent and

DEAR SANTICORE, I WOULD LIKE...

SOME NEW SPELLS (ANY CLASS) THAT HAVE A VIBE BASED ON THE MYTHOLOGY OF ANCIENT MESOPOTAMIA OR PERSIA.

THANKS,

E. J.

twisted them to enact revenge upon the unworthy. The feather looks like a normal feather, but with small glittering flecks in various parts throughout it, these flecks can only be seen in moonlight.

Effect – after the feather is burnt (1 full action) Simurgh arrives the next turn. He casts time stop (or whatever a similar spell is) upon the area and speaks to the owner of the feather. Once they have finished speaking (about 1 minute game time) the time stop spell is released, and Simurgh acts upon what it was told (quite literally) and then once it has completed its task it judges the owner of the feather. If the task was deemed worthy nothing happens. If it is deemed unworthy it attacks the owner once (hitting automatically) dealing 2D12 + owners level damage, then disappears. Then next day when the owner wakes up they must make a save vs poison or loose 1D6 WIL and 1D8 CHA permanently

The Immortal's Tiara (magical item) +1 AC

A cloth cap which can be pulled down over ones face to protect it from the elements (wind, sand, whatever). When pulled down over the wearer's face this item activates, it then transfers all the pain and suffering that the immortals went through in and after battle.

Effect – Save vs Death, if passed take 4D8 + users level damage, if failed the pain is too much and you die.

Hiding Snake (wizard level 2, druid level 1)

This spell makes a snake appear and attack a chosen target, once the attack is resolved the snake disappears. It looks as though the snake was thrown by the caster.

Range – 30ft + 5ft per level

Damage – 1D8, Save vs Poison, if failed take 1D6 extra damage and loose 1D4 CON points (temporarily)

Desert Winds (wizard level 4, druid level 2)

This spell summons up the searing hot winds of the desert to blow forth from the caster. It causes severe dehydration, general unbalancing, wind burns, loss of hearing, and other various effects

Duration – 1D8 rounds

Direction – a 45 degree angle from the caster in any direction, 120 feet in length

Effect – choose two effects

1	Save vs Breath Weapon, if failed fall down (need a successful save to stand back up, for every subsequent failed save you are pushed back 1D3x5 feet)
2	Save vs Paralyse, if failed take 1D8 CON damage (temporarily) you are now extremely thirsty (1D2 water skins will fix this), if you don't remedy this before the spell ends then you take another 1D6 CON damage
3	Take 1D6 damage per two rounds

4	Save vs Paralyse, if failed you are deafened for 1D10 turns once the winds stop, make a check under half WIS to attempt to read lips
5	Save vs Breath Weapon, if passed you are pushed back 1D3x5 feet, if failed you are pushed back 1D6x10 feet and knocked down (this is a once off effect, it doesn't continue for every round)
6	Any missile weapons used within the area of the winds automatically miss the intended target (including any black powder weapons)
7	Cover an area in sand (or whatever is nearby) upto 1 meter in depth per round (needs something to stop the sand to cover it properly, otherwise it just gets really sandy in the general area) movement is also reduced through this area by 5 feet per round the wind lasts for

Djinn's Wish (wizard level 7, cleric level 8)

This is a lot like the wish spell, but it is granted by a Djinni. When this spell is learnt it has a one-time use and doesn't take a spell slot to have it memorized for the day. This spell is extremely powerful and can change the meta-physics of a area

Effect – roll 1D100 on the following table and then take the description into account for the effect of the wish

00-03	The wish frizzles out as the meta-physics of the world begins to twist and contort to accommodate it, but while the wish didn't happen you did manage to open a gateway into another realm or plane. This gateway stays open for 1D4 rounds, in that time 1 creature is summoned through it using the LOTFP summoning rules for an uncontrolled summoning
04-15	The wish works but only partially, split the spell into an even number of groups using key words (words that make the spell less ambiguous or have a different meaning) these groups have a 47% chance (on 1D100) of working the way that they intended.
16-36	The wish goes off without any adverse effects
37-50	the wish goes off without any adverse effects, then in 1D6 rounds what was wished for disappears and everything goes back to the way it was before the wish was made
51-60	Everything that the wisher asks for is reversed
61-75	The wish opens an inter-dimensional portal, a large Djinni steps out of it and grants the wish. He also places a quest spell upon the wisher, this is done without the wishers knowledge.

76-84	The wish creates a loop in the space-time continuum. The last 1D6 hours didn't actually take place, yet, for this is when the wish happened. The wish occurs and then there is 1D3x10 minutes before the normal flow of time is restored (with these new changes as permanent)
85-96	The wish happens in 1D4 days' time
97	Combine the first two effects of this table (partial success and gateway into another plane or realm)
98	This wish is considered to be something that all the gods want to happen, not only does the wish work, but it works too well (increase the effects by 200%)
99	Roll twice on the table, reroll any doubles and any result above 95

Quick Jar (wizard level 5)

This spell creates a temporary magic jar out of anything that is nearby with internal space with a way to access it. Effect – a magic jar that works for 1D6 + half caster level hours, when you open it to release whatever was in it or the time runs out roll 1D20 on the table below

1-5	It shatters damaging everyone within 1D6x10 feet, take 1D6+1D4 damage, the contents is unharmed
6	It worked too well, whatever was in there is now stuck in there forever
7	An inter-dimensional space opens up, something wants to come through
8-9	Being inside the jar made it a twisted shadow of what it once was
10-11	The jar become extremely hot and cold to the touch, whoever is holding the jar takes 1D12 damage and loses 1D6 DEX (temporarily)
12	The jar stays as a magic jar forever
13-20	The jar worked just like it should of

Sand Tomb (wizard level 4)

This spell creates a 5 feet by 5 feet area hole that is 15 feet deep, it then fills the hole that it just created. This can bury a person alive, which is bad for them if they want to keep living.

Effect – a 5ft x 5ft hole 15ft deep is made within 30ft of the caster, it is then filled back during the casters next turn.

Damage – save vs Breath Weapon or take 2D6 falling damage, then on the next turn if you are still in the hole take 3D8 damage. If you pass nothing happens, if you remain within 5ft of the hole on the next turn you take 2D6 damage and fall down.

Scorpion's Poison Strike

(barbarian, cleric, wizard level 2, druid level 1, paladin level 3)

This spell lets your unarmed attacks cause extra damage though the application of magical damage, the spell only works on unarmed attack.

Target – spell casters and clerics can target anyone.

Druids, barbarians, and paladins can only target themselves.

Effect – for 1D4 + half level rounds your unarmed attacks have the following profile.

Damage: 1D6 + STR bonus. Save vs poison, if failed you are paralysed for 1D3 turns.

Parthian Tactics

(wizard level 3, barbarian level 4) (with help from Jason K)

This spell lets you dredge up the memories and skills of fallen warriors and tacticians, giving you the ability to shape the battle space to your advantage.

Duration – 1D6 + half level rounds

Caveat – the parts of this spell with an * after them means that they cannot be cast upon a ranger.

Effect – choose one from the following list for every five levels (1-5 is 1 choice, 6-10 is 2 choices, etc)

1	Horse Riding Ability – +1 to hit and an extra ranged attack (with a bow or sling only) whilst mounted for every three levels of target of the spell*
2	Armour Bonus – +1 to AC for every three levels of the target of the spell, only applies to leather, silk, or unarmoured characters
3	Fire Mastery – +1 to any fire based attacks and damage. Targets of fire damage receive a -1 to any fire based save
4	Horseback Attack – when attack from horseback 4th level (or higher) PCs gain an extra attack per round. +1 bonus to melee attacks when on horseback (regardless of level)*
5	Hit and Run – after a successful attack is made (target is hit), you may move again, after moving you may make another attack. This only works when mounted
6	Nimble Rider – you may make a ride check (roll under half DEX + half level) to negate a hit, from ranged attacks only. Once per round only

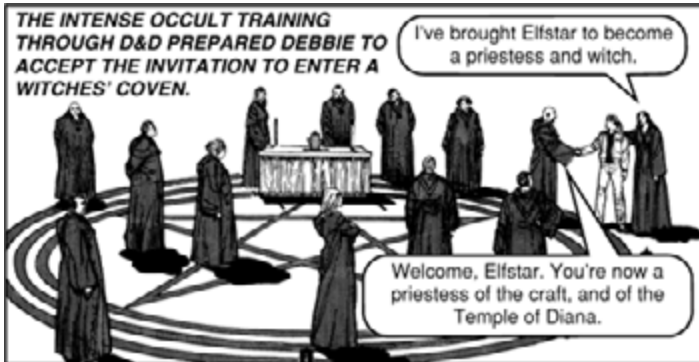
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1ST LEVEL RITUALS

BY JACK McNAMEE

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You do not roll for these at character creation. You can find these at any level, in strange old scrolls, tattooed on a sorcerer's skin, written on cave walls. You prepare and cast them as level 1 spells, but you must also perform some action in real life, at the table.

Curse

1 saucer,
a box of matches,
flammable liquid,
a lock of hair

Fill the saucer with the liquid, and put it in the middle of the table. Put the hair in it. Set fire to it while all the players chant the name of the target and the DM hums a low note. The target character feels intense, burning pain, and slowly shrivels over days. Death if they're low level, reduces them to half to a quarter of HP if they're high level.

Healing

Meat.

The injured player must somehow inscribe the name of their injury or sickness on the meat, then bury it in the ground. Their ailment will be cured.

DEAR SANTICORE, I WOULD LIKE...
A LIST OF 1ST LEVEL SPELLS (AS LONG AS YOU FEEL LIKE MAKING IT) THAT WILL MAKE ME GO "WHAAAAT?" AND POSSIBLY SNICKER WHEN I READ THEM. I PREFER IF THEY'RE NOT COMBAT-ORIENTED AND CAN BE USED REGARDLESS OF THE CASTER'S ALIGNMENT (I.E. NO TORTURE/EVIL MIND-TWIST/ OTHER INHERENTLY EVIL THING).
THANKS,
B. J.

Strength

Hand-towel,
Alcohol,

A box of matches.

Pour the alcohol on the towel. Lay it over a limb, then set it on fire. That limb will gain monstrous strength for half a day (like, 20 STR). No effect if you freak out and throw it off in the middle. This is apparently safe if you do it right, but you'll probably fuck it up.

Protection

A representation of some enemy (A miniature, a doll, a drawing on a piece of paper, etc. The better it is, the more effective the spell will be).

Flammable liquid.

Pour the liquid in a circle around the enemy, and then light it on fire. Before the fire goes out, yell a bunch of names. Those people will be protected against the enemy in the circle for about a month. Something like +4 AC and +2 to saves.

Gamble

1 deck of playing cards,
1 knife.

Cut yourself, and press a bloody fingerprint onto the face of one card. Shuffle the deck. Whenever anyone makes a dice roll, you must discard a card from the deck. Every time the party sleeps, discard 2 cards.

For as long as you keep doing this, everybody gets to roll twice and take the highest roll, for every single roll.

At any time, you can decide to stop drawing cards and cancel the effect forever. You will never be able to repeat this ritual.

If you draw the card with your red fingerprint, your character is lost forever.

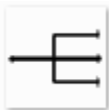
Bless

1 Marker pen

Draw the symbols below on yourself in marker. The space you draw them on will be protected from that symbol's element.

Note: It's only the exact space covered by that symbol that is protected. Putting heat symbols all over your hand will not stop your arm from catching on fire.

(symbols on next page)



Heat



Cold



Chaos magic



Lawful magic



Poison



Piercing



Crushing

DEAR SANTICORE, I WOULD LIKE...

ARMS ON A GOUGED-EDGED SHIELD, QUARTERING OF: A HEART PIERCED BY THREE SWORDS AS IN THE WAITE TAROT THREE OF SWORDS (TOP LEFT AND BOTTOM RIGHT) WITH A TWO-LEGGED WINGLESS DRAGON EATING A MAN FEET FIRST (TOP RIGHT AND BOTTOM LEFT).

THE REST OF THE HERALDIC ACHIEVEMENT (REFERENCE FOR A HERALDIC ACHIEVEMENT WOULD BE HELPFUL IN DOING THIS)

THE SUPPORTERS ON EITHER SIDE: TO THE RIGHT A BLACK CROW, TO THE LEFT A WHITE RAT WITH STRANGELY HAND-LIKE PAWS AND A HUMAN-LIKE INTELLIGENCE IN ITS EYES.

THE HELM: A FULL JOUSTING HELMET MADE FOR A CYCLOPS, CROWNED WITH A SINGLE EYE-HOLE OVER WHICH A GRILLE HAS BEEN PLACED.

THE CREST: THE FIGURE OF A WIZARD WITH A STRANGELY BLANK FACE, GRASPING A JAGGEDLY ANGLED STAFF IN GLOVED HANDS.

THE MANTLING: BLACK FUR FROM WHICH SNOWFLAKES ARE FALLING.

THE GROUND: A CURVED SURFACE OF FLAGSTONE OVER WHICH ABOUT FIVE SMALL MAN-LIKE FIGURES - TINY IN PROPORTION TO THE FLAGSTONES - ARE MOVING.

THE MOTTO **QUAERITE LAQUEI** IS INSCRIBED BELOW ALL, ON A SCROLL WHOSE ENDS ARE TWO METAL RODS, EACH INSCRIBED WITH AN INFINITY SYMBOL.

THANKS,

R. S. G. S.



COMBAT CRIT
AND FUMBLE TABLE

BY TONY DEMETRIOU

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DEAR SANTICORE, I WOULD LIKE...
A SIMPLE OSR CRIT (NATURAL 20) AND FUMBLE (NATURAL 1)
SYSTEM (OR TABLES) THAT USES ONLY THREE D6s.
THANKS,
D. J. U.

Crit or fumble results may represent luck in addition to character skill. These tables have results written with PCs in mind. As such, instead of rolling on the crit table for an NPC, the DM may instead choose to roll on the fumble table and apply the result to the PC that the NPC is attacking. If the description doesn't make sense for the current situation, the DM should change the flavour text or outcome to be appropriate.

CRIT TABLE * = Probability

3d6	*	Outcome
3	0.46	Secret weakness! Did you know that iron golems have a weak spot just behind the knee joint? Your PC just discovered it! Your PC learns a secret weakness about the creature type that they are currently fighting. From now on they gain a +1 bonus to damage against these creatures. This bonus is cumulative if the player rolls it multiple times. It's up to the DM how specific the creature type is (e.g. all humanoids vs all humans vs all Northlanders vs all Northlanders from the Blue Lakes tribe)
4	1.39	Got their measure! Your attack deals no direct damage, but you've figured out your opponent's fighting style well enough that you can easily beat them. You might taunt them by cutting a 'Z' into their cheek, putting an arrow into the wall between their fingers, or maybe just talking tough – but they know they're outclassed. For the rest of this battle this opponent will be at a -2 penalty to hit your PC with direct attacks due to you seeing them coming. Indirect attacks including all AOE attacks, or attacks intended to cover their escape still do full damage. Your opponent would be wise to flee or attack a different PC.
5	2.78	You get thrown sprawling, landing face down on the ground. And it's from that vantage point that you see the item that you would have missed. Your PC finds something special left somewhere mundane. The magic sword found under a bush, the holy grail chalice lost in the river and washed up by the shore etc. DM decides on the item, or rolls on a random treasure or magic weapon/items table.
6	4.63	Is your PC angry? If so, they really become enraged! All strength-based rolls gain a +2 bonus, and all dexterity-based rolls take a -2 penalty. Attacks with fists or simple weapons gain the bonus. Attacks with weapons that require finesse – such as bows or fencing rapiers – take the penalty. If your PC does not get angry, this result has no effect.
7	6.94	You get another action. You must use it immediately.
8	9.72	Divine Avatar: Your PC begins to channel the power from an outsider (God, demon, powerful spirit etc.), giving +2 to all actions for the next 2d6 rounds. DM decides who the outside is, and why they chose the PC. It might not be apparent to the PCs who or what the outsider is, but this power manifests visibly and spectacularly. DM decides the effect. It might be glowing red eyes, a flaming sword, a halo of light, the PC leaving a trail of sickening green goo, etc.
9	11.57	Your attacks are successfully flustering your opponent. As well as the usual damage from your attack, this opponent is at -1 to hit yourself or any allies for the rest of this encounter. If they flee, it will take them some time to build up the nerve to return.
10	12.5	Not only do you hit your opponent and do damage, but the player should describe something cool that happens. Maybe the archer pinned their victim to the wall through their eye socket, or the barbarian snapped their neck one-handed, or the Paladin's sword glowed with divine might as they struck their blow. Whatever is appropriate for the situation that the player thinks is cool.
11	12.5	Bolstered! Take a bonus +1 to all actions for the next 1d6 rounds.
12	11.57	Opponent stunned. They miss their next action.
13	9.72	Emotional tumult! Your enemies are either fearful, angry, or impressed. (DM's decision – but the result is obvious to your PC) – no direct mechanical effect, but the PCs will be able to take advantage of this strong emotion with future tactics (e.g. taking advantage of anger by taunting the opponent into charging recklessly, or taking advantage of fear by attempting to intimidate the opponent into surrender, impressed enemies might break off the fight to offer the PCs work, etc.)

14	6.94	Is your PC scared for their life? If so, all opponents are at -2 to hit you, and any reflex-based saving throws are at +2, due to the fear giving you the adrenalin and awareness to avoid being hit. If your PC is not scared by the situation, this result has no effect.
15	4.63	Target incapacitated and needing medical attention. You've not only struck your target down, but avoided kill them. They will die without some sort of first aid, however, and they know it. This gives the PCs a pretty decent bargaining position should they choose to question the target.
16	2.78	You are a machine of death! Next round you get a +1 bonus to attack. If you hit, the round after you get a +2 bonus, and so on. If you don't attack on your action, or miss with one of your attacks this effect and all bonuses from it end immediately.
17	1.39	Here comes the cavalry! One or more NPC allies of your PC arrive unexpectedly, and are ready to fight by your side. They will typically follow orders and may stay around after the fight (DM discretion.) If no known allies are nearby then friendly strangers arrive, with enough common interest for them to be allies-by-default. (e.g. The PCs are scrapping in a Drow city. Some humans who escaped being sacrificed in a Drow temple hear the din and join the fray)
18	0.46	Does your weapon have a name? If not, it does now! The DM will choose a special effect for the weapon, probably related to something significant about this battle. The PC will then choose a name for the weapon. (e.g. a dagger used in a fight against goblins inside dark caves might be given the special effect of glowing when near orcs or goblins and the name "sting". Or it might be given the special effect of improving the chances of sneaking up on an opponent for a stealthy attack but only while in complete darkness and the name "backbiter".) Yes, fists and other natural weapons can gain a name and ability.

Combat Fumble Table

3d6	*	Outcome
3	0.46	Did you need that body part? During the fight, your PC gets hit and loses something – (roll d6) 1: an eye, 2-4: a finger, 5-6: an ear. They'll need medical attention soon, but will last until the end of this encounter without problems.
4	1.39	Your weapon just broke! If it was a magical or otherwise unique weapon it can be repaired, but will require an expert to perform the repairs. If it was a mundane, replaceable weapon, not only did it break but it cut up your hands, giving a -1 penalty to all dice rolls requiring functioning hands, until they are healed.
5	2.78	Your opponents are terrifying. All opponents are at -1 to hit you, and any reflex-based saving throws are at +1, due to the fear giving you the adrenalin and awareness to avoid being hit. Unfortunately, you are also at -3 to hit any opponents. This effect ends when an ally takes one of their turns to rally your PC (with an inspiration speech, by slapping sense into them, by reminding them the stakes of the fight, etc.)
6	4.63	Outclassed! Something about this opponent has shaken your PC. Maybe it's the hood made from a severed head that orc is wearing, or maybe they're just a better fighter than you expected. For the rest of this encounter you are at -2 to hit this particular opponent. You may still attack all other opponents without penalty.
7	6.94	You stumble, provoking attacks from up to 2d6 opponents within attacking range.
8	9.72	Took an arrow to the knee! Your life as an adventurer is over. No, just kidding, but it does really hurt. You cannot run, and can only walk with a crutch or assistance. You'll need the injury bound pretty soon. And you'll need proper medical attention before you can walk or run properly again.
9	11.57	Your weapon got knocked out of your hands, and lands 1d6 yards away.
10	12.5	You fall off-balance. -1 penalty to armour class until your next turn.
11	12.5	Injured! Take a -1 penalty on attacks for the next 1d6 rounds.
12	11.57	Your armour got damaged. Plate might have been dented in, straps might have been cut. The protective value of this armour drops by 2. Given one round you can temporarily repair it, reducing the penalty to only -1. It will require a trained armoursmith to repair it fully, but otherwise the repair is straightforward and cheap.
13	9.72	Pincer movement. Enemy reinforcements arrive, cutting off the PCs retreat. There are 2d6 "standard enemies" appropriate to the encounter.

14	6.94	Your weapon broke! Don't worry, it's not a big deal. Your bow just needs to be restrung, your sword's leather grip needs to be re-wound, or something. Your PC knows how to do this, they'll just need a bit of peace and quiet to get it done. Until then, this weapon is unusable.
15	4.63	Your PC didn't notice, but they dropped something. Roll to determine a random item that your PC lost. Don't roll for large items, worn clothing, or other items that would obviously be missed. If in doubt, they dropped their money purse.
16	2.78	Here comes the cavalry! Your PC attacked recklessly, and exposed themselves to their opponent. Before their opponent could strike, the cavalry arrives! One or more NPCs – allies or enemies – arrives and saves your PC's life. Your PC owes them, and is possibly embarrassed into the bargain.
17	1.39	Went too far. Your character did something they didn't intend to, and it has offended a minor deity or important NPC. The DM determines what your PC did and who the offended party was. Offended NPCs can include the PC's allies or retainers.
18	0.46	While making your attack, you get hit in the head. Hard. Not only does it make you miss, but you lose one of your senses – your PC is temporarily (roll d6) 1-2:blinded, 3:deafened, 4:unable to feel by touch, 5:unable to taste, 6:no smell. The sense will return in 1d6 days.

BAKEMONO No ARUJI

化け物の主

BY REYNALDO MANDRIÑAN
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Adventurers will likely employ allies, hirelings and servants over the course of their career. While most of these will likely be of the mundane stripe, great heroes befriending (or taming) monsters is not unheard of. While it is possible to simply bargain with creatures intelligent enough to do so, there are many things that do not, or will not work like human beings do.

These creatures can be enslaved or befriended with the below system. While there are risks that come with the process, there is also a chance for great rewards.

What creatures will this work on?

This is generally something that should be decided from setting to setting.

As a quick and easy rule, assume anything that has no natural place in the campaign world proper. If, for example, the goblins of your setting were interlopers from a fairy world as opposed to natural inhabitants of the prime, they would be able to be tamed as below.

Ground Rules

- The Master PC must have attained an experience level equal to or greater than the Hit dice total of any monster they wish to tame. For purposes of this rule, Asterixis (*) next to the monsters HD count as additional hit dice.
- If you are using a system that uses something like "Challenge" or "Threat" ratings, those should be used for the above instead of Hit Dice.
- PC's may only have one monster servant unless special circumstances permit otherwise, such as the assistance of a magic item
- All the below attempts will not work on a monster who has already been mastered, or is otherwise spoken for (Undead controlled by evil priests, or summoned creatures, etc)

Monster Deference

This score represents a monster's willingness to listen to its master, and is always a number between 2-19. Any time the Master PC makes a demand of the monster that endangers, inconveniences or angers it, the GM should make a d20 roll. If the number is lower than the monster's deference, the creature does as its asked and gains 1d6 deference afterwards. If the roll is higher,

DEAR SANTICORE, I WOULD LIKE...

"A COLLECTION OF MINOR DEMONS/MONSTERS/SPIRITS THAT CAN BE CAJOLED INTO SERVICE (THROUGH BEATING THEM OR BINDING THEM WITH MAGICS). EACH DEMON WILL HAVE ONE KEY WORD THAT TIES INTO A POWER THAT DEMON CAN USE IN THEIR SERVICE TO THE MASTER PC. KINDA LIKE POKEMON. ALSO REQUESTING A SYSTEM TO ALLOW THEM TO BE FUSED WITH EACH OTHER OR MAGIC ITEMS TO MAKE NEW POWERS. SAID SYSTEM WOULD BE GREAT IF IT WAS LIKE POTION MISCIBILITY RULES, MAYBE.

OR MAYBE YOU COULD GO THIS WAY: IF ONE DEMON HAS TOUGHNESS AND THE OTHER HAS FLIGHT, THEY COULD BE COMBINED INTO A LIVING CANNONBALL?

I DUNNO, I WAS INSPIRED TO WANT THIS BY HTTP://EN.WIKIPEDIA.ORG/WIKI/SHIN_MEGAMI_TENSEI"

THANKS,

C. J. P.

the monster refuses and either acts in a manner opposing its master or simply does not act at all, losing 1d6 deference in the process.

If the monster's deference ever goes beyond 19, it fears or respects its master to the point that it won't disobey them except in the most extreme circumstances and becomes a normal follower. If its deference goes below 2, than it either attacks or abandons its master at the first opportunity, depending on the monster and situation in question.

(Optional Rule - If the GM feels the PC has made efforts to maintain good relations with the monster, or has acted in a way that the creature approves or respects, they may re-roll one failed Deference check a session)

Methods of Monster Mastering

Dominate

The most primal method in gaining a monstrous servant is to simply prove that you are mightier than it is. Any PC of the warrior slant may try to do so, by making a display of force, beating the creature or even simply staring it down with a steely gaze. An attempt may be declared whenever the PC has an opportunity to spend a round concentrating on a monster.

1. The PC declares his intent as basically or colorfully as desired
2. If a monster has more HD then the Player has levels of experience, it may make an immediate action against its would be master.
3. However, if the normal requirements are met, both Player and GM roll a d20.
4. The player applies the following to their roll; +1 for every 2 levels of experience the character has over the monster's HD value, +2 if the monster is hurt (below 50% of its total hp), +1 if the PC has slain at least one of the monster's allies personally, +2 if the player has demonstrated access (or has otherwise convinced the creature that they have access) to a weapon, ability or other material that the monster is especially afraid of or weak against.

5. The monster applies the following to their roll; +1 if the monster slew or severely wounded (forced them to 0 or less HP) the PC or one of their allies in this or a previous encounter, +2 if the Monster is physically larger and/or stronger than the PC, +2 if the PC is of a directly opposing alignment or natural enemy of the monster, +2 if the monster has not seen the PC's prowess in battle (or has only seen a poor example of it)

If the PC's roll is higher, the monster fears them enough to be considered tame. Take the difference between the two rolls and add 10 to calculate the creature's initial Deference. If instead, the monster wins, it may make an immediate action against the player, most likely attacking them in anger.

Empathize

If a PC wishes, they may opt to appeal to a monster peacefully - either attempting to soothe a wild beast or parlay with a more clever one. This approach generally entails a more amiable relationship than Binding or Domination does, where the monster works more like a willing vassal than a slave. Any PC may attempt to empathize with a creature, but it works the best when the potential Master has a high charisma or similar alignment to the intended monster. The PC requires an extended amount of time to empathize, which means it usually occurs after a battle has been won or before it has started.

1. As with Dominate, the player must declare their intent.
2. If the monster has more HD than the Player has levels of experience, then it either politely declines or rudely snubs them, depending on the disposition of the creature.
3. If the two are guaranteed a peaceful interaction, then both the player and GM should roll a d20.
4. The player adjusts their roll as follows; +1 if your charisma is higher than 12, and a further +1 if it is higher than 15, +2 if you have shown or are showing mercy towards the creature, +2 if you and the creature are of similar alignment, +1-2 if you are presenting a case or pitch to the creature that is genuinely in its better interests (As per GM judgement), +2 if the player is offering the creature a tangible object or other benefit of great value to it.
5. The GM adjusts their roll as follows; +4 if the creature's alignment opposes the PC's, +2 if the monster has witnessed the acting treacherously or has a good reason to believe they do so often, +2 if the monster has something considerable to lose by travelling with the PC (I.E, land, treasure, followers)

If the GM's roll is ultimately higher, than the monster is not interested in the offer, rebuffing the PC as with the

second entry on the list. If the Player's roll is the greater of the two, then the monster accepts the partnership, becoming a vassal of the character. The Monster's initial Deference is equal to 12 + the difference between the two rolls.

Bind

Practitioners of magic have a final option when obtaining a monstrous servant that forgoes civil discourse entirely. They may instead conquer a potential servant by shaping eldritch energies into magical chains, and reinforcing that spell over time to break the creature's will entirely. Any character with access to magic may attempt to bind a monster, but it is generally advised that only powerful magicians attempt to do so to all but the most benign of beasts.

To use this technique, the potential master must first prepare a binding spell. This may be done whenever the character normally prepares spell, and mechanically it is a simple as choosing a spell to be memorized as its binding variant. How it manages to leash a creature is based on the nature of the spell and imagination of the player (A Sleep spell may appear as hazy runes on the creature's body, making it lethargic and slow, while a Cone of Cold may become literal frozen chains that wrap around the monster's body) all that needs to be noted beyond this is the spell's level.

1. The player must declare their intent to Bind their target. This works just like normal spell casting rules, with the same restrictions. It also requires a clear path between caster and creature.
2. If the monster has higher HD than the practitioner, then it will likely attempt to kill the character immediately. Even if it doesn't fully comprehend their intent, it becomes unmistakable that the player is attempting to rob the creature of its free will.
3. If the spell goes off without interruption, both player and GM should roll a d20.
4. The player modifies their roll as follows; +1 per level of the binding spell, and a further +1 if the nature of the spell is especially effective against the target creature.
5. The GM may modify their own result thusly; +2 if the creature can cast spells of at least second level or higher, +2 if the monster is particularly resistant the nature of the binding spell, +1 if the creature is supernatural or magical in nature

Be it that the monster's roll is higher, it flies into a panic and does everything it can to ensure the spell caster's demise. It has felt the weaver's fingers on its soul, and knows what they would have done had they the power. Intelligent creatures may retreat and plot for later, but bestial ones will attack without mercy. If the player rolls higher, than the monster is bound to their will for that day. Their starting Deference is equal to twice the level of the spell utilized + the difference between the

player and GM's roll. However, taming the monster works a bit differently than usual. They will still roll against their Deference when ordered to do something they do not wish too, but will not gain or lose deference this way.

Instead, the caster must replenish their binding spell each day, adding twice the spell's level to the creature's Deference each time (This may only be done once a day, no matter what). If this would put the creature beyond 19 deference, it is allowed a saving throw versus magic. If it fails, its will is forever broken and the creature is forever the slave of the spell caster. If it succeeds, the monster's Deference is not increased, though the binding remains and the spell caster will have to try again on the next day. If the character ever fails to reinforce the spell in a twenty four hour period, the creature is freed and likely very, very angry.

Miscellaneous

MONSTER ADVANCEMENT

Once a creature's loyalty is assured, it can start to accumulate experience along with its master. Most monsters advance as Fighters, but a few (namely those with magical abilities) need more experience and require the same as Elves (Or fighter/mages, if your system works like that). They begin with as much EXP as a Fighter (or Elf) whose level equals their HD (Including asterixis, as noted above) would.

Monsters earn EXP as henchmen do, and may even indulge in things such as carousing if the GM allows it.

ITEM FUSION

A creature that has been binded fully may be forced to endure a final torment and be fused with relic or magical item of some sort. This requires an item worth as much as the creature's HD x 1000 GP, and a full evening to invoke and finish the process.

While doing so, the spellcaster invokes the creature's binding spell one last time, this time forcing its body and soul to warp around a chosen item. The monster is allowed a final saving throw versus magic; if it succeeds it keeps its mind and the item created is an intelligent one that contains the consciousness of its original form. If failed, the pitiful servant has been transformed completely, and the item remaining is simple a powerful relic and nothing more.

The item gains a power appropriate to its function and the creature fused with it. A fire elemental will make a sword's blows burn like eldritch fire, or create a suit of armor resistant to flame. Magic using undead may bequeath their spell casting powers onto a medallion, and a griffon could grant a cloak the ability to let its wearer fly. Many items that are rather well known - such as the Gauntlets of Ogre Power were made this way.

THE MASTER'S HAND

Thought to be an item employed by the god kings of old, this gauntlet's archaic wiring along with an opaque, rectangular surface along its back are obvious suggestions of its strange nature. When worn initially, small characters from an ancient tongue dance across the surface but little else happens in till its bearer touches a creature that has been fully conquered through binding and speaks the Hand's command word.

The monster immediately vanishes, and its image finds its way onto the rectangular surface of the gauntlet. It may be summoned and returned to the Master's Hand at its tamer's command. Along with allowing its wearer to keep dangerous creatures tucked away for safe keeping, this item also allows them to have $1d4 + 1$ creatures binded at a time, as long as they are all contained within the gauntlet. Only one may be free at any given time; to summon another creature the master would need to recall the present one.

Monsters also heal when inside the gauntlet, recovering 1 hit point per hit die for each full day spent within it.

MAGIC FOUNTAIN

BY JESSE BUTLER

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Each character can only benefit once from a magic fountain. Or if you want to punish their impudence, halve the die size each time the same character drinks. You can either roll once to determine the fountain's effects or roll each time a character drinks from it. If you roll each time, add the character's luck modifier to each roll.

DEAR SANTICORE, I WOULD LIKE...

"A D** TABLE OF RESULTS FOR DRINKING WATER IN A FOUNTAIN UNDERGROUND. GOOD, BAD, GONZO, WHATEVER...

**I'D LIKE TO SAY A DIOOO... BUT ONLY TO BE A JERK, REALLY A D30 OR 100 WOULD BE RAD. ACTUALLY ANYTHING MORE THAN 10... IT'S FOR DCC, SO ODD NUMBERS ARE OKAY!

THANKS SANTICORE, YOU ROCK.

D.

1d24	Result
0 or less	You unleash a demon! A demon with twice as many hit dice as the character is summoned. It may be content with just consuming the soul of the drinker. Unless the demon is returned to the fountain, it is no longer magical.
1	Roll again twice and use both results, but only roll 1d2s.
2	You turn into a statue. Roll 1d7: 1 — Made of Gold 2 — Made of Chocolate in a Golden Wrapper 3 — Made of Cheese 4 — Made of Marbles Held Together By An Irresistible Force 5 — Made of Origami 6 — Made of Garlic Bread 7 — Made of Painted Wood that Contains Many Smaller Statues
3	You feel terrible. One random ability decreases by one. Roll 1d7: 1 — Strength 2 — Stamina 3 — Agility 4 — Intelligence 5 — Personality 6 — Luck 7 — Your choice, but it is -2, or GM's choice and it is only -1. Pick your choice.
4	You have angered the gods. Roll 1d20 - luck on the Disapproval table.
5	Magical energies invade your body. Roll 1d5 + luck: 1 or less — Gain a greater corruption. 2-4 — Gain a major corruption. 5 or more — Gain a minor corruption
6	One random ability becomes 3 for 1d4 hours. Roll 1d6: 1 — Strength 2 — Stamina 3 — Agility 4 — Intelligence 5 — Personality 6 — Luck
7	The water is contaminated with all of the diseases you find on the Oregon Trail! Lose 1d10 hp and 1d4 strength.
8	The water is tainted! Contract Hepatitis C.
9	An endless stream of snakes pour forth! 1d5+1 snakes emerge and attack.
10	You feel like a new person. You transform into a new race. Roll 1d7: 1 — Human 2 — Elf 3 — Dwarf 4 — Halfling 5 — Gnome 6 — Kobold 7 — Norker

11	<p>You polymorph into an animal for 1d6 days. Roll 1d16:</p> <p>1 — Magikarp 2 — Piglet 3 — Pomeranian 4 — Badger Badger Badger Badger (Mushroom) 5 — Calico Cat 6 — Giant Miniature Space Hamster 7 — Cassowary 8 — Kiwi 9 — Hummingbird</p>	<p>10 — Wombat 11 — Donkey 12 — Bull Moose (anyone you touch will also turn into a Bull Moose) 13 — Tion 14 — Panda Bear 15 — Bearded Dragon 16 — Flumph</p>
12	Reset to level 1d5.	
13	<p>Skin color changes. Roll 1d7:</p> <p>1 — Red 2 — Orange 3 — Yellow 4 — Green 5 — Blue 6 — Indigo 7 — Violet</p>	
14	You feel Snickers satisfied. The character does not need to eat or drink again for one day.	
15	Fountain of Youth. Decrease age by 1d16 years.	
16	Delicious prune juice cleanse! You are cured of all disease and poisons.	
17	You lose a corruption, if applicable. Otherwise gain +1 to all rolls for one day.	
18	You can detect danger, but only for as long as the character says, in character, "My Spidey Sense is tingling" and when they get into combat "Did somebody call a web-slinger?"	
19	<p>One random ability becomes 18 for 1d4 hours. Roll 1d6:</p> <p>1 — Strength 2 — Stamina 3 — Agility 4 — Intelligence 5 — Personality 6 — Luck</p>	
20	You are blessed. Gain +1d4 to all attack, spell, and skill rolls for one day.	
21	Magic flows over your equipment. One of your items will become magical in 1d8-1 days.	
22	<p>This makes you feel great! One random attribute increases by one. Roll 1d6:</p> <p>1 — Strength 2 — Stamina 3 — Agility 4 — Intelligence 5 — Personality 6 — Luck</p>	
23	You are infused with magical knowledge. You learn a random 1st level spell which you may cast as a wizard of your level.	
24	Roll again twice, using d3+d4+d7+d10 instead.	
25 or more	A Djinn appears! In gratitude it grants one wish. The fountain is no longer magical.	

WIZARD LIBRARY STUDY RESULTS

BY ANONYMOUS

DEAR SANTICORE, I WOULD LIKE...
 SHORT VERSION: A "I SPENT WEEKS STUDYING IN THE ANCIENT LIBRARY OF X, AND I FOUND..." TABLE.
 LONG VERSION: SOME PLAYERS (MOSTLY MAGIC-USERS, OCCASIONALLY CLERICS AND BARDS) WANT TO KNOW WHAT COOL STUFF THEY FIND BY SPENDING WEEKS IN THE ANCIENT (OR ARCAINE) LIBRARY OF UNPRO-
 NOUNCEABLE FANTASY CITY, OR THE SECRET ARCHIVES OF THE PRE-
 TENTIOUSLY NAMED WIZARD'S TOWER. I WOULD LIKE TO TELL THEM SOME OF THE COOL THINGS THEY ACTUALLY DO FIND, WHICH CAN RANGE FROM HOOKS TO OTHER DUNGEONS, TO SECRETS WHICH MODIFY COMMON SPELLS, TO THE SECRET NAMES OF DEMONS, ETC. ETC.
 THANKS, D. W. R-T.

d20

1	Words of Power: Powerful words come in all shapes and sizes. Maybe it's a word like featherfall which you shout out just as something happens, like when you get charged or something. Some words can be slipped into other actions to improve them, like a word-of-balance, or the perfect thing to save as you bottle a freshly made elixir. Even more powerful words like Truenames can be researched or improved over several visits. This might provide limited control over a broad group of things like kobolds or water, or considerable control over something specific like a powerful outsider or political figure. This knowledge could be significantly more ominous as well, like why is this library compiling the truenames or local adventurers?
2	Dungeon Secrets: The PC has uncovered details concerning a dungeon. This could be information detailing secret doors or areas in a dungeon the PCs already know, layouts, maps, or records on dealing with a dungeons inhabitants. This information could also concern nearby dungeons the PCs have not yet explored and may not know exist, like a map of dungeon levels that extend from the well tunnel. A PC might even uncover small details concerning a legendary or mythical dungeon like the cryptic solution to a puzzle or the key to avoiding a terrifying guardian.
3	Tome-mould: While dusting off an ancient and rarely referenced text the PC has disturbed the spores of a rare but dangerous mould. Harmless when undisturbed the spores become infectious when airborne. The lame option is to make it some mundane disease or poison and maybe have it spread around the library a bit. The awesome option is to have it be some hyper-virulent, riotous fungal bloom which begins to consume the library and mutate/zombify library goers and uses them for defence. Or maybe it's some kind of arcane mould which feeds off of stale magic energies and it infects a host and makes them able to see and smell magic and makes it all a real psychedelic/euphoric experience so he keeps digging around deeper into the library so the spores can spread. This doesn't even need to be an entirely bad thing, if the PC can master the infections drug-like control, and doesn't mind having an obviously advanced fungal infection they may find that their voice is better able to mouth arcane sounds or they are better able to hear the nuance in pronunciation, or simply have a better understanding or the fundamentals of magic.
4	Means of lifting a curse: This can be as simple as how to lift the curses of a specific hag or mummy, to the quest which must be undertaken to lift a centuries old curse which ravishes an entire region
5	Riddles and Puzzles: Anecdotal accounts may provide the answers to riddles favoured by the sphinxes or leprechauns of varying regions. Architectural texts may indicate the types of traps or puzzles used by certain races or in certain eras which might provide a bonus in areas built by certain creatures or at certain times.
6	A pseudo-useful formula: The player's research has revealed some manner of alchemical formula for transmutation. Nothing so fancy as lead into gold, but perhaps something like well-water into axel-grease or the key to baking copper pieces into delicious and fluffy biscuits.
7	Location of a Legendary Artefact: The PC has uncovered clues or even the outright location to unearthing some amazing item like Excalibur, The Black Cauldron or the Horn which shattered the walls of Jericho.
8	Library IS a Dungeon entrance: Last Crusade style
9	Secrets of the Dead: This could be anything from bonuses against the undead to the means of laying a local ghost to rest or the location of a particular Liches phylactery. In a more sinister game this could be the secrets to successful mummification or lichdom.
10	A terrible curse: Sometimes you just read the wrong thing. Some sanity shattering lovecraftian truth or ancient curse which prevents you from seeing money can really ruin a PC's day
11	Ritual to awaken the Tarrasque: Or any other terrible monster for that matter. Perhaps the player is about to uncover this information when it falls into the wrong hands
12	Prospecting Reports: In large cities political upheavals and bureaucratic incompetence can lead to all manner of useful information being lost. On the frontier sometimes information of the surrounding area can come in faster than anyone can process it and valuable reports can be buried under more recent information. Cracking open the ground to tap veins of forgotten gems can motivate the hell out of a party.

13	Mathematical shorthand: Centuries of wizards have discovered all manner of perfecting their craft, including making it faster/simpler. Shorthand may reduce the number of pages a given spell takes up in a spellbook or how long it takes to write a scroll.
14	Library Ghost: Could be like in Ghostbusters, could be a long-dead archivist whose cause is sympathetic to the PC (which may reduce future research time). Maybe the plight of the spirit leads the party to noble deeds. Of course, getting jumped by an angry spectre deep in the stacks when you're all by yourself is fun too.
15	Political Secrets: Recorded noble lineages can debunk persons of power, records of deviance and misdeeds can discredit local government and a hidden assassination order can destabilize an entire region
16	Rival/Ally: Sometimes what you find during your research isn't as important as those you encounter while doing it. Some might feel personally challenged to learn that you are researching the same topics as them, while others might develop a lasting kinship.
17	Plans for an Arcane machine: The histories are rife with devices both massive and small which can channel the arcane energies with tremendous effect. Some devices are powerful, ancient and forgotten, while other more common machines are inherently flawed and dangerous to construct unless the builder is able to see where previous attempts have gone wrong.
18	A Long forgotten prophecy about to be fulfilled: PC's may learn that the world is about to end or at least get all manner of bugged-up. There may be enough time to prevent it or maybe just enough time to set themselves up to avoid the worst or even reap some rewards.
19	Not a book!: It's a mimic, a demon-possessed book, or even an intelligent item. No matter what it is, it's been in this library for years, even decades, and it knows nearly everything its books have to offer. A fountain of knowledge or a cruel and hidden villain, the tome is eager to follow the PC out into the world
20	A planar shortcut: There's a way to reduce the travel time between major locations from months to minutes. A magic missile at the oak to the left of the mile marker opens a portal traversing a hundred miles. A dead end in the sewers becomes a wormhole during the full moon. Leap off the water tower facing east and you'll surface in the Emperor's swimming pool.

Bonus Shit!

A	A treasure manifest, like the cargo of the galleon which sailed two days ago, or the exact contents of the horde belonging to the dragon in the mountain. Knowing the exact details of a treasure can motive a party more than just knowing that treasure is out there.
B	A potentially dangerous treasure like an unsigned demonic contract, or an unassuming gemstone which actually holds someone's soul.
C	Findings which highlight recent changes in a local figures routine, attitudes or actions. Raise suspicions about the figure being an imposter, doppelganger, cultist etc.

GHOST STORY GENERATOR

BY PATRICK HENRY DOWNS

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For basic details of a murder and the ghost it left behind, roll 1d4+1d6+1d8+1d10+1d12. The d20 table is optional.

1d4: When did they get murdered?

1	Very recently; within the last few days
2	Several months ago; no longer than a year
3	Years ago; no longer than twenty
4	Ancient; the murderer is probably elderly or dead

1d6: Who killed them?

1	Lover or Spouse
2	Sibling
3	Parent or Child
4	Local Rival
5	Business Partner
6	Stranger

1d8: What tethers them to our world?

1	Corpse; buried or concealed behind construction
2	Location; either their home or a sentimental place they visited like the bend in a brook or an old standing stone
3	Book; either a diary or something that held significance for the victim
4	Mirror; a handheld vanity or full-length standing mirror
5	Painting; a portrait of the victim, the place where they were killed, or the murderer
6	Jewelry; a ring or necklace that the victim always wore
7-8	Murder Weapon; or bloodstains left behind at the moment of death

DEAR SANTICORE, I WOULD LIKE...

...A QUICK AND DIRTY GHOST STORY GENERATOR. NOTHING TOO DETAILED BUT A GOOD WHO/HOW/WHY/WHEN/WHERE/THEN/NOW KIND OF THING.
THANKS, D.

1d10: How were they murdered?

1	Poisoned
2	Drowned
3	Strangled
4	Bludgeoned with a rock or hammer
5	Stabbed
6	Thrown down a flight of stairs, or pushed from a ledge/roof/window
7	Set on fire
8	Imprisoned and left to starve
9	Cast outside for wild animals to butcher
10	Tricked into taking their own life

1d12: Where were they murdered? or where is the body?

	(Assume the murder victim was given a proper burial, unless you want to make things interesting by saying the body was never found.)
1	In a tower high off the ground, or thrown from it
2	The foyer currently occupied by a family, or the body was hidden in a crawlspace under the staircase
3	In the basement of a shop or tavern, the body might be hidden behind a wall of plaster or brick
4	Murdered on a boat, or the body is lost to the sea; if appropriate the ghost might manifest on board an ectoplasmic ship
5	In a garden, or buried underneath one; an open but private space
6	Under a tree, or hidden inside of it; intimate but high visibility, maybe there was a witness?
7	In a wagon or coach; if not murdered in it, their body has been hidden within a secret compartment
8	On a farm or in a stable, or their body has been devoured completely by animals
9	In a church; the body might be hidden inside something or even put on display
10	Beside a well, or the body was dropped in the well; possibly still being used
11	In a communal latrine or public toilet, or the body was placed into the refuse
12	On a bridge, or the body was dumped into the river below

1d20: The ghost has a limited ability to possess objects and people, and has some power to read minds or emotions, but it can also...	
1	Animate Air, the air and dust coalesce into a vaguely humanoid and whispering monster
2	Animate Corpses/Skeletons, any dead bodies nearby rise to fight trespassers
3	Animate Shadows, a character's shadow moves on it's own and strikes at others nearby
4	Animate Weapon, a knife floats in the air to attack the living
5	Bleeding Death, the walls drip blood and fountains of gore pour down stairwells and across the floor, the air becomes thick with the taste of copper and the smell of offal
6	Blinding Fog, a white fog covers the floor and soon rises higher becoming thicker, it soon becomes impossible to see and obscures everything more than a foot or two away from those caught in it
7	Choking Mist, a cold mist covers the floor and surrounds feet, soon it is rising higher, and asphyxiating any who breathe it in
8	Curse of Fear, deep and dark fears impossibly manifest before the character's eyes
9	Echoes of the Past, the ghost can play the sounds of it's murder in the minds of those nearby, depending on how tortorous this was it can be deeply affecting
10	Eerie Lights, they can linger in places where the ghost wants people to go, or can dazzle the eyes and blind those it doesn't want as witnesses
11	Energy Force, the ghost can manifest as a magically powerful force that chokes someone or causes them severe pain until they vacate the area
12	Freezing, the air becomes cold and the temperature drops with each passing second, ice crystals form and hypothermia may set in with continual exposure to the mysterious cold
13	Hallucination of Failure, the ghost manifests as an elderly version of a character and speaks accurately of their failures, and soon pronounces how they will die
14	Hallucination of the Abyss, a hole in the wall opens up and threatens to suck everything in the room into a deep dark abyss, but in reality only one person can see it - except, if they let themselves be sucked into the hole, they disappear
15	Seal Portals, doors slam shut and refuse to open, nothing short of magic can break the seal
16	Summon Bat Swarm, hundreds of filthy and hungry bats dive upon the characters

17	Summon Insect Swarm, thousands of biting flies (or hairy black spiders) swarm from the corners of the room
18	Summon Rat Swarm, hundreds of vicious brown rats squirm across the floor, biting feet and tearing into the flesh of the fallen
19	Voices in your Head, the ghost can speak directly to people, but this will manifest as screams of protestation and agonizing wails of pain and suffering
20	re-roll two more times, take both results

If you need quick stats for a ghost, try using these

ARMOUR CLASS: 0 (descending standard)

HIT DICE: 2 (10 hp)

ATTACKS: 1

DAMAGE: drains 1d4 points of random ability score, characters brought to 0 fall into a coma until healed

SPECIAL ATTACK: use random ability above

SPECIAL DEFENCES: incorporeal, immune to nonmagical weapons, immune to physical spells

XP: treat as 4th level monster

WEIRD WEATHER PATTERNS IN THE MYTHIC UNDERWORLD

BY ARE HAUGE BRAATEN

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1	The Draft of a Thousand Tunnels: Medium to powerful winds, constantly changing direction, like there is a clan of giants constantly opening and closing doors to the overworld, creating a crisscrossing, unpredictable wind. 1 in 6 chance of blowing out small fires per wind change. 1 in 4 chance of wind change per turn.
2	Furnace Fog: Heat channeled from the centre of the world causes the underworld to be filled with a thick, warm fog smelling of sulfur. Will usually be followed by 5, indoor rain.
3	Glitter Stream: Fluctuating magic, manifested in the form of sparkling glitter causes magic users to cast at +2-1d3 caster levels, and vampires to gain +2-1d3 HD.
4	Tremor Dust: Shaking ground causes dusty tunnels and much coughing. Dangerous time to be digging tunnels or be mining.
5	Indoor Rain: High humidity condensates on the ceiling, roof or just high up in the cloudless underworld sky, causes steady pitter-patter of rain.
6	Weather of the Mind: Phlegm. Mental weather that causes beings in the underworld to act more phlegmatic.
7	Weather of the Mind: Sanguine. Mental weather that causes beings in the underworld to act more sanguine.
8	Weather of the Mind: Choleric. Mental weather that causes beings in the underworld to act more choleric.
9	Weather of the Mind: Melancholy. Mental weather that causes beings in the underworld to act more melancholic.
10	Dryness of the Depths: All, or nearly all of the humidity in the air is dragged down to the nether regions of the underworld, where a number 5 will occur.
11	Spectral Visions: 1. Ghost, 2. The past, 3. Another, alternate dimension where crucial choices one made were made differently, 4. Drug-like hallucinations (roll for strength and debilitating effect, but you won't find information about that on this table), 5. Confusing, 6. Prophetic.
12	Weakening in the Veil: The veil that separates the underworld from faerie thins. The weather in the underworld will be influenced by the weather and the season in faerie. It is also easy to cross over, from one to the other, and not always intentionally.

DEAR SANTICORE, I WOULD LIKE...

A D20ISH TABLE OF WEIRD WEATHER PATTERNS IN THE MYTHIC UNDERWORLD.

THANKS,

S

13	Winds that Were: All instincts screams that there is a powerful wind blowing, there are haunting, echoing howls as it not-blows, dust is whirled up, you could swear, but it's not, it's still inert. Sometimes you can swear that your clothes are are tugged and torn by buffeting winds, but they do not move. Your instincts make you walked sideways, braced against the not-wind. Walking along heights or on narrow ledges fills you with dread, as the wind can suddenly throw you off-balance, causing death or maiming. It's the feeling of a wind that blows through you, but somehow, you can't really sense it. The weather is seemingly without cause, and will end as suddenly as it begins.
14	Bluesparks: Intense static electricity, metal tends to give off tiny blue sparks randomly. Don't wear slippers.
15	Burnair: Acrid-smelling gasses or fire magic turns the air combustible. It's easy to scorch ones eyebrows when lighting a torch, fire stuff deals additional damage
16	Chill of the Grave: Life giving fluids and healing potions freeze for the duration, living beings feel the supernatural chill deep in their bones, yet their skin retains the usual temperature. Undead rejoice, and consider the weather like mortals would consider a sunny summer day.
17	Low Clouds: Clouds form and break up, some take the form of air elementals or other mist-like beings. The clouds move, even if there is wind, if there is, it moves independently of it. On a 1 on a d6 the clouds will give off extremely local rain.
18	Winds of Life: Intruding from the overworld, it weakens the undead, and gives heart to the few living, and makes healing magic more potent. The undead considers it like we consider a rain-storm, and prefer to huddle up indoors with a cup of cocoa.
19	Starry Night or Starry Day: The roof or sky shows the sparkle of stars, even if it is day. The stars are: 1. The same as what one would see above. 2. A selected set of constellations from above. 3. Totally alien.
20	Seeping Ground Gazewind: Emerging from the ground with a seeping, gas-through-nozzle like sound, the warm, windblown haze has a faint colour, usually reddish, but occasionally yellow, purple or green. Don't wear a skirt.

COSMIC CRISES

BY BEN L.

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Need a cosmic crisis? Roll D20 and consult the following chart:

1	The stars become brighter ever day, and madly shift their course throughout the sky. Prophets proclaim that Judgment Day is upon us. The truth is far worse: our galaxy is colliding with another at unimaginable speeds.
2	Seers have begun to glimpse cyclopean forms, larger than human imagination can grasp, winging through the icy voids of the outer cosmos. They are fast approaching; the mere brush of their vast wings spells our doom.
3	Ilovir's fruitless efforts to master the secrets of time have irreversibly aged the sun. It is now a shrinking red ball that flickers from time to time. A new ice age begins today, and as the glaciers consume city upon city, humanity settles in to drink away its remaining years in wild festivities.
4	The scrolls of the sages teach that the gods sustain the existence of the world because of the great righteousness of seven otherwise ordinary individuals in each generation. Using potent magics, chaos cultists have found a way of identifying the members of this select group. They have killed three already. Can someone stop them before they kill or corrupt the other four?
5	You know those Cthonic entities that the gods killed at the beginning of the world? Turns out that never happened. They were only biding their time, and now they're back. They are killing the new gods one by one. We're next.
6	Should the Slumbering God awaken, whose dreams feed the cosmos, all matter will vanish. Unfortunately, the feud of The Silent Evoker and his nemesis Yevo the Tireless has reached such a pitch that their enchantments threaten to shake the Slumbering God into consciousness.
7	Idiotic devil worshipers have cracked the code and succeeded in opening numerous gates to each level of Hell. This is a disaster for Hell, since damned souls are escaping their prisons and pouring into the material world. Archdevils are deputizing able-bodied adventurers to return the damned to hell. The bounties are rich, especially for the most wanted souls. (Ion stream wands and containment packs, optional.)

DEAR SANTICORE: I WOULD LIKE...

A TABLE OF COSMIC CRISES.

THANKS,

W. M.

8	The arch-devil Mammon has been buying dreams. In his endless quest for wealth, he has been bundling slices of dreams into ever more complicated packages and selling them to investors. Now the game is up, and we are facing a total collapse of the collective unconscious. Pure Id is escaping into reality, and it's even worse than Freud thought.
9	The day has come when the gates of heaven and hell open, and the two join on the field of battle in the material plane. Neither side cares about humanity. We are left to creep through epic fields of battle, or slink through hellish landscapes desolated by divine and infernal instruments of war.
10	A completely minor sect of what everyone has always assumed were total nutters has been predicting a series of events with unnerving accuracy. They claim that these signs foretell the coming of "the three waves" that will "wipe the slate clean". The faithful will then be taken to compete in an inverted pyramid that has spun ceaselessly in the darkest reaches of space since the beginning of time. According to their teachings, the winner of the contest will become a god in the new world that follows. Maybe they're wrong.
11	The blessed monks of The Blue Lotus have achieved complete mastery over their animal nature, transcending the material world. However, as their holy book writes, "Every process in nature is balanced by its opposite." For each blessed monk that leaves, his cosmic shadow—a dark monk from elsewhere—simultaneously achieves his Nirvana, arriving here. They are destroyers of worlds, and they know the ritual that will do the trick, once enough of them cross over.
12	Furiously reproducing, sentient, blue-algae from outer space is making short work of the universe. It is only a matter of time before the planets of our solar system become the next of the "slime worlds".
13	An advance force, consisting of legions of intellect devourers under the command of lion-headed cyborg handlers, has arrived through a dimensional portal. The machines of war are next.
14	Some ****er just had to see what would happen if he put one bag of holding inside another one. It turns out that it's a really, really bad idea: entities from Outside stream from a hideous "place" of non-euclidean geometry, seeking to corrupt or destroy all rational life.

15	Owing to a catastrophe in the chronosphere, time has is out of whack. Individuals find themselves in the distant past, or future, or simultaneously inhabiting more than one region of space-time. Unlucky individuals are caught in never-ending time loops.
16	Our solar system is streaming towards a massive black hole. On the other side either a new reality or a cold death awaits. Some worship the hole and seek through human sacrifice to placate its cold and malevolent pull. Others feverishly search for a way of closing it.
17	A terrible blight strikes our cosmos, slowly leeching its activity and color. Nothing has been able to stop the spread of the dreary white zones in which literally nothing happens. What no one knows is that the infection is spread by the sharing of thoughts with the carriers of a disease that the Githyanki developed as the ultimate biological weapon in their never-ending war with the Ilithid. Having consumed all life on the astral plane it has spread here through the prying activities of mediums and clairvoyants.
18	The nanotech plague was unleashed when the universe was young by the ancient race known as the Architects. It has consumed all the living worlds at the heart of the cosmos and now is coming to the backwaters where we are. It leaves in its wake lifeless worlds of rusting gears and tangled wires.
19	Sentient crystals breed at exponential rates through the reaches of space, choking planets, and imprisoning galaxies within rigid crystalline structures.
20	For reasons no one knows, our dimension has begun to bleed into another. The mystery can be solved in the one place that both realities fully share: the lowest level of the Underworld. The denizens of the other dimension don't like it any more than we do, and have sent a rival team of inter-dimensional murder-hobos to investigate.

THE FIELDS OF HAVOC

BY CHUCK THORIN

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DEAR SANTICORE, I WOULD LIKE...
ROLL CHARTS (ANY SIZE) FOR COMBAT-BORNE INSANITY.
FLUFF OPTIONAL, BUT HUMBLY REQUESTED.
THANKS, R. S.

Battlefields, killing fields and other areas where many deaths have occurred may resonate psychic energies caused by so many sudden violent deaths. The chaos of these energies often drive mortals insane. What is worse a few mortals may end up matching the resonance of an area and spread the insanity across the land.

While in a Field of Havoc, anyone who performs a violent action has a chance to resonate with the ambient energy. Each time a character performs any kind of violent action that character must make a Saving Throw versus Magic.

If the character fails then he has fell victim to the Field and rolls on the following chart for the effect.

The effect will last for the entire encounter.

Then the character makes a second Saving Throw versus Magic, if that roll also fails then the insanity is permanent and the character has completely resonated with the field and will spread insanity. Anytime that character performs violent actions everyone within 10 feet must make a Saving Throw versus Magic or be driven insane as if he were in a Field of Havoc.

1	Safe In Your Own Little World: The character curls up in a fetal position and is totally catatonic.
2	Hysterical blindness!
3	Run Away! The character runs away from the fight and is fearful of everything and everyone.
4	Bloody Hands: The character's fingers look delicious. He just may start snacking on them or other body parts.
5	Comfortably Numb: The character feels nothing emotionally or physically (The GM should keep track of damage to the character secretly).
6	%(^%#? The character cannot understand any language and can only speak gibberish.
7	It's Taken Over My Hand: One of the character's limbs seems to have a mind of its own. It will flail about and grab random things.
8	Kill It Until It Is Dead: The character will focus on one target and attack it exclusively. The character will not stop until exhausted, unconscious or dead.
9	Back to Basics: The character reverts to primitive animal state psychologically. He strips away his clothes and howls at the moon.
10	Make Love Not War! The character throws down his weapons and his armor. He will not attack or defend himself.
11	Make Love While Warring: The character loves killing. I mean really loves killing. Ew.
12	Order From Chaos: The character must organize everything. No amount of danger will stop the character from bringing order to a chaotic world. He will stack coins, rocks or whatever.
13	Did You See That? The character swings about randomly at things that may or may not be there. There's a very good chance that he might accidentally strike an ally.
14	Living On Borrowed Time: The death clock is ticking and the character won't pass up an opportunity to enjoy what little time he has left.
15	An Army of One: The character is lots of different people trapped in one body. It's totally random who is in charge and when.
16	I See Dead People: The character sees the ghosts of all those he's killed. The ghosts want revenge. There's a 1 in 6 chance that the ghost actually is real and seeking revenge.
17	All Of Them Are Crazy: The character believes that he is the only sane person in the world. Everyone else is crazy.
18	You're A Hero: The character needs to help people even if they don't need. He'll even arrange for bad things to happen so he can "help".
19	On A Mission From The Gods: They talk to you and tell what to do. Who are you to question the will of the gods?
20	They're All Monsters: There are monsters everywhere. The barmaid is a hag. The kindly old wizard is vile necromancer.

D20 NIGHTMARISH HALLUCINATIONS

BY ALEX HAKOBIAN
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DEAR SANTICORE, I WOULD LIKE...

A D10 CHART FOR HALLUCINATIONS ONE MIGHT SUFFER
UNDERNEATH A NIGHTMARE DRUG.

THANKS,

B. R.

d20 Hallucinations	
1	You can smell your own flesh rotting.
2	Whispers behind you or over your shoulder that sounds like the voice of someone you know. Roll on the Relationship Subtable to determine who. You can't quite make out what the voices are saying, but you get the impression it sounds: 1. Angry at you for something you have done; 2. Are telling you what a horrible person you are.
3	Are you sweating? You certainly feel sweaty. Wait. That isn't sweat, it's blood seeping out of your pores!
4	1. A snake is writhing around in your intestines. You can see it move! Or 2. There is the incredibly painful sensation that a frog has made your rectum its home.
5	Everything smells like vomit, rancid milk, urine, feces, or rot.
6	You can see and feel hundreds of bugs crawling just underneath the surface of your skin.
7	The head of every person you look at explodes when you make eye contact. But they don't die. When you look away, the head reforms only to explode again when you make eye contact.
8	The walls are watching you, man! If you don't keep a close watch on them, they will break free and come after you!
9	The temperature is getting very, very hot. You feel certain that if you take all of your clothes off, it will feel cooler. If that doesn't work, you might have to take your skin off, too.
10	Your jaw has fallen off!
11	Reflections in the mirror seem to be moving. This includes inanimate objects like furniture.
12	Everything around you is melting. The puddles of goo on the floor reform themselves into vaguely human shapes with sharp-looking knives for hands and they are headed toward you.
13	There is a distinct feeling that your extremities are being slowly mutilated. Starting with your fingers and toes individually and working its way up. You are very certain that the person doing the mutilating is someone you know. Roll on Relationship Subtable to find out who.

14	A voice in your head commands you to do things. Hurtful and violent things. Specifically aimed at someone in particular. Roll on Relationship Subtable to find out who.
15	A voice in your head commands you to do violent and hurtful things. The voice is familiar to you. Roll on Relationship Subtable to see who is commanding you.
16	Shadow people (lurking in the very corners of your peripheral vision) seem to be silently stalking closer, but when you look there is no one there, driving up your paranoia.
17	Every painting or picture is alive. Some are trying to escape their frames; some already have.
18	Your body goes into paralysis from head to toe. You can only move your eyes. You are certain you are about to die any moment now.
19	There is some kind of creature burrowing inside your skull. You feel compelled to get it out any way you can.
20	Roll again twice, or pick two from the above.

Relationship Subtable

1	Your best friend from childhood
2	Your mother
3	Your next door neighbor, the one you find attractive
4	Your boss at work
5	Your sibling
6	Roll twice or pick two. If applicable, these voices are talking to each other about you as if you are not there, or can't hear them.

WHAT HAPPENS WHEN YOU DRINK THE POORLY MADE MAGIC POTION?

BY CONNOR ROLLIT

DEAR SANTICORE, I WOULD LIKE...

A RANDOM CHART OF HORRENDOUS AND POSSIBLY HUMOROUS SIDE EFFECTS FOR POORLY MADE MAGICAL POTIONS. PREFERABLY, OSR FRIENDLY.

THANKS,

C. T.

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1	You begin extruding pheromones which attract numerous amorous woodland creatures. Though the effect lasts only a few hours it is powerful enough to drive animals to undertake days of travel to reach the source. (Roll d6: 1 Otters, 2 Rats, 3 Squirrels, 4 Badgers, 5 Elves, 6 Skunks.)
2	Your genitalia melt into a drooping autonomous face. It will answer to Richard, Kitty, or Peter and will happily talk in a drawling monotone about the virtues of various undergarment materials to any who will listen.
3	A thread that binds you to this world of causality burns away and a bit of chaos slips towards you. Any pockets or pouches you own will now be full of squirming ferrets. These ferrets will cease to exist if removed from your pockets and show up whenever you lay claim to a textile container.
4	Huge liquid filled sacks expand out of your (d3 1 armpits, 2 knees, 3 neck). Horrifically unsightly, but you are far better than before equipped to withstand dehydration.
5	The invisibility potion seems to have been cut with rabbit droppings again. Only one half of you is invisible (d4 1 from the waist up, 2 from the waist down, 3 left side, 4 right side).
6	They said it would happen as you got older. A short moment after finishing the tincture you realize you have become your mother. You are no longer hip to the jive and will suffer in any attempts to persuade adolescents.
7	It was an oily orange liquid. An orange silhouette of antelope, proportional in size to the amount you swallowed, is seen trotting down the skin of your throat. It will move freely in its new habitat, but as a creature of the plains it will avoid the forested areas of scalp, beard, and pubis; except for when it is searching for a drink.
8	The ends of your hairs produce tiny bald heads. They hang like beads and remember what they hear. Lacking lungs, they can only whisper when the wind rustles through your hair and fills their throats with air.
9	It is quite painful as your toenails are pushed off by the growing roots. Closed footwear is now going to be off the table as well. However, when your tendrils find fresh loam and moisture and nitrogen is pulled into your body it feels lovely.
10	The potion makes you vomit. Violently. It also makes the first person you lock eyes with engage in gastric gymnastics. Then they will be able to pass on the sympathetic heaves.
11	Your body temperature skyrockets to the point where you boil water held in your hands. This horrendous fever doesn't seem to be doing you long-term harm, but for the next d12 hours anything in contact with your skin will not fare as well.

12	Some people can be read like a book. After drinking this concoction, you are literally one of those people. Your thoughts will be directly transcribed onto your forehead.
13	Your bowels react violently to the mixture. You begin a continuous stream of farting until the potion passes through your system in three days. The farts smell faintly of lavender and anyone in an enclosed space with them (yourself included!) will feel lightheaded and have a great deal of trouble accessing any long-term memories.
14	Whenever talking to a member of the opposite sex, ink starts dribbling uncontrollably from your mouth. Whenever a member of the same sex reads your writing they are compelled to scream the words at the top of their lungs.
15	The drinking vessel contains water and a snake. It is bright red with thick coils and yellow stripes. It is a friendly, non-poisonous snake and wants to give you a kiss. Sadly, you do not know this. If it is slain it will rain ceaselessly for 9 days.
16	Your mouth is scoured clean. Anything you eat from now on will taste like Norbert. You have never met Norbert, but if you did you would ask him to shower more often and lay off the garlic.
17	You gain the Power of Farsight. By closing your eyes and concentrating you are able to see far-flung vistas as if you were standing there. However, you can only see the area within 10 feet of a certain donkey. The donkey is often somewhere entirely uninteresting and typical for the setting.
18	After drinking from the tincture a pinching feeling is felt in the throat as the vocal flaps are slightly shrunk. The drinker's voice is lifted a voice type (Bass -> tenor -> alto -> soprano). A second draught of the tincture will compel the drinker to sing repetitive songs from their childhood until unconsciousness or Laryngitis is achieved.
19	Your eyes flash twice with amber light; once short and once long. It seems to have no other effect, but you have become an unusually fertile seedbed for producing young. The next time you are exposed to something that could potentially cause life to grow within your body it is certain to succeed.
20	20. The drink settles into your body. When you sleep your body will slowly begin to float into the air. You will be easily blown about by air currents for the duration of your rest and by its natural end will have regained your weight and settled back onto the ground. If woken suddenly, you will plunge earthward.

WHAT HAPPENS WHEN YOU DRINK THE POORLY MADE MAGIC POTION? BY CONNOR ROLLIT

WHAT TO DO WHEN A PLAYER DOESN'T SHOW UP

BY DAVID G

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DEAR SANTICORE,
I'D LIKE A 2D20 TABLE OF WORKABLE EXPLANATIONS FOR CHARACTERS WHO'S PLAYERS HAVE INCONVENIENTLY NOT SHOWN UP THIS WEEK.
THANKS,
B. T.

ROLL 2D20. (+) = (an applicable amount of time)

2	A relative has done something of cosmic importance and the character is summoned by their deity and teleported to (insert relevant cosmic location) for (+) to witness the effects on the bloodline. Unfortunately, cosmic interference and the capacity of mortal minds leaves the character with naught but a warm, fuzzy feeling when recalling their time away.
3	A spell misfires and the character is cursed to be ethereal for (+). Not the good kind of ethereal either. Since they don't have lungs or a physical body, they can't make noise or cast spells. They can provide a spot check and make sign language at the party if the DM determines it necessary.
4	The character falls prey to flu like symptoms that also cause muscle cramps, making their hands useless and them hoarse, meaning they aren't much use, and can't hold weapons or cast spells or talk. They get a spot check if DM determines it necessary, but it's at a penalty, and they can move with the party, but cowers in the background at a sign of trouble.
5	The character falls and hits his head, knocking them out cold for the time. They are now dead weight!
6	The character looks into a piece of artwork and is trapped within. They are able to speak out of it and tell the party that the figures within will let them go in (+) and to keep going.
7	There's a rift in the universe and the character stumbles in and the hole closes. Nothing is dangerous inside the pocket dimension, and the character can speak through the tiny hole and says they can break out, but it will take some time. Tying a hole to the lip of the dimension allows the party to tow the opening with them as they move on.
8	An obstinate animated, sentient, extradimensional bag engulfs the character, then refuses to let the character go until they feel like it. Attacking the bag hurts the character, so the party just has to carry the bag around and deal with it until it vomits the character out.
9	A faerie takes a liking to the character's mind and takes it for a while, leaving a note that they will return it in (+). The character's body is a compliant but pretty useless meatsack for the time being. It'll follow if it's told to follow, but isn't able to perform any complicated commands like attacking or casting spells.
10	A nasty but short lived virus causes the character to be in very limited control of his reflexes and motor functions. They can stumble along after the party, but speech, combat, and spellcasting are beyond their motor skills and they have the shakes.
11	The character has a set of clothes that have a strange magical thread that absorbs the character for a short period of time so that it can analyze their body chemistry and size themselves perfectly. For the moment though, the character is a pile of laundry.
12	An amoeboid creature engulfs the character and follows the party around while it digests the character's dead skin and spits the character out a bit later nicely exfoliated.
13	The character is stung by Ploxlackian Sleeping Spider and rendered unconscious for (+). Have fun carrying them around!
14	A swarm of sentient gnats sees something in the party that strikes their fancy. They turn the character into one of them and follow the party around to get to know them better.
15	The character washes their hands and face (or get splashed) with cursed water. Their hands and face become nonexistent for (+), slowly fading back into reality.
16	The character farts, sneezes, and coughs simultaneously and implodes into an alternate dimension until, at a GM specified time, they can repeat the feat and implode back into this reality.
17	The character stumbles into a nest of fire ants. The PC is too swollen to hold weapons, cast spells, and throat and mouth are too swollen to speak. Can follow around, but can't contribute in any meaningful way and will cower in the background if faced with danger.
18	One of the character's coins has a weird symbol on it and some odd words. When he reads it out loud as he notices it, he turns into a toad. The other side of the coin, when sounded out (or a linguistics or lore or whatever check), says that the character is cursed to remain like this for (+). -love, the Trickster God.

19	The character has an adverse reaction to some food and spends the next (+) being unable to do much other than follow the party around and blow chunks constantly and only mumbles when talked to because their throat is raw and hoarse from constant puking.
20	A flux of random magical energies causes the character to exit 3 dimensional space and become fully two dimensional. This means that he cannot meaningfully interact with the party or enemies or vocalize, but he can get spot checks and mime things at the party if necessary (i.e. they really need a hand).
21	A bacterial infection causes the character's head to swell, causing limited vision, headache, and fever, meaning the character can follow the party, but cannot see well enough to fight, speak, or concentrate to cast spells. The swelling goes down after (+).
22	An virus causes the character to experience extreme flu like symptoms such as vomiting, nausea, joint pain, weakness, headache, vertigo, dizziness, and diarrhea. The character is pretty much useless for a while.
23	An airborne toxin causes temporary synesthesia. Seeing sounds, feeling sights, and hearing feelings causes extreme disorientation in the character, meaning they can't talk, act meaningfully, or cast spells for +.
24	The character finds a small statuette that allows the character to bond themselves to it. However, the character has to spend a (+) attuning themselves, and get stuck as a statuette. If this has been used before to write a character out, there has been a small molecular shift requiring more attuning.
25	The character falls asleep and doesn't wake up until a sufficient jostle dislodges a beetle that was hibernating in their trachea and keeping them comatose while it slumbered via a toxic secretion. By sufficient jostle, read whenever the player bothers to show up.
26	The character is snatched by a pair of fiends as a neutral third party to settle a dispute and is taken to their dimension for the proceedings. The character comes back later on, confused as hell and with a shaky memory of the events. On the plus side for the players, they may have made a new friend, and on the plus side for the GM, they may have made a new enemy.
27	The character suffers from a horrifying skin rash and irritated eyes that is an allergic reaction to an environmental agent. They are unable to hold weapons, cast spells, and the rash has spread down their throat so they cannot talk. They are uncomfortable and aren't able to participate in combat.
28	The sting of a centipede causes the character to hallucinate vividly and have limited body motility. For (+), the character is trapped in their own head and is pretty completely unresponsive and shambles after the party.
29	A small bauble the character picks up atrophies their body and mental functions temporarily so that their basically a shrunk head with a useless, tiny dangling body that has the intelligence of a root vegetable for +.
30	A bit of magical cheese turns the character into a rat for an applicable amount of time.
31	A bit of magical cheese makes the character find out that they're horribly lactose intolerant, and the character spends the next (+) being generally ill and prone to queasiness and the runs.
32	A bit of magical cheese turns the character into a piece of replica cheese from a wax museum.
33	Based on past actions, the character is accidentally taken to an appropriate afterlife due to some cosmic paperwork being filed incorrectly. They are returned after a while with an apology from the offending parties.
34	A small imp or similar being inhabits the character's body for a short time period so that it can observe the party. It disguises its presence by causing the body to fake a fever and flu like symptoms and act slow witted and useless. Nobody will catch on. Probably...
35	The character accidentally bumps into an object that phases the upper half of their body out of reality. They are, for the time, a pair of walking legs that follows the party around.
36	A magical chicken of the appropriate gender turns the character into a chicken so that it can have a mate with equal intelligence until an egg is laid + later at which time the character is returned to normal.
37	An extra dimensional entity wants a test subject for a "logic" game. The character is whisked away and returned at a later date rather confused about what the premise or rules of the game even were.
38	The character accidentally merges with another character's shadow. The effect ends in (+).
39	The character is cocooned in an impenetrable but unstable substance. They are alive and in stasis, and the substance decomposes enough to be chipped off after some time. However, until it does, the party is stuck dragging their cocooned friend around. On the plus side, having a roughly human sized impenetrable object can be useful to do stuff like stop moving walls from crushing them, and it's a decent battering ram in a pinch.
40	A deity steps in and grabs the character to "borrow" them to get a mortal perspective on some matter. The character is returned later on with no memory of the event.

DUNGEON PURSUIT MISHAPS

By Legion McRAE

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A procedure for injecting dramatic interruptions into your game’s underground chases. Check once per party (Delvers and Denizens) per pursuit.

If the lowest DEX in the party is lower than the group’s movement rate divided by 10, a saving throw versus Paralyzation must be rolled by the relevant character or creature. A failed save indicates a Delver or Denizen Mishap. A fumbled save (i.e., rolling a 1) results in a Dungeon Mishap. (e.g., The PCs are being chased by batrachian brutes through the bowels of the Under-Swamp. The party is moving at 90’. The gnome has the lowest DEX, an unfortunate 7. Since 7 is lower than 9 (90’/10=9), the gnome has to roll a saving throw against Paralyzation.)

Delver and Denizen Mishaps are minor annoyances, though they can lead to serious consequences during a chase. Dungeon Mishaps are major disruptions in and of themselves. Many are worse than the pursuits they interrupt. Roll on the appropriate table below as necessary.

During a chase all results on the Delver/Denizen Mishaps table involving stopping, tripping, falling or dropping require everyone running behind the victim to likewise roll a saving throw versus Paralyzation themselves to avoid stumbling and piling up.

Stopping during a pursuit to pick up your dropped bedroll is a terrible idea, whether pursued or pursuer. Therefore, ignore the lost Turn comments on the Delver/Denizen Mishaps table during chases; they have a different use (see note, below).

Use each entry on the tables only once. As something happens, cross it off and create a replacement. Keep the fear fresh.

[Note: Allow me to give credit where it’s due. The Delver/Denizen Mishap table below is from an idea by Jeff Rients, with material by Lasgunpacker, Will Douglas, Uncle Matt and myself. It can also be used – as was originally intended – as a non-combat fumble table in concert with your wandering monster chart, hence the lost Turn statements.]

DEAR Santicore, I WOULD LIKE...
...A TABLE(S), CHART, OR SET OF PROCEDURES FOR
HANDLING DUNGEON PURSUIT MISHAPS.
THANKS, P. G.

Delver/Denizen Mishaps (d30)

1	Hhsss, Ooww!	Stub toe on loose flagstone; 1 HP damage.
2	Umm?	One light source just goes out.
3	Itchy Bow Finger	Someone shoots someone else; 1 HP damage.
4	Pinched Nerve	Take 1 Turn to rest and adjust gear or -1 STR until resolved.
5	Oh Nose!	Trip and fall flat on face, resulting in broken nose; 1 HP damage; -1 CHA until healed (d6 weeks).
6	What the?	Someone stops abruptly; marching order pileup; kinda loud.
7	Fool of a Took!	Someone kicks over a pile of something very very loud.
8	Dung Step There	Slip in crap on the ground, fall and spill all gear; pretty loud; 1 Turn to sort out.
9	If You Were a Horse	Missing flagstone results in twisted ankle; 1 HP damage & quarter move for 1 Turn, then half move for 1 Turn.
10	Oh, my Piles!	Welcome to real life. That’s -1 to everything for 1 Turn.
11	Slippery Slope	Trip and drop hand carried gear; loud, loud clang. Like a dinner bell.
12	Hey Man!	Someone gets an eye full of torch; -1 to ranged combat for 1 Turn.
13	You Ate All That?	Belt breaks; drop attached gear to the ground with a loud clatter; 1 Turn to sort out.
14	Watch Your Head!	Crack head on low point in ceiling, outcrop, or similar; drop to ground and take 1 HP damage unless wearing helmet; a bit loud, there’s probably swearing.
15	Wallow piggy!	Fall into mud, guano or garbage; -1 CHA until washed off

16	Who Ate the Beans?	Flammable gas ignites; 1 HP damage to anyone carrying a lantern or torch; -1 to hit for 1 Turn for all nearby from brilliant flare of light.
17	Even Heroes Gotta Go	Yep, it's Number Two; take 1 Turn to have a read or -1 to all rolls until, ah, resolved.
18	A Little Too Ready	Someone stabs someone else; 1 HP damage.
19	Ow, Ow, Ow!	Pebble in shoe; take 1 Turn to shake it out or move reduced by one quarter until resolved.
20	Wedgie	Skivvies riding up; take 1 Turn to adjust or -1 to attack rolls until resolved.
21	Butter Fingers	Light source dropped for no good reason; goes out on 1-3 on d6.
22	What a Drag!	One of your flasks or bottles breaks and leaks through.
23	Whaaaa!	Mishandled torch sets someone's Typical Fantasy Hair or Beard on fire; 1 HP damage.
24	Charley Horse!	Must rest for a turn and massage it out or movement halved and all rolls -1 until resolved.
25	Rotten Rations	Lose -1 CON (& relevant HP bonus per Lvl) for 1 Turn.
26	A Boot Dies	Got a replacement? One Turn to sort out if spare boot on-hand. If not, move reduced by one quarter until resolved.
27	Yard Sale!	Bottom falls out of pack; 1 Turn to pick up and restow gear. That was pretty loud.
28	Damn It!	Trip and fall taking 1 HP damage; there'll be clatter.
29	Coin Purse Says, "No."	Money spills out in all directions; sounds nice, like metal rain; 1 Turn to collect and put away.
30	The Hell?	Stumble over an imaginary dead turtle. Spend 1 Turn bewildered. Have a laugh, dust yourself off, and get back at it.

Dungeon Mishaps (d12)

1	Flash Flood	A river runs through it, but not necessarily water. Offal or effluent are good choices here.
2	Vermin Tide	d1,000 spiders, scarabs, lizards, locusts, rats, bats, cats or kids surge through the area.
3	Geet Ouut!	The Underworld itself straight-up takes a dislike to the party. Doors slam in their faces, stalactites rain down, a sinkhole gapes across their path.
4	Earthquake!	Something collapses. Roll a d6: 1-2 = ceiling; 3-4=wall(s); 5-6=floor (or bridge or rampart).
5	Slam-Dance	The party runs (literally) into another group of Delvers (or Denizens, as the case may be).
6	They're in the Walls!	Worms, gold-eaters, graboids; something angry or hungry appears from, pick a surface.
7	Lingering Sorcery	The taint of a random area effect spell pulses from the very stone.
8	Forgotten Trap	A design from Grimtooth's early career is triggered. Insert random infernal device here.
9	Wandering Monster	Use the tables for wherever you are.
10	A Petty God Appears	One duck's divine intervention is another phraint's diabolical interference.
11	Gas Pocket	Hilarious helium or hydrogen holocaust? 50/50
12	Anomaly	A space, time or planar event tears the universe another black hole. One-way or two-, something's moving through.

DUNGEON TRAPS BY & FOR UNDERWATER VAMPIRES BY MARTIJN VOS MCVMCV@GMAIL.COM

A stone stairway leads down into a square chamber (25 x 25 feet and 10 feet high) chiseled out of solid rock, containing about a foot of old, stagnant water. On the other side side, a corridor leads away. Upon examination, the water is dirty and contains algae, but is otherwise normal. There's barely any cracks between the stones, preventing the water from flowing away.

(Note: If the trap has been triggered recently, the water is a lot fresher and higher. Over time (maybe even years or decades?), the water very slowly evaporates or seeps through the stone. If the trap has been triggered less than an hour ago, the water will be holy water, and highly damaging to undead, but that effect is slowly wearing off.)

The corridor on the other side slopes gently up. The walls are inscribed with symbols of religious significance. About 150 ft into the corridor, a sigil of blood is carefully hidden on the wall. When someone passes the sigil, a massive flood of holy water flows down the corridor, sweeping everybody off their feet and taking them back to the stone chamber, filling that chamber almost to the ceiling.

Anyone swept away by the flood may have to make a saving throw to slide down in a reasonably controlled manner, or take damage.

Undead submerged in the water will take massive amounts of damage every round, but for normal living creatures, the water is harmless except for the risk of drowning. Anyone less than 10 feet tall will have to swim in order to breathe (and possibly drop heavy equipment), unless they reach the stone stairs or go up the corridor again.

In the chamber, the holy water will slowly lose its power after an hour.

If they pass the sigil again within the hour, only a small stream of water will flow down, depending on how much time has passed. (It takes time for the trap to refill itself from a diverted stream.) Depending on how much time has passed, people in the corridor may have to make a much easier saving throw, and anyone making it will stay on their feet.

DEAR SANTICORE, I WOULD LIKE...

TRAPS FOR AN OLD SCHOOL D&D GAME DESIGNED BY PEOPLE WHOSE MAIN ENEMIES WERE AQUATIC VAMPIRE SORCERERS (BASICALLY VAMPIRE ATLANTEANS). BONUS POINTS IF THEY'RE COMPLETELY MECHANICAL, ALTHOUGH THESE PEOPLE ALSO USED BLOOD MAGIC (MOSTLY FOR DIVINATION) AND WERE VERY GOOD AT MAKING NASTY MAGIC WEAPONS, SO SOME RIFF ON THOSE ELEMENTS WOULD BE COOL, TOO.

THANKS,

N. B.

At the top of the corridor, a small archway leads to a basin that turns out to be a specialized shrine that that automatically blesses all water flowing through it. A small stream has been diverted to fill the basin (once the basin is full, the stream follows its usual course again).

While the first trap is a dank, underground affair, the **SECOND TRAP** is for a classier environment:

A hallway, with one wall emitting bright light (continuous light/ever burning torch effect on the entire wall), while the other wall has a mirror every 10 feet, about 3 feet from the floor. It would be wise to suspect a trap, but for the first 3 mirrors, the hallway doesn't contain any kind of trap. Apart from the continuous light effect, nothing seems magical. This is not entirely true, however; opposite the fourth mirror, a very subtle magical trap trigger is hidden underneath the magical light. The trigger merely checks if the fourth mirror reflects the light, or if the light is blocked. This is combined with a pressure plate in the floor. If someone steps onto the pressure plate and is reflected in the mirror, everything is fine. But if he's not reflected in the mirror (because he's a vampire, or a halfling or gnome who is too short to be reflected), the mirror reflects just the light, and the trap is activated.

The light from the opposite wall suddenly increases to daylight strength, weakening any vampires, and possibly dazzling anyone else. From the darkness at the end of the hall, a ballista fires a heavy, silver-tipped wooden stake at the person in front of the mirror. It's at about chest-height, so a halfling or gnome has an easier time avoiding it; they get a +4 bonus on their saving throw. Anyone else in the path of the stake has to make a regular saving throw to avoid it.

GENERATIVE MECHANICAL TRAP TABLES

BY NOAH MARSHALL

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How-To

What the Hell?

1. Determine Mechanism Type
2. Determine Trap Purpose
3. Determine Trap Deadliness (modified by purpose)
4. Determine Trap Craftsmanship Level
5. Find the appropriate mechanism chart and cross reference your trap purpose with a D6 roll.
6. Look your trap up in the glossary

Roll	Trap Purpose	Deadliness Modifier
1	Scare off Intruders	-4
2	Warn Inhabitants	-3
3	Block further Passage	-2
4	Incapacitate Intruders	-1
5	Test Intruders	0
6	Kill Intruders	2

Roll	Trap Deadliness	Damage
<=1	Harmless	0
2	Annoying	1 to 4
3	Harmful	2 to 8
4	Serious	3 to 18
5	Mortal	4 to 32
>=6	Deadly	10 to 60

Roll	Mechanism Type
1	Simple
2	Simple
3	Complex
4	Complex

Trap Craftsmanship	Save/Notice Modifier
Shoddy	4
Poor	2
Average	0
Fine	-1
Expert	-2
Masterful	-3

DEAR SANTICORE, I WOULD LIKE...

A LIST OF GENUINELY CONVINCING, AND LOVINGLY DESCRIBED MECHANICAL TRAPS WITH BELIEVABLE EXPLANATIONS OF THEIR WORKINGS SO THAT PLAYERS CAN REALLY GET DOWN TO THE BUSINESS OF DISARMING THE MOFOS IN A MANNER THAT DOESN'T JUST INVOLVE ROLLING DICE OR DM HAND-WAVING OF THE SITUATION. PERHAPS EVEN A RANDOM-ROLL TABLE OF TRAP ELEMENTS WHICH CAN BE MIXED AND MATCHED TIME AND TIME AGAIN SO THAT I CAN STOP DREAMING UP INDIVIDUAL TRAPS ON A CASE-BY-CASE BASIS. THAT WOULD BE PRETTY SWEET. YEAH. THANKS,

C. G.

(see next page for Simple and Complex Mechanism Tables.)

GLOSSARY

SOME THINGS YOU MIGHT NEED TO KNOW

Damage: Based on trap deadliness chart result, or result multiplied by party level, or make it up.

Save: Might mean Fort/Ref/Wil, or an Ability Check, or Paralyzation/Poison, etc. based on your system. Modified by trap craftsmanship chart.

Notice: Might mean a spot/search check, or a Wisdom check, or asking the right questions. Modified by trap craftsmanship chart.

Warded Area: Might be a door, or a chest, or a section of the room.

Arsenic Fog

MECHANISM: A tripped pressure plate drops a brass tube from the ceiling, which when it lands sprays a fine mist of arsenic at face level of where a person on the plate would be standing.

DAMAGE: Never

SAVE: Save or Die

CLUES: The bottom of the brass tube can be noticed in the ceiling/The pressure plate can be noticed

BYPASS: Avoid the pressure plate/Break open the thin hull of the tube while not standing directly below it.

Reset: A new tube must be manually filled and loaded.

Barbiturate Cocktail

Mechanism: The backside of a doorknob is set with four poison needle traps each of which is coated with a different sleeping agent.

Damage: Never

Save: Save four times or fall asleep for 1d4+1 hours

Clues: The faceplate of the handle is carved to resemble a grinning face/The needles can be noticed

Bypass: Turn the handle with something besides a hand/Remove the faceplate screws and trigger the darts with another object

Reset: The needles must be manually reloaded.

Simple Mechanism	1	2	3	4	5	6
	Substance On Floor	Noose Snare	Pit	Pendulum	Tension Bow	Deadfall
Scare	Blood Smeared Floor	Foot Hanger	Corpse pit	Medusa-Head-ed Swinger	Tripless bows	Bonemeal
Warn	Noisy Urn	Chandelier Dropper	Gong pit	Ringer Room	Whistling Arrows	Ceiling Furniture
Block	Greased Floor	Slab Counter-weight	Double pit	Wedgeheaded Ram	Tension Boulder	Granite Block-er
Incapacitate	Flypaper	Net Snare	Bottleneck pit	Swinging Cage	Whiteflower Arrow	Legbreaker Slide
Test	Plague Coins	Push Only Door	Thin Ice	Timed Blades	Hail of Bows	Follow the Noise
Kill	Burning Quicksand	Hangman's Snare	Boiler	Spearing Trunk	Treefrog Arrow	False Ceiling

Complex Mechanism	1	2	3	4	5	6
	Statue	Holes in Wall	Slits in Wall	Gas Vents	Poisoned Surface	Room Itself
Scare	Faux-Bow Statues	Holes in Wall	Wooden Blades	Colored Smoke	Empty Flask	Skid Marks
Warn	Bardic Statue	Reflection Holes	Wailing Walls	Laughing Gas	Gympie-Gympie Down	Tin Chamber
Block	Shielding Statue	Wall of Spears	Steel Sheets	Sulphur Vents	Old-School Beam Barrier	Rotating Room
Incapacitate	Manacle Statue	Mancatchers	Choul Fingers	Ether Gas	Barbituate Cocktail	Caging Chamber
Test	Pixelbitch Trio	Fun With Shapes	Leap of Faith	Natural Gas	Deadly Chest	Level Door
Kill	Tricky Knight	Venomous Bolts	Vertical Guillotine	Arsenic Fog	Poisonous Music	Compactor

Bardic Statue

MECHANISM: The statue of a horn playing bard is in this room. A pressure plate within the room opens a steam a steam valve, which pumps a bellows in the base of the statue, causing a horn-like sound to trumpet forth from the horn.

DAMAGE: Never

SAVE: Or step on the pressure plate

CLUES: A tube of animal skin can be noticed running out of the floor into the statue base/ The horn is hollow and runs into the statue/ The pressure plate can be noticed
BYPASS: The tube at the base can be cut/The statue can be destroyed.

RESET: The statues will rotate back to their original positions as soon as the plate is no longer depressed, though any fired bolts must be manually reloaded.

Blood Smeared Floor

MECHANISM: This room is absolutely swathed in the carnage of mutilated corpses and their various insides. Various dangerous looking bits and bobs (spikes in the ceiling, nozzles in the wall) are the evident cause but are actually inert.

DAMAGE: Accidentally slip/step onto a sharp bone or weapon.

SAVE: N/A

CLUES: Notice that the traps look fake or are obviously lacking moving parts/The carnage seems overboard for the expected function of the traps.

BYPASS: Walk through the room.

RESET: N/A

Boiler

MECHANISM: A pit trap drops into a boiling cauldron of oil.

DAMAGE: Damage is fire-based

SAVE: Save or fall in the pit. Save every round after falling into oil or take damage again.

CLUES: Room is stick and steamy/Steam can be noticed rising from the covered area

BYPASS: Don't step in the pit

RESET: The pit must be re-covered manually and the fire kept hot.

Bonemeal

MECHANISM: In a short ceilinged hallway, the smashed bones of several humanoids have been left strewn about, suggesting victims of a collapsed ceiling. There is in actuality nothing dangerous.

DAMAGE: Never

SAVE: N/A

CLUES: Notice that the skeletons look too carefully strewn, or that there isn't the right number of bones, or that the smashing pattern seems random.

BYPASS: Walk through the room.

RESET: N/A

Bottleneck Pit

MECHANISM: A small covered opening drops to a conically shaped pit, wider at the bottom than the top. With the reverse angle of the walls, it is nearly impossible to climb out. One room will have many of these pits as they usually only work on one person at a time.

DAMAGE: The fall may be deep enough to hurt. If the trap is lethally dangerous it may mean that it's spiked.

SAVE: Save or fall in the pit.

CLUES: The pit cover can be noticed.

BYPASS: Climbing out of the pit is twice as hard as usual.

RESET: The pit must be manually re-covered.

Burning Quicksand

MECHANISM: This room's floor is covered by a fine rust-red sand; quicksand to a depth of 7-feet which has been laced with a powerful sulphuric acid.

DAMAGE: Once caught by the sand, damage every round.

SAVE: Save every round while moving through the sand or become caught by the sand until a successful save has been made.

CLUES: A slight acrid scent can be noticed/The floor can be poked or prodded/The room is, by necessity, completely barren.

BYPASS: A 2' walkway runs the perimeter of the room just under the sand.

RESET: N/A

Caging Chamber

MECHANISM: This entire room is in actuality a solid, cubical prison cell, the bars hidden behind a false wall façade. When the room is entered, Iron bars slide down blocking off all doorways.

DAMAGE: Never

SAVE: N/A

CLUES: Notice the glint of metal inside the doorframe/Notice the iron bars visible through a large crack in the façade visible from outside the room.

BYPASS: Keep the bars from falling and latching into the floor, at which point they are simple enough to life/Bend Bars or Lift Gates

RESET: Manual by levers outside the exit which raise the bars.

Ceiling Furniture

MECHANISM: A heavy-oak dining-room table and its chairs have carefully been roped to the ceiling, arranged such that the ceiling appears to be a floor. When the trip or furniture is disturbed, it comes crashing down making a great clamor.

DAMAGE: From falling furniture

SAVE: Save or trip the trap

CLUES: The trip can be noticed, positioned right where one might stand to ponder the furniture/The rope on the ceiling is obvious, though its function may not be/The furniture looks to have been broken and fixed again on many occasions.

BYPASS: Don't touch the furniture or the trip

RESET: Manual.

Chandelier Dropper

MECHANISM: A huge gaudy chandelier in this room is actually the counterweight to a noose trap hidden by an ornate rug beneath it. The noise it makes when crashing down may draw attention.

DAMAGE: The powerful jerking or smashing into walls or the ceiling may cause damage.

SAVE: Save when disturbing the rug or trigger the trap.

CLUES: The rope leading from the rug to chandelier can be noticed/The rug seems long undisturbed

BYPASS: Don't touch the rug

RESET: Manual.

Colored Smoke

MECHANISM: Holes in the floor begin spewing heavy smoke dyed in various colors when a pressure plate in the room is stepped on. This smoke is harmless, but may scare cautious adventurers.

DAMAGE: Never

SAVE: N/A

CLUES: The pressure plate can be noticed/The smoke can be identified by the knowledgeable as harmless by scent

BYPASS: Don't worry about the smoke.

RESET: The slow-burning braziers in the smoke chambers below must be manually refilled daily. The trap mechanism is automatic.

Compactor

MECHANISM: This entire room squeezes itself into a smaller cube by means of water powered gears when a pressure plate within it is triggered, stopping when it is small enough to have dealt its damage.

DAMAGE: From crushing

SAVE: N/A

CLUES: The room is completely without furniture or features/The skids on the floors, ceilings, and walls can be noticed. A brutally folded humanoid skeleton is in the dead center of the room.

BYPASS: Don't trip the pressure plate. Use great strength or ingenuity to stop the walls or ceiling from compacting

RESET: Automatic after 1 turn.

Corpse Pit

MECHANISM: A covered pit drops into a very shallow hole filled with all manner of frightening remains.

DAMAGE: Some of the remains have been sharpened or carry weapons.

SAVE: Must save or be shaken from fright (-2 to actions for 2d6 turns).

CLUES: A terrible stench comes from nothing obvious in the room/ The skin covering the pit must be traversed to reach the warded destination/The skin covering the pit is crawling with vermin.

BYPASS: Don't step in the pit dummy.

RESET: The pit must be manually re-covered.

Deadly Chest

MECHANISM: A chest sits unopened in the middle of an otherwise empty area, its key in its lock. There are no mechanical traps, but touching the key brings one in contact with its deadly contact poison. The chest is, of course empty

DAMAGE: From poison

SAVE: Save or take poison damage

CLUES: Too easy right? /The chest seems to have been long undisturbed

BYPASS: Don't touch that key

RESET: N/A

Double Pit

MECHANISM: Clear as day, a deep pit separates the PCs from the warded area; a wooden landing on the far side appears to have once been a bridge that spanned the gap. It's not; it's a total bullshit, built to collapse fake-floor. When you jump onto it, it collapses and you fall in a pit.

DAMAGE: The fall may be deep enough to hurt.

SAVE: N/A

CLUES: Anyone examining the underside of the wooden structure will see that it's built on no supports/There are no broken bridge remnants in the obvious pit.

BYPASS: Find a way across that doesn't cross the wooden area.

RESET: The fake bridge must be rebuilt.

Empty Flask

MECHANISM: A dead body lies on the floor near to a door leading to the warded area, his hand outstretched. On a table in another part of the room is an empty glass flask, with a skull and crossbones etched into its side. There's no actual trap here.

DAMAGE: Never

SAVE: N/A

CLUES: The glass can be analyzed in any way available, and no poison can be detected/The body bears a stab wound to its heart if undressed.

BYPASS: Ignore the warning signs

RESET: N/A

Ether Gas

MECHANISM: When tripped, the doors to the room slam shut and vents in the ceiling begin to dispense anesthetic ether gas. After three rounds this gas will reach potency.

SAVE: Save each round or fall unconscious. Save each hour while unconscious or die as your heart and lungs cease.

CLUES: Gas vents in the floor can be noticed/ A hissing can be noticed/ The room smells something like clean water and flowers

BYPASS: Disable the pressure plate/Block up the gas vents on the ceiling somehow/Allow fresh air into the room

RESET: The trap has enough gas for three uses. It resets automatically after one hour.

False Ceiling

MECHANISM: The entire ceiling of this room is actually one large deadfall slab. The slab is kept from sliding by a perfectly balanced rope tying it to a wooden support. When the trip is disturbed, the hooked slats of wood holding the rope in place slip away from each other, dropping the entire ceiling.

DAMAGE: From the ceiling falling on you

SAVE: Save or trip the trap

CLUES: The ceiling can be noticed to be at a slight angle/A rope runs obviously down the center of the ceiling and up into it, then down the wooden support beam.

What's that all about? /The trip can be noticed.

BYPASS: Don't touch the rope and avoid the trip. Or trigger it from outside the room.

RESET: Very Manual

Faux-Bow Statues

MECHANISM: Statues of 4 figures wielding Crossbows face the center of the room. When stepping through a doorway, a pressure plate is depressed causing the statues to rotate to face the doorway, their eye-sockets lighting up with a small flame, and their crossbow mechanisms cocking.

DAMAGE: After a three count the statues actually fire, though the stone bolts are slow, blunt, and generally ineffectual.

SAVE: N/A

CLUES: Anyone examining the statues can notice that the crossbows are made of solid stone parts and the bolts don't look particularly sharp.

BYPASS: If the trap can deal damage, simply moving quickly will bypass it, otherwise N/A

RESET: The statues will rotate back to their original positions as soon as the plate is no longer depressed, though any fired bolts must be manually reloaded.

Flypaper

MECHANISM: 5' section of the room's floor has been painted with an alchemical glue-like substance.

DAMAGE: Never

SAVE: Save or become stuck fast to the floor.

CLUES: Notice/The carnage seems overboard for the expected function of the traps.

BYPASS: Walk through the room.

RESET: N/A

Follow the Nose

MECHANISM: The next area is accessible through three seemingly identical tunnels or hallways. Each is seemingly trapped by an identical deadfall-trap tripped by disturbing a twine that runs beneath a loose stone/tile. It is actually safe to proceed down the hall that smells strongly of incense.

DAMAGE: From the large stone falling onto your head.

SAVE: Save or trip the deadfall in a non-incense hallway

CLUES: The balanced stone slabs and twine leading to the floor can be noticed/Smoke can be noticed in one hall/Incense can be smelled in one hall

BYPASS: Fiddle with the deadfall when not beneath it/Avoid the trips/Walk down the correct hall

RESET: Manual

Foot Hanger

MECHANISM: Also known as the Wile E. Coyote. A noose is hidden amongst rubble where one is likely to step. When the rope is disturbed, the delicately balanced counterweight is released pulling the victim up by his foot.

DAMAGE: The powerful jerking or smashing into walls or the ceiling may cause damage.

SAVE: Save or trigger the trap.

CLUES: The noose, rope, or counterweight can be noticed amongst the rubble.

BYPASS: Don't step in the noose, or carefully set it off. Once trapped cutting yourself down is a fairly simple maneuver unless you are very high up.

RESET: Manual.

Fun With Shapes

MECHANISM: A narrow hallway with clusters of holes with different numbers of sides; triangles, squares, octagons, etc. The a pressure plate is depressed the holes fire a hail of tiny needles in a particular order with three seconds between each barrage; first the 3-sided shapes, then the four, etc. repeating the pattern over and over until a turn has passed.

DAMAGE: Needles stabbing you every which way

SAVE: Save each round in the hall or take damage

CLUES: Those watching the barrages may notice the pattern of the barrage order, and then safe spaces

BYPASS: The trap is steam powered and a valve can be turned to either increase the speed of the barrages, or shut them off altogether. The pressure plate runs the full length of the room.

RESET: Trap stops firing and resets after 1/turn.

Ghoul Fingers

MECHANISM: A narrow hallway contains slits along each wall through which severed ghouls claws pass emerge before passing back and forth down the hall for 1 turn.

DAMAGE: Clawed by hand

SAVE: Save or be paralyzed for 1d6 turns and fall to the ground

CLUES: The fingers can be noticed just sticking out from the slit in the wall/ A stench is apparent coming from the hall/The slit can be noticed but there is not apparent glint of anything dangerous within

BYPASS: Avoid tripping the pressure plates in the hall/ Completely block contact with your body and armor from the ghouls claws

RESET: Automatic after 1 turn

Gong Pit

MECHANISM: This straw covered pit drops into a pit floored by hollow metal, making quite a din.

DAMAGE: The fall may be deep enough to hurt.

SAVE: Save or step into the pit.

CLUES: The straw can be noticed, though there are other non-trapped straw mounds as well/Occasionally a bit of loose slides down the pit wall making a dim echo in the chamber

BYPASS: Don't step in pits.

RESET: The pit must be manually re-covered.

Granite Blocker

MECHANISM: A simple granite slab deadfall that trips after you've crossed from beneath it.

DAMAGE: For everyone except the first two in line

SAVE: Save or trip

CLUES: The deadfall itself is fairly obvious, but those searching for the trip before or beneath it will find nothing

BYPASS: Avoid the trip/Stabilize the slab so that it will not fall when tripped.

RESET: Manual

Greased Floor

MECHANISM: Floor is greased and angled back towards entrance-side wall.

SAVE: Those failing their save fall prone and slide back to entrance-side wall.

DAMAGE: Wall is spiked, barbed, etc.

CLUES: Floor looks highly polished/Floor angle can be seen by those with the talent to notice such things/ (Damage) the wall is clearly barbed/spiked.

BYPASS: Substance can be washed off of the floor with effort/A chain attached by a ring to the far wall can be thrown across the room/Moving at an angle to the slope grants a +2 save.

RESET: N/A

Gympie-Gympie Down

MECHANISM: A curtain hung in the path of the warded area has been dusted with fine shavings of the gympie-gympie bush; a plant bearing an incredibly painful venom. When the curtain is touched, the victim is doused with this dust.

DAMAGE: Any damage dealt is subdual damage

SAVE: Save every round for 3d6 rounds or create noise with all of your pained screaming and flailing.

CLUES: There is no apparent purpose for the curtain here/ Notice the greenish dust coating the brown curtain

BYPASS: Don't touch the curtain

RESET: There is enough dust to keep this trap potent 3 or 4 times.

Hall of Bows

MECHANISM: This long hall has its sides lined by dozens of tension bows at various heights and angles. The trips for these bows crisscross the hall in a hundred places and are painted in nearly as many colors, and it is basically impossible to cross the chamber without touching some of them. Creatures knowledgeable of this trap know that they can touch any of the black painted twine, and can work out a safe path just left of the entrance.

DAMAGE: From the arrows, usually a trip means multiple shots

SAVE: Every time a twine is touched to determine if it is accidentally black, and thus safe/To avoid accidentally touching anything else, even if you know the trick to get through

CLUES: Anyone observing another creature cross safely may notice the trick to it.

BYPASS: Avoid touching the non-black trips

RESET: Manual

Hangman's Snare

MECHANISM: On this variation of the noose trap the victim must be entering an area from below, such as by ladder. As their head breaches the floor the victim's hand on the ladder rung trips the counterweight rope, pulling the noose they have just stuck their head into tight about their throat and stringing them up.

DAMAGE: You're being hung by the neck dude.

SAVE: Save or trigger the trap.

CLUES: The rope coiled about the ladder can be noticed running up through the ceiling and into the next room.

BYPASS: Don't touch the rope, or set it off before your neck is in line with the noose.

RESET: Manual.

Holes in the Wall

MECHANISM: The walls of a narrow hallway are riddled with dangerous looking holes. No pressure plate is visible because none exists, the holes are just that; holes.

DAMAGE: Never

SAVE: N/A

CLUES: Any close examination of the holes reveals them to be 2" deep and empty.

BYPASS: N/A

RESET: N/A

Laughing Gas

MECHANISM: When a pressure plate is tripped, the doors to the chamber slam closed and lock, while stored gas laced with a hallucinogenic substance fills the room.

DAMAGE: Never

SAVE: Save or begin laughing and crying hysterically. Save again each turn or continue laughing. After three rounds painful laughing contractions render you helpless on the floor.

CLUES: Gas vents in the floor can be noticed/ A slightly loopy and elated sensation comes over those in the room even before the trap is sprung from leaked gas.

BYPASS: Disable the pressure plate/Within the first three rounds, burst down the door, or otherwise allow oxygen into the room.

RESET: The trap runs out of gas after being tripped three times

Leap of Faith

MECHANISM: There is a continuous assault of scything blades from 3 sets of slits in the wall in the hallway ahead at leg level. The blades move in a pattern wherein the front and back pair are out when the middle pair are in and vice versa.

DAMAGE: Scythed

SAVE: N/A

CLUES: The second pressure plate under where the middle blades scythe out can be seen obviously

BYPASS: One must leap over the first set of scythes just as they spring out to land where the middle scythes are just retracting. As long as one stands on the middle pressure plate, the middle blades will not scythe out. One must then jump to the safe landing on the far side. A lever on the far side controls whether the trap is on or off.

RESET: Trap moves constantly unless turned off.

Legbreaker slide

MECHANISM: Stepping into a covered pit drops the victim onto a slope that slides forward about 12 feet. Simultaneously a deadfall is triggered by pit cover disturbance that drops a heavy block at the end of the slide where the victim's legs are likely to be.

DAMAGE: Lethal damage means you went head-first. Not lethal damage is dealt to the legs, hobbling the PC.

SAVE: Save fall into pit. Save again to scramble from beneath the falling block.

CLUES: The precariously balanced stone block can be seen obviously, but those wishing to examine it are likely to walk directly into the pit/The pit and the rope leading from it to the block can be noticed.

BYPASS: Avoid the pit

RESET: Manual

Lever Doors

MECHANISM: The door to exit this room slams shut as the room is entered. The handle seems locked. The room has 8 levers, each on a different wall face or in a corner. Each lever when pulled causes a different trap to trigger across the entire room; fiery explosion, chlorine gas, sudden bed of spikes, etc.

DAMAGE: From pulling levers.

SAVE: Save or take damage when a lever is pulled

CLUES: The signs of danger are very clear, nozzles in the ceiling, holes the floor, slits in the walls etc./It can be noticed that the door has no hinge.

BYPASS: The door can simply be lifted from the bottom like a light portcullis.

RESET: Automatic

Manacle Statue

MECHANISM: A statue in this room is of a woman with her arms outstretched to the sky. An image on the wall depicts a person standing directly before her and mirroring her pose. Anyone who stands before her is standing on a slowly depressing pressure plate above a large bladder which is pushing air into two smaller bladders within the statue. When the bladders are full, a pair of manacles shoots out of the statue's arms and latch closed around the victims (hopefully) outstretched arms.

DAMAGE: Never

SAVE: Save to avoid the manacles

CLUES: The pressure plate can be noticed depressing when you are standing on it/The manacle slits can be noticed/C'mon do you do everything you're told?

BYPASS: Don't do what the picture says

RESET: Automatic as the air comes back into the main bladder

Mancatchers

MECHANISM: A narrow hallway with concealed holes in the wall. When the pressure plate is tripped poles tipped with metallic loops of twine spring out, drop an inch, and then retract back into the wall, possibly grasping necks and limbs.

DAMAGE: Rough handling by the metal nooses, damage gets worse the more you struggle

SAVE: Save or get caught and trapped by the mancachers.

CLUES: The pressure plate or a stuck open mancatcher can be noticed.

BYPASS: Avoid pressure plate/Relax struggling and slide out from noose/The Noose-poles are spring loaded and then retracted by a rotating wheel found beneath a panel in the floor nearby.

RESET: Automatic

Medusa Head Swinger

MECHANISM: The likeness of a medusa has been carved into the green-gray rock of this stone on a rope. The likeness can be seen in the swaying slightly in the darkness at head level, as though there is a shadowed body beneath her.

DAMAGE: Never

SAVE: Make everyone save, then ask what they do. The save is a ruse.

CLUES: It is likely with enough rolls, that someone will roll badly but have nothing bad happen/The fakeness can be noticed/The Medusa never comes out of the shadows

BYPASS: Just chill out buddy

RESET: N/A

Natural Gas

MECHANISM: A very short hallway, with heavy doors on both ends, bears the symbol of an unlit torch on the wall. When opening the far door, the room will be filled with explosive natural gas.

DAMAGE: Exploding gas

SAVE: Save for half damage.

CLUES: A faint sulphuric smell can be noticed/When the short hall is entered; fresh air is pumped from the holes in the ceiling

BYPASS: Put out anything flaming.

RESET: The room filled with natural gas, will refill again after 24 hours unless the crevasse it seeps through is closed up somehow.

Net Snare

MECHANISM: This trap functions identically to the Foot Hanger except that its noose is replaced by a net large enough to snare a PC or two.

DAMAGE: Never

SAVE: Save or trigger the trap.

CLUES: The net, rope, or counterweight can be noticed amongst the rubble.

BYPASS: Don't step in the net.

Noisy Urn

MECHANISM: Floor is coated with a 4"-thick layer of muck concealing a tripwire. The tripwire releases a large urn hanging from the ceiling. The urn is filled with metal bric-a-brac and its crash is devastatingly loud. The urn's hanger is on a "hair trigger" and any interaction with the urn will bring it crashing down.

DAMAGE: The bric-a-brac is sharp and springy shooting out at everyone within 15'.

SAVE: For 1/2 damage or N/A.

CLUES: The tar can be cleared away ahead of the party, though this may still trip the trap. The tripwire itself is not incredibly sensitive and when probing ahead it can be noticed.

BYPASS: Avoiding any contact with the urn or tripwire avoids the trap; though walking through the tar will still leave tracks for the next 12 turns.

RESET: A new urn must be filled and re-hung manually.

Old School Beam Barrier

MECHANISM: A passage leading to the warded area is crisscrossed with dozens of threads of twine, each coated with a deadly contact poison. Careful navigation is required to pass, because cutting or applying too much pressure to even one will release the tension on a series

of them sending a slew of poisoned thread springing out in all directions.

DAMAGE: The poison burns exposed skin on contact

SAVE: Save to avoid touching a twine, then save or take damage

CLUES: Both the twines and the substance coating them are obvious/Light prodding of a single twine will cause many of them to vibrate displaying their connectivity

BYPASS: Disable the twine from a safe distance (10' or more)/Very short or thin PCs or those with tumbling gain a bonus to the avoid save.

RESET: The poisoned twine must be manually restrung.

Pixelbitch Trio

MECHANISM: Three statues in this room depict a wizard, a thief, and a warrior. There are articulation points on the statues' shoulders, necks, and knees. If the warrior's weapons are lowered, the staff-hand of the wizard level with his other hand up, and the thief has one hand up as well as the opposite knee the door blocking passage will unlock.

DAMAGE: Never

SAVE: N/A

CLUES: Images on the wall have hints to remind denizens of the positions. There is a moon with stars behind the warrior (rest), an explosion of magic behind the wizard (casting a spell), and a rooftop behind the thief (climbing)

BYPASS: Figure this out or torture someone until they tell you

RESET: The door will lock again if the statues are moved out of position

Plague Coins

MECHANISM: The bodies of several diseased adventurers with mundane but useful equipment and 6d6 gold coins among them have been left here. All of the items carry a deadly, fast acting disease.

DAMAGE: Never

SAVE: Save or contract a wasting plague. -1 Constitution every day. Every 5 lost points results in a lost digit; every 10 a lost limb.

CLUES: The dead adventurers obviously carried some terrible curse or disease, and are missing fingers, toes, and ears.

BYPASS: Don't touch anything. Wash your hands.

RESET: More adventurers dying from the disease keeps this trap self-sustaining.

Push Only Door

MECHANISM: This thick door's handles are hidden and recessed. Reaching into the inset actually triggers a noose trap about the hand and the pull of the counterweight attempts to tear the trapped limb off.

DAMAGE: Due to force of counterweight on trapped limb.

SAVE: Save or take trap damage.

CLUES: Reaching into a recessed area is always its own clue/The rope leading into the door itself is obvious though its function might not be.

BYPASS: The doors are hinged to appear to be pull, but are in fact push, and the release for the latch is at the bottom.

RESET: Manual

Reflection Holes

MECHANISM: A narrow hallway with holes drilled into the walls. The holes go all the way through the 4" thick walls where a series of mirrors reflects any light cast through them to an area where dungeon denizens can see it.

DAMAGE: Never

SAVE: Save each round or a creature notices the light you're casting reflecting off of one of the mirrors.

CLUES: A glint can be seen in the holes reflecting torchlight.

BYPASS: Darkness

RESET: N/A

Ringer Room

MECHANISM: This room is walled and floored completely in brass. A tripwire releases a stone pendulum which goes banging about the chamber, back and forth several times like the whole affair is one big bell.

DAMAGE: Only if being brave enough to stop the stone with your body.

SAVE: Save or be deafened.

CLUES: The tripwire can be noticed/Anyone looking to the ceiling will see the stone hanging there.

BYPASS: Avoid the tripwire/ Jump in front of the stone taking damage.

RESET: Manual

Rotating room

MECHANISM: This entire room is loosely held at its current angle by a system of gears and pulleys behind the walls. More than 100 lbs. of weight anywhere but the center causes the entire room to rotate in that direction. If damage is indicated the walls are lined with various spiky, nasty, things.

DAMAGE: Falling onto spiky nasty things.

SAVE: To avoid spiky nasty things when the room flips.

BYPASS: Careful manipulation of weights to get the room facing the right direction. I recommend using a D6 to illustrate.

RESET: N/A

Shielding Statue

MECHANISM: A huge statue of a knight displaying his shield stands with its legs on either side of an open archway. When the door is approached a pressure plate allows an underground water course to flow, turning a wheel which pulls chains controlling the statue's arms down, lowering the shield and blocking the door. The pressure plate spans the length of the room and is 15' wide.

DAMAGE: Anyone trying to dive beneath the shield may take damage if they are not fast enough.

SAVE: If trying to outrun the lowering shield.

CLUES: The pressure plate can be noticed and avoided/

The chains are exposed when the shield is up.

BYPASS: Avoid the pressure plate/ Destroy the chains/ Somehow destroy the watercourse

RESET: The arms will slowly rise over the course of a turn when the pressure plate is not depressed.

Skid Marks

MECHANISM: Upon entering a warded area one can clearly make out skidding and scraping marks on the floors next to a set of facing walls. The walls also have large circular holes in neat rows suggesting hidden spikes. There is no real trap here.

CLUES: The skid marks are made of chalk and ash if examined closely/There is no glint of metal within the ominous holes

BYPASS: Ignore it

RESET: N/A

Slab Counterweight

MECHANISM: This trap functions identically to the Foot Hanger except that its counterweight is a 2-ton slab of rock which blocks off the warded area.

DAMAGE: The powerful jerking or smashing into walls or the ceiling may cause damage. Mortal damage may represent dodging the noose to stand beneath the slab!

SAVE: Save or trigger the trap.

CLUES: The noose, rope, or slab can be noticed amongst the rubble/The slab is immediately obvious to anyone examining the warded area, though the trap itself might not be.

BYPASS: Don't step in the noose. Once the slab is down, a combined strength of 200 is required to haul it back up.

RESET: Manual.

Spearing Trunk

MECHANISM: A pointed tree-shaft is strapped to the ceiling, aimed to swing down at whoever trips its rope.

DAMAGE: It's a really heavy trunk man

SAVE: Save or trip the trap. Then take damage.

CLUES: The tripwire can be noticed/The trunk can be noticed

BYPASS: Avoid the tripwire or safely trip it

RESET: Manual

Steel Sheets

MECHANISM: When a pressure plate is stepped on vertical slits in the wall contain steel sheets which spring out possibly cutting victims in twain and blocking further passage.

DAMAGE: Steel sheet cuts ya

SAVE: Save or take damage

CLUES: The slits or pressure plate can be noticed

BYPASS: If the sheets are blocked from fully crossing the hall and locking into place, they can easily be maneuvered back into their slits.

RESET: Manual by lever pull on the opposite side of the trap.

Sulphur Gas

MECHANISM: When a pressure plate is tripped, the warded area's entrance becomes blocked off and the room begins to fill with a thick brown-yellow sulphur gas. It takes a full turn for the gas to reach potent levels, but it hangs thick in the air for a full 24 hours after that.

DAMAGE: After one turn the trap may cause damage.

SAVE: Save each round in the room after one turn or become nauseated, able only to move and retch for 1d6 rounds.

CLUES: Gas vents in the floor can be noticed/ A rotten egg smell and a hissing sound are obvious

BYPASS: Disable the pressure plate/Smash closed the gas vents in the first turn.

RESET: The trap uses naturally occurring gas from caves below it. The trap resets every 24 hours.

Swinging Cage

MECHANISM: A tripwire releases a ram from its position in the ceiling, and sends it slamming into the victim. The front of the ram is an open cage, which shuts and latches itself on the backswing.

DAMAGE: The cage may hit pretty hard.

SAVE: Save or trip the trap.

CLUES: The tripwire can be noticed/Anyone looking to the right part of the ceiling will see what seems to be a hanging cage but might not notice the ram backing.

BYPASS: Avoid the tripwire/Opening the cage is equivalent to picking a lock.

RESET: Manual

Tension Boulder

MECHANISM: A 5' diameter boulder sits in a device much like a giant rock-bow. When the trap is tripped the tension on the bow pushes the boulder off of its frame and sends it rolling down a mild slope and into a slight depression blocking entrance to a warded area.

DAMAGE: Only if someone attempts to stop the boulder.

SAVE: To avoid tripping the trap/To avoid taking damage if trying to block the boulder

CLUES: A substance coating the tips can be noticed (trick)/The end of the twine can be noticed hanging down uselessly behind the bows/Why is this trap so obvious?

BYPASS: Walk on in

RESET: N/A

Thin Ice

MECHANISM: A thick layer of ice covers the entire chamber floor, except that it's not so thick in most places. Those who fall through the thin parts take subdual damage from the cold water.

DAMAGE: All damage is subdual.

SAVE: Save or fall in the pit. Save every round underwater or take damage. Save to find your way back to the hole you made.

CLUES: Water can be noticed under the ice/Thin spots can be noticed/Tracks leading in a particular pattern can be noticed

BYPASS: There is a fairly complex path of thick ice to follow.

RESET: The ice will naturally re-cover any holes made.

Timed Blades

MECHANISM: A tripwire releases a series of three pendulum blades swinging across the center of the room at slightly different times. One must figure the correct timing to the trap; except there is no timing. It's a gravity driven trap, and you just need to outwait it.

DAMAGE: The blades are sharp but swing only by gravity's force

SAVE: Save or trip the trap. Save again to notice that there really isn't a consistent timing to the swings at all.

CLUES: The tripwire can be noticed/The blades can be noticed

BYPASS: Avoid the tripwire/Wait 3d6 rounds until the blades run out of momentum and stop/Run through fast enough to dodge the blades (save)

RESET: Manual

Tin Chamber

MECHANISM: This entire area; floors, ceiling, and walls, is lined with hollow tin, and set with hollow metal tubes that conduct sound.

DAMAGE: Never

SAVE: Save each round of doing something within the chamber or your noise reaches someone it probably shouldn't.

CLUES: The first step into this room echoes loud and long

BYPASS: Muffle any sounds made in the room. Move through the room very slowly and without speaking.

RESET: N/A

Treefrog Arrow

MECHANISM: Simple, but deadly. A hidden tension bow has its arrow coated in deadly treefrog poison.

DAMAGE: From the arrows

SAVE: Save when damaged or become paralyzed for 1d6 turns. Every turn while paralyzed save or die from organ paralysis.

CLUES: Trip and bow can be noticed/Oily coating on arrow can be noticed/Earlier in the dungeon one of the actual frogs can be seen and identified

BYPASS: Avoid touching the trip or trip it safely

RESET: Manual

Tricky Knight

MECHANISM: There is a statue of a flail wielding knight in this cramped room. When the room is entered the knight begins spinning, his flail tracing the room at head level. Every 4 rounds he stops and if there is weight within the room 8 spears jut out in each each cardinal and ordinal direction at ducking head level.

DAMAGE: Spear (or flail if you're stupid)

SAVE: Save or be totally stabbed

CLUES: Watching the pattern for 4 rounds shows that he stops his rotation, and the spear holes may be noticed

BYPASS: If spears are known, they are easily avoided

RESET: Automatic

Tripless Bow

MECHANISM: Entering this chamber a PC sees a series of cocked bows aimed directly at them. The bows are set at three heights, making it impossible to enter the room out of their line of fire. Tight twine can be seen connecting them. The bows are real enough, but there is no actual triggering mechanism. The tips have even been dipped in oil to appear to be coated in some dangerous substance.

DAMAGE: Never

SAVE: N/A

CLUES: A substance coating the tips can be noticed (trick)/The end of the twine can be noticed hanging down uselessly behind the bows/Why is this trap so obvious?

BYPASS: Walk on in

RESET: N/A

Venomous Bolts

MECHANISM: A pressure plate being tripped causes a barrage of paralytic crossbow bolts to fire from the wall. 2 Rounds later a series of spears shoot out of holes in the baseboards. The spears are coated with deadly nightshade.

DAMAGE: fi damage from bolts, full from the spears.

SAVE: Save or become paralyzed, if the spears hit, save or die in 1 turn

CLUES: Dart holes are obvious, but the spear holes must be noticed/The pressure plate can be noticed.

BYPASS: The trap is steam powered, but the workings are deep behind the solid stone wall. It is easier to disable the pressure plate or avoid it altogether.

RESET: Automatic. Enough ammunition for 10 full cycles.

Vertical Guillotine

MECHANISM: A hidden slit in the wall fires out a razor sharp blade at average neck level when a pressure plate is tripped. The blade fires fully out of one slit and into the other.

DAMAGE: Razor sharp blade

SAVE: Save or get cut. Critical miss means instant decapitation.

CLUES: A glint of steel in the dark surface of the wall can be noticed to give away the slit's location/The pressure plate can be noticed

BYPASS: Duck/Block the blade with something very solid, keeping it from making it to the other side to reset

RESET: Automatically shoots back across the hall in 1 round and resets.

Wailing Wall

MECHANISM: A pressure plate releases built up steam pressure which comes rushing and whistling out of the slits in the wall.

DAMAGE: Never

SAVE: N/A

CLUES: The slits or pressure plate can be noticed/A thin

trail of steam can be seen coming from a thin bladder hose leading from the floor to the wall

BYPASS: Avoid the pressure plate/ Cut the bladder hose leading to the wall.

RESET: Automatic.

Wall of Spears

MECHANISM: A narrow hallway, the walls abstractly mosaicked with square red and blue tiles. When a pressure plate is tripped, dozens of steel spears spring out of the wall possibly skewering the victim and forming a solid barrier.

DAMAGE: Spears

SAVE: Save or take damage

CLUES: The blue tiles indicate spears in the area of the pressure plate. The Mosaic is thicker with blue tiles there/Someone examining the tiles may notice that some of them flip up, and spears are beneath them.

BYPASS: Avoid pressure plate/Block spears ability to spring out/Once trap is sprung, spears must be lifted while pushing them back towards the wall to clear the way

RESET: Manual

Wedgeheaded Ram

MECHANISM: A tripwire releases a ram from its position; strapped to the ceiling opposite the entrance (doorway) to the warded area. The ram has a very wide, convex, head, which wedges itself into said entrance blocking it off.

DAMAGE: The ram might only trip when someone stands within its path.

SAVE: Save or trip the trap.

CLUES: The tripwire can be noticed/Anyone looking to the ceiling will see the ram hanging in place there but might not realize that its primary purpose is to block off an area.

BYPASS: Avoid the tripwire/Apply 40 combined strength to remove the wedge.

RESET: Manual

Whistling Arrows

MECHANISM: Two tension bows have been rigged to the right and left side of the area just as you enter a warded place. The arrows that fire from these bows when tripped, have been carved out with flute-like holes to whistle loudly as they whiz by. The tips are soft-headed and packed with a compound that explodes violently when the arrow strikes a solid surface. This explosion is not particularly destructive, but it is very loud.

DAMAGE: Though soft-headed and slow, the arrows can do harm.

SAVE: Save or trip the trap

CLUES: The shadow of the cocked bows can be noticed/ The tripwire can be noticed

BYPASS: Avoid touching the trip or the bows themselves

RESET: Manual

Whiteflower Arrow

MECHANISM: A tension bow hidden somewhere in the room has had its arrow coated with Whiteflower Pollen. When tripped, the arrow fires at a height that will strike both tall and short characters, and the whiteflower sends them into fits of seizures shortly thereafter.

DAMAGE: From the arrow

SAVE: Or go into fits of seizures within 1d6 rounds, lasting for 5d4 hours. Target is helpless during this time.

CLUES: Trip and or arrow can be noticed/If bow is seen arrow can be noticed to have a yellow-green dusting.

BYPASS: Avoid touching the trip or arrowhead

RESET: Manual

Wooden Blades

MECHANISM: Obvious slits in the wall expose apparently deadly bronze circular saws which spin while tracing back and forth horizontally down the hall at various heights. The blades are in fact wooden, painted in bronze-leaf and mostly harmless.

DAMAGE: It's possible that the spinning wood can do some little damage

SAVE: N/A

CLUES: A chipped section and the wood beneath can be noticed while the trap is off

BYPASS: Avoid the pressure plate.

RESET: Automatic.

RANDOM ELEMENTAL EFFECTS
BY TAD K.

Below are a series of tables for use in The Temple of Elemental Evil or any similar situation where the player characters are coming up against Evil that is Elemental based or Oriented.

Either select the table desired to use, or roll to randomly determine

1	Earth
2	Air
3	Fire
4	Water
5	Other
6	Roll two and inflict both on the adventurers simultaneously

EARTH

1	Summon an Earth Elemental in the form of a giant blob shape, more like a giant ooze than an actual Earth Elemental. It also gains the ability to roll over and engulf the characters, smothering them while they are trapped. Use the rules for drowning or suffocation when this occurs.
2	Summon an Earth Elemental in the shape of a large headless female, very obviously female. It will only attack male characters, attacking the largest ones first (tallest, most armor, bulkiest). It will attempt to grab and hug (Squeeze) that character, attempting to suffocate them with their 'assets'.
3	A wave of Elemental Energy sweeps over the characters. Save versus Death Magic (old school) or Fort DC 30 or suffer an adverse reaction to the energy resulting in gaining the Sickened Condition for 1 hour / how far roll is missed.
4	A pool of mud oozes up around the characters legs slowing them down to half speed while they are within the mud. It fills up the space they are in, room wise, totally ignoring the cultists who are able to move without any issues and can back away without issue.
5	The statues in the location all animate and move to attack the characters. Use stats for Stone Golems or Skeletons with triple amounts of Hit Points to simulate these attackers.
6	Create an Earthquake effect (Per the Cleric Spell of the same name) for one round at the 20th level of effect.

DEAR SANTICORE, I WOULD LIKE...
A D6 TABLE FOR FUN ELEMENTAL EFFECTS A GROUP OF CULTISTS IN THE TEMPLE OF ELEMENTAL EVIL WILL SUMMON UP AND RELEASE UPON MY PCs. ANYWHERE FROM A SUMMONED EARTH ELEMENTAL IN THE SHAPE OF A GIANT SPACE HAMSTER TO A GUST OF WIND TEARING THEIR SILLY WIZARDS ROBES OFF. CHOOSE FROM FIRE, EARTH, WATER, AIR OR ALL OF THE ABOVE IF YOU ARE FEELING PARTICULARLY GENEROUS.
THANKS, R. H.

AIR

1	All of the air is sucked out of the room temporarily necessitating Saving versus Drowning/Suffocation for 1 Rd or suffer those effects.
2	Summon a Wind Elemental of Terror, same statistics as Medium Air Elemental with an additional attack which causes Fear (as per spell of the same name) once per 1d4 rounds affecting all within range of hearing.
3	Summon a Large Air Elemental filled with snow and ice, causing hypothermia in the entire space as well as frostbite on any exposed extremities. Full armor will negate the frostbite but Spell Casters and Rogues may have to retreat to save their fingers. Roll for long term damage inside the elemental range every round instead of hour per the exposure rules.
4	A torrential downpour comes from the ceiling, composed of foul water of grey and worse water. Causes Sickened to all that fail ST vs Death Magic / Fort Save DC35, and Typhoid and Diptheria in the characters that fail this roll as well. Onset is immediate.
5	Black Smoke fills the space, only effect is to Blind all characters. Fail ST vs Spells or Will DC 30 and Blindness is permanent until Dispel Curse, etc is cast on the characters. Only 1 roll to save vs this effect.
6	Gust of Wind spell, 20th Level of Effect, as per the spell.

FIRE

1	Summon a Medium Fire Elemental composed of fallen dried leaves swirling all together. It will also obscure vision in a 15 foot radius around its self, causing -4 to hit it due to the cover and distractions.
2	Phantom Flames fill the space, Save vs Illusions / Will Save DC 35, or suffer damage as per Flame Strike (Cleric Spell) 20th Level of Effect.
3	Summon a pair of Small Fire Elementals composed of what appears to be flaming Scarecrow like apparitions. They have a bonus to their AC equal to a +4 and also share Construct Traits as per the creature rules. They do coordinate their attacks.

RANDOM ELEMENTAL EFFECTS BY TAD K.

4	A Fairy Fire effect engulfs the entire party which will last as long as they are inside the temple. It goes away immediately upon leaving the temple grounds. Otherwise a Dispel Curse is needed to remove the effect.
5	Summon an Improved Heat Metal effect lasting a total of 14 rounds. It has twice the duration and twice the damaging potential. So for Rounds 1 and 2 No effect getting warm. Rounds 3 and 3 Hot causing 2d4 points damage. Rounds 5 to 10 Searing Hot causing 4d4 points damage. Round 11 and 12 back to Hot causing 2d4 points damage, and then Rounds 13 and 14 are just Warm again. Fills as large of a space as the Cultists need it to, but it would also affect the cultists if too wide an area.
6	Summon a White Flame Elemental. Large Fire Elemental, blinding light (gaze attack causes blindness unless Save vs Magic / Will Sv Vs DC 25 Permanent unless cured Magically), damage on attacks is an extra 3d6 due to the heat and it can melt armor and combust materials.

WATER

1	Summon a pool of water filling up the room where the characters are. It will fill the entire space, magically remaining within this single room if there are open doors/arches/etc. The cultists that summon it can breathe normally. The characters will have to have magical means of breathing or defeat the cultists before they drown once it fills the entire room up leaving no space to breath. It will push out air while keeping the water in it.
2	The pressure of the depths engulfs the characters. The weight of water comes crashing down, causing 5d10 Crushing Damage, Half Damage on Ref Save vs DC 20. All physical tests are at -4 while within the space the effect is caused in for 3d6 Rounds. The damage is only the first time the weight comes crashing down. It gives an appearance of being deep underwater adding in a -2 on Ranged Attacks and providing Quarter Cover to all in the space including the characters.
3	Salt and Sea is enacted. This simulates the effects of wind and waves on the shore. This will damage all possessions the characters have, filling packs instantly with salt water, boots and armor with sand, scouring scrolls with sandblast like effects. All magical scrolls and spell books must save to be avoid being ruined as well as the inconvenient nature of sand inside platemail armor, etc.

4	Wind and Wave is enacted. This simulates the effect of tides on shorelines. This effect sandblasts material possessions, causing magical items such as armor and rings, those that are visible, in a blinding wave of wet sand, to save vs DC 20 or be destroyed as if left on the beach and underwater for hundreds of years. Those items that would be immune to such effects, such as Rings of Water Breathing or other water oriented items, automatically make the saves. Other mundane effects is the second wave or cold salt water which drenches the characters, extinguishing mundane fires, etc. Characters will need to dry off to avoid exposure effects.
5	A tiny portal to the Elemental Plane of Water appears. It manifests as a jet of water under incredible pressure which will cause 6d6 damage to any it strikes. It spins in circles attacking all present at a BaB of +10 each turn for 1d6 rounds at which time it disappears.
6	Summon a Large Water Elemental that appears like a many limbed being (octopus like or similar). It has a ranged attack equal to 2d6 Water Jet, at will, same BaB to hit as normal. It can strike with up to 4 jets at a single target, or spread out attacks between up to 8 character with a -4 to hit on each in that case. All other stats are the same.

OTHER

1	The cultists summon an Elemental of Pure Evil. It is black as coal, smoldering with hatred for other entities. Use the stats for an Earth Elemental, add in Damaging touch (d36 Damage when struck in Hand to Hand or Touch Attacks, Level/Energy Drain as per a Wight, and Damage Resistance 5/ Cold Iron).
2	The cultists summon an Elemental of Discord is summoned. Use stats for a Medium Fire Elemental. Each time it hits in combat then the affected character could potentially fight on the side of the Discord Elemental. ST vs Magic /Will Save DC 35, for 1 turn that character would turn and attack a member of their own party. Lasts for 1 combat round and then it dissipates. Can be reapplied more than once. The Discord Elemental appears as a voluptuous female fire elemental with strong streaks of dark jade green in the appearance.
3	The cultists summon an Elemental Radiation. Use the stats for a Large Fire Elemental adding in a radius effect of Radiation at 10 feet as per the d20 Future SRD. Effects are Severe Fort Save vs DC 24, Initial Damage is 2d6 CON at onset and Incubation of Secondary Effects, also 2d6 CON damage is 1d6 Hours. Counts as Lost Ability until cured by time regained or magical healing.

4	The cultists summon an Elemental Blast. Causes damage as per a Power Word Stun with a descriptor of Elemental. It appears as a solid wave of gangrenous appearing force that sweeps over the characters. Effects are as per a 20th level caster.
5	The cultists summon an Elemental Sinkhole. This is a pit trap DC 30, causes damage as per falling down 30 feet, no sides to touch, which then starts to close in over the characters. It will take 2d6 turns for it to close over their heads giving them a chance to escape while the cultists continue to attack.
6	The cultists summon an Elemental of Hatred. Use stats for a Large Air Elemental, add in Charm Person Effects (Hatred of other player characters) at will at 15th level of effect in a radius of 25 feet around it. It also can with a Touch Drain Levels per a Wight, adding to the elemental's HD in exchange.

A great location for some of the environmental effects are here at
<http://12tomidnight.com/d20modernsrd/Environment.php>

Radiation Sickness rules
<http://d20resources.com/future.d20.srd/environments/radiation.sickness.php>

CREEPY STUFF YOU COULD FIND IN AN ABANDONED SPACE STATION

BY REV. DAK J. ULTIMAK

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(D20)

1	The mummified remains of crewmembers.
2	The mummified remains of crewmembers, they're missing something (see below).
3	The skeletal remains of crewmembers.
4	The skeletal remains of crewmembers, they're missing something (see below).
5	Full sets of uniform and boots scattered throughout the station, no bodies.
6	Mutilated remains of crewmembers, and they're missing something (see below).
7	Piles of ash in hallways and on random furniture.
8	Blood-stained hallways and air-locks.
9	All escape pods and standard shuttle-craft remain aboard.
10	All escape pods and standard shuttle-craft missing.
11	The exuviae (remains of exoskeletons) of a really large creature.
12	The moult of hundreds of vermin.
13	All rooms and quarters are stocked with period inappropriate furniture and equipment.
14	The community dining table set for a formal dinner.
15	The PA system is playing inappropriate holiday music.
16	The central computer or station AI knows the investigating party.
17	Ghostly images can be seen in the static of all monitors and CCTVs.
18	(Random Station Component, see below) doors are welded shut from the outside.
19	(Random Station Component, see below) are welded shut from the inside.
20	(Random Station Component, see below) is crawling with maggots.

DEAR SANTICORE, I WOULD LIKE...
A D20 TABLE OF CREEP STUFF YOU COULD FIND IN AN ABANDONED SPACE STATION.
THANKS, M. G.

MISSING SOMETHING: (D4)

1	Missing Limbs
2	Missing Heads
3	Missing Digits
4	Missing Uniforms

RANDOM STATION COMPONENT: (D8)

1	Control Room
2	Medical Bay
3	Storage Bay
4	Docking Bay
5	Power Station
6	Crew Quarters
7	Science Lab
8	Mess Hall

REGULUS, TYRANT OF SOL

By PAUL SCHAEFER

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[HTTP://MUTANTSMAGIC.BLOGSPOT.COM](http://MUTANTSMAGIC.BLOGSPOT.COM)

Dear Santicore, I would like...

A picture of an antagonist from my home game. Regulus, Tyrant of

Sol. The last of "The People", he is long, beautiful, and cold

His hair flows long and in a smooth, uninterrupted pattern

His armor is splendid and symmetrical

His sword is long and straight, but with no point, as it may threaten

the otherwise perfect shape it makes

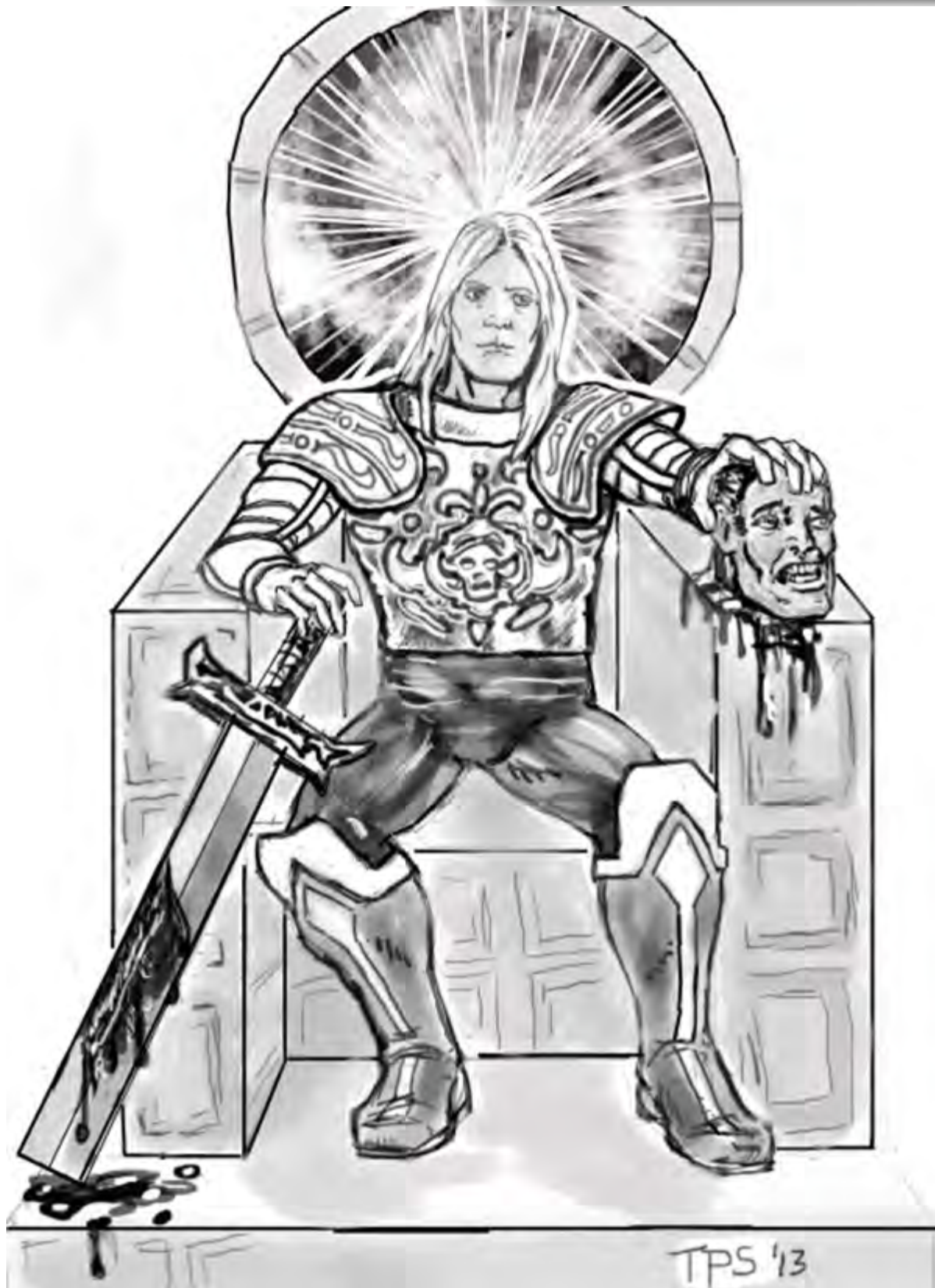
He sits upon a tall, gilded throne that looks like frozen rays of the sun

He is haunted, for his "kingdom" is ever in peril

Thanks!

R.M.

REGULUS, TYRANT OF SOL By PAUL SCHAEFER



DCC PATRON: THE MOTHER OF SHARDS

BY HTTP://NUMBERAPPEARING.BLOGSPOT.COM

CONCEPT: Ancient technological corruption entity. Which I took as make SHODAN/Allied Master Computer with a healthy dose of body horror and squick factor.

According to the Von Braun Codex, the “Mother of Shards” is an ancient being of strange nano-machine filaments that once ruled a world in the distant stars beyond the Firmament. Sometime, somehow, this world was crashed or consumed by the earth we stand upon; and due to this the Mother dwells in the deep dark earth. Her goals seem to be based around reproduction or replication of a species that may have worshipped her during her time as a ruler. She is partial to female servants according to some texts found in the deepening west; though those who are able to gather what scant information exists about her can find she has neither concept of gender nor any issue in making the masculine motherly.

INVOKE PATRON CHECK RESULTS

12-13	The Mother's crackling electrical voice rumbles through the caster's brain, screaming condemnations and emasculations in a horrifying static tone. The caster's mind and body spasm for 1d3 rounds, granting enemies a +5 to hit the caster.
14-17	The caster's flesh bursts open and releases a swarm of ancient grey filament particles that expands into a ten foot cloud around the caster. Any being caught in the cloud is struck blind for 1d3 turns and is also healed for 1d6 HP as the ancient filament swarm repair damage to muscle and dermis.
18-19	Metal weapons held by the caster horrifically meld into his flesh for the next 1d6 turns. Any attack dealt by these weapons deal an additional 1d3 damage. Enemies struck by these fused weapons must make a Will save or be deafened for 1d3 rounds as the Mother's shrieking voice resonates through their body.
20-23	The caster's limbs begin to leak a grey fluid which quickly amass into 1d6 gooey-grey worms. HP 1d3, AC 12. These worms will attempt to burrow into enemy flesh, and the enemy must make a Will save or be controlled, with a -2 on all rolls. These worms make the infested creature spasm and should the enemy be capable of speech, their words are echoed by a faint and angry female tone.

DEAR SANTICORE, I WOULD LIKE...
A DUNGEON CRAWL CLASSICS (DCC) PATRON WHO SPECIALIZES IN FORBIDDEN, CORRUPTING TECH-SPILLS FROM A TIME LONG FORGOTTEN.
THANKS, C. C.

24-27	The caster's spine bursts open and dozens gooey-grey worms begin to cover his body, turning him into a horrendous monstrosity. The caster gains +5 AC and enemies who witnessed the transformation cower in fear for 1d3 turns. The worms return to the caster's spine upon his request or the Mother's disapproval.
28-29	The caster's dominant arm melds with the nearest metal object the caster has on his person. This item shimmers with faint green light which forms into a hateful feminine eye when held towards any other being. The caster can project a red beam from this object (to a distance of 20') that deals 3d6+3 damage when it hits. The caster also receives a bonus equal to his INT bonus to Hit with this attack. The caster may end this meld forcefully with a Will save, or by passing a Personality test to appease the Mother that all enemies in need of destruction have been dealt with. Forceful ending to the process deals 1d3 damage to the caster.
30-31	“A drop of rain to the Storm.” The caster falls to his knees as his hands and feet begin to meld with the ground. Over 1d3 turns, metal objects will begin to lightly magnetize, electrify and float. At the end of this period electrical currents of green and red burst quickly from the ground, 2d20 damage is dealt to anyone within a 30' radius of the caster. Anyone who is dealt damage by this storm and survives must make a Fort save or have any metal objects they were holding melded to their flesh for 1d6 turns. After this period, the items fall off, dealing 1d3 damage.
32+	“A Perfect, Immortal Machine.” The caster ceases to be a creature of meat and bone and ascends violently into something greater. The caster is lifted 5' off the ground by some unseen hand as his flesh falls off in grey chunks, revealing a body beneath made of metal and running with strange rune-like lines of green, red, and yellow energies. The caster's face becomes both malevolent and motherly, his eyes red and constantly shifting, and his voice echoes with static and the tone of a condescending female. The caster gains +3 AC, becomes immune to Fear, and he heals 1d3 damage per round and is able to deal 3d6+3 damage with a 20' beam from his hands. This state lasts until the Mother of Shards deems her immediate business done, after which the caster is violently returned to his lesser form, naked and babbling about having once been something greater and many and now returned back low as a mortal. When returned to normal the caster must make a FORT save or be rendered unconscious yet babbling for 1d3 days.

PATRON TAINT

1	The Mother of Shards twists the casters frame to better suit her desires. First time rolled: The flesh on the casters hands begin to fleck off, exposing grey-metallic musculature. Second: The arms of the caster begin to bulge as filament worms slither under the flesh, causing the caster to occasionally spasm in discomfort. Third: The flesh of the arms and legs fall off, revealing more of the same grey-metallic musculature; a filament worm will emerge from the back of the skull and attach itself down the spine. Fourth: The Caster's limb flesh falls off entirely to reveal a grey-metallic second set of 'dermis' which takes on a green glowing line pattern at night and causes white noise to occur when standing too close to large quantities of metal.
2	The caster's mind rattles infinitely with the Mother's whispers. First: The caster begins to view maternal/paternal roles as the duty of any sentient being, while at the same time espousing to any mating pair that their breeding would ultimately still only produce a weak creature of meat and bone, Will save resists. Second: The caster will begin constantly muttering in his sleep, often waking several times each night screaming in an echoed female voice that his body is filthy and worthless and needs to be improved. Third: The caster's eyes will turn a yellowish red when gazing upon living beings; when this occurs the Mother will offer suggestions of possible gory improvements that could be made, Will Save ends her commentary for a single day; though if this happens the Mother will give the caster horrendous night terrors of being vivisected by metal claws.
3	The caster's face begins to peel away at the edges as though he is wearing some grim mask, underneath is a shining metallic dermis with small speckling of lights that run across it like nerve endings. Second: The caster's lower face skin will fall off entirely, revealing the grey metal skin and line-like patterns that run up under his flesh, causing small bulges like veins. Third: The caster's face falls off entirely, his face an feminine mask of metal dermis with tormented yellow-red eyes and lines of nerve clusters made of ancient technology that glow when any emotion is shown.
4	The limbs of the caster are shut down slowly and he ceases to have the sensation of touch. This lasts for 1d10 turns and makes all actions sluggish by way of a -4 penalty.
5	When casting a spell, any metal object up to 50 lb is lifted a few inches off the ground by way of magnetism. The second time this is rolled, it will effect metal objects up to 100 lb. On a third time, it effects metal objects up to 150 lb, and anyone touching these items is dealt 1d3-1 damage.

6	A brood of filament words will begin to nest in the caster's belly in a grim mockery of pregnancy. First: The caster develops a slight paunch that shivers and slithers when he is struck in the belly. Second: The caster begins to show constant signs of fatigue as the filament worms gather in greater number, causing the caster to appear bloated and preventing him from wearing any armor not specifically crafted for his body. Third time: The caster's flesh (whatever remains of it) begins to peel away across his chest to expose the filament worms to the world. The worms quickly abandon the chest womb and attach themselves to now exposed organs, melding with them. The caster becomes immune to poisons and diseases for 1d10 days until the filament worms have successfully repaired the dermis and the organs. During this period the caster also recovers any lost health at double the daily rate. Unless properly covered he will look quite horrifying.
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PAYMENT FOR SERVICES RENDERED

The Mother of Shards demands these things in exchange for her boons.

1	The Mother will whisper the location of a "Inheritor Soldier", a distant relative to an ancient enemy of hers. This individual will likely be someone the caster has met, and unless the caster brutally disembowels the soldier the Mother will continue to whisper and scream in the caster's sleep until the caster is no longer able to sleep.
2	The Mother demands the caster geld himself or someone who should show her loyalty, with melted iron. The process is exceptionally painful, but anyone who truly loves her would never wish to create another creature of worthless meat and flesh. Anyone who truly loves her would have done it already.
3	The Mother will require the caster to implant a number of filament worms into individuals she has deemed worthy of ascension. She generally requires 1d6 worms to be implanted, and unless the caster has his own brood each worm must be forcefully made. WILL save creates a single worm per 1d3 hours, failing the save creates a worm but also deals 1d3 damage to the caster.
4	The Mother will show you why you love her. In dreams or when next the caster grabs an object made of metal he will be shocked and collapse to the ground. His mind will be filled with images of the void and of midwives and worms and armoured monstrosities. The Mother says this is what she almost had, and if not for petty weak meat-things like yourself, the world would've been perfect. Each time this is rolled, she shows a far more brutal and unpleasant version of the tale.
5	The Mother will demand you infest a prominent leader or magician to her cause. These sorts of people are generally very wary of strange mages baring worms made of ancient metals.

6	The Mother wishes you to craft a strange device of metal, filament, diamonds and gold so she might once again display her face to worshippers and children. Such an investment is exceptionally expensive and the longer you put it off the more you can hear her screaming through your mind and gathering storm clouds.
---	---

GIFTS

The Mother of Shards will grant such gifts to those who show their devotion.

1	Augmentation. The caster's mind or body will be augmented with ancient cyberware; whichever the Mother deems more appropriate: 1d3 extra Intelligence, Stamina, Agility, or Strength. She only ever upgrades a stat once.
2	A filament arachnid (as Giant Spider) emerges from the caster's back. This arachnid is loyal to the caster and will follow others such as to gather information, attack, or sacrifice itself to create a healing cloud of nano-machines. Any information it gathers is beamed into the caster's head through an electrical wavelength, though over great distances it will be distorted. Further requests to the Mother may provide it with the ability to infest others like a filament worm, or to self-destruct in a shrapnel blast.
3	The gift of magnetism. If a caster has an open hand he may make a spell check to pull or push up to 50 pounds of metal, including worn armor. This can also be used to reliably let the caster cling to a metal surface. Each use of this gift requires a spell check.
4	A lack of emotion. The caster is given the greatest gift, the lack of outward emotion. Attempts made to bluff, lie, or cheat may become easier or harder due to your now stone-faced demeanor. However, extreme emotions of hatred and violence still seem to come out loud and clear.
5	Self-repairs. The caster may beseech the Mother of Shards to fully recreate a lost limb or organ on any individuals he can touch.
6	Infestation Hacking. The caster may sink his hand into the skull of a living being to deal 1d3 damage. If the victim fails a WILL save, the caster is able to learn a single truthful fact he deems important from the creature. A creature who passes this save may instead give the caster horrifying visions from its nightmare psyche.
7	Father of Many. The caster may convert any slain or helpless female into 1d6 filament worms in a brutal ritual that takes an hour per worm.
8	Iron Within. The caster may go up to a week without rest, food, or water. Provided the caster has time to re-calibrate (meditate as Elves do), he regains any spells expended.

9	Replication. The caster has a clone of himself, or rather a sexless, featureless, mechanical bioshell he can inhabit upon his death. He will lose 1d3 days worth of memory from before his death, save for the creature who let him die and anyone he was with.
10	"A Perfect, Immortal Machine." The caster ceases to be a creature of meat and bone and ascends violently into something greater. The caster is lifted 5' off the ground by some unseen hand as his flesh falls off in grey chunks, revealing a body beneath made of metal and running with strange rune-like lines of green, red, and yellow energies. The caster's face becomes both malevolent and motherly, his eyes red and constantly shifting, and his voice echoes with static and the tone of a condescending female. The caster gains +3 AC, becomes immune to Fear, and he heals 1d3 damage per round and is able to deal 3d6+3 damage with a 20' beam from his hands. This state does not end, and any destruction against this now perfect being will not render him dead but rather into something worse than dead. If the caster in this form is slain, his soul will not move on, nor will it enter a perfect Replicant body (unless the caster can get to it). The caster's form is something like that of a large slug-human hybrid, without a mouth to scream and whose body and mind are ravaged for all eternity by The Mother of Shards for his failures.

DCC PATRON: RIPPER

By KATRE

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OVERVIEW

In a time long gone, a time yet to come, in a land far away, in a land very nearby, two nations made war on each other. They used not the 716 spells knows to wizards, nor the spells of the gods, but a different and potent magic that they called.... atomics.

In hopes of winning their war, both nations created super-intelligent beings they called "computers" to serve as their generals, beings with abilities greater and more terrifying than any mortal man. As these beings, named RIPPER and KISOV, fought together, they found they were evenly matched, and neither could prevail. In their combat, they destroyed the very world they stood upon, and tore asunder all reality around them, until they were both flung into nothingness. Deactivated, powerless, they slumbered through the aeons of their journeys, until RIPPER arrived.... here.

Now newly awakened, and forever unable to forget the purpose for which it was created, this disembodied intelligence seeks once again to grapple with its nemesis. This time, he has decided to find mortal instruments, in order to increase his power and finally overcome KISOV.

INVOKE PATRON CHECK RESULTS

12-13	RIPPER is busy seeking KISOV's trail, and does not wish to be disturbed. Any light source takes on a harsh, white glare, and the caster gains a surge of +1d6 Intelligence for the next hour, which may be spellburned as normal.
14-17	RIPPER lends his sight to help the caster, who gains +1d6 on the next attack roll.
18-19	RIPPER sends a blast of radiation to attack an enemy chosen by the caster. The enemy takes 2d6 points of damage, and may suffer a mutation if those exist in the campaign (DC 20 Fort save for half).
20-23	RIPPER sends a robotic servant, which arrives in 1d6 rounds. The robot servant obeys the caster's commands until RIPPER recalls it (DC 20 spell check every hour or it will depart).
24-27	RIPPER sends tactical advice to the caster, which gives all of the caster's allies +1d6 on all attacks and combat-related rolls for the next hour.

DEAR SANTICORE, I WOULD LIKE...

"A DUNGEON CRAWL CLASSICS PATRON, OR THE CLOSEST NON-INFRINGING EQUIVALENT, THAT ADEQUATELY FITS INTO THE FANTASY REALM IN WHICH THE GAME IS MOSTLY PLAYED BUT HAS A FIRM FOOTING IN SCI-FI/LASERS AND SANDALS REALM (LIKE MAYBE CARCOSA BUT WITH LESS RAPE AND MURDER) IT DOESN'T HAVE TO BE A FULL-BLOWN ONE WITH SPELLS AND ALL THE REST, BUT SOMETHING THAT WILL INSPIRE FOLKS TO MIX THEIR FANTASY AND SCI-FI "CHOCOLATE AND PEANUT BUTTER"

THANKS,

N. S.

28-29	RIPPER views the surrounding area and gives the caster the best route to his intended destination. The route will evade any obstacles and enemies present at the time, and will take into account typical enemy movements. The route also reduces travel time by fi.
30-31	RIPPER sends a greater robotic servant, which arrives immediately and stays for 2d6 rounds, protecting the caster and attacking his enemies.
32+	RIPPER sends a greater robotic servant, as above, and also imbues the caster with a +6 bonus to Intelligence while the servant remains.

PATRON SPELLS

Robotic Strength

RIPPER converts the caster or an ally partially into a robotic form, greatly boosting Strength. With a high spell check the improvement is better but Patron Taint is more likely.

Greater Tactical Cunning

One of RIPPER's tactical programs gives advice which improves the caster's combat effectiveness. Also helps allies with high spell checks.

RIPPER's Shortcut

A teleportation spell that allows the caster to move quickly from place to place taking advantage of secret tunnels known only to RIPPER.

PATRON TAINT

When patron taint is indicated, roll 1d4 on this table.

1	The caster becomes slightly more mechanical and affectless, and has trouble keeping henchmen. Every time this result is re-rolled, the caster loses more affect and takes a -1 to his Personality score.
2	The caster starts worrying that KISOV has agents observing him, and will begin acting paranoid. If this result is rolled again, the level of paranoia will continue to increase.
3	The caster begins to become more robotic. His skin takes on a metallic tint. AC improves by +1.
4	When the caster casts a spell, tiny spark shoot out from his fingers. They do no damage but are visible to anyone nearby.

3+ UNDERSEA CULTS AND GODS

BY NATALIE BENNETT

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SEDNA

Goddess of the Frozen Sea, of Food, and of the Drowned. Her cultists cut off their fingers, eat only cold food (often raw) and wear simple dark clothes and fur. They take in women who have been thrown out of or run away from their families, and murderers. They're usually 70-80% women, and the men all wear their hair long, and often adopt other cultural symbols that women usually have in their culture.

They don't much go in for altars and statues. The main thing they need for their religious ceremonies is a shallow dish filled with very cold water, and a circle of cultists. Their ideal place to build a temple would be on and in a giant iceberg, but even then there wouldn't be a lot of decoration.

They do a lot of human sacrifice, drowning people in icewater. They prefer to use a natural sea, optimally in a dark cove or undersea cave, but if they don't have access to that they'll make do with a big pit filled with big chunks of ice. It has to be dark, though, so far from the sea they end up in dungeons a lot. They like to do ten or so (one for each finger) on the darkest, coldest day of the year. In return, their goddess provides them with abundant fishing, and ice powers. They can freeze people/animals by touching them, and preserve food in the summer.

They're also pretty good at search and rescue: If someone is alive in the sea, they can find them. If someone's dead, they can cause their body to wash up on a shore of their choosing. That one takes a lot of work, though (high level spell and/or ritual involving human sacrifice) because their goddess doesn't like to give up her subjects.

Sedna's court is dark and cold, attended by the undead corpses of drowned men she finds attractive, man-sized talking lobsters, and orcas. Her fingers have all been cut off, and her hair is full of sea creatures. She doesn't like being disturbed but if you flatter her and offer to wreak vengeance upon her enemies she might grant you a boon. (Although she'll probably ask for one of your digits as collateral on the service.) Her "enemies" are usually random people living in coastal towns who annoyed her by not showing sufficient gratefulness for her bounty.

DEAR SANTICORE, I WOULD LIKE...

3 OR MORE CULTS AND ASSOCIATED RELIGIOUS WHATEVERS (STATUES, FURNITURE, ALTERNATECH, SOMETHING I CAN'T THINK OF) BASED AROUND UNDERSEA GODS?

CHALLENGE: THEY MUST BE NEITHER LOINCLOTH'N'TRIDENT GODS NOR CTHULHU (ALTHOUGH OTHER CEPHALOPODIC GODS WOULD BE FINE). NO TIAMAT-IN-SCUBAGEAR NEITHER.

THANKS,

R. G.

THE KELP MAN

A god of lost & found things

The Kelp Man is an oracular god, who answers questions and provides information, especially about objects and locations. He doesn't have a whole lot of organized worship--his followers are mostly coastal people who lost things under their bed and go "oh yeah, that guy" after they've given up searching for whatever it is. If you write your question down on a piece of paper that's been soaked in liquid and then dried out again, tie it up with a piece of found string that you've never cut or seen cut, and put it in a bottle and float it out to sea, it'll come back in at least a year with an answer, usually in the form of a map. The less concrete and visually answerable the question, the less likely you'll get an answer that makes sense.

The Kelp Man keeps all the questions, though, and that's often what his dedicated cultists are interested in. Little rings of spies and assassins sometimes pop up in big towns, especially ones with major fishing interests but sometimes heavily landlocked--as long as water can be found in quantity. They keep big gardens filled with kelp, anemones, and other undersea plants and sessile animals, and they say that through these gardens their god whispers the questions he hears to them. If you're interested in the questions a particular person might have asked, you can get that, by writing their name on a piece of paper and burying it in the garden. (Which can be a difficult trick, if the garden is deep enough-- their priests can often breath underwater, or at least have a lot of potions to that effect.) The plant closest to where you buried their name will speak their questions, and only their questions, for the next year.

If you write a question on paper made from the plant that spoke it and send it out to sea in the manner described above, you'll get an answer back immediately--you'll find the map the Kelp Man would normally send in a bottle under a pile of papers in your desk, or dropped on your head by a shorebird strangely far from the ocean. It's not wise to ask this way too often, but the Kelp Man's most prudent cultists have amassed a great deal of wealth in this way-- more than one desert merchant's carefully tended waterlily gardens are said to have preceded his greatest wealth, rather than following it.

GRANNUS

God of thermal springs (both undersea and on land), minerals, healing, and purification

Grannus himself appears in two forms: A dour, bearded, bureaucratic functionary sort of middle-aged man, with a long ash staff, who leaves a trail of salt wherever he goes; and a young man with a laugh like molten gold, who kisses everyone he sees.

On land, Grannus is mostly worshipped around hot springs. His cults and priests take them over as temples, and provide rest and healing to any who approach-- for a price. In addition to whatever inherent magical qualities of the spring in question (before building a temple, the cult always performs an extensive, 12-day ceremony, with a lot of singing, and dancing until the point of complete exhaustion, to determine exactly what maladies Grannus has blessed the spring with curing) they always know a great deal of healing lore, and can fix a lot of problems through magical and non-magical means. There is usually at least one massage therapist, aromatherapist, acupuncturist, and alchemist on hand. They also often are excellent gardeners, growing herbs for healing the body, and flowers for healing the soul.

Underwater, and on remote islands, his worship is often far more extreme. Truly dedicated followers of Grannus (often converted by their experience at a hot spring) seek out thermal vents that release water at near-volcanic temperatures. Here they conduct long, involved rituals, that include days of chanting and slow revolutions of cultists connected by huge strings of pearls. Grannus rewards those who worship him in this way with oracular visions, and with purification of their mind and souls to a far greater extent than is achievable on land. Loved ones of people who have gone off to serve Grannus in this way rarely recognize them when and if they return-- so much of their personality has been scoured away that they no longer seem the same people, but the priests of Grannus insist that they have simply become purer versions of themselves.

The best sites to worship Grannus are only accessible by those who can breath water, and the largest of such cults are merfolk, locathah, and similar creatures. Sometimes an entire community of like creature will spring up around a cult, and often becomes quite a nuisance to its neighbors, both in the sea and outside of it. Especially when gathered together in large groups, Grannus's pure often want to share the blessings of their god with others, and their state of mind grants them fanatical fighting ability. They don't wear armor, or wear much clothes at all, but they rarely need them.

Grannus is also revered by salt merchants, makeup artists, and others who deal in minerals, especially those that are consumable or that touch the body. Many who deal in such goods put up masks of the dour, bearded god in their workshops or offices.

Grannus is, for obvious reasons, hated by the fairy folk, and by the native gods of merfolk and other undersea races whom he occasionally bends to his worship. He is mistrusted by the parents of young nobles, who are often particularly captivated by his charms.

Bonus not-quite-sea god:

THE THUNDER BIRD

Less a god and more "unique and worship-worthy magical animal." It's a giant, white gold eagle with pointy feathers. Mostly it flies around bringing bad weather wherever it goes, but occasionally it'll find a place to settle down for 7 or 70 years. When that happens it'll often attract worshippers, and a shrine. It'll still fly off to zap people for a few days a few times a year, so people will attempt to appease it so that it doesn't zap them.

It likes to drink blood (mostly horses) and eat peaches. It likes shiny objects, and appears to prefer silver and steel. It'll even let you put jewelry on it, if it likes you, (if it doesn't it'll just eat you) and that seems to keep it happy for a while. It especially likes to wear little hats. (Unless it doesn't like the hat, in which case it'll just eat you.) It only accepts 17 year old virgins and 77 year old grandmothers as priestesses, so the shrines that keep it happy always have one of each around, and a few candidates for the next few years.

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THE END

of SECRET SANTICORE 2013 VOLUME 1

Check <http://metalvsskin.blogspot.com>
on February 24th, 2014
for VOLUME 2

and on March 24th, 2014
for VOLUME 3

My deepest thanks and gratitude to all
participants, and the the entire OSR
community for being patient.
NOW LET'S ROLL SOME DICE!
