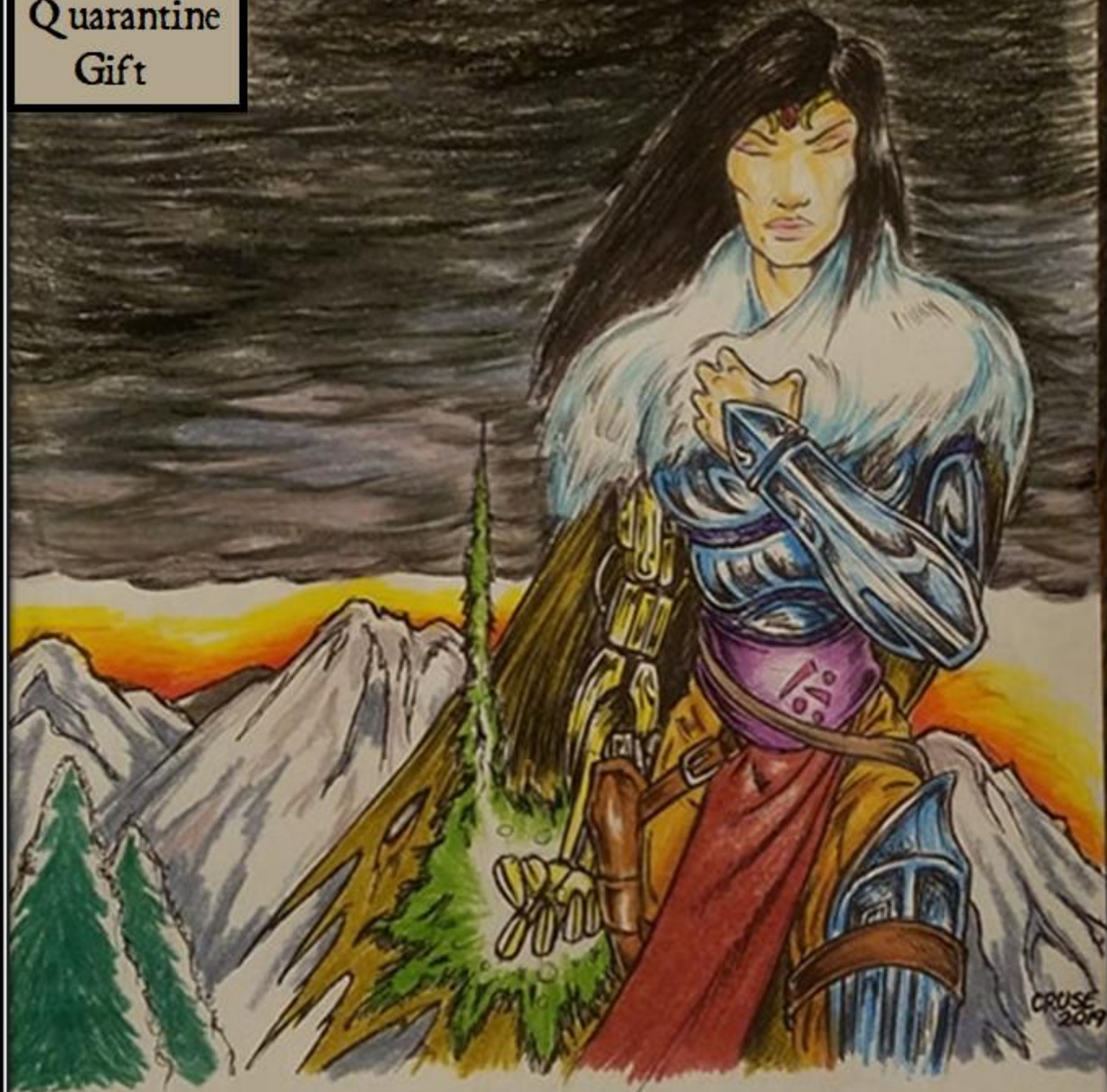


April 2020



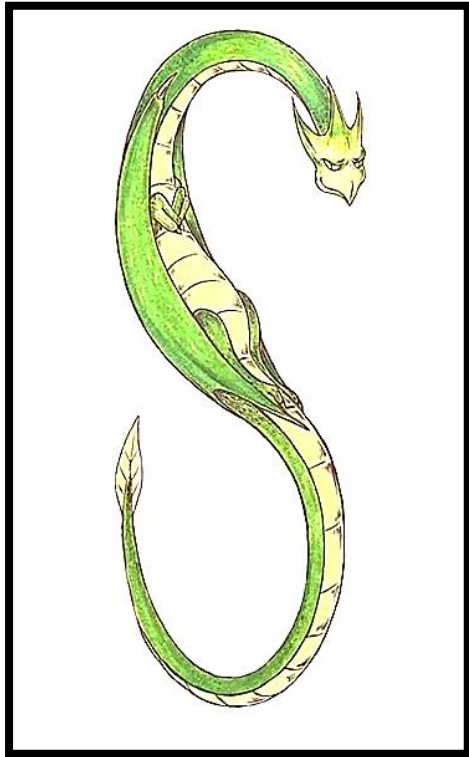
Special
Quarantine
Gift



THE COVID COMPENDIUM



THE COVID COMPENDIUM



(artwork by J. William Cruse)

-Contents-

1. Cover (by J. William Cruse)
2. Table of Contents + Artwork (by J. William Cruse and Dan Smith [aka SMIF])
3. Introduction.
3. *Tip of the Trident* (by Frank Schmidt of *Adventures in Filbar*)
4. One Page Dungeon: *The Tomb of Nasakhma* (by Chuck Green
of DM Talk, Wizard of the Ozarks, OzarKon)
5. *White Plume Mountain - Revisited* (Interview with Lawrence Schick) by Chris Larr (of *The Funky Grogard*)
8. Creature Feature [All original D&D old-school monsters for YOUR campaign] – Contributions include:
 - Potentially Infected (Joe Kinlan)
 - Death Rogue (Joseph David Parker)
 - Spiderwolf (Brandon Gallant)
 - Rose Maiden (Chris Larr)
 - Crustoid (Ragnor Kano)
 - Gorvid (Justin Becker)
 - Fire Slime (Chris Larr)
 - Owl Spider (Chuck Green)
 - Demon Tapestry (Brandon Gallant)
 - Demon Carver (Ethan Larr)

8. Creature Feature [All original D&D old-school monsters for YOUR campaign] – Contributions include:

- Gray Alien (Dave Johnson)
- Mors Glacies (Chuck Green)
- Dungeon Mimic (Tad Atkinson)

17. One Page Dungeon: *The Savage Garden of the Rose Maiden* (by Chris Larr of *The Funky Grogard*)

18. *Jury Selection: The Pointless Dice Rolling Game* (by Cullan Blackthorne of Magic Ungathered)

20. Prison Map (by Dan Smith [aka SMIF])

21. One Page Dungeon: *A Rude Awakening* (An Introduction to *Spiderwolves*) by Brandon Gallant

23. One Page Dungeon: *The Halls of Horror* by Ethan Larr

25. *The Compeller* (a devilishly deceitful NPC-only class designed to vex your player-characters) by Chris Larr (of *The Funky Grogard*)

28. *Use of Doors in an RPG* by Brandon Gallant

SPECIAL GIFT

(separate attachment)

RAVAGES OF THE MIND by Lenard Lakofka

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(artwork by Dan Smith [aka SMIF])

THE COVID COMPENDIUM

What in the Nine Hells do we do now?!

CHANCE OF CONTRACTING DISEASE	
Base Chance	2%
Modifiers:	
currently diseased or infested with parasites	+1%
crowding (city, encampment, shipboard)	+1%
filth (city, encampment, siege)	+1%
character is old	+2%
environment (marsh, swamp, jungle)	+2%
hot and moist climate (season or region)	+2%
character is venerable	+5%
exposure to carrier of communicable disease	+10%
cool weather or climate (high elevation, etc.)	-1%
cold weather, high mountains	-2%
shipboard after being at sea 2 weeks	-2%
Procedure: Adjust base chance of disease being contracted by applying modifiers. When the final percent chance to contract a disease is found, roll for each character concerned. If disease is indicated, go to the DISEASE TABLE below to determine what sort is contracted.	

page 13 of the *Dungeon Masters Guide* (AD&D 1e)



The planet Earth rolled percentile dice against *Chance of Contracting Disease* and rolled a critical fail. Fuuuuuuuuuuuuuuuuuuuuuuuuck!

Borders are closed. Stores shut down. Conventions and music festivals are cancelled. Even TP on critical shortage!

However, we gamers are geniuses at improvisation! When it comes to creative alternatives, we are literal Einsteins (minus the goofy mustache and haircut).

If any classification of people will survive (and prosper) from this, it will be the geeks, gamers, and grognards of the world. Seriously, we've been preparing for this since we've been pre-adolescents (especially those who play *Gamma World*)! We got this! So....

Chill! The! F**k! Out!

Your gaming group ain't (and shouldn't) be happening. Delayed. Set aside until a more appropriate time. Safety first! Gotta practice that social distancing, yall! Til this blows over, this'll keep you busy!

But when the post-apocalyptic dust has settled and civilization has been rebuilt, we shall meet and celebrate the likes of which even the Gods have never seen! Verily my true friends... **GLORY AWAITS!**



Hi All, DM Frank back with some tips on your game! For the amount of time most PCs spend in a tavern, they are bound to run into interesting and unique characters. Some may be brief meetings, others more noteworthy encounters. Like so many other topics in D&D, the art of bringing to life an NPC is massive, but today I'm going to give you a few tips that I've picked up over the decades!

How do you play an NPC? Well, that depends on what their use is going to be. Are they a commoner? Are they a potential hireling? Maybe they are some random encounter with a bit of information useful for the party, if they can get it out of him/her. When I present an NPC to the party, I try and use a personal frame of reference to give them some depth. Remember the pleasant or angry cashier at the store? There's your NPC! "The man seems to be having a bad day and is quite short with you. His green vest is well kept but has a small beverage stain on the sleeve and he has a small bandage on his left arm." Voila, there you have just made the Gulp & Go cashier a part of your world. You can describe their hair, their appearance, and at least one thing that sticks out to you to make it "realistic". Take a look at their name tag... James is now Jameson, a merchant with some stuff to buy. This method is fantastic when you need to make up an encounter that you hadn't planned on and considered "inconsequential", but your PCs want to dive in deep on them.

But perhaps you want this person to be a staple (reoccurring) in your milieu, how do we manage that? The quick and easy answer is give them one thing that will endear (good or bad) them to the party. One of my favorite NPCs was called Head wound Harry. He was a Mountain Dwarf that had taken a serious cranial injury, but was still able to function...mostly. His dump stats were INT & WIS for obvious purposes. Now, Harry had good intentions in the campaign, but always entered into conversations not pertaining to him. He gave generally poor, and obviously, bad advice because of his medical condition. (continued on page 3)

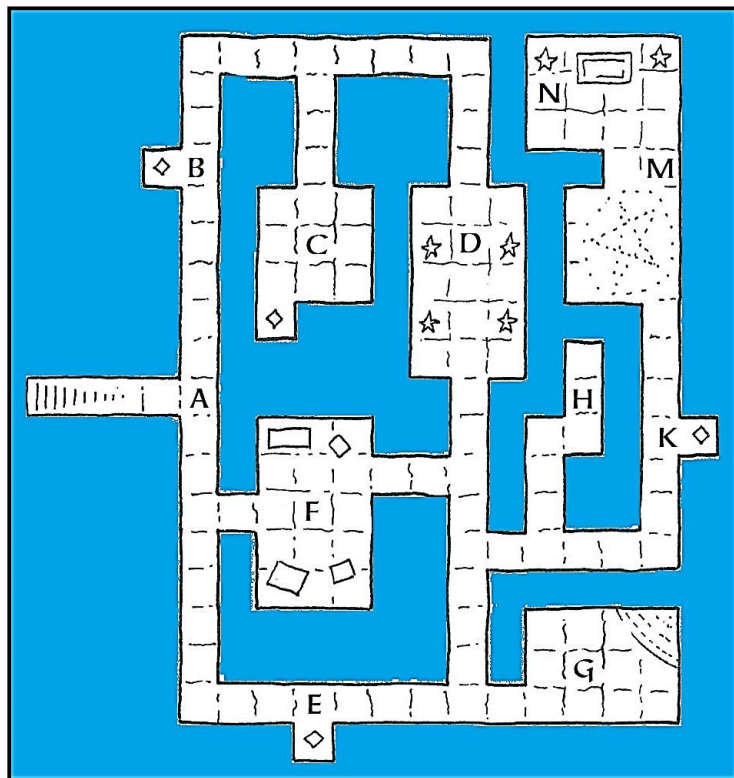


ONE PAGE DUNGEON: THE TOMB OF NASAKHMA ♦ BY CHUCK GREEN

A local farmer has discovered the entrance to an ancient burial structure while clearing his property but is afraid of what he may have unlocked. He has begged you and your party to investigate the tomb and quell any evil or curse that may be present. He has agreed to let you keep anything you find inside.



For the DM: This is the ancient burial structure of a priest named Nasakhma who died some 1400 years ago. He was a loyal and trusted human to an ancient kingdom long gone from this world. He was also a practicing necromancer and dabbler in dark magics. To deter would-be robbers and looters, his tomb is riddled with traps and guardians, but also valuable treasures.



A – After descending a steep stone staircase, you find a long stone corridor running left to right. The smooth stone floor is covered in two or three inches of dust. The ceiling here is twelve feet high.

B – A stone pedestal holding a small statue of a lion made of pearl gpv 85.

C – Small room covered in human bones. A stone pedestal with a small statue of an elephant made of jade gpv 98. Bones animate into a **Skeleton Warrior** (see *Fiend Folio* pg.79).

D – A rectangular room decorated with four empty stone pedestals. If the four small statues found elsewhere are placed on the pedestals, the stone dais in area G is opened.

E – a stone pedestal holding a small statue of an eagle made of gold gpv 150. Removal of this statue triggers a gas trap (save vs poison or suffer 2-16 damage).

F – A large rectangular room filled with several wooden crates (in amazing shape despite their age) and a stone urn. The ground around the urn is covered with human bones. The crates contain silk clothing and robes, a silver holy symbol, and two Potions of Healing. The urn is filled with ashes. The bones animate into a **Skeleton Warrior**.

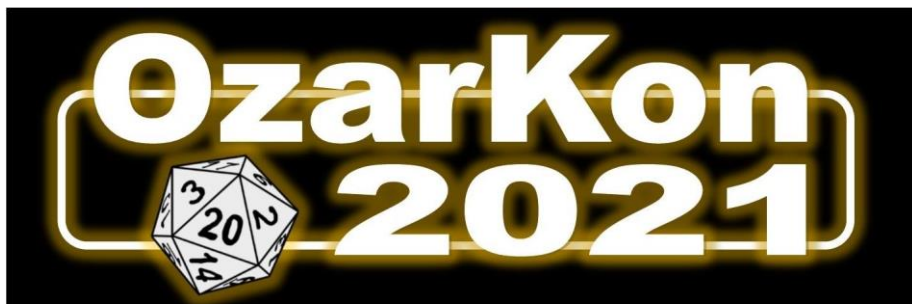
G – This squarish room contains a stone dais in the far corner that is a strange three feet off the ground but is empty of décor. The walls of this room are covered in wall paintings depicting priests in white robes summoning a fiery demon. If area D is activated, the dais here will slide open revealing an ancient book bound in human skin and written on pages of hammered copper.

H – This corridor ends in a dead end but contains a pit trap. Triggering it causes the victim to fall seventy-five feet to a spiked floor (save vs breath weapon or die).

K – A stone pedestal holding a small statue of a dragon made of obsidian gpv 500.

M – This is the final room and the actual burial chamber of the priest Nasakhma. As you enter you notice beneath the thick layer of dust a large pentagram on the floor. This is made of blood and made at the time of the burial. Unbeknownst to the party, it is actually the priest Nasakhma's blood. If the pentagram is tread upon, a silent countdown begins. After the allotted time has expired, a **Shadow Demon** rises from the center of the symbol and attacks! (See *Fiend Folio* pg.78). It will not stop attacking until everyone in the room is slain or itself is destroyed.

N – This is the stone crypt itself of the priest Nasakhma. The tomb is flanked by two stone statues; one is in the likeness of a warrior clad in armor, carrying a large sword, and wearing large feathered wings; the other is a young woman wearing chest mail armor, holding a spear, and also wearing large feathered wings. Inside the crypt there is nothing but an old silk pillow and a small pile of 1400 year old platinum coins (54).



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Tip of the Trident (continued from page 1)

How did I come up with Harry? Blatant theft. Google SNL & Head wound Harry. Pop culture can be a wonderful thing, if everyone is on the same page. A shared moment/experience that the group can relate to and is exhibited by an NPC will bring instant recognition. If your group is of mixed ages, the more popular the pop culture icon, the easier it is (Duane "The Brick" Johnson). For groups of similar ages, spotting a specific icon is easier (Foghorn Leghorn, Radar O'Reilly, or Justin Bieber). Exaggerate the characteristics that give you memories and twist them to your advantage. Radar was loveable, but what if he used his perception powers for evil. What kind of NPCs would the Golden Girls, Steve Urkel, or the cast of Friends be in your world?

I'm Frank Schmidt and I've DM'd longer than some of you have been alive. That doesn't make me better or worse, it just gives me a bigger well to draw from for ideas! These musings are only my opinion, feel free to disagree. If you'd like to contact me try dukeoffilbar@gmail.com



Facebook.com/davejohnsongames

WHITE PLUME MOUNTAIN – REVISITED (INTERVIEW WITH LAWRENCE SCHICK)

[Originally published April, 2017] Howdy peeps! Way back in April 2015, before I even started my stupid blog, I posted my very first module review, **S2: White Plume Mountain** by Lawrence Schick! In my original review, I enjoyed the (and I quote) "batshit crazy carnival funhouse ride" of the module, inventive traps, and creative scenarios contained within. However, on the downside, I felt the module was disjointed, lacked unity, and the artifacts were heavily unbalancing to an existing campaign. In the end, I declared S2 a fun, fantastic romp of an adventure and awarded it a well-earned grade of B-.

Fate, as it turns out, allowed me the phenomenal luck and tremendous privilege to pick the big brain of the module's author, Lawrence Schick!

Now you might be asking as to how I managed to pull this off? What's my secret for getting this exclusive interview? I'll tell you... and the answer is quite simple: I kidnapped Mr. Schick, kept him in my inescapable basement dungeon, for months, until Stockholm Syndrome kicked in and he eagerly agreed to be interviewed. It's how interview journalism works, kids.

Naw! I just asked him! Really! Mr. Schick was gracious, accommodating, and completely candid. It was an awesome experience for me, as I also hope it will be for you. Okay! Enough chatter! Let's get things rolling!

FUNKY GROGNARD: First and foremost, thank you sir for all you have done for our hobby -and- for taking the time out of your schedule to answer a few questions. Do you have anything you'd like to say, in opening, to our intelligent, sexy, and awesome readers?

SCHICK: Kudos to you all for choosing the most challenging, but most rewarding, hobby available! Gathering with other smart, creative people to tell collaborative stories together makes for rich experiences and vivid memories. What fun!



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FUNKY GROGNARD: You once described *White Plume Mountain* as a 'funhouse' dungeon full of tricky obstacles designed to challenge adventurers for the amusement of a mad wizard.' What was your inspiration for this concept?

SCHICK: My inspiration was trying to persuade Gary Gygax to give me a job. In order to prove he should hire me to be a D&D designer, I went through my notes from five years of GM-ing, pulled out what I thought were my best ideas, came up with a reason why all this disparate encounters were next to each other in one place, and boom: *White Plume Mountain*.

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FUNKY GROGNARD: One the map of outside map of *White Plume Mountain*, gorgeously illustrated by Erol Otus, there are mentions of 'The Hut of Thingizzard', 'The Lair of Dragotha, the Undead Dragon', 'Dead Gnolls Socket', and 'The Cursed Ruins of Castle Mukos'. Did you ever have plans to flesh these out in future adventures or were these just little pearls for the DM to take and make their own?

SCHICK: As far as I recall, all those little throwaways came from Erol's mind as he was drawing up the map. Erol was—and is—endlessly creative, and was a top-notch GM himself.

FUNKY GROGNARD: The objective of *White Plume Mountain* is to retrieve 3 extraordinarily powerful artifacts (Wave, Whelm, and Blackrazor) and return them to their rightful owners. Every time I've run S2 for a campaign, the PCs are like "screw those guys! I want this sweet soul-sucking sword for myself!" What would you do, as a Dungeon Master, should the player-characters run off with the items?

SCHICK: Well, of COURSE player characters were intended to run off with the items. The suggestion that they ought to return them to their original owners was just in there to give GMs the idea that there ought to be interesting consequences to the players making such a decision, consequences to be worked out in the context of the GM's own campaign.

FUNKY GROGNARD: Speaking of sweet soul-sucking swords, I would be remiss in my duties if I didn't mention the most noted element of the module, Blackrazor. The similarities to Blackrazor and another very famous literary soul sucking sword is obvious. Care to elaborate?

SCHICK: Blackrazor was obviously inspired by Elric's sword Stormbringer; I included it to show that I could adapt ideas from other media into the context and rules of D&D. As I said above, WPM was written to accompany a job application, not for publication—I wouldn't have put such an obvious homage into a published module without some reason or justification. When Gary decided TSR would publish *White Plume Mountain* as is, without changing a word, I was so flattered I wasn't going to insist on making changes myself.

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FUNKY GROGNARD: Another thing, in *White Plume Mountains*, the events are occurring due to the machinations of Keraptis. However, in the module, he is never met. Why? Was it due to a crushing deadline, a desire for the DM to flex their 'creative muscles', or did you have something more nefarious in store for a future adventure?

SCHICK: The players never meet Keraptis in WPM because he's not a character, he's a plot device. There's no reason to bring him onstage unless the GM wants to employ him afterwards to pursue the PCs who've made off with his treasures. I have a prequel to *White Plume Mountain* that I run at conventions sometimes, a reverse-dungeon in which the PCs are the monsters defending the dungeon against invading adventurers, and there I bring Keraptis onstage to give the PCs their instructions. But even then, he's just a voice from a swirling black portal, because it's critical to always make sure the PCs are the most important characters in a scenario; don't bring in NPCs who are cooler than the PCs, that defeats the purpose of the game, which is to make the players feel like they're in control of their own destinies.

FUNKY GROGNARD: In my very first module review, I wrote "I wasn't kidding when I said this was a 'batshit crazy carnival funhouse ride'. I'm okay with unique traps, monsters, and situations, but the difference between a GOOD dungeon and a CLASSIC dungeon is the unifying theme. Unfortunately, this is where S2 falters. It has the traps, situations, and monsters, but none of them are unified. They seem to be random, separate, discordant events crammed into a single dungeon." Did my assessment miss the mark?

SCHICK: No, that's fair. That was also a very common esthetic for dungeons at the time, the mid- to late 1970s. Thoughtful designers were already moving beyond that approach, however; I never wrote another scenario like S2, just like Gary never wrote another module quite like S1, *The Tomb of Horrors*.

FUNKY GROGNARD: If you could change one thing about "White Plume Mountain", what would it be?

SCHICK: Oh, I don't go back and revisit things once they're published—life's too short. I prefer to focus my energy on current projects, which at this point are my ongoing design work for *The Elder Scrolls Online*, and my alter-ego Lawrence Ellsworth's goal of completing new, contemporary translations of all of Alexandre Dumas's *Musketeers* novels. (See *The Red Sphinx*, which was just published in January.)

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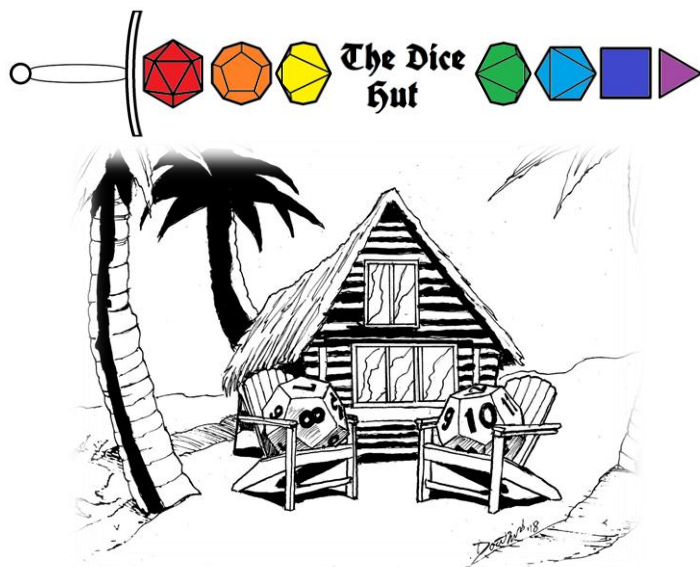
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CREATURE FEATURE

[All original D&D old-school monsters for YOUR campaign]

POTENTIALLY INFECTED

(1e submission by Joe Kinlan)

FREQUENCY: Rare, then common, then all

NO. APPEARING: 1 to Eight billion

ARMOR CLASS: 10

MOVE: 12"

HIT DICE: 1-1

% IN LAIR: See below

TREASURE TYPE: Incidental

NO. OF ATTACKS: 1

DAMAGE/ATTACK: By weapon

SPECIAL ATTACKS: Contagion, Fear aura

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard

INTELLIGENCE: Average

ALIGNMENT: Any

SIZE: M

PSIONIC ABILITY: N/A

Attack/Defense Modes: Nil/nil

X.P. VALUE: 30 + 1/hp



Potentially Infected are typically indistinguishable from the rest of the population in which they reside, until they eventually are the population. They are not necessarily aggressive, generally ranging the full spectrum of typical behaviors for their population. Any human who comes in contact with a Potentially Infected must save vs *Polymorph* or become themselves, Potentially Infected. Potentially Infected may inadvertently release their *fear* aura effect by outing themselves, most typically by coughing. This will repel all intelligent creatures, forcing them to keep a minimum distance of 10".

Depending on the frequency of potentially infected in the local area, the fear aura may also be replicated by humans, by feigning a cough or sneeze.

FUNKY GROGNARD: What was it like during the "glory days" at TSR?

SCHICK: Wonderful, chaotic, stressful. We were inventing an entirely new hobby, and an entirely new publishing business to support it. We didn't actually know what we were doing, but we didn't let that stop us. We had hold of an idea that was crazy good, and were determined to pursue it wherever it would take us.

FUNKY GROGNARD: What is your opinion of the state of the hobby of roleplay games today?

SCHICK: It's a strong niche market, currently undergoing a well-earned resurgence, and riding along with the Golden Age of Board Games, which is ... NOW! The ideas behind D&D and other RPGs were foundational to the now-colossal video games industry, and are woven into the background of every kind of contemporary entertainment. What fun!

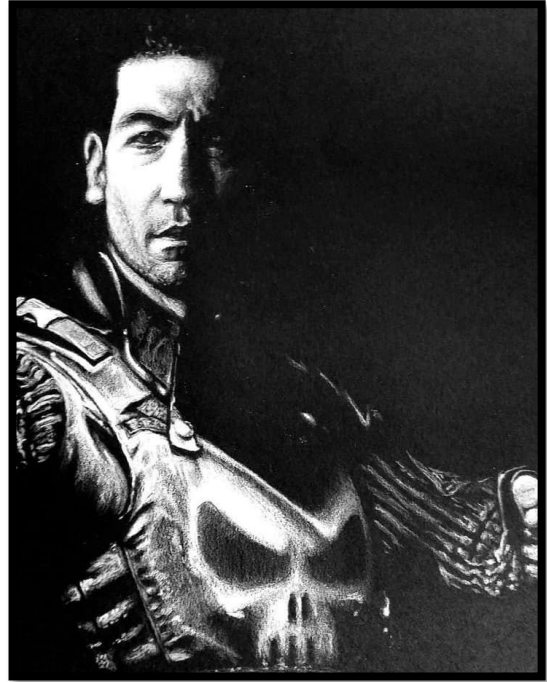
FUNKY GROGNARD: Thank you for allowing me to interview you. It had indeed been an honor. Is there anything you would like to say, in closing, to all the gamers and Grognards out there?

SCHICK: Teach your kids how to play as soon as they're old enough—you won't be sorry!

DEATH ROGUE

(1e submission by Joseph David Parker)

FREQUENCY: Unique
NO. APPEARING: 1
ARMOR CLASS: 2
MOVE: 30ft
HIT DICE: 8
% IN LAIR: See below
TREASURE TYPE: incidental
NO.OFATTACKS: 3
DAMAGE/ATTACK: By weapon
SPECIAL ATTACKS: Armor Piercing (ignore AC modifiers for armor for his target of ranged attacks) , Fear aura
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Average
ALIGNMENT: Chaotic Neutral
SIZE: M
PSIONIC ABILITY: Minor
Attack/Defense Modes: iron will
X.P. VALUE: 3000 +1000 per party member he has killed since you first encountered him.



His fear aura is only active after he kills a party member or companion. Once active the fear aura makes anyone looking upon him shake uncontrollably and take no actions unless they pass a save vs death with an additional -1 penalty for each party member he kills.

When first encountered he is a normal thief with a mortal injury, begging for the party to forgive him and help him. He offers to give them everything he stole to save his life. If they save him, he becomes friendly and repentant if the party asks him to be. He eventually wanders off to make amends to those he offends. But if not healed or helped within 3 rounds he will appear to have died. He stays in this death state for 3 hours and lives only by his sheer willpower. He will hunt down and track the party and all similar parties until he is slain or jailed.

SPIDERWOLF

(1e submission by Brandon Gallant)

FREQUENCY: Prolific
NO. APPEARING: 1-8
ARMOR CLASS: 5
MOVE: 18"
HIT DICE: 3+3
% IN LAIR: 10%
TREASURE TYPE: NIL
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-8
SPECIAL ATTACK: Poison / Web
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Average
ALIGNMENT: Neutral
SIZE: M
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil



Spiderwolves are black shaggy wolves with 8 legs. Hard to see at night or in dim light or less, they are found in all regions (in areas of perma-frost, their fur is white, not black). They build their webs across the entrance to their cave lair, they produce a litter of 2-4 pups, of which they are fiercely protective. Spiderwolves are wary of humanoids and generally stay away, but will fight viciously if cornered. They can be found in and around cities and towns, scavenging garbage. They have also been known to dig up graves of the recently deceased and drag them away for food. This is the reason that many villages have adopted the custom of burning their dead on a pyre or entombing them in rock crypts. A spiderwolf's venom causes paralysis for 1d6 rounds. Once their prey is paralyzed, the spiderwolf will encase them in a large sack before dragging them back to the lair to hang for later. Suffocation usually occurs within the hour.

Some races have domesticated the spiderwolf and use them for sport (racing or fighting), guard animals, or companions / familiars. Spiderwolves are known to consider a humanoid family to be their own and will play, protect, and sometimes follow commands. Their silk is also a commodity, used to make clothing and other items.

ROSE MAIDEN

(1e submission by Chris Larr)

FREQUENCY: Rare

NO. APPEARING: 1-4

ARMOR CLASS: 3

MOVE: 30'

HIT DICE: 8

% IN LAIR: 100%

TREASURE TYPE: Nil

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 2-5/2-5/4-12

SPECIAL ATTACKS: Wounding

SPECIAL DEFENSES: Camouflage, regeneration

MAGIC RESISTANCE: Standard

INTELLIGENCE: Animal

ALIGNMENT: Neutral

SIZE: L

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil

X.P. VALUE: 400 + 2/hp



Rose Maidens are a particularly horrid form of plant life. These creatures are extremely territorial and will attack anyone they perceive as an intruder. Rose Maidens attack 3 times per round. Twice with a thorny tentacle attack doing 2-5 points of damage and one with a large maul dealing a viscous 4-12 points of damage. When struck by one of the thorny tentacles, the victim will be wounded resulting in an additional 1 HP loss per round for 2d4 rounds. The wounding effect is cumulative.

When in a lush, verdant environment, a Rose Maiden can effectively camouflage itself so there is only a 5% chance of detecting it. This is a natural ability that the Rose Maiden employs to stalk and surprise prey. However, those of the Ranger or Druid subclasses are more adept at discovering the Rose Maiden and receive a bonus 5% chance of discovery per level.

Finally, when in natural sunlight, the Rose Maiden will automatically regenerate 1d4+2 hit points per round. Rose Maidens are extremely susceptible to fire-based attacks, saving at -2 and suffering double damage.

CRUSTOID

(2e submission by Ragnor Kano)

Frequency: Uncommon

Intelligence: Average

Treasure: R

Alignment: Chaotic Evil

No Appearing: 2-20

Armor Class: 3

Movement: 12"

Hit Dice: 2+2

THACO: 16

No of Attacks: 2

Damage/Attack: 1D10/1D10

Special Attacks: Nil

Special Defenses: Nil

Magic Resistance: Standard

Size: M

PSIONICS SUMMARY: Nil

Level/XP Value: 11/75 + 2 per hit point



Crustoids are mainly subterranean but may roam topside in search for their food. They are likely to attack any creature which approaches. The Crustoids seek to grab its prey with its huge pincers. Its mode of attack is to lock its claw like hands

around its victim's throat and then to strangle him, doing 1-10 hit points damage each round and not releasing its grip until the victim or the Crustoid is dead.

GORVID

(1e submission by Justin Becker)

FREQUENCY: Common

NO. APPEARING: 2-20

ARMOR CLASS: 5, 6, or 7

MOVE: 9" / 18"

HIT DICE: 3, 4, or 5

% IN LAIR: 40%

TREASURE TYPE: Individuals nil, Q, B, S in lair

NO. ATTACKS: 3 or Breath attack

DAMAGE/ATTACK: 2-5/2-5/1-8

SPECIAL ATTACKS: Acid Breath

SPECIAL DEFENSES: Acid immunity and fire resistance

MAGIC RESISTANCE: 20%

INTELLIGENCE: Low

ALIGNMENT: Chaotic Evil

SIZE: Medium, Large

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil

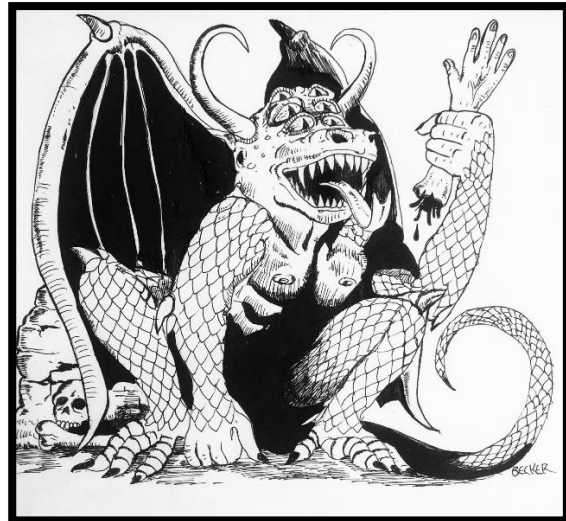
The name of the Gorvid refers to the species and to individual specimens. Gorvid are a race of winged, scaly creatures with humanoid bodies and a lion like leathery head set with six eyes and a gaping maw brimming with sharp fangs. Male gorvid bear horns and are covered in tough gray scales that become even tougher with age and time, and this is reflected in their varying AC values. Female gorvid are always AC 7 as they do not develop this natural armor, although they can fight as fiercely as their mates.

Gorvid lair in underground warrens constructed in the floors of forest and caves below mountains. Each den is a small complex of intertwining tunnels and chambers used variously for sleeping, feeding and for mating rituals. Each lair also contains some sort of mysterious room where skulls are set up to form what resembles a votive shrine. There are always at least two entrances to these dens. Gorvid fly forth at night upon their great bat like wings in search of animal or human and humanoid prey to be carried back to their den and devoured at leisure. They will save living prey for later if they are gorged., and a few fortunate souls have actually been rescued from gorvid dens, albeit much worse for wear. There are rumors of an ancient sect of hunter warriors dedicated to seeking these monsters out and exterminating them, but little more is known.

Gorvid avoid sunlight and suffer -2 to their attacks as well as suffering 1-3 points of damage per round as long as they are exposed, eventually dying. This fact and their resistance to magic have led some sages to conclude these creatures originated in the Abyss before entering this world, although they exhibit none of the magical powers of demons. It is common custom, however, for any town or village to reward the bearer of a gorvid hand with coin befitting such a slayer. Gorvid are resistant to any acid attacks thrown at them and take only half damage from fire.

Gorvid use two claws and a biting attack in combat, but each gorvid also has the ability three times per day to disgorge a belching mist of deadly acid which causes 1-10 points of damage unless a saving throw is made for half damage.

Gorvids vary in might according to size and age and this is reflected in the varying Hit Dice values listed. The larger gorvid are always Hit Dice 5 and they will be led by the fiercest of these. Females will attempt to flee with any young or eggs if the den attacked in large number. Any treasure in a gorvid den is what is left from past victims carried there for feasting.



**The Forbidden Mazes
of the Jennerak**
jennerak.blogspot.com

FIRE SLIME

(1e submission by Chris Larr)

FREQUENCY: Very rare
NO. APPEARING: 1-4
ARMOR CLASS: 9
MOVE: 0"
HIT DICE: 3
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 0
DAMAGE/ATTACK: Nil
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Immune to *cold* spells
MAGIC RESISTANCE: Nil
INTELLIGENCE: Non-
ALIGNMENT: Neutral
SIZE: M-L
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil



Fire Slimes are distant cousins of the Green Slime but are far more lethal. These strange plant growths are found in subterranean places and long-abandoned dungeons or crypts. Although they cannot move, Fire Slimes slowly grow, feeding on animal, vegetable and metallic substances. Like their Green Slime relatives, they are sensitive to vibrations and will often drop upon passing creatures from above.

Fire Slime will attach itself to living flesh, and in 2-8 melee rounds thereafter turn the creature into Fire Slime (no resurrection possible). It eats away wood slowly, consuming but one-inch thickness in an hour. Fire Slime eats metals quickly, going through plate armor in 3 melee rounds. Unlike Green Slimes, the unique biological properties of Fire Slime enable it to metabolize matter and store a methane-like gas as part of its excretory process. If fire is applied to a Fire Slime colony, it will violently detonate causing 6-24 points of damage in the initial explosion. Furthermore, the remnants of the Fire Slime colony will be sprayed in an equidistant radius up to 10 feet. Any creatures or substances hit by the stray colonies will begin to be consumed by it.

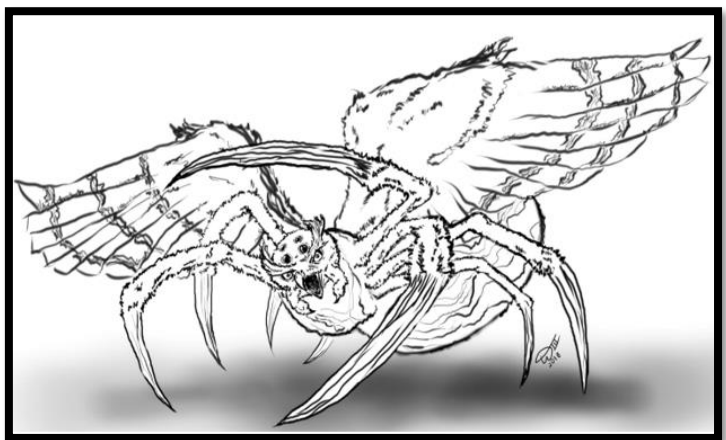
The only tale-tale sign (and known only to the most learned of sages) that distinguishes Fire Slime from its lesser evolved cousin is that it has a distinctive gas-like smell when in its presence. Knowledgeable individuals will quickly snuff their torches and be careful not to cast any fire-based spells. This hideous monstrosity can be scraped off quickly (if the scraper is then discarded), excised, frozen, or burned. Like Green Slime, a *cure disease* spell kills Fire Slime. Cold-based spells do not harm Fire Slime.

Description: Fire Slime are almost completely identical to Green Slime with the exception of the methane gas-like smell that exudes from them.

OWL SPIDER (Ibis Aranea)

(1e submission by Chuck Green)

FREQUENCY: Rare
NO. APPEARING: 1-4
ARMOR CLASS: 3
MOVE: 12"/20"
HIT DICE: 8
TO HIT AC 0: 12
% IN LAIR: 25%
TREASURE TYPE: C
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-6/1-6/2-16
SPECIAL ATTACKS: Poison bite
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Semi
ALIGNMENT: Neutral
SIZE: L (7' tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil



(Artwork by Nick Ward)

Found in cool dark caverns, underground tombs, and castle ruins, the Owl Spider is a giant monster of frightening appearance, and a ferocious appetite. Armed with razor sharp sword-tipped legs, this creature attacks with a claw/claw/bite combo. Though it does not have the ability to make webs, this beast's bite contains a vicious poison (victim must save vs poison or become unconscious for 2-8 turns). If it is allowed to get airborne, or it encounters an intruder while outside of its lair, the Owl Spider will swoop down slashing with its claw/claw combo dealing double damage, before taking to the air once more. They surprise their prey 75% of the time due to their stealthy feathered approach. The Owl Spider's favorite meal is bear, elk, or deer but it does also delight in the sweet taste of human flesh.

There is a 10% chance of finding Owl Spider eggs in its lair. These are prized by magic-users and can fetch several hundred gold pieces a piece on the market.



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DEMON TAPESTRY

(1e submission by Brandon Gallant)

FREQUENCY: Uncommon

NO. APPEARING: 1-100

ARMOR CLASS: 9

MOVE: 0 / Special

HIT DICE: 3

% IN LAIR: N/A

TREASURE TYPE: Nil

NO. OF ATTACKS: 1D6

DAMAGE / ATTACK: 1-3 each

SPECIAL ATTACKS: Smothering

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

INTELLIGENCE: Animal

ALIGNMENT: Neutral Evil

SIZE: L (10' x 10')

PSIONIC ABILITY: Nil

Attack / Defence Modes: Nil



The Demon Tapestry is a horrific amalgam of flesh, bone, teeth, and eyes, imbued with the souls of the damned. These tapestries are created by zealous followers of evil cults to ward off intruders. To that end, Demon Tapestries continually wail in torment and pain, causing the listener to Save versus spell or flee in panic at maximum movement speed away from the tapestries for 1D6+2 rounds. In addition, anyone who fails this check fights demon tapestries at -2 to hit. Demon Tapestries can be turned as a Ghoul.

A Demon Tapestry has 1D6 mouths. They will stop wailing and attempt to bite anyone getting within 1 foot of the tapestry. Each mouth does 1-3 damage. If a bite is successful, the tapestry will then let go of the wall hanging, and land on the hapless victim, smothering them. Death comes in 5 rounds (during which the tapestry will continue biting the victim) unless the Demon Tapestry is killed – in which case, it will fall apart at the stitching – or someone comes to the aid of the victim.

DEMON CARVER

(1e submission by Ethan Larr)

FREQUENCY: Rare
NO. APPEARING: 1-3
ARMOR CLASS: 5
MOVE: 5"
HIT DICE: 6
% IN LAIR: 25%
TREASURE TYPE: Special
NO. OF ATTACKS: Special (see below)
DAMAGE / ATTACK: 1-6 per attack
SPECIAL ATTACKS: Spike jet, detonation
SPECIAL DEFENSES: Immune to fire
MAGIC RESISTANCE: Standard
INTELLIGENCE: Semi
ALIGNMENT: Neutral
SIZE: L
PSIONIC ABILITY: Nil
Attack / Defence Modes: Nil



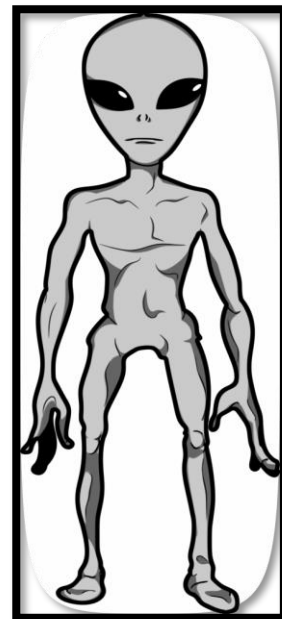
The Demon Carver is a magically-created creature whose origins have been long lost in over the eons. This odd monster is a large spherical creature surrounded with 12 + 5d4 spikes. Demon Carvers lazily float, as if levitating, at a rate of 5" per round. When it encounters a non-Demon Carver, it will begin to float towards the potential victim. When within 60", it will automatically elongate its spikes from 5" long to 15" long. Any creature struck by its spike suffers 1-6 points of damage.

Once per round, the Demon Carver can fire 1d4 spikes any targets within 60" (including multiple targets, determined randomly). If stuck, each spike causes 1-6 points of damage. Once the Demon Carver is out of spikes, or killed, it will detonate in a massive fiery explosion causing 10d6 points of *fire* damage to everyone within a 60" radius (save vs magic for 1/2 damage). If slain, remaining behind is the coveted crystalline heart of the Demon Carver. If carefully handled, it can be hurled as a grenade (or planted as a landmine) causing 6d6 points of fire damage to anything within a 30" radius. Demon Carvers are immune to *fire*-based attacks.

GRAY ALIEN

(OSRIC submission by Dave Johnson)

FREQUENCY: Uncommon
NO. ENCOUNTERED: 1 or 1d6
SIZE: Small to Man sized
MOVE: 60ft slow walk or 120' running.
ARMOR CLASS: 6
HIT DICE: 6+12
ATTACKS: 1 or by weapon
DAMAGE: 2d6 or by weapon
SPECIAL ATTACKS: see below
SPECIAL DEFENSES: see below
MAGIC RESISTANCE: 65%
LAIR PROBABILITY: nil
INTELLIGENCE: Very (18)
ALIGNMENT: Neutral, Neutral evil
LEVEL/X.P.: 10/7000+18/hp
PSIONICS: (see below)
MONSTER LEVEL: 5



EXPLANATION/DESCRIPTION This type of alien are encountered 50% more than any other alien type. These creatures are humanoid in shape, erect standing bipeds. They have a small, thin torso with no visible skeletal structure. They have no musculature definition and their average height is very small (3 feet tall) to very tall (8 feet tall.) They can be any height in between the 3' to 8' range. Their skin is tough but smooth to the touch and the color varies from light grey to darker grey and various shades to cobalt color. Complete alopecia.

KRAMER PSIONICS: 300 points. 5 Attack & 5 defense. (Usherwood Adventurers Expansion for OSRIC page 93)

- **ATTACK TALENTS:** Ego Crush, Hemorrhaging Brain, Id Infiltration, Psionic Obliteration, Psychic Blast.
- **DEFENSE TALENTS:** Empty Mind, Psionic Barrier, Psychic Wall, Super Ego, Thought Fortress.

- **MAJOR and MINOR TALENTS:** 4 Minor and 2 Major.
- **MINOR TALENTS:** Cellular Healing, Invisibility, Empathy, Precognition.
- **MAJOR TALENTS:** Body Control, Shape Alteration.

GYGAX PSIONICS: 300 points. 5 Attack modes, 5 Defense modes, and Disciplines. (PHB page 110)

- **ATTACK MODES:** Psionic Blast, Mind Thrust, Ego Whip, Id Insinuation, Psychic Crush.
- **DEFENSE MODES:** Mind Blank, Thought Shield, Mental Barrier, Intellect Fortress, Tower of Iron Will.
- **DISCIPLINES:** 4 Minor, 2 Major.
- **MINOR DEVOTION:** Cell Adjustment, Invisibility, Empathy, Precognition.
- **MAJOR DEVOTION:** Body Control, Shape Alteration.

Special Attacks: Probe and Sleep paralysis.

- **PROBE:** This mind probe ability can only probe the mind of a single intelligent creature while touching them. Simple questions can be asked; Where is your family?
- **SLEEP PARALYSIS:** Gray aliens can cause a form of paralysis on a sleeping victim as long as the victim fails **Save vs. Spells**. Additionally, the victim has to be within 30 feet and line of sight. If the target becomes paralyzed, then they will remain asleep and cannot be affected for a second time within twenty-four hours. If the target fails the **Save vs. Spells**, then he or she will awaken but remain paralyzed for 1d6 rounds. If the target is attacked or disturbed by another person/creature, then they will be able to move without hindrance. If the sleep paralysis is not interrupted then the victim will remain asleep and will not remember anything save for a bad dream.
- **INDUCE PARALYSIS:** This attack is as the sleep version, but the target is awake and unaware of the Grays attack. **Save vs. Spells** will negate the attack, and the victim will become aware of the Gray, which will make him or her vulnerable to counterattack.

MORS GLACIES (Icy Death) (1e submission by Chuck Green)

FREQUENCY: Very Rare

NO. APPEARING: 1

ARMOR CLASS: 4 (1)

MOVE: 15"

HIT DICE: 9

% IN LAIR: 100%

TREASURE TYPE: H

NO. OF ATTACKS: 4

DAMAGE / ATTACK: 1-4/1-4/1-4/1-4

SPECIAL ATTACKS: Paralyzing toxin from tentacles

SPECIAL DEFENSES: Invisibility, hide beneath the ice for improved Armor Class

MAGIC RESISTANCE: Standard

INTELLIGENCE: High

ALIGNMENT: ChaoticNeutral

SIZE: M (6' tall, 12' long tentacles)

PSIONIC ABILITY: Nil

Attack / Defence Modes: Nil



(Art by Andy Brase)

According to myth, in cold regions, a creature which hides under frozen ponds. If it detects warm-blooded creatures overhead, it will cause the ice to freeze around the victim's feet, trapping it. It then extends blood-sucking tentacles into their feet and lower legs. The ice gives it an incredibly low armor class, too. It can usually attack without being attacked back.

In combat, the Mors Glacies does in fact detect warm-blooded prey overhead, but rather than melting the ice around the victim's feet, it sends its strange tentacles up through the ice immediately. A unique toxin in the creature's blood melts the ice away instantly, allowing it to reach for its target. On a successful hit, the tentacle latches on, paralyzing the victim (save vs paralyze with a -3 penalty). Once attached, the creature drains 1-8 hit points every turn, releasing its hold only when the victim reaches zero hit points. Each tentacle has an armor class of 3 and has 12 hit points, though any tentacles that are destroyed instantly grow back! The body of the Mors Glacies hides under the ice and is free from attack. If it is ever exposed, it has an armor class of 1 but if it ever loses half or less of its hit points, it will turn invisible, and try to escape.

Legends refer to it as the Pond Monster or Ice Squid. Scholars wonder if it is truly an invertebrate, an alien, a demon, or some kind of plant creature. How does it relocate itself from area to area?

DUNGEON MIMIC

(1e submission by Tad Atkinson)

FREQUENCY: Very rare (dear God, do you REALLY want more than ONE?!)

NO. APPEARING: 1 (fortunately)

ARMOR CLASS: 2

MOVE: 4"

HIT DICE: 112 (!)

% IN LAIR: 100%

TREASURE TYPE: Whatever "residents" have in their rooms

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 12-48

SPECIAL ATTACKS: Glue

SPECIAL DEFENSES: Camouflage

MAGIC RESISTANCE: Standard

INTELLIGENCE: Genius

ALIGNMENT: Neutral

SIZE: L+++++

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/nil

LEVEL/X.P. VALUE: X/16,200 + 35/hp



IT'S A MIMIC THE SIZE OF A DUNGEON!! The massive, colossal mimic finds large crevasses or even existing dungeon complexes to slide into, and then uses its body to form rooms, doors, even dungeon dressing. As time goes on, unsuspecting denizens move in, and less energy has to be expended on maintaining physical room details. There is always one room near the center or furthest from the entrance (mimic's choice) that is accessible only by a "secret door." Upon entering this chamber, the explorer finds a large room with only a single feature in the middle. Because of its sick sense of humor, this frequently is something utterly innocuous, just as a gazebo. The curious victim approaches the oddity to investigate, and then the mimic attacks. It should be noted that, since the ENTIRE dungeon is actually the mimic's body, an overly cautious explorer hanging by the doorway is not safe, either. The mimic can exude its adhesive anywhere it chooses. It likewise can manifest its pseudopods for attack and its mouth for munching and crunching anywhere. This also means that, if it so chooses, it can attack EVERYONE in the area. Each. Round! (Recommendation of applying a cumulative -2 "to hit" for each additional target.) Aside from noted above, it is in all respects like a regular mimic. It will also know Common and up to 7 other languages of the DM's choice.

This bastard has a genius level IQ, and so knows better than to be impatient. It is noteworthy that, because it DOES get hungry, wandering monster encounters are impossible in this complex. Monster who wander too far from their lairs "disappear", never to be heard from again by its compatriots. When it truly does need a meal and adventurers are in short supply, it waits for a solitary denizen to leave the lair and create lures (whatever would attract its curiosity) or simply close off passages (especially when dealing with more animal intelligence prey). Once the victim is far enough from its fellows, a light lunch is enjoyed.



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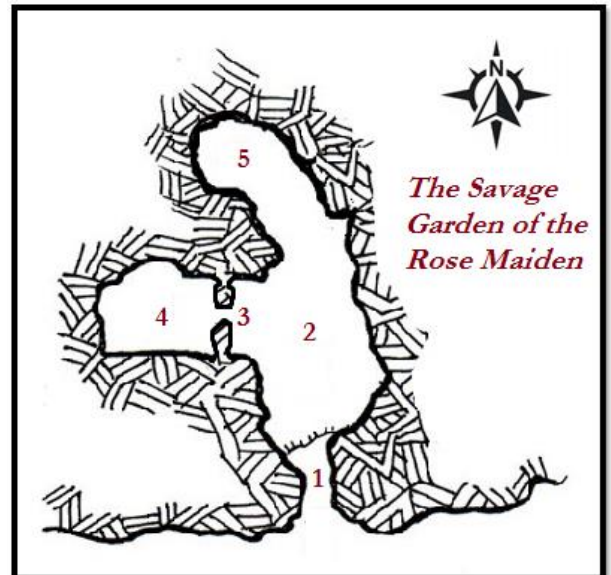
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ONE PAGE DUNGEON: THE SAVAGE GARDEN OF THE ROSE MAIDEN (BY CHRIS LARR)

1. The Marl Chute: A steep downward path that goes about 60 feet. The grade is 60 degrees, requiring rappelling or spellcasting (such as *Fly*, *Levitate*, or *Floating Disc*). The stone floor is covered with muck and slime and is EXTREMELY slippery. Any dexterity checks receive a -4 penalty.

Any characters who slip will slide down the chute, rapidly, and land in room 2 (Mud Pit). No damage is sustained as a result of the fall. Any items they are holding are dropped, will slide down the chute, and will be buried somewhere in next chamber (see **2. Mud Pit**).

2. Mud Pit: This 60x60 room is filled with mud. The depth of the pit is 30 feet and characters will slowly sink at a rate of 1 foot per round (double if they struggle or engage in any vigorous movements, triple if they are heavily armored).



3. The Pincher: The walls of the cavern narrow considerably requiring any character of M-size to pass through sideways to prevent from getting stuck. Furthermore, any armor short of padded or leather would need to be removed. S-sized creature can pass through normally (as long as they are not wearing full plate). L-size cannot pass through at all. Amongst the many stalactites hanging down are 8 **Piercers** [AC 3, HD (3 x HD 1, HP 7, 6, 6; ATK 1, DAM 1-6)(2 x HD 2, HP 14, 12; ATK 1, DAM 2-12)(1 x HD 3, HP 19, ATK 1, DAM 3-18)(1 x HD 4, HP 30, ATK 1, DAM 4-24), SA: 95% likely to surprise, SD: Nil]. There is an equal chance of any of the **Piercers** dropping *for each victim* that passes through the narrow area. If stuck, then a **Piercer** will drop each round that the character is stuck.

4. The Briar Patch: The path leading out of the mud pit (room 2) and into this room is a slightly elevated path. This cavern-like room is filled (floor to ceiling) with layers upon layers of intertwining thorny branches. Traversing through this 30x30 room will cause an automatic 1 HP damage per 5 feet travelled. At the far western wall is what appears to be a soft, blinking and moving lights (similar to that of a firefly, but larger).

The moving lights are actually 3 **Will-O-Wisps** that will dart about, attacking anyone who emerges through the briar patch or does anything to directly attack them. In their attacks, the will rapidly and effortlessly move through the briar patch, sustaining no damage from it. If fled from, the creatures will not pursue beyond the boundaries of the room.

Will-O-Wisp: AC -8, HD 9, HP: 69, 61, 53; ATK 1, DAM 2-16, SA: Confusion, SD: Immune to all spells but *Magic Missile*, *Maze*, and *Protection from Evil*. If brought to 5 or less HP, the **Will-O-Wisp** will attempt to flee. If cornered, it will surrender and give up its treasure (which is buried beneath the ground over their territory).

Treasure: 149gp, 211sp, 2 small emeralds (150gp, 85gp respective value), *Potion of Extra Healing* (3 doses), *Ring of Wishes* (1 wish), *Quaal's Feather Token (Tree)*, *Shield +2*.

5. The Rose Garden: This cavern is a beautiful sight to behold! The walls are lined with small crystals which reflect light and cause the room to glitter like stars. The ceiling of the cave is open and what appears to be natural sunlight shines down upon the center of the room, in which lies a large patch (wall to wall) of beautiful roses. Their fragrance is immediately detectable before even entering the room.

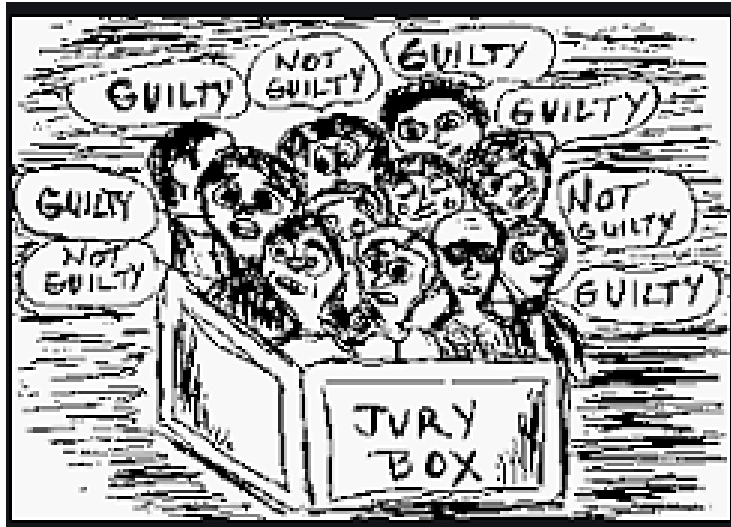
Hidden within the room is a **Rose Maiden** (so well camouflaged is the creature, there is only a 5% chance of detecting it unless a Druid or Ranger is present). When the room is entered, the Rose Maiden will wait and attack with the goal of surprising any intruders. While within the area covered by the sunlight, the Rose Maiden will naturally regenerate 1-2 hit points per round.

The horrid plant-based creature will fight until destroyed. If the ground underneath the roses is dug up, a locked (but untrapped) chest can be found containing a *Periapt of Wound Closure*, +2 dagger, and a *Scroll – Cleric [11th level: Blade Barrier, Flame Strike, Heal, Neutralize Poison]*.

Rose Maiden: AC 3, HD 8, HP 60, ATK 3, DAM 2-5/2-5/4-12, SA: Wounding, SD: Camouflage, Regeneration.

Jury Selection: The Pointless Dice Rolling Game

by Cullan Blackthorne



Jury Selection: *The Pointless Dice Rolling Game.* Ripe for rewrites and expansions.

Roll 3d6 for Intelligence (the *Advanced* game you also roll 3d6 for Wis) per juror. No Modifiers! These are meant to be "average" people.

Roll d20 for a Jury Selection Saving Throw. In the *Advanced* version, you roll 2 saves, 1 for defense & 1 for prosecution, then make 2 saves, 1 for Int & 1 for Wisdom, BUT! You can roll them separately, or roll 2d20 against the combined scores. Each method has pros and cons. If you roll under the person's Int (or Wis, or combined score) they are selected for jury duty, if you roll over, they are out of the jury pool. Process continues until you have seated 12 jurors & 6 alternates...or run out of people in the town.

Wild Card roll is added to the save roll (remember you're trying to roll low, under the person's Int). The Wild Card modifier means the juror cannot be related to the defendant, plaintiff, or any of the legal counsel, judge, bailiff, anyone.

+3d20 for Thorp (pop 20-80)

+2d20 for Hamlet (pop 81-400)

+d20 for Village (pop 401-900)

+d16 for Small town (pop 901-2000)

+d12 for Large town (pop 2001-5000)

+d10 for Small city (pop 5001-12,000)

+d8 for Large city (pop 12,001-25,000)

+d6 for Metropolis/Capitol city (25k+)

For every Rejected Jury (18 potential jurors questioned but not seated- at least ONE makes their save) make an Angry Mob save, or face Vigilante Justice- ALL of the rejected jurors (keep track) plus all the friends & family of the victim and enemies of the defendant each make 1 melee attack on the defendant (d4+ Str mod damage, minimum) with any excess attacks beyond those needed to kill the target being evenly distributed to any legal counsel, bailiffs or PCs present. If the first round of attacks does not kill the target, the mob frenzies and everyone receives 2 more attacks for d4+Str modifier damage each.

the Angry Mob save is simply roll d20, and if you roll = or less than the number of rejected potential juries, you create an angry mob. Roll d24 for Lawful areas, d16 for Chaotic areas.

The Lawyers (*defense AND prosecution*) have an interest in seating a jury that's smart enough to follow the evidence and arguments presented, but not imaginative enough to come up with other plausible conclusions besides the manufactured one that fits the lawyers' needs.

Adding Social Class modifier- either the upper class are excluded from mundane legal matters, or ONLY the upper class can serve as jurors & legal counsel. But I haven't added that optional rule or alignment.

EXAMPLE OF PLAY:

Rolling 3d6 unmodified, I have potential jurors with Int & Wis scores ranging from 3 to 18. I go with rolling a combined 2d20 against a combined Int & Wis score for a single save. This is in the capitol city, a major metropolis so I add d6 to each save as a wild card that the juror in question doesn't have a connection to the proceedings beforehand, or some other reason for being excluded. At the end of 18 rolls, 9 jurors have failed- my first failed jury. I decide this is a pretty chaotic area so I use d16 for the Angry Mob roll. This is the first failed jury so I need a "1"...No angry mob this time, I keep going.

I roll 9 additional sets of stats for potential jurors, make the saves, and 4 additional jurors make it in for a set of 13- I have my jurors but only one alternate, so this is my second failed attempt to seat a jury. I now have to roll 1 or 2 on the angry mob table. No mob... jury selection goes to round 3. I roll 5 more sets of stats, and seat 3 more alternates... 2 short. I need a 1-3 on d16 for an angry mob- YES! angry mob appears, pissed off that I've wasted this much time on a pointless dice rolling game!

So far I've rejected 9 jurors in the first round, 5 in the 2nd round, and 2 in the 3rd round- I start with a base 16. We're in the capitol city, population 25,000+ people, so I add 25 to the mob as friends of the victim, enemies of the defendant, and various thugs & ruffians with nothing better to do than stir up trouble or pick pockets, and pick up loose change and teeth after the melee. I roll 41 attacks, and total damage results in the defendant dead, the Judge, both lawyers, both bailiffs and all seated jurors are severely injured, and all PCs suffer 4 Pick Pocket attempts at the start of the next game as they are thoroughly distracted by all the chaos.

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Cullan Blackthorne is a Dungeon Master for Cafcon, CafCan't, CovidCon, CoronaCon, CullanCon, CatCon, and a regular contributor to periodicals and quarterlies that don't accept unsolicited material. Instead of "bio" blurb, he wanted to contribute a "necro" blurb, until someone pointed out that was just an obituary.



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PRISON MAP

Artwork by Dan Smith (aka SMIF)



ONE PAGE DUNGEON: A RUDE AWAKENING (AN INTRODUCTION TO SPIDERWOLVES)

BY BRANDON GALLANT

1 - MEAT LOCKER

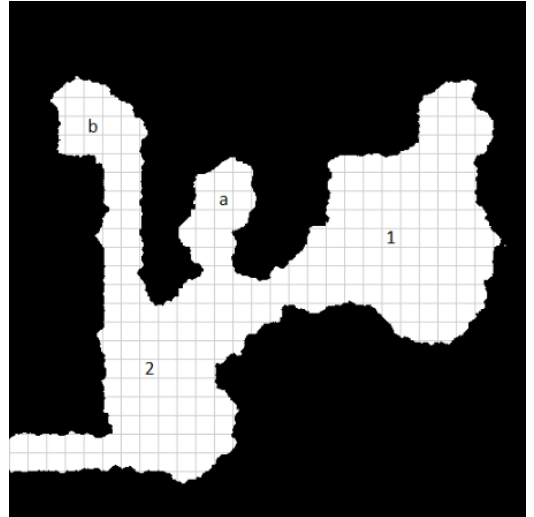
Pick the PC with the highest CON score and read this to them. If more than one PC qualify, pick one at random.

You open your eyes, dazed. Your vision slowly comes back into focus and you realize that you are upside down, hanging from the ceiling in some sort of cavern. Your arms and legs, indeed your entire body, is loosely wrapped in some sort of cocoon.

You remember sitting around your camp when the attack happened. Was it wolves? Giant Spiders? Both? You can't quite remember; your brain is still fuzzy. Looking around, you see more cocoons, some hanging from the ceiling, some laying on the ground, some torn open. There ground is covered in blood and random bones – some animal, some human, some unrecognizable. Nothing is moving, there appears to be nothing alive, save yourself, within this cavern. With a bit of effort, you manage to maneuver yourself until you have control of your blade. Awkwardly, you manage to cut your way out of your silky binds and fall to the floor with a thud. Hopefully, the noise didn't attract whatever brought you here – or whatever else may be lurking around...

Other PCs in the party are hanging in other cocoons around this cavern. They are unconscious, but not dead. Each PC is missing 1D3 HP (souvenirs of their half-remembered fight), but are otherwise unharmed – yet. PCs can be freed from their bonds with a few turns of work. They can be revived as normal. PCs not freed suffocate within about a half hour.

NOTE: Most cocoons contain dead animals, however there are a few dead humanoids that can be cut free and looted. Items are at DM discretion and are level appropriate. Loot could easily be a plot hook or MacGuffin, a dead humanoid could be lost townsfolk with a reward for information, etc. Cocoons are VERY flammable.



2 – SPIDERWOLF LAIR

A family of 1D6 Spiderwolves make their lair within this cavern. (See Spiderwolf monster entry within this publication). They are a family unit with grown young who fight as adults.

NOTE: The cave mouth is webbed shut and can be cut through with a few turns of work.



a) – A cache of 1D12 Spiderwolf eggs are ensconced within this niche. Each, the size of a crystal ball and about 1lb in weight. In lean times, eggs and hatchlings become food for their older family members. Spiderwolf eggs are valuable potion ingredients, but there is a cumulative 10% per day chance that they will hatch. Spiderwolf hatchlings are hungry and will swarm the closest meat, biting outright instead of saving their prey in a cocoon for later. Hatchlings have 1HD and do half damage with their bite. Their venom is not yet mature enough to paralyze, but instead add +1 to their attack.

b) – Spiderwolf webs cover the entire corridor into area b. Removing them takes 1D3 hours of hard work to cut them away (or is easily removed with fire, though the backdraft will do damage). Within section b is a large hole in the ground. This hole could lead to the underdark, the lair of something much scarier than Spiderwolves, another way out, etc. Again, this is up to DM discretion.

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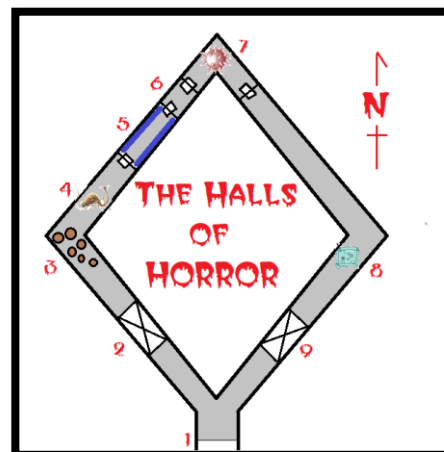
ONE PAGE DUNGEON ♦ THE HALLS OF HORROR ♦ BY ETHAN LARR

1. Entrance Trap: At the entrance of *The Halls of Horror* is a tripwire (extremely thin. The chance to *Find and Remove Traps* is reduced by 25%). If triggered, a gas trap will be activated, igniting any open fire (including lanterns). Damage from the explosion is 6d6 hit points (save for half).

2. Pit Trap: A pressure plate triggers the trap (only a non-armored Gnome or Halfling is safe). A 50 foot drop to a spiked bottom (resulting in an additional 5d6 damage). At the bottom of the pit are skeletal remains, but if searched, a *Potion of Healing* [3 doses] and a rusted dagger can be found.

3. Rockfall: There is a small tripwire (no penalty to detect and remove). If triggered, it will result in the ceiling falling resulting in death. A dexterity roll is allowed to avoid the rockfall (however, there is a random 50/50 chance of leaping forward vs moving backwards).

4. Rust Monster: There is a *Rust Monster* [AC 2, HD 5, HP 40, ATK 2, DAM: Nil, SA: Devour metal] hiding in a bed of rubble. It will instantly seek out any source of metal, moving for the most heavily armored character. So well camouflaged is the *Rust Monster*, it has a 4-in-6 chance of surprise. If the rubble is examined, there is a wooden +1 club and a pair of nonmagical leather boots.



5. Magnetic Walls: Once entered, any character wearing metal armor or carrying metal weapons must make a strength roll or the items are pulled to the wall and stuck. Any unsecured metal items (such as metal-tipped arrows, sheathed daggers, etc.) are automatically pulled towards the wall. The power of the magnetic walls is so strong, it requires a STR roll (-1 penalty) to remove. After 1d4 rounds, the **Orcs** (see **Room 6: Orcs**) from room 6 will charge and attack.

6. Orcs: In this area are 5 *Orcs* [AC varies (refer to chart), HD 1, HP: 8, 8, 7, 6, 5; ATK 1, DAM 1-8 or weapon] who reside here, waiting to ambush anyone who gets stuck in room 5 (see **Room 5: Magnetic Walls**). They are armed and armored as follows:

8 HP Orcs	Wooden swords (1d6), wooden shields, leather armor (AC 7)
7 HP Orc	Longbow with wooden arrows (x20, 1d4 dam each), leather armor (AC 8)
6 HP Orc	Wooden spear (1d4), leather armor (AC 8)
5 HP Orc	Wooden short sword (1d4), padded armor (AC 8)

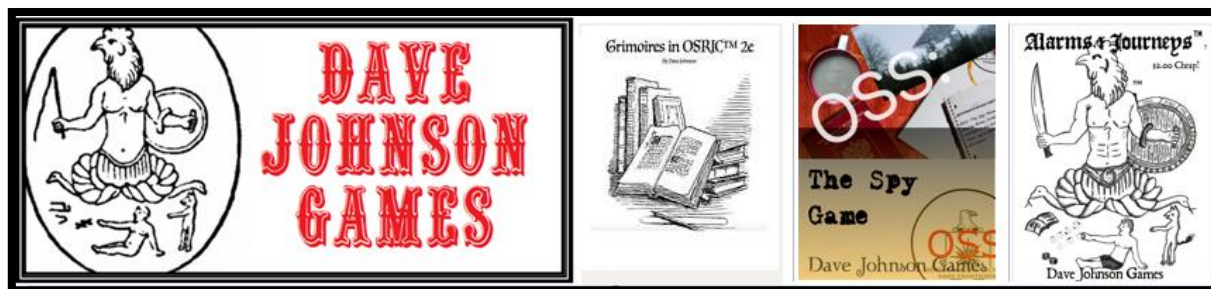
If the Party is careful, and not stuck in room 5, they have a normal chance of surprising the *Orcs*.

7. Cutting Corner: There is a *Demon Carver* [AC 5, HD 6, HP 30, ATK Special, DAM 1-6/attack, SA: Spike Jet, detonation, SD: Immune to fire] with 18 spikes that will instantly elongate its spikes the moment the door is opened (surprising anyone who isn't prepared) and resulting in damage. Each subsequent round, the *Demon Carver* will fire spikes until it is either slain or runs out of spikes, at which point it will detonate for 10d6 points of damage (save for half). If slain, the crystalized heart can be obtained.

8. Gelatinous Cube: This area of the *Halls of Horror* is patrolled by a *Gelatinous Cube* [AC 8, HD 4, HP 28, ATK 1, DAM 2-8, SA: Paralyzation, surprise on 1-3, SD: immune to electricity, fear, holds, paralyzation, polymorph, sleep. Immune to cold unless save failed and do only 1-4 points of damage + 50% movement rate]. If slain, 103 gp, 534sp, 1 ruby (500gp), *Ork'Bethor* (2 handed-sword +2/+4 vs Orcs [once per day, it can cast *Fear*, *Confusion*, and *Hold Monster*, but is only effective against Orcs] and when within 50 feet of Orcs, the blade will emit a fearsome, fiery red glow), and a *Potion of Gaseous Form* (2 doses).

9. Pit Trap: A deep pit, 100-foot drop, with spikes at the bottom (resulting in an additional 5d6 damage + save vs *poison* or die). At the bottom are skeletal remains of previous victims. If searched, 50 gp, +5 Dagger, and a *Wand of Frost* (20 charges) can be found.

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by Chris Larr (aka *The Funky Grogard*)
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Author's note: This is a homebrew NPC-character class designed using the *Advanced Dungeons & Dragons* (1st edition) ruleset. Only references used in the creation of the character class were the *Players Handbook* and the *Dungeon Masters Guide*. Any similarities to other non-referenced classes, spells, or abilities are purely coincidental and unintentional.

The Compeller form an NPC-only sub-class of Magic-Users whose talents and powers focus on mind control and mental manipulation. To be a Compeller, a character must have a minimum wisdom score of 15, a minimum intelligence of 17, and a minimum charisma of 16. Unlike Magic-Users, Compellers do not gain any experience points for having high scores in their required abilities of wisdom, intelligence, and charisma.

Compellers typically work behind the scenes, whispering false secrets and poisoning minds. They are commonly the power behind the throne. Cunning, cleverness, deceitfulness, and wittiness are valued traits among Compellers. Direct confrontation and combat are to be avoided at all costs (*that's what Fighters are for*). Compellers are also supremely arrogant, looking down upon other heroic classes. Their opinion of other classes are as follows:

- **Fighter (Rangers, Paladins):** *Idiotic, bumbling, hammer-waving idiots who only know brute power. If they only knew what real power was!*
- **Clerics (Druids):** *Fools! All of them! My intellect, my mind... that is my power! I am the source! I am not some sycophantic slave whose powers are metered out by the Gods in exchange for subservience and worship.*
- **Magic-Users (Illusionists):** *They know what true power is, but do not understand it. They've lost focus and embraced distraction. They are diluted vessels. I will show them the way.*
- **Thieves (Assassins):** *Useful, but dangerous, tools. Use them and then discard them.*
- **Monks:** *I respect their discipline and devotion. They will make fine servants.*
- **Bards:** *Frivolous! Foolish! Folly-filled! What a waste of flesh.*

A few other rules regarding Compellers:

- Only Humans can be Compellers.
- Compellers must be lawful in alignment – Evil, Good, or Neutral (although most tend to gravitate towards evil).
- Compellers cannot be double-classed or multi-classed.
- Weapons are restricted to staff and dagger ONLY. Compellers will not use ranged (or any other) weapons, even if their life is at stake. In fact, Compellers disdain the use of sheer brute force and base violence as they place value in winning battles using their wits, cunning, and ability to subvert the will of their opponents.
- Use of oil is not permitted.
- Use of poison is allowed.

The following magic items usable by Compellers are enumerated below:

- Potions limited to *Dragon Control*, *ESP*, *Extra-Healing*, *Healing*, *Human Control*, *Philter of Love*, *Philter of persuasiveness*, *Sweet Water*, *Treasure Finding*.

- Compeller, Illusionist, and Magic-User scrolls which contain spells usable by Compellers.
- *Ring of Human Influence, Ring of Mammal Control, Ring of Multiple Wishes, Ring of Protection, Ring of Spell Storing, Ring of Three Wishes.*
- *Rod of Beguiling, Rod of Rulership, Staff of Command, Wand of Fear, Wand of Negation, Wand of Paralyzation, Wand of Wonder.*
- Miscellaneous magic items usable by Compellers are restricted to: *Amulet of Proof Against detection and Location, Bracers of Defense, Broach of Shielding, Cloak of Protection, Crystal Ball* (with no added powers), *Deck of Many Things, Gem of Seeing, Ioun Stones, Keoghtom's Ointment, Medallion of ESP, Medallion of Thought Protection, Mirror of Mental Prowess, Pearl of Power, Robe of Eyes, Scarab of Protection, Stone of Good Luck, Tome of Clear Thought, Tome of Leadership and Influence, Tome of Understanding*
- Artifacts and relics which are not proscribed items with respect to Compellers (such as armor, swords, axes, etc.)
- Magic daggers

(this chart is for reference only; the Compeller can never be anything but a non-player character [NPC])

Experience Points	Level	4-sided dice for accumulated hit points	Level title
0-3500	1	1	Convincer
3501-6000	2	2	Influencer
6001-12000	3	3	Constrainer
12001-24000	4	4	Subduer
24001-40000	5	5	Manipulator
40001-65000	6	6	Dominator
65001-90000	7	7	Subjugator
90001-140000	8	8+1	Oppressor
140001-235000	9	9+2	Compeller
235001-385000	10	10 +3	Master Compeller
385001-800000	11	11 +4	Grand Compeller

Spell casting: Compellers have access to a very limited selection of Magic User spells (primarily focused on mental domination, mind control, and communication). Rules regarding *Change to Know Each Listed Spell* (PH page 10) are identical to those of Magic Users. Spells that a Compeller is permitted to learn and use are as follows:

- Level 1: *Charm Person, Comprehend Languages, Detect Magic, Enclosure, Erase, Friends, Message, Read Magic, Sleep, Write*
- Level 2: *ESP, Forget, Magic Mouth, Scare, Trance*
- Level 3: *Dispel Magic, Hold Person, Suggestion, Tongues*
- Level 4: *Charm Monster, Confusion, Fear, Oration*
- Level 5: *Feeblemind, Hold Monster*
- Level 6: *Geas, Sway*

Compellers Level	Compellers Spell Level					
	1	2	3	4	5	6
1	1	-	-	-	-	-
2	2	-	-	-	-	-
3	2	1	-	-	-	-
4	2	2	-	-	-	-
5	2	2	1	-	-	-
6	3	2	2	-	-	-
7	3	3	2	1	-	-
8	3	3	3	2	-	-
9	3	3	3	2	1	-
10	4	3	3	2	2	-
11	4	4	3	2	2	1

Special abilities: The Compeller has the following special powers, each of which are acquired as the NPC advances in levels:

- **Level 1:** At level one, a Compeller can lie so effectively that even a *Detect Lie* spell (or similar detection magic) is unable to reveal the falsehood. The lie, however, must be reasonable (DM's discretion) for this effect to occur (e.g. the Compeller cannot point to a blazing fire and successfully lie that it is water).
- **Level 3:** Upon attaining level 3, a Compeller can mimic any alignment of their choosing so successfully that even a *Know Alignment* or *Detect Evil/Good* (but not *Commune* or *True Seeing*) spell will be deceived. This includes the ability to flawlessly mimic a particular alignment-tongue.

- **Level 5:** A level 5 Compeller will have had her mental discipline hardened to the point that she will be 65% resistant to the effects of *beguiling, charms, hypnosis, and suggestion* spells/magics. This magic resistance cumulatively increases 5% per level thereafter.
- **Level 5:** Also, at level 5, *Telepathic* and *mind blast* attacks upon a Compeller are made as if the character had an intelligence of 18 due to the same hardened mental discipline and strength.
- **Level 7:** At 7th level, Compellers attract a body of 4-16 followers (average level 0 persons who have been completely duped by the Compeller). These servants are so manipulated by the Compeller, they will believe anything they are told (no matter how farcical) and obey any command without fail (including a command to commit suicide). At every additional level gained by the Compeller, an additional 1-4 followers are added under his thrall.
- **Level 9:** When 9th level is reached, if a Compeller verbally engages with a single, chosen recipient of lesser intelligence in a noncombat situation, the Compeller has a 5% cumulative chance per round of uninterrupted conversation of successfully implanting a *suggestion* (similar to the 3rd level Magic User spell, but performed at the level of the Compeller). No saving throw is permitted. Should the conversation be interrupted, then the entire effect is disrupted and the Compeller must begin again. Due to the intense mental strain this effort can produce in the Compeller, this effect can be performed only once per day.
- **Level 11:** At level 11, the Compeller's mental abilities are such that, once per day, they can enact a mass control that is identical to the effect and duration of a *Potion of Human Control*.

Unique Compeller Spells:

Enclosure (Enchantment/charm)

Level: 1

Components: V, S

Range: Personal

Duration: 1 turns + 1 turn/level

Area of Effect: Personal

Saving Throw: None

Casting Time: 1 round

Explanation/Description: When *Enclosure* is cast, the Compeller is able to create a temporary mental barrier that provides increased resistance to *beguiling, charms, hypnosis, and suggestion* spells/magics. For every 3 levels of the caster, a +1 saving throw bonus is added (e.g. +1 bonus at level 1, +2 bonus at level 4, +3 bonus at level 7, +4 bonus at level 10). Spell effects are not cumulative and only 1 *Enclosure* spell can be in effect at any one time.

Trance (Enchantment/charm)

Level: 2

Components: V, S

Range: Personal

Duration: 1 turns + 1 turn/level

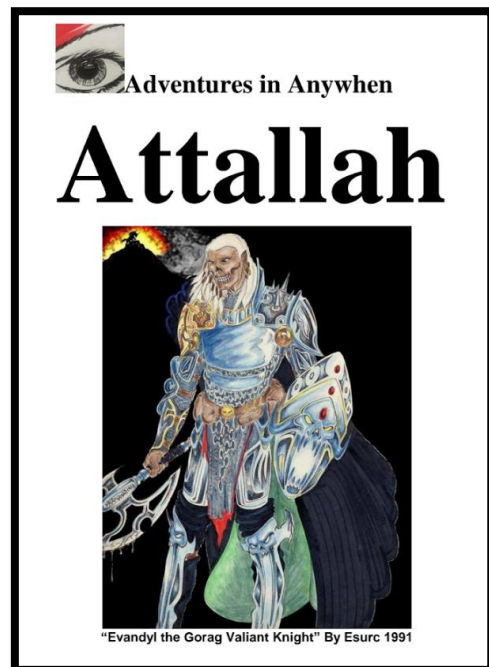
Area of Effect: Personal

Saving Throw: None

Casting Time: 6 turns

Explanation/Description: When this spell is cast, the Compeller will go into a deep trance for 6 turns. Upon completion of the trance, the Compeller's intelligence will increase by 1 point (even over 18) for the duration of the spell. Should the trance be interrupted, then the spell is ruined and no benefit is gained. The spell is not cumulative in effect or duration (i.e. a Compeller cannot cast the spell multiple times to gain multiple points of increased intelligence or an increased point of intelligence for a duration greater than 1 turn + 1 turn/level).

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Oration (Enchantment/charm)

Level: 4

Components: V, S

Range: 12" + 6" per level of caster

Duration: 1 turns + 1 turn/level

Area of Effect: 1" cone in front of caster + 1" per level of caster

Saving Throw: Neg

Casting Time: 1 turn

Explanation/Description: When *Oration* is cast, the Compeller must be speaking to a group of individuals in a noncombat setting. The speech cannot be interrupted or disrupted significantly (DM's discretion). While the speech is commencing, those who are within range of the Compeller and can both hear and understand the speech, must save vs spells or become charmed (as per the 1st level Magic-User spell, *Charm Person*). The charm-effect lasts for the specified duration. When the duration ends and the effect wears off, those affected must roll versus their Intelligence attribute. Those who fail will be unaware they were under undue influence and believe their actions and behavior were their own.

Sway (Enchantment/charm)

Level: 6

Components: V, S

Range: 1"

Duration: Permanent (or until dispelled)

Area of Effect: One person

Saving Throw: Neg

Casting Time: 12 rounds minus 1 round per level of caster

Explanation/Description: The epitome of the Compeller's power! *Sway* allows a Compeller to completely supplant their will unto a victim (who is permitted a save vs spell to negate the effect), granting them total control over their decisions, behavior, and actions. The Compeller must be direction in front of the intended victim and maintain eye contact for the duration of the spell casting – if the casting is interrupted, then the spell is ruined. If the victim fails their save, they will be under the complete mental command of the Compeller. In short, they will obey any command and adopt any behavior desired by the Compeller (even if that behavior is antithetical to the victim). Once a victim is under the sway of the Compeller, the effect is permanent unless dispelled by a spellcaster of higher level (or *Swayed* by a rival Compeller of higher level).



BY BRANDON GALLANT

Doors are an integral, but often overlooked feature of any dungeon or town setting. There are times, however, when doors cease to be window dressing and, instead, become the focus of either roleplay or rollplay strategy. The following are some optional details to consider when dealing with doors:

Door Size

- Regular (about 3 feet wide, 7 feet tall, allows a single person through at a time)
- Small (built for smaller humanoids, may need to duck / walk through sideways / otherwise squeeze through)
- Large (oversized single door / double door – allows multiple people through at once. Usually heavier than 'regular' doors)

Door Hinge

- 50% Hinges on your side (door can be removed from hinges with force or thieves' tools. Will bypass some traps)
- 50% Hinges on other side (no luck here)

Door Swing

- 50% Door opens towards you
- 50% Door opens away from you
- Other: Door slides, folds, raises, lowers, opens both in and out, etc.)
- (For Single swing doors)

- 50% Door opens to the right
- 50% Door opens to the left

➤ (also good for helping with party strategy)

Door Material

- Cloth hanging (not really a door, more of a privacy screen)
- Wood (softwood / hardwood / aged, etc.)
- Metal (what metal? Iron? Steel?)
- Stone (usually defensive, hard to move, possible groove in floor to assist, etc.)
- Other (magic portal, portcullis, bejeweled, illusory, etc.)

Door State

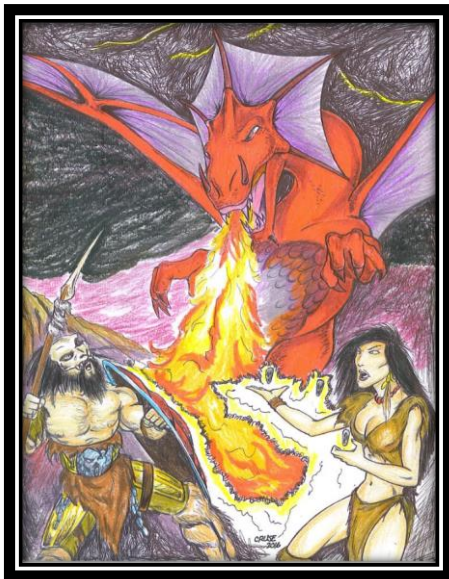
- Door Opens (most doors will do this)
- Door Locked – keyhole (must be picked)
- Door Locked – padlock your side (must be picked)
- Door Locked – padlock other side (no luck / break down door)
- Door Barred from your side (extra turn required to remove bar before entering)
- Door barred from other side (no luck / break down door)
- Door Stuck (will open with force, makes lots of noise, alerts bystanders)
- Door Swollen Shut (will open, but much more force is required – WHY is it swollen? Water, etc.)
- Door is actually a Mimic (roll for initiative!)
- Door Trapped (SO many options here!)



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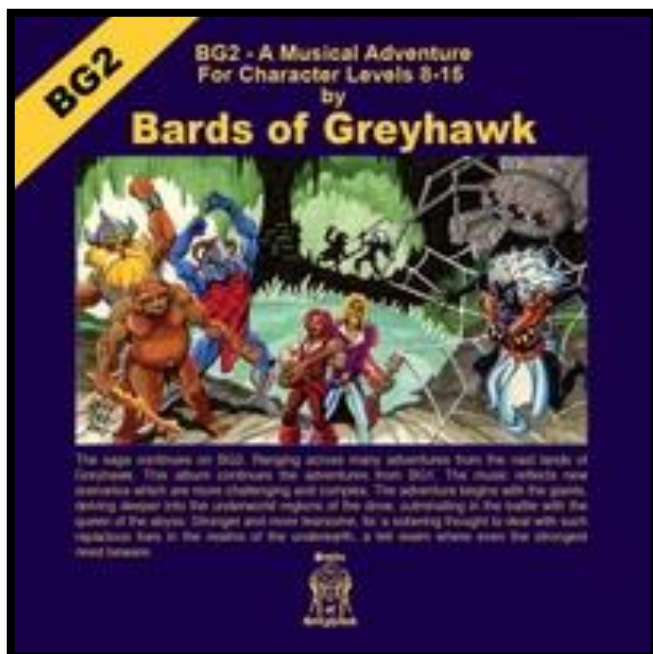
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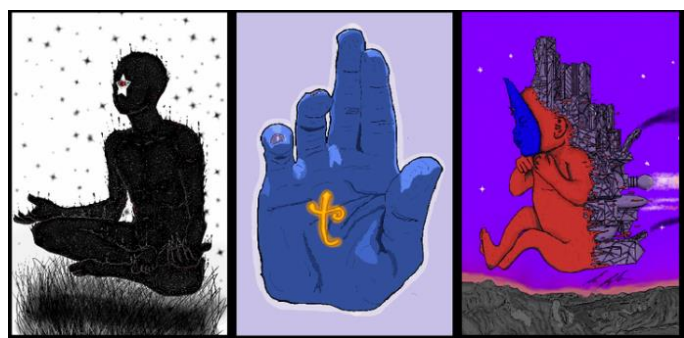


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