



Beyond the Black Gate

Compendium

2010

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**Table of Contents:**

<b>PC Events.....</b>	<b>3</b>
<b>Random Table: Slum Encounters.....</b>	<b>12</b>
<b>Random Table: Atonement.....</b>	<b>15</b>
<b>Random Table: Weird Things in Rooms.....</b>	<b>16</b>
<b>Random Table: Humanoid Mutations.....</b>	<b>19</b>
<b>Random Table: Ruined Building Contents.....</b>	<b>21</b>
<b>Random Table: Quick Hex Contents.....</b>	<b>24</b>
<b>Random Table: Megadungeon Missions.....</b>	<b>26</b>
<b>The Mapless Maze.....</b>	<b>28</b>
<b>House Rules: Ritual Spell Casting.....</b>	<b>30</b>
<b>House Rules: Don't Fall Asleep.....</b>	<b>30</b>
<b>House Rules: Alignment as Allegiance.....</b>	<b>31</b>
<b>House Rules: Death and Alignment.....</b>	<b>33</b>
<b>New Races.....</b>	<b>35</b>
<b>Sci-Fi Items for a Fantasy Campaign.....</b>	<b>38</b>
<b>New Class: Psychic Knight.....</b>	<b>40</b>
<b>Adventure: Beneath the Crystal Dome.....</b>	<b>42</b>
<b>Spirits of the Elder Wood.....</b>	<b>45</b>
<b>Infamous Arrows of Kwille.....</b>	<b>47</b>
<b>Horrible Blue Book of Jir Harish the Mad.....</b>	<b>49</b>



### PC Events

Over the years I've found that adding little "real life" elements to a character's career can add quite a bit of depth to the players' experience, and keep them more personally invested in the game. By "real life" I mean the character's interactions with the campaign world *outside* the dungeon or wilderness adventures that compose most of the campaign.

The following charts are intended to be rolled on once per month, or at least once per period of "extended down time", however that works out in *your* campaign. As you use a line item, replace it with another so you always have a nice variety, and some events may influence or provide the catalyst for new ones. The player should usually have a choice of whether to involve the other players or not.

### PC Events: Assassin(d12)

1. An upstart Assassin's guild is forming in your hometown. Will you choose sides and participate in the battle for dominance, or wait things out (and hope the victor isn't too angry at you)?
2. Your Assassins Guildmaster has decided his organization has grown too large for him to safely control. He demand's your assistance in culling out the more threatening elements.
3. You receive a contract to eliminate a corrupt city official: No Witnesses. Yet when you move in for the kill, the official's innocent child bride is present. This wasn't part of the deal!
4. Your favored "vendor" of poison has been killed by a rival vendor. Will you shop at the competition, seek revenge, or is there more to the killing than has yet been revealed?
5. You begin to get "moral quandries" about your profession. Is there a higher power behind this sudden indecision?
6. An up-and-coming new addition to the Assassin's Guild has decided you're the biggest roadblock to his/her advancement.

7. Local thugs have started to "shake down" one of your friends or family. Despite their stupidity and ineptitude, they are unfortunately well-connected. This could get out of hand!
8. A popular local fortune teller has suddenly begun to tell her customers to "watch out" for you, threatening the anonymity of your profession. What's behind all this!?
9. Your secret stash of gold, gems, and other precious items you keep hidden during adventures has been stolen, and in its place was left a red chrysanthemum. "The one that got away" loved red chrysanthemums...
10. Your guild has acquired a new "Guild Mage" you could swear you recognize from a dungeon adventure some time ago. Suspicious, no?
11. The local Thieves Guild has decided the Assassins Guild is too much competition. Will there be a war, or is there another way to solve the problem?
12. A rare magic item you have long coveted (perhaps a *Dagger of Venom* or *Ring of Invisibility*) has suddenly become available on the underground market, but it is *way* out of your price range. Do you take on extra contracts you normally wouldn't, or find some other way to "acquire" the piece?

**PC Events: Cleric(d12)**

1. A rival temple has opened nearby, and refuses to negotiate peacefully. The head of your order has decided that you are the lucky fellow to come up with a solution.
2. For the last eleven days straight, a great black eagle has flown out of the Northwest and perched on the highest spire of your temple. What is the meaning of this omen?
3. Two acolytes have gone missing in the last month. There is no sign of violence in their chambers, but each was seen recently in the library researching the forbidden tome "Light from the Abyss".
4. The priest in charge of the temple treasury has been discovered to have imbezzled huge sums of coinage. Turns out he is a gambling addict and is still in heavy debt to some pretty scary loan sharks, who now consider the *temple* to owe them, plus interest.
5. A virulent disease is spreading in the slums of your home town, and the city officials have come to your temple for assistance.
6. You find clues that one of your brethren is actually worshipping a deity of great evil, and only using your temple as a front for his nefarious deeds. Who is this rogue priest?
7. The nearby temple of a fertility goddess has invited the clergy of your temple to participate in an upcoming "Rite of Fertility". Will joining in the ritual compromise your order's beliefs, and is there more to the invitation than meets the eye?
8. A foreign priest of your order has arrived in your home town, but refuses to set foot in your temple. Instead, he lives on the streets in squalor, and loudly preaches Armageddon to any who'll listen. You have a reputation to uphold!
9. Everytime you cast a healing spell, it is excruciatingly painful (take 1hp damage each time).

Have you done something to displease your patron, or if some other problem afoot?

**10.** You wake up one morning and your holy symbol is missing. The town constable notifies you in a few days that it has been found on the body of a murdered prostitute. You are now suspect number one.

**11.** Last midnight, the main statue of your deity was discovered to be weeping blood. I have a bad feeling about this...

**12.** A new recruit to your order can cast spells far more powerful than her age and experience warrants, and has been given visions and omens which have all proven true. Could this be the "Chosen One"?



**PC Events: Druid(d12)**

**1.** The water from the spring in your sacred grove has turned blood red. What can this mean?

**2.** A local farmer is complaining that his home and crops are being covered in some sort of gray, pernicious fungi. He pleads for help.

**3.** A gravely wounded centaur has stumbled into your grove, but dies before he can tell what has happened.

**4.** A young, local baronet has begun hunting deep in the forbidden woods, ignoring the pacts his forefathers made with the druids.

**5.** Mistletoe crumbles into ash at your touch. Have you displeased Nature in some way, or is something more diabolical at play?

**6.** You realize that up until now, most of your actions have been to further the cause of Good. You ponder what actions you should take to be sure all things are in proper Balance.

7. Just days before a great contest for the seat of Archdruid, the incumbent comes to you and hints that any secret aid you can give him will result in high favor.
8. A nearby band of pixies has taken offense at the local tanner, and torment him nightly. Can you mediate a resolution to the dispute before things get out of hand?
9. A strange blight has begun afflicting the hardwoods around your sacred grove. It seems to be resistant to magic. How will you stop the disease before everything is ravaged by it?
10. A nearby village has been sacked by orcs. The village's hetman comes to you seeking shelter for twelve unruly orphans.
11. Strange relics have begun to surface in nearby fields and wells, depicting a dark elder god long forgotten by all, but mentioned in the oldest druidic records.
12. The residents of a nearby village have been exhibiting strange, fishlike mutations. Some whisper that a cruel new cult is behind the disfigurements.

**PC Events: Fighting Man(d12)**

1. A famous warrior has come into town, and is talking trash about you. He awaits your response at the local pub.
2. You've noticed your armor is in deplorable condition. Suffer a penalty of 2 to your AC until you find a competent armorer to effect repairs.
3. A local farmer's son has begun to follow you around everywhere, begging you to train him. The lad is eager, but ridiculously clumsy!
4. The widow of one of your past retainers has appeared in town, small children in tow, and is demanding exorbitant reparations.
5. You receive an urgent letter from your family. Your father/mother is on his/her deathbed and demanding to see you, perhaps to impart a great family secret...
6. The dominant temple in town is requesting you be anointed as their deity's Mortal Champion.
7. You hear rumors that a tavern wench you bedded some months ago is in town, looking very very pregnant! She is asking questions about you...
8. Your country is at war! Press gangs and recruiters are bound to seek you out very soon, determined to put an end to your freebooting ways for the good of patriotism.
9. A magic weapon you possess has begun to whisper to you as you sleep. The messages are very dark, should you confide in anyone?
10. The local manor has retained a new weapon's master, the veteran of many famous campaigns. Maybe he can teach you a few new tricks...
11. Drink, sweet sweet drink. More and more you find solace, and forgetfulness of your bloody life, in the sweet embrace of the grape. Maybe you have a problem?
12. Your, erm, plumbing, hasn't been the same since that wench last week. Will you risk the embarrassment of seeking out a healer for treatment, or suffer in silence?

**PC Events: Illusionist (1d12)**

1. A letter has arrived to you from an infamous rival, but the pages are blank. There must be more to this than meets the eye.
2. Your dreams have been unusually vivid lately; most featuring a disturbing individual with depthless black eyes. Who haunts your dreams?
3. The arcane energies that fuel your illusions have been unusually potent lately. Each of your conjurings has a 10% chance of being real!
4. A beautiful young woman has come to you seeking apprenticeship, and is not above using seduction to get her way. Yet something is...off...about her.
5. Some bizarre magical affliction has stricken your books of spells. The words and symbols dance meaninglessly before your eyes. You must find a way to restore them!
6. A new door has appeared in your room, invisible to all save you. Dare you enter it?
7. An illusory being or creature you created long ago has apparently become real and appears at your door, demanding its creator's attentions.
8. When you look in the mirror, the face you see is not your own. Could your magic be corrupting your own flesh, or is this merely some residual illusion?
9. A strange new substance has come available on the underground market. When ingested, it gives the user vivid hallucinations. Could this be a doorway to the mystical paths between worlds, or a doorway to a crippling addiction?
10. You are slowly coming to believe that the world around you is nothing but an illusion. You run the risk of spiraling into madness and delusions of godhood if you can't find something soon to ground you more firmly to the "real" world.
11. Spiders! They're all over you! All the time!
12. Your old master has fallen prey to the temptations and whisperings of an imp familiar. How will you save his soul before it is too late?

**PC Events: Magic User (d12)**

1. Eureka! You finally discover what made the Ancient Ones so effective at sorcery. Pick your favorite destructive spell - you now get to reroll any result of "1" when rolling damage for that spell.
2. A mysterious stranger petitions you to join him and his associates to witness a rare ritual at midnight tomorrow. What's all this about?
3. For three nights straight, a great black raven has perched outside your window and peered in at you. Is it the familiar of a rival sent to spy, deliver a message, or something more sinister?
4. Accidentally mixing up some wrong spell components together has yielded unexpected results!
5. A young lady (or lad) with peculiar eyes appears one day seeking apprenticeship. You've been wanting an apprentice, but there is something not quite right with this one. Is it a sign of

potential danger, or future greatness?

**6.** You finally break the code! In 1d6 days you can decipher the runes on the old standing stones outside of town and add one randomly determined spell of the highest level you can cast to your spell book.

**7.** Someone has slipped poison into your drink at your favorite tavern! Save vs. poison. If you fail you awaken 1 day later in the clutches of your kidnappers. If you pass, they advance upon you in the tavern to try and take you by more mundane means.

**8.** You receive an urgent summons to attend to the old master who trained you in your sorcerous ways. You haven't thought of him in years - what could be wrong?

**9.** You experience a mishap practicing your art! Your eyes' orbs turn permanently black with white irises.

**10.** You awaken one morning with a naked body next you! There is not a single mark upon her (or him). What killed her? Not you surely? You must be innocent (right?), but you can't remember a thing about last night.

**11.** Everywhere you go in town you hear hostile muttering and whispers in your wake. Just last week a young practitioner of the Art was hanged in the town square. Why is the local temple turning the townsfolk against magic-users? Are you safe in public anymore?

**12.** Out in the forest collecting herbs and components, you espy a rare pseudo-dragon perched near a spring. Is it possible you could tempt the creature to become your familiar?





**PC Events: Paladin (d12)**

1. The head of your order, whom you have always known to be a paragon of virtue, has recently been accused of corruption. Are these accusations true, or is something dark at play? You owe it to him to get to the bottom of the situation either way.
2. The barmaid at the local watering hole has become infatuated with you and seems determined to lead you astray.
3. The local magistrate has asked you to perform an execution slated for dawn tomorrow. Your conscience leads you to accept the man's confession the tonight, and he spins a very convincing tale of innocence. Only 10 hours until execution time - what should you do?
4. An indiscretion committed in your youth has come back to haunt you in the form of a formal complaint filed with your order. Do you fight the charges or accept your punishment?
5. Under cover of darkness, a pagan faerie creature from the nearby Old Wood has come to you seeking aid against some evil encroachment. You have sworn to protect the innocent, but creatures of this sort are notorious for their licentious abandon and dubious morals.
6. A maiden from a passing nomadic caravan appears on your doorstep, begging you to accept an orphan.
7. Is it your imagination, or has your armor slowly been darkening to the color of blood over the last few days? Is this some portent, divine warning, or have you been under too much stress?
8. Your patron visits you in your dreams and silently lays three crushed, black lilies at your feet. It then fixes you with a stern gaze and fades away again. What can this mean?
9. The local farmers have inexplicably begun to speak ill of you in the local markets and taverns. What have you done to deserve their sudden hostility?
10. On your way about town, you notice some graffiti scrawled on the wall of an inn. You can't be sure, but to your trained eyes it appears to be some sort of diabolic symbolism. This bears further investigation!
11. Some monster hunters have come into town with a snarling wight in a cage. Here's an odd moral quandary...
12. You are blessed by your patron with wondrous abilities, but in your mind you have done little to deserve such favor save loot the odd dungeon. Perhaps a vigil will reveal what greater service you can offer?

**PC Events: Ranger (d12)**

1. Three rangers have recently come into town, in disguise. None of them has contacted you. Should you contact them to see what's afoot, or do you risk blowing their cover?
2. You hear talk in taverns that a mysterious fire in the nearby woods has uncovered a ruined shrine.
3. One of your fellow rangers has taken ill and asks you to patrol his stretch of wilderness until he recovers.

## **Beyond the Black Gate Compendium 2010**

4. Some odd-looking fellows have been seen around town the last few days. Their description sounds to you like half-orcs may be spying!
5. When going through your equipment for regular cleaning and maintenance, you discover a white arrow you've never seen before! You're sure it wasn't there just a couple of days ago, and it is etched with letters in an ancient-looking language.
6. You've noticed some odd-looking trail signs over the last week or so. They are kind of like the ones your order normally uses, but a bit off.
7. In the last month, three local farmsteads have been burnt to the ground, and everyone is missing. What's going on here?
8. A friendly contact from the mercantile district has given you a book, purportedly a relic of the Lost Kingdom. The ancient dialect it is written in seems to bear this out. You can't wait to plumb its mysteries!
9. An old friend you trained with in your youth has gone missing, apparently while engaged in some personal mission or grudge.
10. A notorious criminal, who always seemed to evade justice through one technicality or another due to his link to a Noble House, has been discovered this morning hung in the town square. Who is the vigilante that did him in, and what repercussions do you risk by investigating further?
11. A strange, evil-looking, never-before-seen species of black flower has been sprouting in the woods recently, and along the edge of town. There is something unnatural about them...
12. A group of two dozen refugees, wounded and starving, has just arrived in town from a nearby village. What doom befell their lost home?

### **PC Events: Thief (d12)**

1. The local thieves' guild has placed a bounty on someone whose description closely matches that of one of your companions.
2. A shifty-looking halfling delivers a scroll to you and runs off. On the scroll is a black lightning bolt scrawled in charcoal.
3. The three prostitutes who live next door come to you in tears. Their pimp has been killed in a turf dispute and they beg you to take his place.
4. A fellow thief turned up at your door last night, handed you a small package to hold for him, made you swear not to open it, and left. This morning, he turned up dead in an alley.
5. A local minstrel is singing songs about a fellow committing acts of larceny you committed! While he doesn't call you out by name, it must be you. Or are you just being paranoid?
6. While counting your money, you notice an odd coin. It looks like a rare gold crown from the Lost Kingdom! You think you pinched it from that merchant over on Barrel Street. Where could he have gotten it from?
7. A foreign baron has taken lodging at the fanciest Inn in town, along with his three daughters.

Each is dazzling, and each wears a stunning emerald necklace!

**8.** Every time you go out to make your rounds at night, you're followed by a watchful, white and gray owl. What the hells is going on?

**9.** A friend tells you a bounty hunter is headed into town today with a wanted poster featuring your ugly face!

**10.** The local constables burst into your room late one night, pinning you to the wall while they tear your room apart. They leave again, empty handed, warning you to keep your mouth shut. What were they looking for?

**11.** The daughter of an old, dead partner shows up at your door. She wants to be a thief like her dad, and she expects *you* to train her. And you're pretty sure she has a thing for you!

**12.** The mayor is throwing a ball tomorrow night. All the richest citizens will be there, wearing their richest jewelry! You must find an invitation!



**Random Table: Slum Encounters**

You never know what you'll run into (or what may run into *you*) during a trip to the seedy side of town. Roll on the table below to see what occurs!

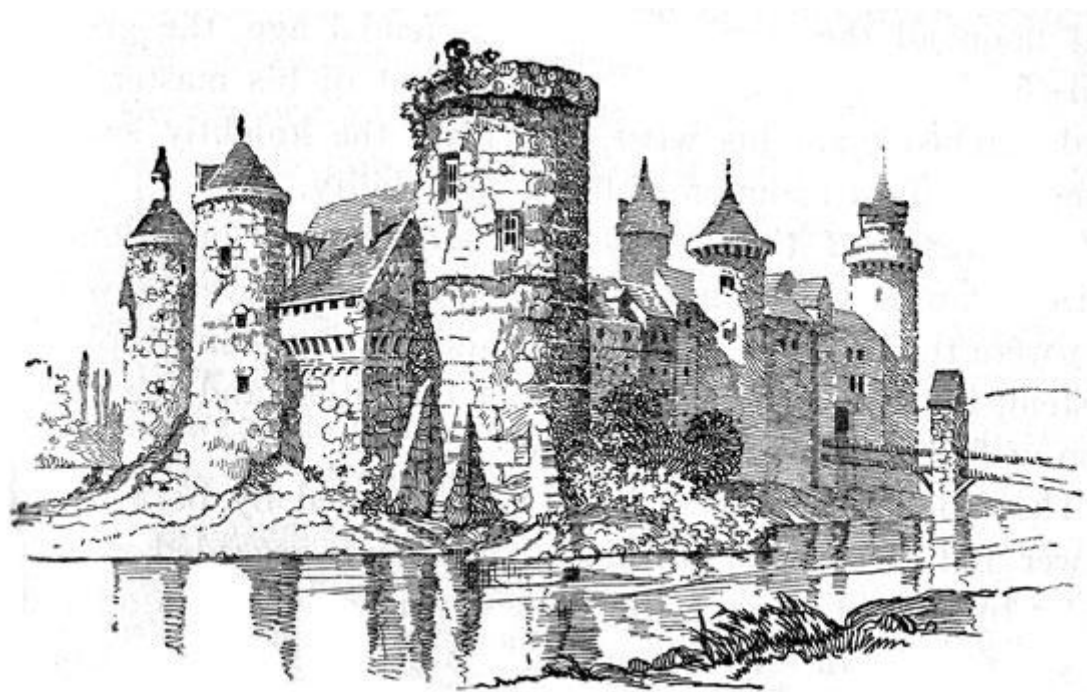
**Random Table: Slum Encounters (d100)**

1. A trio of young pickpockets. They are members of an immense gang that will torment the party for months if a member is harmed.
2. A haggard, bearded man preaches doom outside an alehouse.
3. The princess of a fallen noble house now despondently sell her favors as a common streetwalker.
4. Two old women kick and mock an obese old veteran with no legs.
5. A dog runs past with an emerald necklace around its neck. A screaming little man chases it.
6. A ruffian hangs from a rope off a balcony, slowly strangling and pleading with passersby for succor.
7. Something unnatural moves in the murky waters of a large puddle in the road.
8. Bat-like creatures with glowing purple antennae swoop down at passersby.
9. A slovenly woman stands in a doorway, waving you in. Two ruffians lurk inside.
10. A black cat runs out of an alley, crosses your path, and disappears into another alley.
11. An overturned cart blocks the road, a foot deep in mud and rotting cabbages. An elderly farmer stands beside it and weeps while the locals jeer him.
12. Four men are beating a drunken fop in an alley.
13. A roadside grill offers strange dog-sized insects cooked over charcoal.
14. A drunken woman runs shrieking out of a stable.
15. Five men in matching floppy red hats walk arrogantly down the avenue, shoving everyone out of their path with stout wooden cudgels.
16. A man in a wizardly-looking robe and pointed hat offers you a selection of charms and amulets.
17. A woman in a transparent silk shift with rotting teeth tries to pull you into her tenement, whispering rough suggestions in your ear.
18. A single, lush pine has grown 14' tall in the muck of an alleyway.
19. A man rolls a barrel of ale down the street, whistling a familiar tune.
20. A vulture perches over the doorway of an alehouse.
21. A row of seven lepers plead for alms.
22. A physician works frantically in the street on a man who has been stabbed while onlookers stand around them and whisper.
23. An unnatural darkness hangs over the mouth of an alley, and a cold breeze issues from out of it.
24. A high-pitched scream is heard from the topmost floor of a nearby tenement.
25. A group of musicians marches down the street, loudly playing revolutionary tunes while a dwarf scampers along behind them collecting tips in a hat.
26. A line of laborers passes crates into a warehouse.

27. A fortune teller squats at the side of the street, stacking small bones atop one another.
28. Two muscular men wrestle in a square while onlookers place bets.
29. A elderly woman sells handmade books of poetry.
30. A human-looking creature with black eyes growls at you.
31. A man pulls a cart filled with fresh fish. He offers you a bargain to buy the lot.
32. A tremendous stench of blood wafts up from a sewer grate.
33. A maddened horse plunges into a screaming crowd, hooves flailing.
34. A vendor offers delicious skewers of meat and vegetables.
35. A sad-looking maiden sells flowers for a pittance.
36. A group of scruffy men gather around a hookah, while the owner invites new customers to join in.
37. A pale woman in black robes walks past with her chin high, scattering white flowers petals behind her from a basket as she goes.
38. An impossibly tall and thin man performs contortions for tips.
39. A man hawks peeks at the growling creature within a covered cage.
40. A buxom woman pulls a cart with a keg of ale, offering to fill tankards for a copper piece.
41. Two merry prostitutes skip down the street hand in hand, flirting with passersby.
42. A married couple bicker loudly from an upstairs window while the children cry.
43. A pair of heavily armed men stand to either side of a doorway, glaring at passersby.
44. A dark-skinned man leads a midget rhinoceros down the avenue.
45. A man plays a set of bongo drums in a nook while a half dozen intoxicated revelers dance wildly.
46. A line of cultists sway down the street, chanting and waving incense burners on chains.
47. A solitary soldier leans drunkenly against a wall, his helmet slipping down over his eyes.
48. Exotic music and feminine laughter comes from an anonymous building.
49. A thin-mustached man stands beside the door of a lotus-den, nodding at prospective customers.
50. Three old veterans enter a bathhouse, chatting and smoking pipes.
51. A gang of children torment a sickly looking goat.
52. A tall old woman attempts to sell you her slave, a young man with one arm.
53. A hooded man watches you intently from a second floor window.
54. A green-skinned man performs feats of strength for a crowd of sighing washer-women.
55. An airship passes by far overhead. Children run out into the street excitedly to watch it go.
56. A pair of thin, blue-robed women sing religious hymns and hand out cheap prayer booklets.
57. A small group of young men and women rush excitedly down the avenue, passing a bottle and giggling.
58. Two toughs chase a young ruffian into a blind alley.
59. Flames burst out of a pair of store front windows. Everyone starts running and screaming.
60. An ageless looking man with amber eyes and pointed ears plucks the strings of a harp while a trio of gangsters stand mesmerized.
61. A unit of the city guard trot down the street in haste, armor jangling with every step. They disappear around a corner up ahead while onlookers whisper to each other.
62. A squealing pig races through the throng, chased by a screaming female dwarf.

63. A deep rumble shakes the ground, and black smoke rises into the air from somewhere up ahead.
64. Two men walk apart with upraised rapiers - a duel is about to begin!
65. A tear-streaked young woman begs you to rescue her from this hellhole.
66. A building nearby sags, and then collapses! People run screaming for cover as choking dust fills the air.
67. A clown makes rude gestures at you as a crowd gathers to laugh.
68. An enraged harlot chases a man from her hovel, shrieking and beating him with a stuffed weasel.
69. A turbaned man charms snakes from a basket with his flute.
70. A man standing near you gasps and falls to ground, dead, a crossbow bolt jutting from his back.
71. A fat man kicks a cowering stable boy, accusing him of theft.
72. Cultists throw books and scrolls onto a raging bonfire in the middle of the street.
73. A boy herds a flock of chickens down the street, ever wary for dogs and thieves.
74. A city official walks into a brothel with a pair of guards.
75. A group of northmen chant and sing loudly in an alehouse, pounding the tables with their tankards as they profess their admiration for a particular preserved meat product.
76. A woman in silk garments hawks costume jewelry.
77. A well-dressed gentleman negotiates with a mushroom vendor.
78. A man tends three barrels of hot water, selling baths for two coppers.
79. An old woman wearing a tiara sells fruit and small wire sculptures from her stall.
80. A worn-out looking prostitute loudly disparages your manhood to a crowd of onlookers if you refuse her favors.
81. A wild-eyed man carries on a lively, though one-sided, conversation with his mule.
82. A clanging sound comes from a nearby sewer grate.
83. A raven follows you down the street, fluttering from rooftop to rooftop, as if spying on you.
84. A red-faced man with a small gang of angry followers points at you and screams "there he is, get him!"
85. A beautiful and fey fairy-like maiden lies dying in an alleyway.
86. A middle-aged woman rushes out of her hostel to you, pleading for forgiveness.
87. A duelist eyes you contemptuously as he sharpens his rapier.
88. A priest leads a defeated looking group of chained slaves past you and into a grim temple.
89. A chimney sweeper hangs by one hand from an eave above you, howling for assistance.
90. A criminal in stocks loudly proclaims his innocence in between clods of filth.
91. A bruised and battered looking prostitute collapses in front of you. A strange red jewel rolls out of her hand...
92. A muttering man in a black robe inscribes a magic circle in the filth of the road with a curvy silver dagger.
93. An armored bully swaggers through the crowds looking for a fight.
94. A wailing maiden flees past you, pursued by laughing ruffians.
95. A barroom brawl spills out into the streets.
96. Two rival gangs face off in the middle of the street.

97. A jolly group of pointy-hatted goblins walk out of a brothel, laughing and shoving each other.
98. A teary-eyed woman pushes her son at you, pleading for you to take him on as apprentice.
99. A dozen sultry young priestesses, with coal-dark eyes and intoxicating perfume, dance through the crowd inviting all to the fertility rites at midnight tonight.
100. The road in front of you collapses into a tentacle-filled sinkhole!



### **Random Table: Atonement**

What happens when the Cleric, Priest, Druid, or Paladin in the party offends his or her deity or breaks a law or tenet? Traditionally, all class benefits are suspended until proper penance or atonement is performed. Roll on the table below to determine that atonement:

#### **Atonement (2d12)**

2. Fast for seven days and seven nights.
3. Eliminate an enemy of the temple.
4. Donate a magic item to the temple.
5. Convert one unbeliever per level of the penitent.
6. Donate 100gp per level to the temple.
7. Undertake a quest to recover a lost relic.
8. Subdue a powerful monster to serve the temple.
9. Spend a week spreading the word to the unwashed masses of the slums.
10. Arrange and pay for the construction of a new statue or icon for the temple.

## Beyond the Black Gate Compendium 2010

11. Take 1d6 temple acolytes everywhere with you for the next 30 days and teach them.
12. Steal an important relic from a rival temple.
13. Establish a mission in a foreign land.
14. Petition a local ruler to favor your religion above all others.
15. Throw a gold piece into the sea every day at dawn and sunset for 30 days.
16. Undertake a quest to petition a famous oracle for seven prophesies.
17. Undergo ritual scarring and tatooing.
18. Perform a hallucinogen-fueled "Vision Quest".
19. Challenge and defeat a rival in one-on-one ritual combat.
20. Defile the tomb of long-dead enemy of the religion.
21. Be confined to stocks and ridiculed for 24 hours in front of the temple.
22. Survive a week of mental and physical torture.
23. Spend a night in a pit filled with venomous serpents, spiders, hungry lions, etc.
24. Survive a week in the wilderness with no equipment or assistance.

### Random Table: Weird Things in Rooms (d100)

1. Two copper pipes along one wall from floor to ceiling, one steaming, one frosty.
2. A large stone pipe opening in wall drips greenish fluid onto floor.
3. A large stone wheel set on one wall, clicks when turned.
4. A stone sundial in center of room under ceiling painted to look like the sky.
5. A ceramic wall-fixture shaped like a grinning buddha with open hands.
6. The walls are lined with stone flower boxes filled with unsettling-scented green and purple flowers.
7. A natural spring in the center of the room surrounded by glowing mushrooms.
8. Several 4'-long rose-quartz outcroppings from the ceiling.
9. The floor is covered in upright, magnetized needles (10d10).
10. An alcove on one wall is filled with neatly-stacked, empty wooden mugs.
11. A giant red "X" has been sloppily painted in the center of the floor.
12. "Chog loves Jessika" is scratched in charcoal on one wall.
13. The ceiling is covered in upside-down furniture, bolted to the stone.
14. One wall has been painted to look like three windows looking out into a lovely garden.
15. The skeleton of a small dog is curled forlornly around a well-gnawed scorpion tail.
16. A pale white pine tree sprouts from the floor in one corner.
17. The skeleton of a monkey lies in a far corner, its hand in a ceramic jar wrapped around a gem.
18. A brass lever is set into the middle of one wall. "Do not pull" is scrawled next to it.
19. A viking longship, far too big to fit through a door, fills the room.
20. A stone frame in the ceiling hangs above a pile of broken pieces of mirror.
21. A comfy chair sits in one corner with a table beside it. On the table are a pair of broken spectacles and a book called "For Doom, the Fell Trolls".
22. An unlit chandelier hangs from the ceiling. It holds thirteen black candles and is creepy as hell.
23. A brass hookah is here, surrounded by seven overstuffed ottomans.



24. A massive gong in the center of the room with a bone striker.
25. Bloody footprints lead from the entrance of the room to stop at a seemingly blank wall.
26. Three big wooden buckets filled with smashed grapes sit on one side of the room.
27. Bloated, pale vines hang from the dirt ceiling here.
28. A pair of human eyes float in a jar left in a corner of the room. Did they just move!?
29. The hilt and 6" of the blade of a sword jut from the solid stone floor of the room.
30. An intricate water clock has been installed on one side of this room. Instead of water, it appears to have been filled with vinegar.
31. One wall of this room appears to be made entirely of smoky quartz, and shapes seem to writhe and twist within it.
32. A small stone pyramid is built into the ceiling, pointing down.
33. Seven fluffy orbs of light dance and float in the air of this room, remaining ever beyond your reach.
34. This room is choked with stinging, prickly weeds.
35. The hollow carapace of a great beetle nearly fills this room. A doorway appears to have been cut into its side.
36. Plaintive music seems to come from somewhere beyond the ceiling of this room.
37. A large, black, wood-and-hide drum sits in the middle of the room.
38. A porcelain bathtub, filled with steaming water, sits invitingly in the corner.
39. A strange hole in one wall, no more than 5" wide, emits an odd odor.
40. Three dead kobolds, dressed as human children, lay side-by-side in front of a smoldering fireplace.
41. An empty bookcase has been smashed to bits in this room.
42. A tiny door, only 2' tall, is set into one wall of this room.
43. A dartboard hangs on one wall, full of manticore spines.
44. A small hibachi sizzles merrily on a stout oak table.
45. Three tiny alcoves set high on the wall near the ceiling each containing a grinning imp sculpture.
46. A large roll of black silk lies in one corner. If unrolled, a human corpse falls out.
47. A massive harp, with strings all broken, sits by a stool in the center of the room.
48. A small bar with several stools sits on one side of the room.
49. A broken birdcage lies in a corner. A copious amount of blood has been splashed on the walls of this room.
50. A still-smoking pipe sits in an ashtray on a small table here.
51. A nest containing three purple eggs sits on a high ledge near the ceiling.
52. An extensive set of wooden toy blocks has been set up on the floor of this room. The layout vaguely reminds you of your home town, but a hideous stone idol squats in the main square.
53. A stinking pile of refuse is heaped in front of the entrance to this room. Ugh!
54. A torn bag of sand has been scattered around the room. Huge footsteps are visible in it here and there.
55. A marble pedestal sits in the center of the room, with a hand-shaped depression in its center.
56. A stack of hand-written papers sits in a corner, 200 sheets in all, with the words "This is not

the way" written over and over again on them.

57. A mannequin hangs from a noose in this room. It is crawling with flies!
58. Something that leaves a slimy trail has dug a 3' wide tunnel into the floor of this room.
59. Two stone dogs sit at attention on either side of the entrance of this room. One has a struggling mouse beneath one supposedly-immobile stone paw.
60. A giant mousetrap, 6' x 3', sits in the center of the room with a human arm on the trigger.
61. Half a human face, and one limp hand, jut from the solid stone wall of this room.
62. The odor of brimstone hangs in the air of this room. A magic circle has been inscribed on the floor with salt.
63. A filthy torn dress lies on the floor, along with a silver holy symbol on a chain.
64. An iron cage sits in the room. A skeleton lies half in and half out of it between the bars.
65. A red rune has been painted in the ceiling of the room. An empty wardrobe sits beneath a white sheet with several weird symbols burned into it.
66. A drooping potted plant sits in one corner with a single glossy red fruit.
67. A fishbowl sits on a wooden pedestal with three piranha floating lazily within it.
68. A ledge near the ceiling is crowded with noisy pigeons.
69. A strange console is built into the wall here with three red buttons.
70. A mannequin stands in one corner wearing a surcoat made from fresh meat.
71. A stained oak box, 4' to a side, sits in the center of the room. It is carved with grinning imps and has no visible lid or opening.
72. A stack of wooden doors, each with a brass knocker shaped like a hand, sits along one wall.
73. A small canvas tent has been set up in this room. Inside is clothing, food, and other personal effects.
74. A circular glass plate, like a window, is set into one wall, but nothing but stone is visible beyond it.
75. The walls, floor, and ceiling of this room are covered in frost. Its freezing in here!
76. The corners of this room seem to be off. Trying to figure out these unnatural angles is nauseating!
77. A black hole, 5' across, yawns in the center of the room, with no bottom in sight.
78. A marble head, as if broken off a statue, lies on the floor here. The room stinks of urine.
79. A crushed halfling, looking for all the world like a mouse regurgitated by some huge owl, lies on the floor.
80. Five red, wooden, creepy, horned masks, hang on the wall here.
81. A barrel of stagnant water sits in a corner. Something moves within it!
82. A human foot, still wearing a blue velvet slipper, lies on the floor, covered in ants.
83. A quivering chunk of Gelatinous Cube sits on a ceramic plate on a small wooden table with a knife and fork beside it.
84. A framed painting of a trio of dancing nymphs in a garden adorns one wall. A dark face is barely visible in the foliage behind them, ripe with evil intent.
85. A massive granite sphynx lies on its side in this room. A narrow stair descends into the floor where it used to sit.
86. A ring of pale green toadstools grows in the center of the floor here.
87. The rough stone figurine of a leering frog-deity lies in an empty, stained tub.

## Beyond the Black Gate Compendium 2010

88. The rank mold growing on one wall gives off scorching heat.
89. A pool of blood spreads on the floor, fed by a slow dripping from the ceiling above.
90. A fireplace on one wall has been stuffed with defaced books.
91. Four lit incense burners swing from chains fixed to the ceiling.
92. An icy copper bell hangs from a wooden frame on one wall. It is numbing to the touch.
93. A deep throbbing, like a heartbeat, can be felt in the floor here.
94. A dome of black glass rises from the center of the room. Viewing it fills you with a sense of dread.
95. A mage's star-adorned pointy hat has been pinned to the wall with a dagger here.
96. A maiden lies in an unnatural slumber on a divan here, wearing the gauzy dress of a harem girl.
97. Ghostly couples, heedless of onlookers, waltz around the room to spectral music.
98. A pair of ridiculous clown-like shoes sits by the doorway.
99. A rude collection of hand-drawn orc erotica has been hidden behind a loose stone.
00. A crystal ball floats at eye-level in the center of the room, giving off intermittent flashes of red and green light.

## Random Humanoid Mutation Table

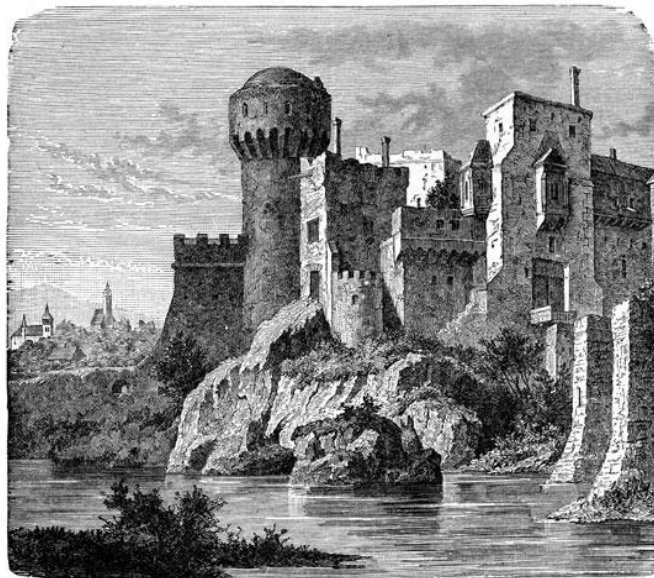
Use this table to give your orcs, goblins, kobolds, hobgoblins, etc, a little more personality, and hopefully make your players a little more nervous. It can also be used to differentiate one tribe from another. Roll three or four times for maximum insanity.

### Random Humanoid Mutation Table (3d12)

3. Three arms, three legs.
4. Insectoid Mandibles.
5. Eyes glow alternating flashes of green and blue.
6. Hands and feet end in birdlike talons.
7. Human faces of unearthly beauty.
8. Shaggy pelts of green, mossy fur.
9. Constantly drool glowing green ichor.
10. Tatooed head-to-toe in Cthuloid symbols and runes.
11. Impeccably dressed.
12. Big, flapping, bat-wing ears.
13. Bumpy, green, troll-like skin.
14. Sharp metal attachments in place of fingers.
15. Vestigial wings, good only for gliding from a height.
16. Emit an unnerving keening sound as they fight.
17. Scaly Purple Snakeskins.
18. Comically huge feet.
19. Vomit disgusting but harmless black bile onto their opponents.
20. Chant obscure mathematical formulae to any who'll listen.

## Beyond the Black Gate Compendium 2010

21. Bright red skin, forked prehensile tails, and small horns.
22. Hair appears to be mass of writhing bloodworms.
23. All have heads of various animals: lions, snakes, beetles, etc.
24. Surrounded by a chilling aura of shadow.
25. Brain protudes from back of head.
26. Four, thin, insect-like arms.
27. Each has two heads.
28. Constantly leak fetid, salty water from pores.
29. Have masses of tentacles in place of legs.
30. Leave trails of slug-like slime wherever they go.
31. Grossly Obese.
32. Skin changes color like chameleon.
33. Have fins and gills, googly fisheyes, breathe water.
34. Long, waving eyestalks.
35. Albino - pink skins, red eyes, white hair.
36. Partially composed of metal and stone.



### Random Table: Ruined Building Contents

**Ruined Cities** are fun to explore! But what exactly lies within all those silent, brooding, mildew-stained buildings?

Roll on the table below to find out...

**Random Table: Ruined Building Contents (d100)**

1. Small family of starving squatters.
2. Random monster, wears a silver collar and stands despondently over a bleached skeleton.
3. A broken shrine to a deity of licentiousness.
4. A trio of stealthy, hallucinating bandits.
5. An immense paper nest full of (normal) wasps.
6. Walls and ceiling crawling with roaches. 2d6sp hidden beneath the nausea-inducing mass.
7. Ceiling collapsed, random flying monster has made its nest (and left three offspring) here.
8. Drunken hermit holes up here to read fine literature until death. 25% to know valuable sage-quality information.
9. Three goblin witches brew a foul-smelling concoction in a vast cauldron.
10. Two obese prostitutes ply their trade within.
11. Insane wandering knight hunts non-existent undead through many cellars.
12. Random monster guards a locked chest containing 3 purple rubies (d4 x 100gp value each).
13. False bookshelf in basement opens to reveal secret shrine of a dark deity. 25% chance of recent sacrificial activity.
14. Ghostly phantoms waltz in once-grand ballroom. Physical contact dispels them for 1d6 hours.
15. Madman lurks in the shadows, taunting explorers. He clutches an emerald tiara worth 1d6 x 100gp.
16. Small group of escaped slaves plot revenge on their cruel master.
17. Undiscovered chest full of fireworks in one spider-webbed corner of the attic.
18. Cloth-covered mirror in upstairs bedroom is portal to local megadungeon.
19. Pack of vicious feral dogs using building as lair.
20. Halfling violist virtuoso comes here to practice in solitude.
21. Strange, non-euclidian designs scrawled on basement walls bring madness (10%).
22. Flooded basement with collapsed wall gives access to network of underground canals.
23. Swarm of cunning giant rats lead explorers to ambush with shiny objects.
24. Beautiful young amnesiac huddles shivering in a closet.
25. Serial killer hides here, collecting pieces of his victim.
26. Someone has left behind several beautiful glass sculptures here (100gp each, 10% will break if moved).
27. Giant, man-eating frogs live in flooded basement.
28. One crumbling plaster wall conceals a well-crafted jade fish (d3 x 100gp).
29. Random monster lurks within, gnawing on a dragon's shinbone.
30. Exuberant gnome brewmaster tends kettles here, working on his ultimate recipe.
31. Vengeful ghost mimics female voice in distress to lure victims to unstable second floor.
32. A small table in a back room is set as if for dinner, food still steaming, but no guests arrive.
33. An elf lies dying on the stairs, a black arrow protruding from his neck.
34. Three orphans hide here, hoping for a new mother or father to take them away.
35. A greenhouse out back still has flourishing garden of psychoactive mushrooms, herbs, and flowers.

36. The leaf-strewn floor here is actually a mosaic-map revealing several unknown locations in the area.
37. A boat, too large to fit through the door, fills a downstairs bedroom.
38. Giant bees are building a great, honey-filled wax nest in the attic.
39. A bizarre collections of skeletons has been arranged in peculiar positions throughout the building.
40. A senile necromancer crafts bone puppets in a small workshop.
41. A delightful garden is found out back, obviously carefully tended by some unknown entity.
42. A band of rebels plots the overthrow of a local lord.
43. A random monster sleeps, snoring loudly, on a bed of valuable tapestries.
44. A family crypt is broken open in the basement. Undead lurk within, hungry for the taste of living flesh.
45. A strange laboratory is on the second floor, containing broken phials and jars with an assortment of colorful powders and pastes.
46. A secret cache filled with vipers contains a random magical wand.
47. The study is filled with marble pedestals, each supporting the bust of a famous wizard.
48. A painter lies long-dead of alcohol poisoning, surrounded by his final works.
49. A courtyard in the center of the building features a burbling fountain of possibly magical waters.
50. A phantom haunts the hot-baths of this building, hoping to drag unwary victims to a drowning death.
51. Someone has left a collection of pressed flowers under an upstairs bed.
52. A cobwebbed mummy lies in a flower-strewn bed clutching an old love-letter.
53. A great chandelier in the grand hall comes crashing down when someone passes beneath (3d6 dmg).
54. A dresser drawer contains several near-empty, dusty bottles of perfume.
55. A random monster claws desperately at a bare patch of basement floor.
56. Nine black robes hang from hooks beside a wood panel that leads to the sewers below.
57. An immense pipe-organ in the ballroom still works!
58. A random monster is trapped upstairs due to a collapsed stairway.
59. A small trove of garnets (d3 x 100gp each) is concealed high on a pantry shelf.
60. The entire building is a hollow shell, filled with strange-smelling sunflowers.
61. A diary filled with insane ramblings and details of how to contact an alien entity is tucked behind a sink.
62. A collection of war medals hangs from a crumbling wall.
63. A basement door leads to a dark shrine containing two blood-filled braziers and a grinning idol.
64. A random monster is trapped at the bottom of the building's cistern.
65. An exiled nobleman relaxes in the solarium, wholly inebriated.
66. A great pine grows from the basement up through the roof. Strange designs have been carved into its trunk.
67. A missing merchant is hiding out here after escaping an assassination attempt.
68. A small courtyard pond is stocked with fish. A little man sits here fishing and muttering odd

incantations (listening carefully for 1 hour gives 10% chance of learning a new Magic User spell).

69. This building leans precariously to one side, and could collapse at any moment (d100gp worth of random objects inside).

70. This building contains an unusually expensive array of materials: fine marble, gold plating, crystal chandeliers. d3 x 1000gp value, d3 x 1 weeks to cart it all off.

71. Three sets of rusty blades hang from the walls here. 10% one them is +1 and just needs a little cleaning.

72. Paintings on the walls in this building seems to follow trespassers with their eyes.

73. A group of boars and sows has taken up residence in this building.

74. A wraith haunts the building's belltower.

75. Random monsters issue from a misty portal in the building's garden at noon and midnight.

76. This building is filled with swarms of black flies and an unnatural heat.

77. A fire crackles merrily in the fireplace, but no one is to be found.

78. The pantry here is filled with strange costumes.

79. A tapestry hangs in a bedroom, depicting a battle between gods and some sort of titanic reptilian creatures.

80. A random monster has two maidens cornered in the woodshed.

81. A foul odor wafts up from the cellar...

82. Strange music seems to drift from room to room just ahead of the explorers.

83. A backpack has been left in a corner, containing 4 bottles of strong liquor and a battered, iron crown (50gp).

84. A swordmaster practices alone here amidst a long chamber filled with practice dummies.

85. A random monster lurks on a balcony here, hoping for an easy meal.

86. Five hooded cultists perform a strange ritual over a glowing brazier.

87. A squat, toadlike statue sits in a corner with offerings heaped around it.

88. The floors of this building are covered in strange, black and purple toadstools and fungi.

89. The top floor features an enclosed balcony with a functioning telescope.

90. The basement here is being used as a lair by a ravenous troupe of ghouls.

91. An escaped convict hides in a pantry.

92. A gloomy poet slumps against a balustrade, muttering to himself and waving a stained piece of parchment in the air.

93. A bloated crocodile carcass has been abandoned in the main hall.

94. The walls and ceilings are decorated in mosaics depicting Armageddon.

95. A stray kitten mewls pitifully from somewhere in the building.

96. An upstairs closet contains a wardrobe that leads to a world of talking animals.

97. The entire building periodically fills with noise and sound as if it is supernaturally playing back scenes from its history.

98. A random monster has dug a great burrow in the back yard.

99. This building's garden features a fountain with healing waters guarded by a nymph.

00. The basement of this building contains three ornate coffins. The resident vampires are here only 33% of the time.

**Quick Hex Contents Generator (d100)**

Here's a quick random chart to determine the contents of a hex.

1. Site of a recent battle
2. Traveling gypsy caravan
3. Forest/grass fire
4. Corpse of a dead messenger
5. Burning farm house
6. Roadside evangelical preacher
7. Group of begging lepers
8. Military encampment
9. Idyllic glade with spring
10. Traveling minstrel
11. Ancient, half-buried statue of warrior
12. Secluded sylvan shrine
13. Seven mossy menhirs
14. Package of hallucinogenics hastily concealed in underbrush
15. Line of breadcrumbs leading off into the distance
16. Nineteen copper coins arranged in a runic design
17. Corpse hanged from nearby tree
18. Military recruiters / press gang
19. Tent selling local ale
20. Mysterious fortune teller
21. Open, seemingly bottomless pit
22. Fog-shrouded ravine
23. Hill-top monument
24. Local underbrush choked with webs
25. Ruined watch-tower
26. Deserted campsite
27. Pile of neatly stacked firewood
28. Abandoned wagon full of grain
29. Giant Ant-Hill
30. Field of cultivated poppies
31. Three blind old men sharing bottle of wine and ribald tales
32. Beekeeper's Field
33. Glass enclosure filled with large eggs
34. Small herd of giant, grazing reptiles
35. Muddy remains of recent flood
36. Field filled with smoking craters
37. Glowing fissure in the earth
38. Ship abandoned in field far from any water



## Beyond the Black Gate Compendium 2010

39. Massive flock of ravens
40. Local agricultural festival
41. Long line of marching pilgrims
42. Massive obsidian egg
43. Forest of petrified trees
44. Trio of magpies taunt passersby
45. Golden onion-shaped dome glitters on the horizon
46. A beautiful maiden lies in a apparent trance beside a small pool
47. An ornate carriage with broken axles at the foot of a small bluff
48. The apparition of a notorious sorcerer pleads for succor before fading away.
49. A angry swarm of hornets attack passersby
50. A boulder is inscribed with weird glyphs
51. A small [book](#) case seems out of place in the middle of a clearing
52. Mutilated cattle lie scattered around a field
53. A wandering tinker offers his services
54. The four daughters of Farmer Glikrus aggressively seek husbands
55. An abandoned inn fills with noise and light at midnight
56. A bloodstained altar to a dark god in a rocky clearing
57. A lost dog follows the party, tail wagging
58. The corpse of an orc, filled with elvish arrows
59. A riderless horse, saddle dragging behind it, wanders aimlessly
60. A cloud of ghostly blue moths obscures vision
61. An acrid, foul-smelling rain begins to fall
62. An elderly gnome heckles adventurers from the mouth of a cave
63. Nine eagles perch in a dead tree
64. The forty-foot long skeleton of a giant sea-serpent lies exposed after a storm
65. A swarm of birds and small animals flee past the PCs in a panic
66. A small black storm cloud hovers over a cottage
67. Thousands of red fleas deliver painful bites
68. A tree is filled with fruit of unearthly beauty
69. A curvaceous beauty is chained to an ancient stone obelisk
70. Six newly raised cairns line the top of a nearby ridge
71. A dubious temple made of dark glass squats nearby
72. A strange glass dome rises from a small lake
73. The scent of rotting meat hangs in the air
74. 2d4 bedraggled deserters seek employment as sell-swords
75. A bearded madman loudly foretells doom and woe
76. A traveling carnival of exotic beasts and their keepers passes by
77. A lively stream seems to sing in the voices of young maidens
78. The monument of a famed king lies broken and vandalized
79. A shifty wanderer peddles potions, poultices, and amulets
80. A violent explosion miles away shakes the ground and throws ash into the horizon
81. The sun takes upon the horrifying aspect of a dark god for thirteen minutes

## **Beyond the Black Gate Compendium 2010**

82. Four laughing children run past swinging stick-swords
83. Pixies flutter about, begging for wine
84. The image of a great eye is carved into a hillside
85. Several square acres of tall rosebushes surround a lonely tower
86. An ancient sea-floor, filled with shells and teeth, has been exposed by flood.
87. A burned out plantation serves as home for several filthy outcasts
88. A local baron oversees the construction of a folly
89. A bridge crosses a dry stream, a despondent troll lives beneath it
90. Two obese prostitutes seek to ply their trade
91. Two fauns dance around a glade to amuse a weeping dryad
92. Fallen columns betray the ruins of an ancient temple
93. A hedge wizard begs for news of the outside world
94. A wide crater mars the landscape; a pulsing green orb sits at its center
95. Five sodden huts filled with the pained cries of their diseased occupants
96. The statue of maiden, draped in flowers, offers a scene of peace and tranquility
97. A great roc circles high above for several minutes before moving on
98. A swarm of locusts ravages the land for miles around
99. A passing nobleman and his retinue contemptuously toss silver coins at the party
00. A swirling magical gate appears between two ancient dolmen

### **Megadungeon Missions (3d12)**

3. Rescue a princess / noblewoman.
4. Obtain pieces of a rare monster for a wizard's library.
5. Recover a lost tome.
6. Recover the remains of a fallen adventurer.
7. Map a portion of a level.
8. Defile a shrine.
9. Confirm the validity of a rumor.
10. Kill a tough guardian monster.
11. Recover historical artifacts.
12. Capture a rare beast.
13. Bring back a rare plant or herb.
14. Discover the fate of a missing hero.
15. Loot a tomb.
16. Raid a wizard's laboratory for a rival.
17. Secure a religious artifact.
18. Disarm/bypass a gauntlet of traps.
19. Open a magically sealed vault.
20. Hunt down a renegade/rival adventuring party.
21. Seal off a level.
22. Carry out a curative fungus unique to the Megadungeon.
23. Recover the magical gear of a fallen adventurer.
24. Capture a valuable jewel with a powerful guardian.

25. Capture a powerful monster alive.
26. Discover a new access to a lower level.
27. Bring back a sample of water from a deep lake or pool.
28. Prepare a series of "safe rooms" with provisions.
29. Copy an important mural for further research.
30. Copy hieroglyphs carved into a wall for deciphering.
31. Kidnap the nymph consort of a powerful enemy.
32. Debunk a great myth.
33. Rescue a trapped adventuring party.
34. Secure five mummified bodies.
35. Trap a number of giant vermin for research purposes.
36. Discover the fate of a famous lost wizard/paladin/thief.



## **The Mapless Maze**

I dislike mapping out mazes, so I use this little random maze generator instead. The PCs enter at **area 1**, and pick where to go from there, but the results are randomly generated on a d6 (for instance, the players say "we take the door on the left", and you roll a d6 and consult the table to see where they actually end up). Whether you allow players to backtrack or roll for yet another random location is up to you!

The mazes are unique every time, and can be very short or never-ending depending on the luck of the dice. Feel free to substitute new area descriptions if the originals get stale. And its fun seeing what the players come up with when they map it out.

Keep in mind, mazes of this sort do not obey natural laws, and are best placed in locations that about the Mythical [Underworld](#). Magic of the trail-finding sort is largely useless in the maze, but more potent divinations allow the use of a 1d4+2 instead of a d6, which will usually result in a shorter maze.

**Area 1** - *You enter a 20' square room, with doors strait ahead and to the left and right. Each of them is marked "entrance" in dwarven, orcish, and common. (Roll d6: 1-2 ( go to Area 2), 3-4 (Area 3), 5 (Area 4), 6 (Area 5)).*

**Area 2** - *You enter a 60' long hallway, which ends at another hallway running left and right. (Roll d6: 1 (go to Area 1), 2-4 (Area 4), 5-6 (Area 6).*

**Area 3** - *You enter a 40' long corridor that beds slightly to the left. Just beyond the curve, the hall ends in a wooden door. (Roll d6: 1 (go to Area 1), 2-3 (Area 2), 4-5 (Area 4), 6 (Area 5).*

**Area 4** - *You enter a 100' long hall that dead ends. A trap door is visible in the ceiling just above the dead end (and a secret door is off to the left). (Roll d6: 1 (go to Area 1), 2-3 (Area 7), 4-6 (Area 9).*

**Area 5** - *You enter a 40' hexagonal chamber with a low ceiling painted to look like a constellation-filled night sky. There is a door in each wall, including the one you came in. (Roll d6: 1 (Go to Area 2), 2 (Area 3), 3 (Area 6), 4 (Area 7), 5 (Area 8), 6 (Area 9).*

**Area 6** - *You enter what appears to be a 100' long natural cavern with (1d6) natural alcoves leading off in different directions. Pale lichens glow on the walls and ceilings, and a pool has formed in the center. (Roll d6: 1(Area 2), 2(Area 3), 3(Area 7), 4-5(Area 8), 6(Area 10).*

**Area 7** - You follow a winding 80' corridor that ends in a stairway going (d6: 1-3 up, 4-6 down). The stairs are slippery with blood! (Roll d6: 1(Area 1), 2(Area 3), 3(Area 6), 4(Area 7), 5 (Area 8), 6 (Area 9).

**Area 8** - You enter a 60' circular chamber carved in bas relief of marching soldiery. There are two doors opposite you, a trap door in the ceiling, and a stairwell spirals down from the center of the floor. (Roll d6: 1(Area 4), 2(Area 5), 3(Area 6), 4(Area 7), 5(Area 8), 6(Area 9).

**Area 9** - You march 60' down a corridor to a crossroads, where corridors head off 60' in front of you and to the left a right (50% chance of secret door here too). (Roll d6: 1(Area 1), 2(Area 2), 3(Area 3), 4(Area 6), 5(Area 8), 6 (Area 10).

**Area 10** - You enter a cobweb-filled 30' chamber. An iron-bound door opposite you (50% locked, 50% stuck) reads "Exit" in dwarven, orcish, and common. (Roll d6: 1(Area 1), 2-6(Exit the maze!).



### **House Rule - Ritual Spell Casting**

Preparation - When a Magic User or Cleric prepares their spells for the day, they may opt to leave one or more spell slots "empty". The magic user or cleric may then employ Ritual Spell Casting later that day.

**Ritual Spell Casting (Magic User)** - The Magic User may cast any spell in his spellbook, provided he has his spellbook with him, possesses the necessary components, and has an "empty" spell slot of the appropriate level. Ritual Spell Casting takes a minimum of one turn per level of the spell being cast, and may not be performed under duress or during combat.

**Ritual Spell Casting (Cleric)** - The Cleric may cast any spell allowed by his deity, provided he has his holy symbol with him, possesses any necessary components, and has an "empty" spell slot of the appropriate level. The necessary prayers to perform the Ritual must be performed in a consecrated area (such as a temple of that deity), otherwise the area must be consecrated, which requires a vial of holy (or unholy) water, incense, and takes a minimum of one turn per level of the spell being cast.

**Why use this houserule?** I think it gives spell-casters a little more flexibility - Vancian casting is all about preparedness and making good choices, and Ritual spell casting allows them to take this a step further and decide between filling their slots with spells that can be cast at a moment's notice in the heat of combat or some other challenging situation, or leaving a "reserve" of energy for those times when facing the unexpected becomes necessary - one never knows when one of the more obscure non-combative spells like *Speak with Dead* or *Know Alignment* may prove helpful. There's also the risk to consider of lugging your precious spellbooks into the hazardous environments adventurers frequent - those books are damned expensive to replace!

I like the Sword & Sorcery flavor of this houserule, too. Priests of dark gods muttering foul incantations over corpses chained to altars, old wizards absentmindedly rattling off spell after spell from their tomes as they pursue some inscrutable arcane goal in their laboratories, etc. As a referee, I think it also lets the players more fully explore the complex realm I've taken the time to create for them, as there may not be a steady supply of divination or exploratory scrolls available in a low-magic setting.

### **Megadungeon House Rule: Don't Fall Asleep!**

*"Good luck young adventurer! The Forsaken Halls await you. But a word of warning: do not fall asleep - it is said that those who slumber in the Halls will awaken only to madness! If you absolutely must pass a night in the Halls, seek you a place of sanctuary, such as a shrine of Law. Heed me well, for the town asylum is full of those who did not!"*

Sleeping in the Forsaken Halls is **not** a good idea. Anyone sleeping for more than a consecutive

hour must Save (vs. Spells) or wake up completely mad (Wis 1). The madness of the Halls plunges the victim into a waking nightmare, screaming, weeping, and flailing until *remove curse* or some similar healing is administered.

There are, however, a few safe locations in the Forsaken Halls. The challenge is testing them.

Taking a victim out of the Halls' can be dangerous too, due to all the screaming and wailing. Double the chance for wandering monsters.

This is a good way to discourage players from stopping to sleep every time the Magic User uses his *magic missile* spell up. The saving throw is an interesting way to handle it, because as characters level, their chance of making it through the night unharmed gets better. It also makes an interesting default trap out of simply getting the characters stuck in a room or difficult level for a long time, and have to start making some kind of save or check to stay awake!

### Alignment as Allegiance

While pondering the idiosyncrasies of [Alignment in the Sword & Sorcery](#) realm, I suggested that alignment, as a code of ethics or behavior, was somewhat counter-intuitive to a true, pulpy, Sword & Sorcery setting. The concepts implied by *Allegiances*, rather than those implied by *Alignments* (or at least what they seem to be commonly viewed), would seem to be more in line with fantasy gaming inspired by Howard, Leiber, Vance, or Moorcock.

But in a universe where 99% or so of adventurers (or "freebooters", as I like to think of them) would most rightly be considered "Neutral", how best to differentiate those who have thrown in their lot with "Law" or "Chaos"?

In Sword & Sorcery genre terms, the motivations for an individual to pledge themselves may be primarily class-based. A sorcerer, I would assume, would be most likely to pledge himself to Chaos so that he or she could more easily become a more powerful sorcerer. A cleric may pledge him or herself to Law to become a more powerful cleric and therefore more easily impose order on a world that has committed some perceived injustice. There must be some tangible benefit for a character to formally declare an allegiance with one side or the other. With the benefit must come some great penalty for failing to honor that allegiance. The penalties must be terrible to contemplate!

One possible way to handle this could be something like this:

**Allegiance to Law or Chaos:**

A character of at least 2nd level formally declares his or her intention to obey and further the ends of either Chaos or Law. The exact process necessary to make this formal declaration is up to the referee - perhaps a period of vigil and fasting, perhaps a terrible sacrifice or ritual, perhaps merely uttering a terrible oath following some personal tragedy. The character then gains a particular class-based advantage, provided that character remains faithful to his or her chosen cause and commits no great infraction. If such a character should fail to do so, he or she immediately loses any benefits of the allegiance, loses 1d2 levels of experience, and must roll on the dire consequences chart below.

**Benefits:**

Choosing an allegiance to Law or Chaos provides two important benefits. One is a supernatural enhancement to the character's effectiveness. This enhancement is typically class-based, and may vary depending on the character's goals or desires. Magic-Users and Clerics typically receive the benefit of functioning as a caster of one level higher than their current level of experience (i.e. a 6th level magic user would gain extra spells as a 7th level character, and spells would function at 7th level). Fighting Men typically receive bonus hit points equal to an extra HD at maximum potential, a +3 bonus to-hit and damage against foes of an oppositional power, and a +1 bonus to-hit and damage against all other foes. The second benefit of Allegiance is that all other true believers are sworn to assist the character in any way possible when that character is engaged upon an errand to further the ends of that power (this of course does not prevent treachery or infighting once that errand is satisfactorily completed).

**Death:**

The most favored servants of Law and Chaos have been known to cheat death if their patrons have further use for them. In situations where the aligned character has been killed, or faces certain death, there is a percentile chance of 5% per level of experience of divine intervention. This intervention may be expressed in different ways, from miraculous healing, to sending an ally, or whatever the referee feels is appropriate to the situation.

**Dire Consequences:**

When an aligned character fails their patron or power in some inexcusable fashion, he or she immediately loses all allegiance benefits, loses a level of experience, and must roll on the chart below (d20):

- 1 - Character is visited by patron, and killed in some horrific fashion.
- 2 - Appearance is forever cursed, suffer a loss of 3d6 points of charisma (to a minimum Cha of 3).
- 3 - Health is forever cursed, suffer a loss of 3d6 points of constitution (to a minimum Con of 3).
- 4 - Vision is cursed, permanent blindness.
- 5 - Future is cursed, permanent penalty of -20% to experience point gain.
- 6 - Performance is cursed, permanent penalty of -1 to all attack, damage, and saving throw rolls.
- 7 - Referee's Choice, or invent a new, appropriate penalty.



8-18 - No further penalty.

19 - Patron shows gratitude for character's past service by waiving the normal level loss.

20 - Character is forgiven, patron restores all benefits and gives character one more chance.

### **What about the Neutral guys?**

All that excitement above may seem like an impossible lure to players, which could potentially defeat the whole purpose of making changes to the alignment system - creating a world where most adventurers are Neutral. So maybe a couple of simple, but not terribly unbalancing, benefits are appropriate for those who hold the honorable character trait of Selfishness on its proper high pedestal, such as a +5% bonus to xp and the option to re-roll one failed saving throw a day.

This is all just brain-storming, of course, but seems like it could be an entertaining alternative to the "traditional" system of alignment.

### **Death and Alignment in my Omega Campaign Setting**

*Goodwife Sera wrung her hands together in the candlelight, her tiny children beside her nervous with glistening cheeks. Across from the bed stood her wrinkled old gran, watching intently as Jiro, the village physician, worked on Sera's broken husband. Sera had warned her husband about buying the ill-tempered Loro: even she knew plow-beasts should be docile and determined. Some warrior would have gotten better served by the thing, and now here her husband was, trampled nearly unto death.*

*Or unto death.*

*The physician stood up, put his instruments away, shook his head sadly at Sera, and left the family alone to watch as the unconscious farmer's breaths grew shorter and more ragged, and then stopped altogether. Well, that was that then, thought Sera, by necessity putting her tears aside - her family would need her to be strong now, at least until she found a new man to support them. She reached out to pull the blankets over her dead husband's face, but then jerked her hand back with a stifled scream.*

*He was burning hot! Within seconds, the farmer's body was consumed by heat, dissolving into a hissing steam that quickly dissipated into the humid air of the cottage, leaving behind only sterile bones, and clothes and blankets seemingly unmarred by the heat. Sera and her children gawped.*

*Gran looked at them, her toothless mouth open in a lop-sided grin. "Ayup," she said with a chuckle, "told ya so!"*

When the vast majority of human Omegaeans die, their bodies slowly and normally decay, for they are Unaligned (or "Neutral"), and no supernatural forces hold sway over their bodies or souls. But for those who have committed themselves to the service of Law, or of Chaos (or have

been born to one or the other, such as with the races of Aelfar and Trogha), death is not so natural and gentle a process.

### **Death**

The bodies of those sworn to Chaos spontaneously combust, their flesh consumed by heat, fire, smoke, and steam (or some variation thereof), leaving behind only a clean, white skeleton. Strangely, the heat of this consumption never harms anything the body is laying upon or touching.

Conversely, the bodies of those who obey the powers of Law quickly stiffen and petrify, turning into white marble. These marble bodies do not weigh much more than their living selves, for they are somewhat hollow, and can be crushed if one tries hard enough.

### **The Afterlife**

The bodiless souls of most, unaligned, folk go to the endless Underworld beneath Omega. The souls of the servants of Chaos, however, return to the raw essence of the world. Some become spirits of the water or air, others of the fires in the roots of mountains, and some even become mindless parts of the unseen magical energy that twists and winds through all things.

The souls of the servants of Law go to the wide Land of Steel and Crystal, where lies the City of the Gods, where they tend the endless gardens, pleasure domes, palaces, and bureaucratic institutions of the gods (ironically those of both Law *and* Chaos, it is rumored).

Naturally, those who serve both Law and Chaos have been promised an afterlife of unimaginable Paradise once one side or the other wins the Eternal War. But the majority of souls, those great masses of the Unaligned, haunt the endless corridors and pale gardens of the Underworld, engaging in the search for passed loved ones, crying out to the heavens for succor, holding grand fetes and poetry readings, and other unliving pursuits, as they wait for the End of All Things.

### **Coming Back from the Dead**

Bringing someone back from the dead is a complicated and iffy process. Of course there are infamous spells of "Raising the Dead" and "Resurrection", but all they really do is open a portal to the Underworld (or the Spirit World or the City of the Gods as the case may be). It is up to the mortals wishing to retrieve them to actually go in there and do so - and they'd better have a damned good reason to, or they risk drawing the ire of the gods.

## **New Races for Fantasy RPGs**

I was thinking how much of a game-changer it would be to throw out the "traditional" non-human races of most fantasy rpgs and replace them with a whole new "core set". Think how this might change the history of the campaign setting. No more eldritch elven forests, now you have the sunken, swampy, pyramid-filled ruins of the lost Lizardmen civilization. Instead of lost dwarven mines, the colorful crystalline manors of the Oni. Inns filled with drunken and carousing Imps, wheeling through the smoky air, instead of hairy-footed hobbits?

Some ideas:

### **Lizardmen**

I've often included lizardmen in my more sword-and-sorcery influenced games. Something about this savage remnant of a once-proud race - from the Silurians of Doctor Who to the disk-throwing reptilians of Elric's ancestral home this is an ancient race still clinging in pockets here and there. Perhaps not all have descended into savagery, lurking in mounds outside of borderland keeps, perhaps some still cling to the "old ways" - performing dark rituals at bloodstained altars, weaving dark webs of forgotten sorceries, or simply trying to co-exist as well as possible in the great fleshpots of humanity.

Lizardmen receive a +1 bonus to Dexterity for their sinuous nature, and a -1 penalty to Wisdom as they are easily led astray and misguided. They have a natural AC equivalent to Studded Leather. They may be Fighting Men (to a maximum of 8th level) or Thieves (unlimited), and a rare few become Magic Users (maximum 9th level) or Clerics (Max 5th level).

### **Oni**

I also have thought the Oni, or Ogre Magi, would make for a good PC race. Obviously, they cannot just be taken out of the Monster Manual as-is - they would be too overpowered compared to the other races. So we must assume the "standard" Oni in the manual is the apex of the Oni, as it appears after a lifetime of experience and training. Our Player Character Oni starts as a simple 1st level wimp, and slowly gains the abilities of the traditional Ogre Magi as they progress.

Oni are 7'-9' tall, with various shades of green, blue, or red skin, black or white hair. Some possess an unearthly beauty, and most have gleaming white tusks which lend them a savage mien. While many are perceived as being evil, this is simply due to their alien nature and the fact that their objectives are often at odds with those of humanity. No few Oni lurk among humanity though, and many have an artistic, literary, or historical interest to explore. Oni receive a +1 bonus to strength due to their great stature, but have a -2 penalty to charisma due to their inhuman nature (this does not apply when dealing with other Oni). They typically

advance equally as Fighters and Magic Users (I recommend as the B/X Elf class), though a few become Thieves and Assassins as well. Oni can appear as human at will, though they have their own particular look as opposed to mimicking a specific individual - this illusion disappears when they are sleeping or unconscious. A 3rd level, the Oni can become invisible at will, at 5th level, the Oni can cast Darkness at will, at 7th level, the Oni can assume gaseous form once per day, and at 9th level, the Oni can cast Cone of Cold once per day.

### Imp

The Imp as a player race is not the Diabolical creature, but rather a less-powerful earthly version, though the two appear similar and share several personality traits, such as mischievousness and a sometimes cruel sense of humor. Popular mythology has the Imp as an offshoot of the Diabolical Imp that were abandoned after a war with hell. Imps are typically between one and three feet tall, have skin in various shades of red, orange, yellow, and green, are gangly limbed, horned, and have weak but functional wings.

Imps receive a +2 bonus to Dexterity, but suffer a -2 penalty to Strength due to their diminutive size. Imps typically progress as Thieves, Magic Users (max 7th level), or a combination of both. They can fly for a number of turns equal to their level, but then must rest for an equal number of turns. Imps are disturbingly observant - they notice every detail! They detect traps and secret doors on a roll of 1 or 2 on a d6, and can detect magic as per the magic user spell, at will.

### Unliving

The Unliving were once mortal men and women of a bygone age, but their god was slain in combat with a rival deity, and their souls were denied access to the Underworld as a result. While you would expect them to be dour and brooding due to their unnatural state, they are actually quite hedonistic, and love to indulge as much as possible. Their appearance is often gray or pallid, and a faint stink may linger in the air, but they often take great lengths to keep themselves as clean and fresh as possible, and make liberal use of cosmetics, herbs, lotions, and stimulants to increase their "lifelike" look.

Unliving receive no bonuses or penalties to their abilities, which remain the same as when they died. Though Unliving appear anywhere from child-age to elderly, they are all mostly about 200 years old at this point. They are immune to poison, cold, and disease, but take an extra point of damage per die from fire and are harmed rather than helped by clerical healing (potions work normally though). Unliving actually regenerate at a rate of 1hp per hour so long as there is a brain to will it to happen. Unliving may advance as any class, and can see into the infra-red spectrum for up to 120' provided there is no other light source to spoil it. They do not need to

eat or drink (and in fact they cannot digest it) but love to do so nonetheless, discreetly vomiting up the meal later so it does not rot in their bellies.



**4 Items to add a dash of sci-fi to your fantasy campaign :**

**The Bejeweled Shield**

Next time your players face off with a hideous abomination like a Black Pudding, or Owl Bear, or somesuch, let them know there is a square, golden, shield-sized panel encrusted with multi-colored, flashing gems of various sizes. The shield does not radiate magic. It slowly stops flashing as the creature it is attached to dies. The players will likely take the item with the intent of exploring its possible uses or selling the gems. The shield's true purpose is to turn a human into an abomination in 1d6 days, and it will lash out at any humans nearby once the transformation is complete before returning to guard whatever location the first abomination was guarding. What lost alien race created the item?

**The Raven Lance**

This item appears to be a 12' long lance made of some lightweight black metal (a type of aluminum) with a pointed end flanked by two sharp flanges, giving the tip a raven-like appearance. Four thumb-studs are visible next to a rubbery handle-grip further down the shaft. Depressing a button causes a blast of energy to emit from the end of the Lance (Lightning, Cold, Fire, or Radioactivity depending on the button pushed) which causes 6d6 points of damage in a cone up to 120' long and thirty feet wide. Only 3d5 charges remain in the Lance. The Lance was used by a famous, long-dead hero of old to defeat a great demon. The Hero claimed he was given the Lance by an angel that had descended from the heavens in a fiery chariot. The Lance now stands forgotten, along with a suit of normal plate mail, in a dusty corner of the local museum.

**The Silver Gauntlet**

What at first appears to be an elbow-length, chainmail gauntlet is actually made of some lightweight cloth. The cloth is covered in strange, neat-looking heiroglyphs of unknown origin. It only has three fingers and a thumb, but a human can cram two finger into one space without too much discomfort. The Gauntlet is indestructable for all intents and purposes, and can therefore be used to reach into fire, acid, etc without harm. It can also be used to block blows in place of a shield (treat as non-magical shield +1). The Silver Gauntlet is found on an odd looking humanoid, possibly some sort of mutated orc or something...

**The Moaiculus**

This appears to be an animated stone statue about 2' tall of a man with a large head and small body (see [Moai of Easter Island](#)). It is, in fact, a living, immortal, intelligent, alien being (though silicone-based rather than stone). It's name is "Aahxa", and this is the only word it can speak (and it certainly does love to speak alot "Aahxa, Aahxa, Aahxa!"). Aahxa is typically found locked

in a treasure vault or down in a pit trap, hoping someone interesting will come along and rescue him. He will then travel around with his rescuer for a while, causing mischief at times, helping out at others. He is very wise, and very old, though he has difficulty imparting his wisdom ("Aahxa!"). Its possible that at some point a fiery chariot may descend from the sky to take Aahxa back to the stars. He's pretty good at climbing walls, sneaking around, solving complex puzzles and riddles, and is immune to damage from fire, poison, electricity, acid, cold, and slashing or piercing weapons. If harmed, he regenerates at a rate of 1hp per turn. HD4; hp20; AC0[19]; Atk 2 fists; dmg 1d6 each; Save F4.



## New Class: Psychic Knight

*Centuries ago, when the Mindlords of Dyskatyr threatened to overrun the free lands, an order of knights was founded, both to combat the minions of the Mindlords on their own terms, and to protect those psychically-sensitive youths so often targeted for kidnapping and subversion. After decades of conflict, the Mindlords were defeated, and only a few Psychic Knights survived. The fickle populace of the free lands, ever fearful of powers they did not understand, eventually turned on the order, and the knights were driven out of civilized lands, into the steaming Western Wastes or the frost-rimed Mountains of Phoone.*

*Lately, men have appeared again on the borderlands bearing the Black Starburst sigil of the lost order. Have the knights truly returned? If so, why? Do they seek to redress past wrongs, or have they emerged from their exile to fight some new dark power that threatens civilization?*

### Psychic Knight

Psychic Knights are psychically-sensitive men and women who have been trained both as warriors and to harness the prodigious powers of their minds. They often live a wandering life, seldom returning to the secluded enclaves out in the wastes where they were trained, and their motives are often inscrutable. They tend to be suspicious of "normal" people, as the past has taught them some extreme lessons of the difficulties of being "different".

**Prime Attribute:** Charisma 13+ (5% xp)

**Hit Dice:** 1d6+1 (max 9d6+9)

**Armor/Shield Permitted:** Leather, Studded Leather, Chain Mail, no shields.

**Weapons Permitted:** Any

**XP progression chart:** as Magic User

**Combat chart:** As Fighting Man

### Class Abilities

**Psychic Enhancement** - the Knight may focus his psychic abilities to affect his attacks, damage, or armor class (only one at a time, stated before initiative). This is a bonus applied to the attack, damage, or armor class of +1, which increases to +2 at 4th level, +3 at 7th level, and +5 at 12th level (Psychic Master). At the referee's discretion, the player may also use this bonus to temporarily affect the Knight's speed, height of jumping, strength rating to bend bars, etc.

**Psychic Aura** - The Psychic Knight constantly projects an aura of psychic power visible to other psychically-sensitive, sentient beings. The intensity of the aura is often directly proportionate to the level of power of the knight. This aura can conflict unpredictably with magic items, and Psychic Knight will avoid such trinkets (never, ever possessing more than 3, and less is best),



usually favoring interesting devices and artifacts of lost technologies.

**1st level: Mind Blast** - The Psychic Knight can stun one sentient target within 90' - the target must successfully save vs. the attack or fall into a drooling torpor until awakened (as per the sleep spell). The knight can Mind Blast once per day at first level, twice at second, and a maximum of three times per day at third level and above.

**2nd level: Detect Psychic Ability** - The Knight can detect Psychic ability within 90'. This is most often used to find new recruits.

**3rd level: Psychic Sopor** - The Knight can Mind Blast a group of weak sentient beings, as per the sleep spell, once per day.

**4th level: Clairaudience/Clairvoyance** - The Knight can use these abilities (as per the magic user spells) once per day at 4th level, twice a day at 7th, and thrice a day at 10th level.

**5th level: Suggestion** - as per the magic user spell, once per day at 5th, twice a day at 8th, and thrice a day at 12th.

**6th level: Fly** - as per the magic user spell. Once a day at 6th, twice at 9th, and thrice at 13th.

**7th level: Phantasmal Force** - as per the magic user spell, once per day.

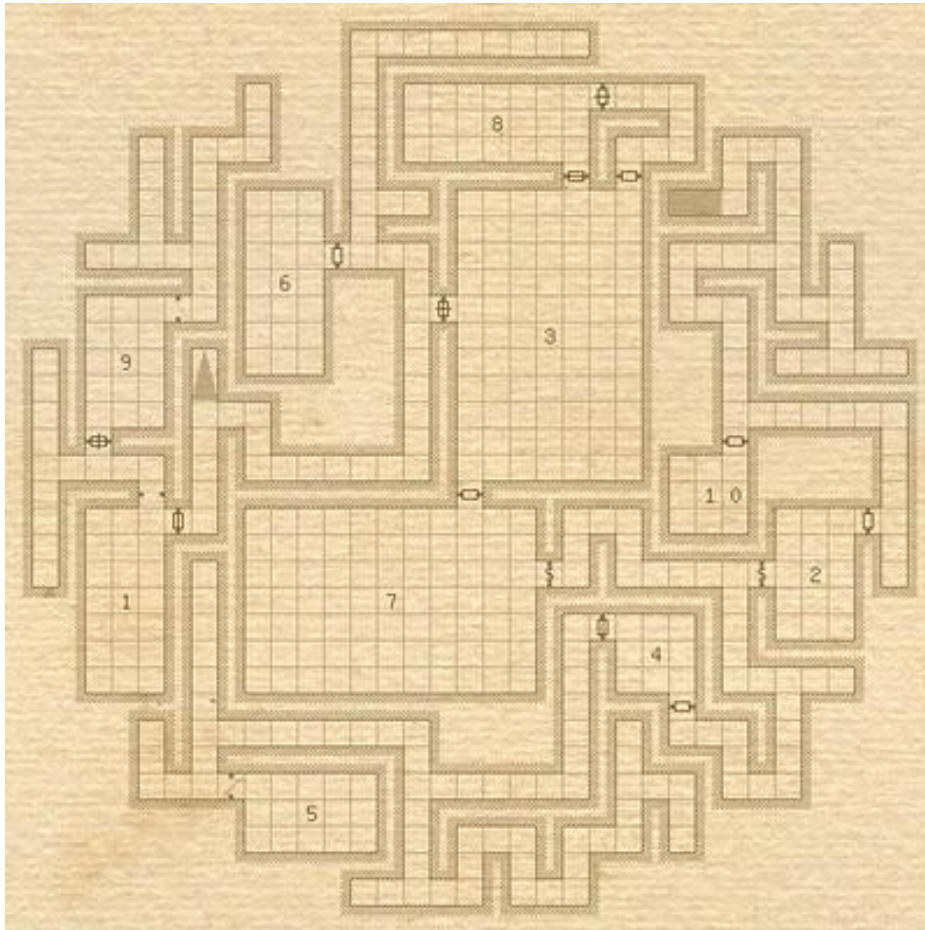
**8th level: Confusion** - as per the magic user spell, once per day.

**9th level: Feeblemind** - as per the magic user spell, once per day.

**12th level: Psychic Master** - the Knight may use **one** of the following **once** per week: Legend Lore, Project Image, or Teleport.



## Adventure - Beneath the Crystal Dome



### Beneath the Crystal Dome

*Out in the Western Waste, beyond the great stone head of Oos, a cracked crystal dome, streaked with blue and green algae and draped in moss, rises from the suppurating peat of the bog. Strange stone columns jut from the ground here and there around the dome, and skeletons caked in green slime are hanging from several of them. An unsettling deep buzzing, as if from cicadas the size of wagons, fills the steamy air.*

**At the top** of the dome (60' up, and difficult to get to) is some sort of metal, valve-like entryway, not unlike a submarine hatch. The valve opens easily, as if it has been dutifully maintained. The wilderness around the dome is crawling with man-sized, green and black beetles. The beetles are hostile and will cut men to pieces with their razor-sharp mandibles. If cut open, each contains a small black metal box with a single flashing red light and a clump of wires that attaches to the insects' brainstems. On a roll of 20 the beetle has injected a paralytic poison into its victim (save -2) and will feast at its leisure upon the still-living meal. (**Bog Beetles** - AC5[14]; HD2; hp10; atk bite; dmg1d6; Save F2).

**Within the dome** (300' across) is a tangled jungle (once a greenhouse of sorts) of bizarre and often hostile plant life. Roll once per turn on the table below to determine if anything lashes out at explorers. Near the western side of the dome, buried in fungal growths, is another hatch, leading to the tunnels beneath the dome. In the SE area of the dome is skeleton, still garbed in the flying leathers of the Air Pirates of the far north. At his belt is an ornate, brass and wood radium pistol with 11 rounds of ammunition (Dmg 2d4; Range 100'; RoF 1), a stainless steel shortsword with a rubber grip, and a flashlight-ring (as per the *light* spell) with about an hour of use left in its tiny battery.

### **Greenhouse Encounters (1d6)**

- 1-2 - No encounter
- 3 - Violet Fungi
- 4 - Assassin Vine
- 5 - Green Slime
- 6 - Amber Creeping Vine

### **Beneath the Greenhouse**

The corridors are perfectly 10' high and 10' across, and perfectly level. The walls are stone but how they were worked is indeterminable. The stone is white in places, but mostly streaked with algae, mold, and mildew. A strong smell of decay permeates the air. A deep throbbing can be both heard and felt through the walls and floors. Every so often, a sharp "crack" (like the cracking a whip, only higher in pitch) echoes through the corridors and chambers. Doors here are stone with stainless steel handles, and most are stuck. There is a **1 in 6 chance per turn** that the party encounters a group of **3d4 zombies** in filthy white jumpsuits with steel maces. A stair in the NE area leads down to a subway terminal.

1. **Bunk Room** - This room contains 14 triple-bunk beds, the mattresses long since rotten away. A patch of **Green Slime** grows on the ceiling in the center of the room.
2. **Control Room** - One door to this room is secret, the other is locked. Within are several consoles covered in knobs and buttons (all smashed) and seven wall-screens. Six of the wall screens are smashed, but one still functions and gives a snowy image of the greenhouse interior above.
3. **Map Room** - The west door to this room is electrified (3d6). The floor of the room is glass, and depicts the SE area of the continent of Omega (The Western Wastes, the Sunken Lands, the Fungal Forests, and the Quartz Barrens). Several points of light, pulsing weakly and connected by glowing lines, can be seen throughout the area. A small white box is clamped to one wall with a red "x" on it - it contains 13 syringes, only 4 of which are unbroken (2 as *potions of healing*, 1 as *potion of cure disease*, and 1 as *potion of neutralize poison*).
4. **Examination Room** - A dwarf in chain mail has been clamped to a white metal bed here. The corpse is dessicated, but still identifiable, and its chest has been clamped open to expose the internal organs. Its left boot conceals a small velvet pouch containing 9 small diamonds (100gp each).

5. **Trophy Room** - The walls are hung in various military banners. Seven manikins stand here, each dressed in a different sort of armor and weaponry (brass breastplate, shield, and spear; chain, norse-helm, and dane-axe; black studded leather and two curved daggers; scale mail, square shield with spike, and falchion; green-lacquered plate mail, great-helm, and musket; ring mail, insectoid helmet, and glaive; rune-scribed crimson kevlar vest, helmet, and greatsword. The plate-mail manikin appears to have some sort of ornate harness attached - this is in fact a 10-legged arachnid predator with whirling green eyes (as medium giant spider).

6. **Empty Room** - This room is pristine white stone. Not a fleck of dust. Not even a bacterium. Sleeping here causes 1hp damage per hour (radioactivity).

7. **Laboratory of the Supernatural Anesthetist** - A shriveled-looking man in a white lab-coat works here amidst flashing consoles, examination tables, and inscrutable tomes. Magic circles have been inscribed on the floor, and six glass sarcophagi stand along one wall (one contains a tanned-looking corpse clutching the lost Sword of Rhoghrim). The man is **Lom** - he is 700 years old, has a black gem in the center of his forehead, and mutters madly to himself as he works. Three of the examination tables contain unconscious humans - an old man, an adolescent girl, and a deformed local farmer - all of whom have been stuck with pins and have wired sensors glued to various spots but are otherwise unharmed. Lom was an apprentice of the Mindlords of Dyskater before their fall. He will talk to explorers, but only to trick them onto his examination tables. Lom keeps a hoard of platinum bars (10 bars, worth 100gp each) under his filthy cot in one corner. He can summon 1d6 zombies to his aid each round (max 30 zombies). Lom has a radio transmitter wired to his heart that initiates a self-destruct system in the lab if he dies (as 10HD Fireball, alarms will go off for 10 rounds prior to the explosion). (**Lom; AC4; HD7; hp24; atk dagger; dmg 1d4; Save MU7; spell-like abilities charm person, hypnotize, hold person, slow, animate dead, confusion).**

8. **Store Room** - The east door is electrified(3d6), and the south door is locked. This room contains crates of iron rations (about 20 man-weeks worth), 20 5-gallon plastic jugs of water, 12 hams, 1 case of purple wine bottles, 6 large wheels of cheese, 1 large box of powdered milk, 24 tin cans of chili, 6 large sacks of rice, and an assortment of dried meats and jarred olives. A jump-suited zombie stands here, inert unless molested, clutching a feather quill and a checklist.

9. **Sealed Area** - The south door is locked and electrified. This room has not been opened in the two-hundred years since Lom first came here. It contains the mummified corpses of the last 12 survivors who made there stand here during the assault of Lom's zombie horde. Lom locked them in and let them starve to death. The mummies are garbed in white leather armor and fine-quality steel rapiers lie here and there. One corpse still clutches an extremely realistic looking painting (photograph) of a young woman and two small children.

10. **Freezer** - This room is a solid block of ice. What lies within, should the party choose to "defrost" it, is up to the referee.



### Spirits of the Elder Wood

Despite Mankind's best efforts to tame the wilderness that surrounds him, still small knots of Elder woodlands persist, whether deep in the heart of nearby forests, down in secluded ravines, or even stubborn remnants in the heart of otherwise cultivated lands. Many of these enclaves serve as homes and shelters for ancient spirits of the primeval days of yore. While the sages of civilized settlements often deny the existence of such beings, relegating them to the realm of mythology, many rural folk know they still exist, and show respect and make offerings according to the old ways.

Adventurers who venture into Elder woods would do well to show the same respect, lest horrors from a lost age befall them...

#### Hinikins

Often appearing as 6-inch-tall beautiful elf-like maidens with butterfly-like wings, their appearance is actually illusory. In truth, they are winged, centipede-like creatures of great cunning. Usually acting as servants of more powerful forest spirits, if left to their own devices they are fascinated with the collection of shiny coins, jewels, and baubles, sometimes amassing small fortunes in the boles of ancient trees. They are easily offended by creatures who do not amiably give up a desired treasure, a behavior they consider irredeemably selfish. A good sized swarm of them can strip a humanoid of meat in seconds flat, and their bite is mildly paralytic (save or as *slow* spell), making it extremely difficult to run away from them!

(HD1d4hp; AC3; atk bite; dmg1+poison; Save:F1)

#### Kelgur

A Kelgur is a three-foot-tall, vaguely boulder shaped humanoid with stubby legs, large hands, and a single, huge, blue eye that can see through illusions, darkness, or charms of invisibility. The Kelgur speaks in a gravelly voice, and can be quite jovial if approached in a respectful manner. It has a great appetite for well-crafted ales, and a love of bawdy songs and jests. Ugly creatures (Cha9 or less), however, offend it greatly and had best make themselves scarce, or cover up. Kelgur are known to keep to hoards of gold nuggets (worth 4d4gp each) and will sometimes gift them to companionable visitors of appealing looks. Kelgur are vastly ancient,

and filled with lore from past ages (as *Legend Lore*).  
(HD3+3; AC4; atk 2 fists; dmg 1d6 each; Save:F3)

### **Berai**

The Berai are seven immortal tree-spirits. A millennia ago, they were seven virgin sisters who refused to wed a tyrant favored by the gods, choosing instead to remain wedded to their ancient druidic faith. A great curse was placed upon them, and now they transform into trees each day at dawn, until transforming back into beautiful maidens at dusk. They can *charm* humans at a glance, and take great delight in male company. Nonetheless, none will lay with a man, and if pressed to do so will be roused to anger. They have magical abilities equivalent to a druid of 7th level, and will sometimes help folk with their healing abilities if properly approached. Despite their hands-off policy, they are extremely jealous and will seek revenge upon favored men who do not remain "faithful" to them. If killed, a sprout will form in the spot, and the Berai will be reborn in 1d6 weeks.

(HD6; AC5; atk spell or dagger; dmg 1d4; Save:D7)

### **Skoultch**

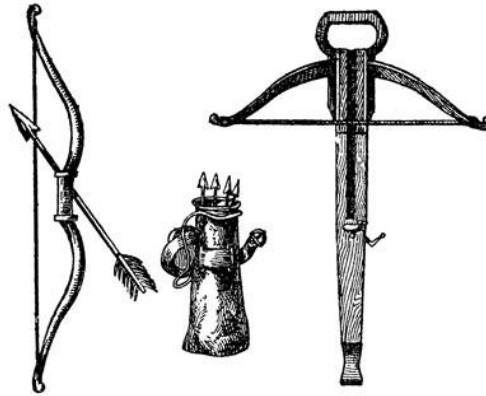
The skoultch is a seven-foot-tall, gnarled humanoid with a bizaare mix of plant and animal features. No two skoultch look alike. Skoultch are fascinated by the everyday behaviors of people, and will creep into towns and villages at night to watch or listen to them through open windows and loose doors, sometimes being so bold as to enter dwellings and stand over folk as they sleep. They are extremely fond of dairy products like sweet cream and cheese, and folk who know of them leave such foods outside as an offering of peace. Skoultch are easily startled, and will react violently to such intrusions on their quietude. However, they are fond of children and will never harm one.

(HD4; AC7; atk 2 claws and bite; dmg 1d4x2 and 2d6; Save:F4)

### **Gurule**

The Gurule is the undead corpse of a soldier lost in the deepest woods, usually having died of exposure, starvation, or predation. They appear as mummified corpses in tattered chain mail, holding battered shields and rusty swords, and their eyes gleam with sickly green light in the darkness. Sometimes entire platoons of these menacing undead wander around, searching for a home that has long since crumbled into history. For clerical turning purposes, they are treated as "wights".

(HD2; AC5; atk sword; dmg 1d8; Save: F2)



### Infamous Arrows of Kville

No one knows the origins of the legendary fletcher and bowman Kville, but dedicated archers are sure to come running when the colorfully dressed, odd little traveler is in town. He crafts and sells a wide range of peculiar arrows\* not found anywhere else. Kville is good at sizing up his customers, and so charges 20gp per level (based on the average level of the party) per arrow, rather than a fixed price. For instance a party averaging 4th level will be charged 80gp per arrow.

Kville is not very forthcoming about the properties of his arrows, typically offering only one-word descriptions of their abilities ("fire.", "love.", etc) and has been known to heap scorn or even deny sales to those who demand more explanation.

Occasionally a brave (or foolish) man will challenge Kville to a contest of skill at archery, but if any have beaten him, it has yet to be recorded or verified (any bow is treated as a +5 weapon when held in Kville's hands). When beaten, the challenger is doomed to buy Kville's drinks for the remainder of the day and night, and suffer through his countless inappropriate jokes and nauseating tales of seduction.

Kville typically has 2d6 arrows of various sorts available for sale on any given visit. All arrows lose their magic upon being successfully striking a target. Arrows that miss have a 50% chance of retaining their charm. Roll on the table below (**1d12**) for each arrow to see what Kville has:

**1. Red Arrow** - This arrow is made of some reddish wood with a flame-shaped copper-burnished arrowhead, and cardinal feather fletching. Upon striking its target, it bursts into flame for an additional 1d6 points of damage to anything within 5'.

**2. Gray Arrow** - This arrow is made of chalky wood with mica fletching and a slate arrowhead. Upon striking, a target must save vs. petrification or turn to stone. It will sink as deeply into

solid stone or metal as a normal arrow would into soft wood. This arrow is also unbreakable, and is useful for spiking doors open or shut, hanging a rope from, etc.

**3. White Arrow** - This arrow is made of white wood, with goose feathers and a silver, feather-shaped tip. Upon striking its target, that target must save vs. spells or fall into an unbreakable slumber for 2d6 turns. Sleeping with an unfired white arrow held in loosely in one hand results in double the normal healing for the night, but there is a cumulative 5% per night that this drains away the arrow's magic.

**4. Yellow Arrow** - This arrow is made of bamboo, with canary feathers and a bronze tip. Handling it imparts a vague feeling of unease and a mild case of heartburn. Any target struck must save vs. fear or fall into a helpless fit of panic and shakes for 2d6 rounds, fleeing if possible.

**5. Green Arrow** - This arrow is made of fresh, mossy pine, fletched with parrot feathers, and tipped with an eroded-looking copper arrowhead. Anyone sniffing at it is nauseated. Targets struck take 2d6 points of poison damage (save for half).

**6. Black Arrow** - This arrow is made of pale bone, fletched with crow feathers, and tipped with a chip of obsidian. It is unnerving to handle. Targets struck must save vs. spells or lose 1d3 levels (or HD, death if reduced to "0"). Only one such arrow is available at a time, reroll any further results of "6".

**7. Blue Arrow** - This arrow is made entirely of glass and fletched with gull feathers. It will cause frostbite if handled barehanded for more than a round. Upon striking a target, it releases a blast of freezing cold, doing 1d6 points of damage to anything within 5'.

**8. Pink Arrow** - This arrow is made of balsa, fletched with doves feathers, and tipped with a soft pewter arrow head that only does 1hp of damage. It is pleasantly warm to the touch. Anyone struck by this arrow must save vs. spells or fall madly in love with the first individual they see.

**9. Ghost Arrow** - This arrow appears to made entirely of some sort of cohesive mist. It can be bent and even crumpled up, but will straiten back out in a round or so. Anyone struck by one takes no damage, but must save vs. spells or suffer total amnesia.

**10. Hollow Arrow** - This slightly wider than normal arrow is hollow, fletched with pigeon feathers, and tipped with a glass arrowhead. The arrowhead unscrews, and the shaft can be filled with one magical potion, vial of acid, or vial of holy water. Upon striking its target, the arrow does only 1d2 points of damage, but injects or splashes the arrows contents as appropriate.

**11. Gold Arrow** - This arrow is made of willow, fletched with red-tailed hawk feathers, and tipped with a gold-leafed arrowhead. These arrows are treated as +5 magic arrows, and will



return to their owner's quiver upon a miss (unless that miss is a natural "1"\*.).

**12. Motley Arrow** - This arrow is made of random-looking, seemingly cobbled together materials. Its appearance belies its potency, however, as upon firing it bursts into 2d6 separate normal arrows (roll to-hit for each, against up to 3 targets).

*\*It should be noted Kwille's arrows are "Infamous" because any arrow fired has a 5% chance of flying off into the distance for a round before turning back around and targeting the person who fired it (determined by the person firing it rolling a natural "1" to-hit). The archer must then roll to-hit a second time against their own AC.*



## **The Horrible Blue Book of Jir Harish the Mad**

**Jir Harish**, once the famed court wizard of Peldivarn, was last seen taking ship for the trackless sands of the Satripin deserts. Though he was never seen or heard from again, a number of his personal effects turned up in the markets of Mythrrior, including the Blue Book. The Book details the Seven Pacts of Bhaharash-Ba, an elder elemental lord of Air.

Each Pact made imbues a wizard with a spell-like ability that may be used up to three times per day. The wizard making a pact must have undertaken any pacts below it (ie must have taken Pacts One and Two to make the Third) and must meet a minimum level requirement. Once the pact is taken, the wizard suffers a loss of sanity, the amount of which is detailed below. Thus far, no one has achieved more than four of the seven pacts without succumbing to total madness (Wis3 or lower).

**First Pact - The Protecting Arms of Aballish.** This pact allows the wizard to use *shield* up to three times per day (minimum level 3rd, Wisdom loss 1d2 points).

**Second Pact - The Shifting Mirage of Kolek.** This pact allows the wizard to use *invisibility* up to three times per day (minimum level 5th, Wisdom loss 1d3 points).

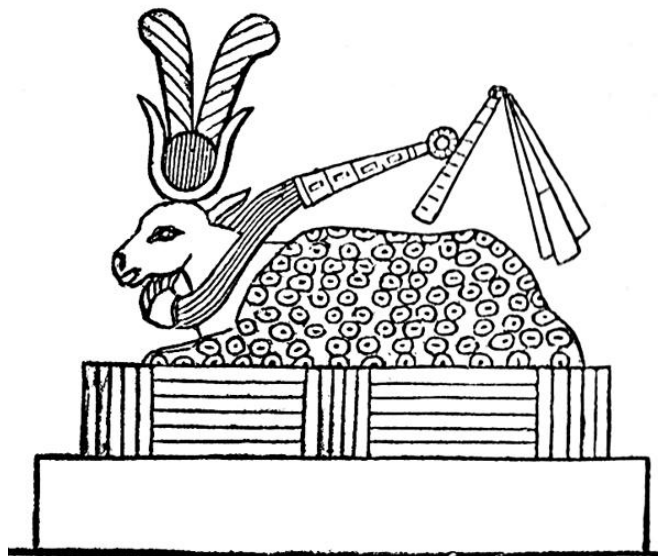
**Third Pact - The Rising Winds of Lord Sande.** This pact allows the wizard to use *fly* up to three times per day (minimum level 7th, Wisdom loss 1d3 points).

**Fourth Pact - The Chilling Breath of Oltapeshi.** This pact allows the wizard to use *ice storm* up to three times per day (minimum level 9th, Wisdom loss 2d2 points).

**Fifth Pact - The Horrible Servants of Iyishi Phyyri.** This pact allows the wizard to use *conjure elemental (air)* up to three times per day (minimum level 11th, Wisdom loss 2d2 points).

**Sixth Pact - The Mighty Blessing of Baharash-Ba.** This pact allows the wizard to use *control weather* up to three times per day (minimum level 14th, Wisdom loss 2d3 points).

**Seventh Pact - The Baleful Curse of Bohorum.** This pact allows the wizard to use *power word, kill* up to three times per day (minimum level 18th, Wisdom loss 2d4 points).



All Content by Al Krombach

Cover Art John Bauer (1882-1918)

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