
SANTICORE 2014 THINGS

SENIOR WHIP-CRACKERS

Pearce Shea
Ed Hackett
Steve Sigety

WRANGLERS

Alex Fradera
Christopher Wood
Ed Hackett
Jeff Russell
Jordan Smith
Lucien Reeve
Pearce Shea
Michael Raston
M Nicksic

Mike Evans
Mateo Diaz
Nathan Ryder
Steve Sigety
Lance Toth
Noah Stevens
Peter C.
Tim Snider

LAYOUT DESIGN

Jez Gordon

LAYOUT

Christopher Wood
David Wood
Derik Badman
Jeff Russell
Luka Rejec
Noah Stevens

PROOFREADERS

Daniel Dean
Ed Hackett
Jeff Russell
Pearce Shea

EDITED BY
Christoper Wood

COPYRIGHT

This work is licensed under a Creative Commons Attribution-NonCommercial-ShareAlike 3.0 Unported License unless stated below. The majority of this document uses the Dead Secretary and Broadsheet family of fonts. Broadsheet is © Three Islands Press, Rockland ME USA www.zip.com
All rights reserved worldwide. Broadsheet is a trademark of Three Islands Press. Dead Secretary is ©2006-2014 Dirtz.com SickCapital.com Andrewz Hart.

Dear Secret Santicore—

"I want some decent rules for what organs/components/trophies can be collected off the corpses of dead monsters, how they can be used, and who wants to buy them back in town and for how much. Optional: PC class designed around part collection."

Thanks!

D.Y.

WHEN THE MONSTER IS THE TREASURE

by Wilhelm Person
wilper@gmail.com

The value of a carcass and the components derived from it varies significantly between the many kinds of monsters that the adventurers may encounter. And to the enterprising parts collector finding the right buyer for an exotic and valuable item can be near as difficult as slaying the monster in the first place.

HARVESTING

When the beast has been slain the following parts can be acquired. Roll once for every HD of the monster. Discard one die if the monster was slain using slashing/cutting weapons. Discard two dice if the monster was slain using messy magic, e.g. Fireball and Acid spray.

Rangers, hunters and other wilderness savvy people roll d4. Parts collectors roll d6.

D4 OR D6	PART
1	Meat
2	Teeth, claws, horns
3	Bone, carapace
4	Trophies, furs, feathers
5	Part of alchemical interest
6	Part with magical properties

Once rolled, discard any items not applicable to the monster in question e.g. the meat of a skeleton. Discard any items not appropriate to the setting's culture, only the truly deranged collector would consider them, for most settings this would include the remains of humanoids.

THE VALUE OF THE PARTS

Mundane parts such as fur, meat, teeth/claws/horns/trophies and bones/carapace can be sold to the likes of tanners, sausage makers, and artisans for XP/100 SP.

Parts with alchemical potential, such as poisons, acids, some glands and other exotic parts, properly harvested and stored can be sold to alchemists, manufacturers of spell component pouches, doctors, insane nobles, cults and others for XP/50 SP.

Parts that are inherently magical, such as a unicorn's horn can be sold for XP/10 SP, if the right buyer can be found. These parts can also be sold for alchemical purposes, however at reduced rates XP/50 SP.

SELLING THE PARTS

Chance of finding a buyer, roll separately for each item that is to be sold.

LOCATION	MUNDANE PART	ALCHEMICAL PART	MAGICAL PART
Remote trading post	80%	5%	1%
Small settlement	50%	5%	1%
Small town	80%	10%	5%
Large town	100%	20%	10%
Huge town	100%	30%	15%
Trade caravan	40%	20%	10%
Make new attempt in that location ...	Every other day	Every other week	Every other month

ALCHEMICAL PARTS

To determine exactly which part of a monster that has properties of interest to alchemists, roll on the table below.

D12 PART	PREPARATION	IF USED BY ITSELF
1 Eyes	Fresh, but extracted using the correct tools.	It ignites when exposed to 1. Light. 2. Water. 3. Fire. 4. Chock. 5. Blood. 6. Garlic.
2 Tounge	Dried	Heals 1d6 HP over the next hour when 1. Ingested. 2. Inhaled. 3. Rubbed over the whole body. 4. Brewed into tea.
3 Tail(s)	Smoked	A mild aphrodisiac. Any child conceived under the influence stands a 1 in 6 chance of becoming monstrous, bearing properties of the component source.
4 Teeth/Tusks	Dissolved in acid and the fumes collected.	Acts as a slow poison. Dealing 1 HP damage every morning, indefinitely.
5 Horn/Beak	Passed through the digestive tract of a goat	It emits faint light. Usable perhaps for writing notes that must be read in darkness.
6 Heart	Dried and ground to a fine powder	Can be rubbed onto the skin to give a lustrous sheen, giving a small bonus to rolls on the reaction table.
7 Liver	Mixed with: 1. Broken glass. 2. Diamond dust. 3. Dirt. 4. Amber. 5. Wine. 6. Burning coals. 7. Olive oil or seal fat. 8. Holy water.	Makes you go "Whieee!" and 1. Make an extra action every three rounds in combat. 2. Run around in circles for a while before falling fast asleep. 3. Induces a desire for sweet foods. 4. Brings visions of the future. 5. Brings visions of the unfuture. 6. Whieee! Just Whieee!
8 Fur/Scales/Feathers	Pickled	It can be ingested eliminating the need for food and water over the next 1d6 days. Then the component is thrown up, causing 1d6 damage on the way, having lost it's power.
9 Bone	Mixed with gold dust into a glorious paste.	It does nothing at all.

D12 PART PREPARATION IF USED BY ITSELF

10 Unmen- tionable part	Buried on holy ground for three months.	If split into two equal pieces. And ingested simultaneously by two different people, they will form a telepathic connection for a minute.
11 Glands/ Poison/ Secre- tions	Soaked in a pool of mer- cury	It tastes a bit like wine when added to water. Also any germs, poisons and other nasty stuff in the water are neutralized.
12 Brain	Burnt and the ashes collected.	Will produce pretty colors and interesting smoke when burnt.

PARTS COLLECTOR KIT

No self discerning parts collector would be seen without the Parts Collector's Kit. This 100GP, 10kg portable wooden cabinet, contains all the tools, containers and materials needed to prepare parts of alchemical interest. Various consumables can be replenished in any major settlement at a cost of 20GP, something that will be necessary to do after 10 uses.

1D6 THIS PARTS COLLECTOR KIT

1	Is decorated in bright colors showing scenes from the exciting lives of famous parts collectors.
2	Is old and has been repaired many times.
3	Also houses a family of mice.
4	Is foreign made, replenishing the consumables costs twice the ordinary. But by donning a funny hat and speaking in a strange accent the parts collector can get 10 more for the products. (Hat not included.)
5	Smells funny and black goo drips occasionally through the joints in the wood.
6	Is made of exotic woods, and intricately carved in bizarre patterns.

Dear Secret Santicore—

A d20 (or d66) table of things found in an abandoned hospital/ asylum.

Thanks!

—H.

THINGS FOUND IN AN ABANDONED HOSPITAL OR ASYLUM (D66)

by Christian Sturke
rorschachhamster@gmx.de

D66	MODERN	HORROR	MEDIEVAL/NOT SO MODERN
11	shirt, open back	with bloody holes	shirt made from sackcloth
12	fixation bed	still fixated hand on one side	wooden table with straps
13	bedpan	with a dry foetus inside	chamber pot
14	brain scan cap	static electricity	glass full of dead leeches
15	ampullae (50% empty)	chewed upon	stack of herbs
16	Filled syringe	with a little tadpole like thing	water jug
21	torn padding	with brain matter	broken stool
22	ripped strait jacket	torn by great force	chains
23	Rorschach test sheet	looks strangely like a demon	prayer book of lawful god
24	nightstand, wheeled	moves suddenly just a bit	chest
25	medicin cabinet, unlocked	record dated into the future...	great tome of names
26	photograph of a wall with crazy scrawlings	can be found at another place, strangely different	oil painting, still life of a vase with dead flowers
31	manacles and shackles	with blood and skin tissue	manacles and shackles

D66	MODERN	HORROR	MEDIEVAL/NOT SO MODERN
32	bone drill	with bone tissue attached	bone saw
33	skeleton, anatomical	with remnants of flesh	skull paperweight
34	torn up scientific book	loose pages detailing gruesome experiments	tome of herbalism
35	cracked monitor	with a bone sticking inside	broken religious icon
36	padlock	with bloody scratches and broken fingernails	broken lock
41	fixation rings on wall	make spooky sounds when nobody is looking	fixation rings on wall
42	headband with electrodes for electric shock therapy	with burned crisp skin tissue	tongs
43	water basin with pulley	with undefinable sludge	bathing bucket
44	beep machine	sloppily repaired with strange material	alchemical instruments
45	iron lung	brutally smashed	mirror
46	wheelchair	broken handles	wheelcart

THINGS FOUND IN AN ABANDONED HOSPITAL OR ASYLUM (D66)

D66	MODERN	HORROR	MEDIEVAL/NOT SO MODERN
51	old newspaper	picture of pc	wanted poster for fled inmate
52	chair with torn padding	with a hidden organ inside	toilet chair
53	naive pictures	with gruesome monsters painted upon	dirty blanket
54	office chair	only steel parts	big chest
55	public phone on wall	functioning even though it is clearly broken	bell
56	patient file	bite and scratch marks	iron case
61	file cabinet, emptied	with a hidden flask of ether in/nearby	bookcase, emptied
62	paperbasket full with shredded files	with a shredded ear within	straw litter
63	toppled heavy desk	with skin from a finger beneath	giant iron kettle
64	legless couch	warm, as if used just now	whip
65	scattered scrabble tiles	spelling out/with a name	wooden stake
66	zinc coffin	with a chained up corpse	wooden coffin

Dear Secret Santicore—

*A list with descriptions of weapons and armour
made from the fingernails and toenails of giants.*

Thanks!

M.A.

AN ARSENAL AND ARMOURY PERTAINING TO THE SHED AND STOLEN NAILS OF GIANTS GIANTESSES AND GIANT BROOD

by Alex Fradera
alex.fradera@gmail.com

GENERAL NOTES

- All weapons do damage as your preferred system.
- Every nail is permeable, meaning that they can be marinated in poison baths (at the appropriate dilution) such that the item is poisoned through and through, sweating it slowly out over time
- Found in Wild items have a 5 in 12 chance of disease
- Primitive items have a 3 in 12 chance of disease
- Well-made have a 2 in 12 chance of disease, Well-made armour a 1 in 12.
- If armour has a disease, half your roll unless it comes from a particularly masochistic clan.

DISEASES

Big Mould Overnight, a mould forms scattered across an area (1-2 arm, 3-4 leg, 5 torso, 6 head), but the elements are large and discrete like mussels, or maybe smooth snail shells, such that they can be prised off with a knife given half an hour. They return each night (plus a new area on 6 on d6), and can only be prevented by killing the mould seed, dense and the size of a baby's fist, nestled subcutaneously. When not removed they make give -1 to physical tests/combat, -2 if chafing against armour.

White Fungus Your fingernails double in every dimension each day, thickening and widening plate-like. Trimming back will only slow the advance. Within a day manual dexterity is lost - double difficulty of relevant thief skills, -4 to archery, by the second day those become impossible and the penalties apply instead to gross manual skills (digging) and to melee weapon use. By the third hands are not useful for much more than a d6 claw attack, which spreads the fungus infection.

Giant Psoriasis Skin begins to flake in huge chunks; lose 1 Con, Dex and HP (incl. HP max) each day until arrested. Full recovery is possible with a good cream.

Booger bits You get a giant's sense of smell and taste - your acuteness doesn't change, but the aesthetics does. Flavours and scents are now too sharp and too small, a mouthful of meat as unsatisfying and irritating as eating your fill of powdered pepper.

Name	Role/Provenance	Description	Randomly Strewn	Spoils of War
Nasty Hangnail	Found Wild (Weapon)	As flail. Springy and roughly serrated like a martial saw.	1-2	
Stringy glob	Found Wild (Weapon)	As morningstar. A meat lump at the end of a thin, rubbery streak of keratin. The lump can be embedded with spikes or left au naturel for a gristly pop.	3-4	
Clipshiv	Found Wild (Weapon)	As dagger. Like everyone else, giants' nails don't grow after death... except when they do. 20 each session of a sudden doubling spurt - in scabbard, pocket or enemy's gut, randomise as you prefer.	5-6	1-2
Hornhammer	Primitive (Weapon)	As warhammer. Thick clawlike nail horn mounted on a stick.	7	3
Dirty bastplate	Primitive (Armour)	AC +2 vs unarmoured (& combines with other parts). Slung across the chest with straps. Half is caked with dense dirt and stone, which may crumble due to blows to reveal object e.g., 1) precious stone 2) angry pill millipede (poisonous bite) 3) portentous relic provoking morale check in assailant.	8	4

AN ARSENAL AND ARMOURY PERTAINING TO THE SHED AND STOLEN NAILS OF GIANTS GIANTESSES AND GIANT BROOD

Name	Role/Provenance	Description	Randomly Strewn	Spoils of War
Puckered buckler	Primitive (Armour)	+1 AC. If struck right in the centre (assailant misses to-hit by one point) then the buckler crumples around the weapon, acting as a disarm attempt. Must be beaten back into shape to restore its AC-bonus.	9	5
Boomeranail	Primitive (Weapon)	As boomerang. Due to weird density/porousness moves at an unpredictable fluctuating speed, disregard any Dex bonuses to AC that defender has.	10	6
Dactyl Axe	Primitive (Weapon)	As handaxe.	11-12	7
Full Face Thulm	Well-made (Armour)	Full face helm, with a sharp-ridged visor you can awkwardly tug up and down. The lining constitutes a rations worth of jerky. Made from a baby giant's thumb. Any giant witnessing this will be very upset.		8
Chewed Mail	Well-made (Armour)	AC 4 over unarmoured. Spongy, absorbs blunt blows, -1 to such damage		9
Toe hand and a half sword	Well-made (Weapon)	As bastard or 2-handed sword. Leaves bits broken off, halving heal rates		10
Painted Pike	Well-made (Weapon)	The sight of multiple painted pikes aloft, gleaming rouge sends a signal (and morale check) - to make trophies from a sophisticated giant/giantess says you mean business. Long reach.		11
Pinky Sickle	Well-made (Weapon)	If used to harvest herbs on a supermoon, will enlarge (DM's interpretation) effects of any spell/potion using said ingredients		12
Clamtrap	(Special)	Two toenails bound tightly together with elastic cords, hiding a small man, a resident of the Giant Planes. Snaps the clam open enough to grab any within reach and tug a body part within the clam, which has been treated so it warps to accommodate the shape and still remain almost fully closed. The small man then knifes the body part repeatedly until the prey bleeds out.	Encountered as obstacle or trap	
Didghog	(Special)	Brittle bone shards shoved into the back of a pig, whipped to send charging into enemy ranks. Will gravitate to a character that seems empathic (Animal Handling or high Cha/Wis) and nudge at the back of their legs, whether in melee or not. Carries at least two diseases, possibly non-giant related.	Encountered as obstacle or trap	

Dear Secret Santicore—

Some random ways to describe types of Buck Rogers or Flash Gordon type spaceships. Unique features, unusual weapons, weird wings or paint jobs, etc.

Any game system, but emphasis on the visual ideas.

Thanks!

P.S.

WHAT IS THAT UP THERE MY LORD?

by Daniel Sell
kysaduras@live.co.uk

Roll	Shape	Piloted by	Weaponry	Their mission
1	Torus propelled by a shaft of light at its centre	5th dimensional microscopic viruses	Centrally mounted mirror-orb. Anyone catching their reflection is turned inside out with a crisp *pop*	To observe (and record) local mating rituals
2	Silver sphere with no discernible entry point or propulsion	Sweet natured creatures that look like nautilus-es. Their attempts at speech will be interpreted as sonic attacks (save vs. Paralyse or your eardrums explode)	Side-mounted black powder canons	To abduct the king of the local nation
3	A constantly shifting two dimensional polyhedron	Humans from the vast interstellar empire checking on their nature reserve cousins	A crystal pylon that emits rays of pleasure, incapacitating anyone struck with pure ecstasy (save vs. Breath or writhe around in sexual bliss)	Soil samples. They will remove whole mountains and cities in their mission
4	Perfectly sculpted and articulated naked human male rendered in shining white metal. It is intended to look appealing but is actually quite terrifying	An actual god. Or "god". It's unclear which, but it is certainly the subject of an established religion	None. They have no concept of war	Zoological study. They will abduct and remove creatures from all over the world and replace them elsewhere
5	The exact same shape and colour as Tin Tin's rocket, except that it is the size of a skyscraper	A lost historical figure, returning from great adventures among the stars	Gamma cannon. Designed for ship to ship combat, though it can be used in atmosphere. The cannon obliterates everything in a 35% arch for 200 miles (5d100 damage, save for half)	An invasion. Their concept of an invasion is loose though so they instead bury their ship deep in the ground, creating a handy dungeon, and proceed to kill all reptilian life in concentric circles from that point (reptiles are the superior race)
6	A flaming chariot pulled by bears and driven by a bearded and culturally appropriate god. It is a disguise.	Advanced AI with the crew in suspended animation. Roll again to find out who they are.	Flues that belch dense green smoke. It's heavier than air so settles on the ground in vast fog banks and suffocates everything caught in it (save vs. Breath each turn or die).	Refugees seeking safety. They will attempt to communicate with the first person they see

WHAT IS THAT UP THERE LORD?

Roll	Shape	Piloted by	Weaponry	Their mission
7	A terribly boring flying saucer. *Yawn*	Advanced AI, but this time with only robotic crew members. The ship is filled wall to wall, shoulder to shoulder, with these things.	A megaphone that shouts very specific mathematical questions, possibly in the belief that anything unable to answer it is uncivilised and therefore dangerous. Incorrect information will be met with a bellowing "WRONG!" and a pinpoint laser beam to the head (2d20 damage)	They plan to create a religion amongst the natives in which they are worshipped as gods
8	Completely black void. So dark it appears to suck in light and darken the area like a black sun	No one. The crew were eaten by dangerous creatures that got on board at a previous stop and will burst forth after the ship crash lands	A cloud of nanobots. Anything caught in it will be instantly reduced to grey goo	Mining team. They will strip the mineral wealth from a huge area in a catastrophe on a scale never seen before
9	Tiny rocket the size of a weasel. On impact it explodes in a nuclear mushroom cloud whose centre remains. This is the aliens' new permanent door to your world, a shining gate at the heart of a nuclear waste	It's a ghost ship. Really, it's haunted	Sonic auger. It can drill through rock at 30 miles per hour and will liquidate anyone caught in the shimmering wave of sonic doom	To obtain a specific magical artifact that is in actual fact a bomb powerful enough to destroy the solar system. They'd quite like it back
10	An enormous metal spike that pierces the ground, creating a tower that scrapes the sky	A giant brain floating in a central vat. It has a menagerie of different species acting as crew, all controlled psychically	Robotic arms that grab people and put them in an under-slung basket	The vanguard of a legitimate, proper, full scale invasion

Dear Secret Santicore—

I ask for a list of deep dungeon transports, used by different subterranean races but made without magic propulsion or materials common to the surface realms. Preferably, the transports should not require track networks or excavated shafts.

Thanks!

L.B.

DEEP DUNGEON TRANSPORTS

by Adam Thornton
athornton@gmail.com

A SCHOLARLY MONOGRAPH TOWARDS THE SATISFACTION OF SANTICORE

SUBMITTED BY:

THE CHARTREUSE MAGE
TOWER OF INEFFABLE CONTEMPLATION
GNARLY FOREST
XARDOX
VANTH SUBSECTOR
MATERIAL PLANE 39144268
MULTIVERSE
MINDLESS DREAM OF AZATHOTH

26 REMULOK, 4916TH YEAR OF THE REIGN OF THE JALE EMPEROR

PREAMBLE

The problems of non-magical transport in the twisting tunnels of the deepest dark are myriad, and our knowledge of the indigenes' solutions to them is limited. Few travellers venture to places where they would encounter such transport mechanisms, many fewer return, and of that small cadre, almost none will have paid attention to anything other than the route they themselves used.

Therefore, what follows is largely unsubstantiated; much is conjectural and may simply be incorrect. The sources referenced in this research have, in general, neither been the most trustworthy nor indeed the most sober.

A few general remarks first: the difficulty of moving items far underground is inherently obvious. There is a lot of matter in the way. The difficulty of the problem increases, in general, with the cube of the linear dimension of the item that must be transported. That is to say, it is generally not too terribly difficult to transport a tiny item, such as a gem, since there are a great many small passages through cave and dungeon networks. It is more difficult to transport something larger and inflexible, such as a sword. To move a wagon is nearly impossible, and the set of origin and destination points between which one could move a galleon is extremely small.

That is why, in large part, magical means are often used in practice. If one has (or is) a puissant sorcerer who can open a

teleportation circle or turn an adventuring party ethereal, an otherwise enormous problem has been neatly sidestepped. For moving large things long distances, it will be cheaper to elicit that sorcerer's cooperation than to do anything else.

However, some races, some cultures, and some individuals eschew the use of magic. For those underprivileged unfortunates, there exist alternatives, and those alternatives are the subject of this present monograph.

INTRODUCTORY REMARKS

One can gauge the utility of a transportation mode by its flow: that is, the volume carried divided by the time it takes to get it there. The units for this metric are of the form "the fourth power of length multiplied by the reciprocal of time." In our standard units, that would be roods squared per fortnight. This value turns out to be depressingly small, and very nearly constant, for all forms of physical transport. One can move very small items with relative celerity, but to a good approximation transit speed (which is merely distance traveled per unit of time) falls off as the third power of the largest linear dimension of the object.

Practically, and intuitively, this manifests itself thus: although small items can move relatively speedily and unimpeded, larger ones will have to take a much more circuitous route in order to achieve the same net motion, and for still larger items, it may be necessary to create a route through which the item can pass.

Note, however, the reciprocal of time in the equation. Another of the fascinating features of the deepest depths is that, since light and available energy are very scarce, the dark tends to favor creatures with a lot of time on their hands, claws, pseudopods, or other manipulative organs. To humans, the idea of moving, say, a granite triumphal arch through limestone by eating away the limestone with water over decades or centuries, while periodically re-covering the arch with protective copper plating (to be removed at the destination), is ludicrous; but to some of the longer-lived denizens of the deepest places, this is just a relatively inexpensive solution to a vexing but non-urgent problem.

In general we may divide the transport problem into four fundamental categories. To wit:

A) Transportation considered as information flow. This category focuses on the case where the actual item being transported is very small, and whose value derives not, in general, from the item itself, but rather from the information it conveys. A letter is the canonical example, but the forms messages take are surprisingly varied in a world almost entirely devoid of light.

B) Transportation considered as small-item delivery. This category concerns the transportation of objects whose value is very high proportional to their bulk: gems, art objects, extremely precious metals, and so forth. It is very similar to the preceding case except that the value of the item inheres within the object; from the standpoint of the carrier it is nearly identical.

C) Transportation as personal conveyance. It is often the case that individuals wish to get from point A to point B, but, while passages exist which would allow them to physically fit through voids in the bones of the earth to make the transit, lack the skills or physiologies necessary to make the trip unaided. For entities on a human scale, non-magical conveyance may be practical; for larger ones, likely not.

D) Transportation of bulk items. This category will focus on the extreme difficulty of moving large quantities of large goods through regions characterized by constricted space and very limited light, fuel, and energy.

INFORMATION

The smaller the item to be moved, the faster it may be done. This is a basic principle of underworld transportation.

To that end, it is often most useful (if speed and cost are concerns, at any rate) to send as little material as possible.

The least material that can be sent is obviously "none at all". Thus many communications networks are nothing more than veins of dense material. The party at one end hammers on the vein using some prearranged code (it is known that the Dark Elves, Deep Gnomes, Gray Dwarves, and Worm People all have their own sets of percussive symbols). Often the resulting vibrations, after travelling a long distance, are extremely faint. A common approach to their amplification -- particularly among the Dark Elves -- is to encourage giant spiders to spin their webs with a termination point on one of these veins, and then the vibrations of the web can be used to read the message. This is used for nearly instantaneous communication, and with carefully chosen relay stations, messages can be pulled from one vein and re-transcribed onto another. It is not uncommon for messages to be passed hundreds of miles through the stygian depths in this manner.

These messages are, of course, subject to eavesdropping, unless physical access to the material vein utilized is restricted along its entire extent. Thus, codebooks are rotated frequently--and should interlocutors decide that their codes have been compromised, they must exchange new codebooks via some other method.

There are, of course, other senses besides touch and hearing. Sight is, of course, generally not too relevant underground, but smell and taste certainly are. Some races are able to communicate telepathically, but in general this is only short-range and does not propagate well through rock, particularly rock high in metallic ores, and therefore is not useful for communication between, rather than among, co-located groups of individuals.

Local air and water currents are generally very well-understood by the inhabitants of these places. Again, each group has its own codebook and its own set of distinct smells or tastes. The major technical difficulty with an olfactory or gustatory code is finding something that is pungent and distinctive enough to make a clear signal, while still being able to be procured easily without easy recourse to the surface, and not so fearsomely noxious or toxic as to harm the recipient or those along the message's transit path. Brimstone is, of course, a perennial favorite, but various decay by-products are also used, as well as a wide variety of fungal extracts and, on occasion, the smoke from burning various fuel sources. However, fire depletes oxygen very rapidly and fuel is typically in short supply in the deeps, so as a general principle, combustion is only used for urgent messages.

Olfactory signalling explains why oil of clove fetches such high prices at underworld markets. The enterprising delver would do well to supply him- or herself with several flasks, as it often literally fetches its weight in gold among the Mole People and the Blind Tunnelers.

Scent/taste encoding tends to become unreliable at long distances as the scents and flavors employed diffuse through their carrier medium. Even though many inhabitants of the dim reaches have extremely sensitive tongues and noses, this is at best a medium-range communication format, good for dozens of miles at most.

From here this monograph moves on to communication methods in which a discrete physical object is moved from one place to another: in common terms, sending a letter (usually an inscribed or dotted tablet, meant to be read with one's fingers rather than one's eyes, but the principle remains the same).

The difficulty (as with terrestrial communication) lies in finding a suitable courier. There are a few animals that have good homing instincts and can usually get a letter through: bats are the erstwhile favorite, although for those messages that can wait until spawning season, sewing plaques to cave salmon heading upstream is sometimes done; unfortunately hatchlings are too small and fragile for reliable reply mail.

A better, but much more costly, alternative is a sentient courier. Obviously, the smaller the better, and those couriers with the ability to take on a gaseous form while retaining their possessions are able to name their price. Many vampires are said to exact more-or-less willing tribute by selling their courier services to underground rulers in return for being allowed to feed on a negotiated number of subjects per year.

Xorns, with their ability to burrow through solid rock, would seem to be a natural for this work as well, but their consciousness is so alien that it proves difficult, in practice, to either make one understand what the task you want completed is, or to suitably induce one to carry the message rather than pursuing whatever mysterious interests typically occupy Xorns' spare time.

We would be remiss if we did not mention the inexpensive and well advertised courier service provided by tunnel dwarves. As a class, however, they are inclined to drunkenness and fantastically risky behavior, which makes the reliability of their message delivery quite dubious.

SMALL ITEMS

Small, valuable items are also usually moved by courier. For those items, the preceding discussion applies in its entirety.

However, this is occasionally impractical for reasons of geography or politics. Alternatives exist.

A simple one, already alluded to, if time is not a concern, is to encase the item in something corrosion-resistant (gold is best, but silver or copper, despite their propensity to surface corrosion, also serve as good protective materials; so too is something a glazed, fired ceramic coat, although the difficulties of firing a kiln in the

underworld are such that copper is, on the whole, usually cheaper), and then to put it in a stream (perhaps an artificially-created channel) and letting the softer rock around it dissolve. Obviously this only works if the message destination is farther down than its origin, and the sender will need quite a lot of patience by surface standards.

A more direct and much faster method, although not one that guarantees very precise delivery, is one said to be used by the Blue Mole Men. They craft a corrosion-resistant casket (usually gold leaf over lead). Inside the casket is the item to deliver, up to roughly human-sized. The casket is adorned with hooks and barbs; their number, size, and placement are determined according to a mathematical formula known to the sages of the Mole Men.

The casket is then placed in the path of a travelling Purple Worm. Note that the Blue Mole Men have developed a system of baits, and have studied the propensities of Purple Worms, to such a degree that, by appropriately placing baits, they can, over the course of a few miles, get a Purple Worm to travel on any desired heading. The casket is ingested, and the length and strength of the barbs determines how long it takes--and therefore how far the package will have gone--before the casket is deposited, and if all went well, with its contents intact and undissolved, in a worm casting.

It is claimed that the Blue Mole Men have gotten good enough at this technique that it actually works acceptably for moving items between reasonably large kingdoms. The traditional delivery arrangement is that a subject brings a discovered casket to the local palace, and is allowed to keep the casket in return for delivering the contents, or to sell it to the court's Royal Mail service for reconstruction and refitting.

This technique is, of course, subject to abuse. In particular, anyone with access to the knowledge and techniques of worm-baits can lead the worm into a helical pathway and simply follow its progress until it excretes the package. For this reason the lore of worm-baiting is among the most closely held, and jealously guarded, secrets of the Mole Men.

PERSONAL CONVEYANCE

As with so much else in the underdark, small size works to one's advantage. A traveller the size of a mouse may only have to travel five times the straight-line distance to get from Point A to Point B, while a human-sized one would have to go a hundred times the distance, and an ogre might have to go a thousand times as far, or farther, before being able to finally arrive through suitably-sized passages.

It is a self-evident fact that the longer the trip, the more food and water must be consumed.

Water is rarely a problem at moderate layers of the underdark: most of the world between the surface and half a mile down is cool and slimy.

Farther down, heat begins to become a factor, although the humidity remains high; as long as travellers have some protection against parboiling, plenty of water is available. Of course, the Sunless Sea contains an effectively unlimited amount of water, but it is far too salty to drink; however, it can be evaporated and distilled to provide potable water with little difficulty.

Food, on the other hand, is quite scarce. Having to carry twenty days' worth of rations in order to move six miles as the Purple Worm tunnels makes for extremely slow going: effectively, the only way to provision such a journey is to set up a series of caches, and of course the food necessary to reach each cache must be accounted for as well. And of course, the caches are not likely to survive unmolested for long if they're not guarded...and most cache guards need food too. Certainly necromancers have an obvious solution to this problem, but once magic is allowed, as stated, the entire transport problem becomes a great deal more tractable. Animating skeletons to guard food caches rather misses the point of using magic to make underworld transit easier.

One approach much in favor among travellers is to make difficult terrain less so. While climbing skills and ropework mean that many vertical shafts, overhanging roofs, and chimneys are eventually traversable, it is much easier to leave that work to something that has less difficulty performing it than creatures with standard human or near-human anatomy.

There are not many good underworld mounts. The ubiquitous carrion crawler is far and away the most common. Its diet is notoriously unselective. With a properly-crafted-and-cured saddle, almost anyone can learn to ride a crawler, to stay away from its paralyzing tentacles, and to use the goad-stick to gently turn it in the right direction. It can walk on walls and ceilings as easily as on the ground. The downsides, of course, are that the mount will always eat its rider if given a chance, it smells dreadful, and it is not in any way classy.

The posh alternative is rarely seen but never-forgotten: a hinged "pearl" of rock crystal and gold, with a luxurious seat inside. The rider gets in, seals the pearl, and is then ingested by an ooze, slime, jelly, pudding--any amorphous entity, depending on the characteristics required by the capsule's specific design. The rock crystal and gold prevent the rider from being digested, and the pearl will generally have a control mechanism, mechanical or electrical depending on the mount's characteristics, that allows the rider to steer the slime in the direction he or she wants, as well as a selection of vents to allow air in through some surface not currently covered in slime. Amorphs can of course traverse surfaces of any inclination, and as long as the capsule can fit through an aperture, so can the rest of the mount. Since the pearl is a her-

metically-sealable environment, the rider can even travel underwater or through noxious or poisonous atmospheres for a short time.

It may be surprising to the reader that underground rivers are not more commonly used for personal conveyance. A modicum of consideration reveals the reason: the fundamental problem is that it is rare to find a navigable waterway of any great extent which has air above it almost everywhere. If one can breathe water, the possibilities are somewhat expanded, although one must still consider that the usual caveats about finding passages large enough to squeeze through still apply. One must additionally consider that an underground stream with a discernable current almost certainly has a large vertical drop at some point; those entities capable of water breathing and flight, but not magic use, are few and far between indeed.

The underground ocean--usually known as the Sunless Sea--on the other hand, is of course an extremely useful way of getting around. Indeed, plenty of commercial transit exists on the Sea, although berths on board the ships that ply its waters do not come cheap. Mariners desiring to make their own way would be well advised to consider that the Sea has been settled for a very long time indeed, that not all sentient races dwell on land or breathe air, and that the existing routes across the Sea are the result of centuries or millennia of negotiation. The unwary mariner who flings a dinghy onto its surface and starts paddling, hoping for the best will find he or she is rowing through many creatures' parlors, and should not expect them to react kindly to trespassers.

That said, the Sunless Sea is indeed a great boon to long-distance subterranean travel, although accessing it is likely to prove an adventure of its own: it is extremely far from the surface world, and the routes to its shores are not unguarded.

BULK ITEMS

The short advice any sane advisor would extend to anyone contemplating attempting to move mass quantities of beings or material without magic is: "don't". It is immensely easier to overthrow a subterranean kingdom from within by subverting its people or some court faction than to lead an army to it. See above for the logistics of supply caches; recognize that "living off the land" is impossible in such a calorie-poor environment as the deepest dark; consider the spelunking skills each and every member of your army and each and every creature in its supply train would have to have. Much, much easier to whisper advice into the ear of someone who can put together a coup inside the palace.

One may imagine the protest that the motivations are less bellicose. Not all bulk traffic is invading armies.

What, then, could anyone be planning to that requires carrying enormous amounts of matter through the dismal depths?

Trade caravan? The notion is risible. When the value of any conceivable trade good is completely swamped by the cost of getting it to market, no demand exists. No one needs that cask of fine mushroom wine from a thousand miles away so badly that they cannot make do with the fungal swill they brew at home. The only exceptions are those things already covered: items of negligible bulk and very high value.

Perhaps the plan is slavery. Alas, the budding slave trading concern has used up most of its stock just getting them to market. Can the slaves in question be all that much better than the ones bred locally?

Nevertheless, if one really must move large quantities of bulky things and cannot use magic, there is really only one way to do it.

Actually, there are two ways, but the first is silly:

If one happens to have several beholders under one's direction, they can be instructed to use their disintegration rays to carve out a tunnel big enough to move necessary material through, and to fly the non-levitating members of the party across any chasms. Of course, if one is in a position to command a squad of beholders; the idea that magic is not an option is ridiculous. The beholders thus become a more extreme version of missing the point than the skeleton cache guards were previously.

The second, rather unpleasant, but much more practical way is as follows:

Take one's army all the way down to the Sunless Sea, negotiate passage on as many barges (and do not contemplate what, miles below the nearest forest, these boats must be made from) as it takes to someplace below your destination, and then climb all the way back up again. It's that last ascent, vertical miles through unknown and hostile territory, when weary, footsore, and almost out of supplies, that is the really difficult bit.

The Dark Elves have done this, successfully, a very few times before. They may have done it unsuccessfully many times as well—perhaps that is what the friezes one finds, every so often, with all the figures' heads chiselled away are about. The secret to their success is simple, but not for the squeamish. If the pack animals attached to a war-band are sentient, and are also their own (and the army's) food source, they will exert themselves extremely hard in order to be the last ones eaten.

IN CONCLUSION

The difficulty and expense of underworld transport goes up sharply the larger the bulk to be moved. Once beyond the personal-conveyance scale, it will be easier and cheaper (though certainly neither easy nor cheap) to enlist someone or some thing with sufficient magical power to deliver the cargo than it is to move items without magic.

Please note that this essay was written by the light of a roaring fire, above ground, with a glass of brandy and a selection of fine cheeses on the desk beside me. I take no responsibility whatsoever for any reader's gruesome demise should he or she attempt to apply any of the knowledge found herein to practical delving.

Before attempting such an endeavor I would strongly encourage any interested individual or enterprise to conduct a feasibility study and inquire the rates charged by providers of magical services. Although not inexpensive, if a thorough cost analysis is performed, it is very likely that retaining the services of a mage will prove the most cost-effective method.

Although I eschew self-aggrandizement, the reader may judge for him- or herself my sagacity with regards to underworld transport. My contact information is found at the beginning of this monograph, and any inquiries which mention this summary survey will find substantial rate reductions applied to the resulting proposals.

Best of Luck,
Yours Faithfully,
The Chartreuse Mage

Dear Secret Santicore—

Some books of black magic, to be found in the library of a deranged magician, corrupt duke, heretic priest or decadent witch-queen. Possibly a d10 or d20 table. Books to have plot hooks, odd & gameable effects and cool stylistic quirks.

Thanks!

L.R.

BLACK MAGIC ALPHABET

by Erik Jensen
erikisarobot@gmail.com

Roll separately per column or just read across. Use the first three columns to generate grimoire names - "A's B C" or "B C of A", as in "The Unholy Manifesto of Abednagar".

d26	Dark Magician	Adjective	Book Name	Quirk	Hook
1	Abednazar	Atrocious	Aberrancies	owner is inexplicably quick to ANGER	book contains marginalia by a PC's ANCESTOR
2	Baalzekag	Baneful	Blasphemies	tome exudes a puddle of BLOOD when set down	BEASTS preferentially attack the book's bearer
3	Cankertongue	Calamitous	Cacophonies	bound in the furry hide of several black CATS	confessional letter from CORRUPT DUKE folded between pages
4	Dwerrowkin	Daemonic	Damnations	spine of book contains several large DIAMONDS	DERANGED magician seeks book, can sense its location when it is open
5	Eggins	Execrable	Essays	animated EYES on cover	previous owner of tome culpable in genocide of ELVEN settlement
6	Filomene	Foul	Folio	all FOOD nearby spoils quickly	presence of book attracts, intrigues unseele FAERIES
7	Gor-Na-Gor	Ghastly	Gyrations	bound in the hide of GHOULS	the GHOST of a sorceress slain by demons haunts this tome
8	Hawawa	Heinous	Heresies	penned by a near-immortal HAG	HERETIC priests have formed a secret cult around the verses within
9	Ignatia	Iniquitous	Immoralities	book is written in demonic ICHOR rather than ink	an abyssal IMP watches from afar, judging the wizard's value to Hell
10	Jazzar	Jasperated	Jeremiad	writing changes when read through JADE lenses	JUDGEMENT of the Gods falls upon he who reads this book
11	Kastomante	Karmic	Keys	tome's lock opens only with a KISS	tome includes map to a forgotten KINGDOM
12	Lausturtium	Loathsome	Letters	pages are the tanned skin of a LYCANTHROPE	possessor becomes increasingly LECHEROUS - and far less picky
13	Memnafraz	Malefic	Manifesto	contains a multitude of MOON-WRITING	over time the possessor incurs subtle but horrible MUTATIONS
14	Numibrast	Nefarious	Nephilim	grimoire exudes NEGATIVE planar energy	contains dark verses of use in performing inscrutable NECROMANCY
15	Oobol	Obscene	Observances	exudes a foul ODOR in the presence of priests	he who reads these pages consigns his soul to OBLIVION upon death
16	Purvaria	Pernicious	Permutations	females who touch the book may become PREGNANT	final page contains instructions on opening a PORTAL straight to Hell
17	Quindanius	Quivering	Questions	owner's thirst is QUENCHED only by innocent blood	details the several steps of an epic QUEST to the nether-realms

dz6 18	Dark Magician Reskov	Adjective Rancorous	Book Name Renderings	Quirk ROC feather used as bookmark	Hook a seemingly important page has been RIPPED from the grimoire
19	Sassanian	Satanic	Spite	grimoire SCREAMS each time it is opened	SEVERED genitals of an efreeti prince pressed between the pages; he'd like them back
20	Tlalzat	Twisted	Terrors	owner's TEETH start to fall out	tome's bearer considered a TRAITOR to the infernal kingdoms
21	Ulrich	Unholy	Utterances	scribed in UNKNOWN language	book details how to survive in the UNDER-WORLD
22	Vandervole	Vile	Venoms	animated VINES and brambles on the cover	contains partial instructions for the construction of a fell VIMANA
23	Woodcraft	Wicked	Wrath	by night an unearthly WAILING emanates	WITCH-QUEEN would pay a fortune for this volume penned by her long-dead lover
24	Xoraphon	Xanthic	Xenagogue	owner becomes XEROID and desiccated	contains XYLIC curse (turns people into trees), counterspell, and a map of "groves of the punished"
25	Ying-Tzu	Yarling	Yarns	contains notes in the pictographic tongue of the YETI	book contains deed making bearer the YEO-MAN of two acres in Hell
26	Zanzogal	Zelotic	Zegedine	owner becomes ZAFTIG within weeks	contains bizarre ritual requiring the assemblage of a ZOO of magical beasts

THE ALCHEMIST STORE

by Florian Hübner
florian.h.huebner@gmail.com

Dear Secret Santicore—

Random table of items that might be in an alchemist's shop

Thanks!

M.H.

Not just weird concoctions can be found in this little shop but also people and all the drama they bring.

Scene Table (What is currently going on in the shop)

1. A [Customer] is currently making trouble in the shop. The [Owner] is currently holding something from [Behind the counter]. The theme of this scene is [Theme Table]
2. Something in the [Laboratory] is creating trouble! The [Owner] tried to take some shortcuts because of the events [In the book] using something from [Behind the counter]
3. [Theme Table] is the gossip of the day and [Owner] is being blamed! The true culprit is the [Customer] though. Who is currently arguing with the owner how it can be solved with something [In the Laboratory].
4. Something [On the shelf] is currently getting stolen by a [Customer] because the [Owner] has to care for an emergency [In the Laboratory].
5. The person mentioned [In the books] is back. This time he wants to buy something [On the shelf] to solve his or her problems. [Owner] thinks that is not a good idea but business is business. The theme of this scene is [Theme Table].
6. A [Customer] is trying to sell something [Behind the counter] of questionable origins. The [Owner] plans to integrate this thing [In the Laboratory] to be prepared for [Theme Table].

Theme Table (Why is currently something happening in the shop)

1. Betrayed Trust & the living dead
2. Experiments gone bad
3. The king is dead, long live the king
4. The circus comes to town
5. Romeo & Juliet
6. Bring out your dead

On the shelf (What is sold or displayed that differs from the stuff on the usual price list)

1. A Jar of 5D6 silvery nails. They start burning when exposed to air for longer then a turn.
2. 3D6 Pills made of dried dragon blood. Makes people fall into a deep hibernating sleep.
3. A glass full of 2D6 pixie eyes in alcohol. Calls down the revenge of the fey on whoever accidentally eats them.
4. A box of alchemical enhanced lotus pollen enough for 2D6 uses. Makes things visible that should have stayed invisible.
5. A small lizard in a cage, coated with a red substance. Has to be swallowed whole to make someone immune to fire as long as not regurgitated again. Alive and very spicy!
6. Liquid Sand in a glass. Actually some kind of creature that seems to be very playful.

Behind the counter (What is kept behind the counter for special occurrences or customers)

1. Bottle full of partly liquefied living spiders.
2. Ancient Jar with embalming fluid radiating negative energy.
3. Sealed glass container with a light emitting fossil floating in it. Can hypnotize the weak willed.
4. Potion filled with flesh eating slime.
5. A pound of silvery meat with an oddly tasty rotten smell. Rots the body of whoever eats it but grants strong regenerative powers for cannibalistic acts.
6. A magical oil lamp with an imprisoned wraith.

Customers (Who is currently near or inside the shop)

1. Two members of a local crime syndicate
2. The possessed wife of a fisherman
3. A beefy veteran warrior on his last day before retirement
4. 1D6 City guards on important business
5. A young priestess of noble descent and member of an obscure sect
6. 2D3 harmless looking customers who are actually witches (odd) or wizards (even)

In the books (What are the recent deals of the Alchemist)

1. "Sold a small cask of green burning paste to some strangers. Luckily its the same paste that is used for the lighthouse so I had plenty."
2. "Customer tried to return a half empty love potion. Using my potions in unconventional ways is not covered by any warranty!"
3. "A strange priest wanted to buy a salve to repair dead skin, told him to be back in a week."
4. "A customer wanted to buy something to get rid of rats in his cellar. He has very big rats he says. He wanted to be back soon."
5. "A beggar wanted to buy some potion against a rash, sold him one of smelly ones I got for cheap from this adventurer"
6. "The royal adviser was here to buy something against unwanted heirs. Sold him the two I got from that broke old witch"

Owner (Who is the owner of this shop)

1. Adrian and Melissa Silverhair. A beautiful elven couple with strong anarchistic tendencies.
2. A half orc named Max. Tells everyone that he is not an actual orc but was cursed by a rival. Always busy planning his revenge.
3. Al'Amar the the deceased. Keeps himself looking alive by forbidden magic and often makes long business trips into the hills.
4. Bellard the Uncanny. Said to be able to read thoughts and always pretends to have what his customers need instead of want.
5. Floris Romburos, a shady merchant with extremely overpriced wares. Said to be the front of a criminal guild and likes to make people vanish in his cauldrons.
6. Alrik, the young apprentice of the local alchemist. Completely confused and stressed out, always mixing things up.

In the Laboratory (What is currently brewing in the backroom)

1. A huge batch of military oil, enough for 7D6 flasks.
2. An order of 2D6 flasks of quicksilver for the local temple, radiating holiness.
3. 3D6 flasks of special dye for guard uniforms.
4. 2D6 specially prepared bandages. They have no special healing powers while the sun shines and under a full moon the potency is increased tenfold but dangerous side effects may occur.
5. 2D6 magical beans are cooking in a pot. They don't grow up into the clouds but dig deep into the earth and become hollow when they die.
6. Enough booze for 3D6 pints of a sweet smelling alcoholic beverage with strong hallucinogenic qualities.

Dear Secret Santicore—

*A table or series of professional sports to entertain
the masses of a fantasy world.*

How do they play? Why do they play?

Thanks!

E.H.

GAMES OF THE IRRADIATED WASTELANDS

by Jeremy Smith
frothsof@gmail.com

Its 100 years on from The Reckoning, and some semblance of routine has returned to the lives of humanoids of the post-apocalyptic hellscape. Routine has resulted in an increase of spare time among the slowly mutating survivors, and this has allowed for crude forms of sport and gaming to re-emerge from the ashes of a once-great civilization.

The few megacities, such as Oklahoma-One, are completely overcrowded; no space remains for fields and courts. As a result, in urban environments you typically find gambling and games of chance that can be played in small spaces pretty much anywhere. These usually involve rolling flattened tonda teeth; the water buffalo-like tonda are large, slow wastebeasts that provide food, clothing, and raw materials for the deformed humanoids. Their teeth are sometimes used as jewelry, but more commonly as dice for gaming and the divination rituals of the inbred Sister-Mothers.

Deep in the bowels of the megacities you sometimes find ostrich-fighting rings. For whatever reason, ostrich thrived after the bombs fell. Some developed unusual powers.



Once a year, the seas belch forth hundreds of thousands of small, crab-like creatures known as kibbles. They are delicious, tasting something like crawfish. However, they do not keep well and actually taste best eaten alive. Their nutritional value is highly questionable. Once a year, when the kibbles overrun the megacities, competitive eating contests are held. The record number of live kibbles eaten in a single sitting stands at 77.



Out on the wastes, life as we know it is nearly impossible. Only for about two months a year do the scalding temperatures fall to a survivable range. For about two weeks, actual ice covers the typically blistered, barren deserts. It is at this time that the Running of the Rats is held. It is something like the Iditarod. A driver stands on a sled, typically an old trash can lid, which is tied to nine muzzled, hungry, gigantic, feral rats with patchy fur and open sores. The drivers whip at the mutant rats and ride as far as they can before the rats collapse from exhaustion or exposure. Whoever is dragged the furthest wins, and is provided a penthouse apartment in a megacity along with 200 morsel-credits.

The strangest of all games to develop from the badlands, “Stripmall and Subaru”, is spreading rapidly amongst the teenage populace. In this game, players create and take on the roles of avatars; these avatars represent the players in an imagined game world. Players choose professions from The Time Before, such as Milk-Man, Actress, or Stockbroker. The players then practice a sort of shared story-telling augmented by random rolls of tonda teeth. This “role-playing” game is considered sorcery by the Sister-Mother sect and they currently work tirelessly to sway public opinion against it.

Dear Secret Santicore—

Oh mighty Santicore, whose barbs are envenomed with enough toxins to extinguish all unworthy life, I would truly love a random d100 list of alien-future tech that does unexpected things in unexpected ways.

Thanks!

C.T.

DANGEROUS TECHNOLOGY FOR STUPID PEOPLE

by Barry Blatt
bazblatt@gmail.com

1. **Autohealer.** A wristband that automatically heals any physical injury by searching around the universe to find a compatible bit of tissue or blood then teleporting it into place on the injured party, healing any injury instantly with only a minimum of scarring. Mind you does horrible to things to the poor souls it teleports lumps of stuff from and an evil GM could have them or their relatives come seeking revenge. The most compatible donor might actually be the users relatives. Even eviller GMs may teleport bits from other members of the same party of PCs.
2. **Acme Immortality Collar.** A metal collar that will preserve the users life indefinitely by decapitating them and teleporting their head into a tank of oxygenated nutrients back at Acme HQ. Kicks in instantly when HP go below 0, and headless bodies cannot be resurrected as the person is technically still alive. Bodies may be regrown using an Autohealer tank that scavenges for bits as with item 1 above.
3. **Life Doubler.** A pair of gems, one blue and one red, mounted on an alic band like contraption that goes over the head from ear to ear. It doubles the length of the users life by eliminating the need to sleep. Half the brain is awake while the other half dozes, after 12 hours the halves swap over. The Pc has half IQ and CHA while one half is operating and half WIS and DEX while the other half is active. Any XP gained accrues to the awakened half of the brain only and separate totals will need to be kept and over time the two halves lose contact as memories are not transferred, personalities diverge etc. They may even end up as different alignments and character classes.
4. **Instacloner.** A potion that appears to be for the Mirror Image spell, is splits the person into 2-6 different clones. However these are not illusions, he really has been split apart, each clone having only a portion of his XP and levels and a random selection of his magical equipment if any. Each will loudly dispute his/her identity with the others and start fighting with them until one is left. Evil GMs may rule that the total body mass remains the same and the clones are all miniature version of the original between a quarter and a sixth of the original height. Originally developed by a race of intelligent amoebae.
5. **Earpointer.** Looks like a set of outsize headphones, with a pad on one half with a stylus for drawing out ear profiles and row of pre set buttons. A cosmetic device used by far-future LARPers for trimming your ears into the shape appropriate for your role. Usually comes with a lump of multi-purpose adapto-flesh for remodelling them afterwards, and if you are really lucky a supply of local anaesthetic for numbing the ears before the operation.
6. **Bughunter.** The ultimate antibiotic, this syringe is filled with nanites designed to hunt down and kill any bacteria, viruses, fungi etc, not part of the body or its typical biota. Trouble is it does it with teeny lasers and minuscule chainsaws and once loose in the bloodstream there will be a lot of collateral damage every time the PC meets an infectious organism, and in the scuzzy middle ages there are a lot of them about. Designed for use by people with aluminised sclerosis resistant veins, a common feature of cyborgs.
7. **Bughunter II.** This device looks like a glass cupboard with all the usual weird science sparks, dials, glowing doodads and thingummies attached. It teleports the occupant into the bloodstream of a gigantic starwhale or spaceturtle so they can help fight off infection in its colossal seawater filled veins and save the civilisation inevitably built onto its back. The true import of what is going on might be lost on the involuntarily teleported medical assistants, and they may end up doing more harm than good, thereby destroying all or part of their own world.
8. **The Cure for the Common Cold.** This elegant stained glass and brass face mask saws off the person nose, fills the gap in with multi-purpose adapto-flesh and drills two new breathing holes some place else in the skull from the surface through to the trachea, lined with shiny antiseptic aluminised plastic tubing and little brass valves over the end like a clarinet.
9. **Medical inverter.** A boon to surgeons, when a patient is passed through this glass and silver hula hoop sized ring they are turned inside out, making their organs much more accessible. They only have a small volume of air to breathe though, in the gap trapped inside the centre of their inverted body so don't forget to bathe the inverted lungs in well oxygenated gill fluid.

10. Universal Crystalliser. A cone shaped ray gun that refines and hardens any material by temporarily rearranging its molecules into a crystalline form. The longer and more often you use it the more crystalline the substance becomes. Thus wood may be made hard as rock, mere coal rearranged into diamonds, sand into glass and then huge crystals of quartz and so on. Great for increasing your AC, but the process may become a chain reaction and crystallise anything in contact with the original material. See JG Ballard's Crystal World for how horrible this may become.
11. Universal Decrystalliser. The companion ray to the one above, this decrystallises material, randomizing them into an amorphous molecular form. Has limited effects on most living tissue, though may trigger cancer, but it decrystallises the minerals in bone, making them soft and pliable.
12. Polywater catalyst. A tiny grain of this powder will start a chain reaction polymerising all the water molecules in a given volume, turning it into a hard gel. Useful for putting living things into suspended animation as all their enzymes and metabolites are frozen in place and they can be stacked like firewood for transport, and can be depolymerised with the appropriate frequency modulated microwave treatment when they arrive at their destination, usually with only a few patches of necrosis and the odd missing digit. Be careful near oceans though, you really don't want to polymerise the entire ocean, will bugger up your ecology something rotten.
13. Doctor Frankenstein Secret DNA Decoder Ring. If you want send a really secret message encode it into a bit of 'junk' DNA and send the innocuous organism on its way. Some soppy alien species did this a lot with cute little monkeys back in Earth's prehistory, which later evolved... The human genome is now mostly made up of slightly garbled but still daft love letters detailing the secret and complex affairs of teens from a species with seventeen sexes. The Doctor Frankenstein Secret DNA decoder ring, when worn, will sample the wearers blood and print out a long tickertape of all the messages that person contains. There is a chance that this will reactivate a now dormant gene that will turn all the hairs on the body fluffy and pastel pink or mauve.
14. Inorganic Superlube. Completely eliminates friction. Whatever you do, don't get it on your shoes, swallowing the stuff makes all the food slip straight through your digestive system in seconds and get it on your hands and even gloves will have trouble staying on. It even eliminates the friction between air and a missile so arrows fly faster. Big drawback - you can't wash it off, only burn it off, and its ignition temperature is pretty high, and it soaks it's way through anything.
15. Mineral-trophic mould. Planting these moulds will allow the hyphae to penetrate the earth towards any sign of a given mineral element. the element will be absorbed from the rock and transported back up the hyphal mass to create a metallic fruiting body. Thus a ferro-trophic mould will burrow into iron deposits, suck out the iron and produce mushrooms made of almost pure iron. They are seeded onto barren planets and left for a few millennia to do their job before miners return to bombard the surface with gamma rays to kill the mould and harvest the ingots. Letting one loo on an inhabited planet isn't so good - they go mad over already refined metals, eating nails, swords, tools and anything else, aurotrophs recycle all the gold and calcium-trophs will suck the minerals out of your teeth and bones in matter of days.
16. Time machine. Another cupboard like device with a timer switch on the outside that you can set for any length of time. Closing the door initiates complete disintegration of the contents into component atoms. When the time is up, the object is reconstituted atom by atom, and the door opens. For the object no time has passed, thus it acts as a one way time machine. Opening the door before the cycle is up will completely mess up the pile of atoms inside and if any are lost or blown away they reconstituted object will be malformed or will have certain atoms replaced by their nearest available equivalent to detrimental effect.
17. Noodlebeam. Creates a spinning mini black hole somewhere near the target point sucking the closest object into a long string of material - the effects on a human are gruesome and noisy. Note that the user **MUST** be wearing an anti-Higgs mass nullifier suit or they will be sucked along their own beam like a string of screaming spaghetti into the howling oblivion between the universes.
18. Anti-Higgs Mass Nullifier suit. A suit of articulated power armour that nullifies mass; the wearer becomes completely massless and no longer subject to gravity in any form. Any movement will not be slowed by gravity and they would probably crash into something were it not for the other property, making the wearer utterly insubstantial and able to pass through other objects, his massless atoms slipping easily between the atoms of any solid object he meets. When the field is turned off any atoms within his volume react with the tissues around them, and even a few grams of air can be painful. Should only be used in a high vacuum, and movement controlled by photon beams.
19. Ultrasonic dishmop. A plastic stick with several floppy rubber bristles hanging from the end. When activated the bristles stand out on end and vibrate ultrasonically shattering any ceramic plate, cup, jug etc they come into contact with. Any organic material on the resultant dust is then blasted off with setting two, blowtorch mode, and the cup reconstituted by setting three, 3d printer mode.

20. Transdimensional catheter. An apparently ordinary pair of underpants, but with a gusset that opens into a transdimensional void. Any urine or faeces produced by the wearer immediately disappears into the Winds of Limbo, making it useful for long distance starpilots on a tight schedule, and scuzzy adventurers who live inside plate armour for weeks at a time. There is a 0.01% per 24 hour period wearing these underpants that a Hound of Tindalos will bite the tender parts hanging in limbo.
21. The Enumerator. A handheld device with a dial and two prongs that should be pointed at the target. The dial goes from 1 to 7, and the number indicated will be the ordinal number of the object scanned according to the numerological system of the superstitious Septitentaculates of the planet Janx.
22. Autoboots. Walking is sooo boring, but these boots, with their electrode attachments and ankle mounted battery packs, will electrically stimulate the muscles in your legs so as to propel you forwards without you having to think about it. If you take a suitable pill that deadens the pain of the electric shocks you can walk while you are asleep and even the recently dead can march manfully on. Great for getting yourself home after a serious night on the beer.
23. The Hat of the Interwebs. A helmet that puts you in touch with every other mind in the greater galaxy using the same network. Users are immediately overwhelmed by a gabble of criticism, bad taste jokes and messages of outrage and contempt as the cellar dwelling trolls of half the galaxy go through your inmost thoughts, the minutiae of your outward appearance, your culture and your opinions, find every single aspect of them wanting in some fashion and rebroadcast them so as to enable you to be generally ridiculed and despised by billions of supposedly sentient beings at once.
24. Interstellar GPS. A spherical device that shows a bunch of lights floating near each other. Poking one of the buttons on the base zooms out to show more lights, poking another zooms in to show one light. This is your position in the galaxy, accurate to within 0.01 light year. If you work out the settings it will spout useful directions like 'Turn LEFT at the next intersection for Alpha Centauri', and will show local hyperspace routes. An ominously big red dotted line passes through the Solar System.
25. Philosophy Beans. A sweet popular on some intellectually snobby worlds, these small gelatinous beans smell faintly of pears and desperation. Different colours contain psychoactive compounds that will induce different religious, philosophical and political beliefs in the consumer, such as Antinomianism, metempsychosis, logical positivism, communitarianism etc. Fans chew different flavours at once in an effort to create a novel insight into the nature of being, and several new religious sects have been founded in this way. Everybody leaves the white ones, they taste of Fatalism and bilberries and are hard to chew.
26. Zoanthrope Cutout. A curious nodule of electronics that fits onto the nape of the neck. It suppresses most neural activity in the outer layers of the cortex and allows the limbic system and R-cortex to reign supreme temporarily turning a man into a rather stupid animal. This was some ancient and decadent races idea of a holiday.
27. Instant Alimentizer. A row of five glass stomachs with little hatches on top and little clocks on the front and a compartment with a detachable sticky metal pad. The contents of the stomachs will be teleported into the stomach of the person wearing the metal sticky pad at the time rated by the clock, a useful method of dining for persons spending extended periods stuck in a sealed vacuum suit away from their spaceship. Note that the device makes no distinctions, any item in the glass stomach is teleported, organic or inorganic, and goes on schedule, whether the stomach has been emptied or not.
28. Portable Protocol Droid. A skullcap with a hand on a metal arm sticking out of the top with a sculpted face with a smarmy expression. When the wearer makes a social faux pas or uses bad language the hand slaps him across the face and a tinny snooty voice says 'I really must apologise' or 'I beg your deepest pardons'.
29. Compliance Induction Stick. A metal truncheon covered in metal studs, created for riot control. When struck against a person it instantly detects how much adrenaline, serotonin and dopamine is circulating in their blood and if they pass certain limits it will administer an electric shock. If the users levels of hormone are higher than the strikees he will get the shock, as it will be assumed that the riot control officer has become too angry to restore the peace in a professional manner, or the stick has been stolen by a rioter.
30. Panic Button. A medallion with large red button that says 'Panic'. This device contains an unshielded Infinite Improbability Generator and will give the next d20 dice rolls in the immediate area a random modifier of +/- d20, each roll of 20 exploding into an additional d20, hopefully resolving his current cause for concern one way or another.
31. Tissue glue. Handy medical product that enables skin, flesh and bone to be stuck back together instantly. become one coherent tissue. Do not spill this product, having your fingers fuse into a single flipper is not fun, getting your legs glued together is even worse and accidentally sealing your mouth shut does you no good at all. Often found in tins marked 'Lip Balm' this being a popular practical joke back in the days when laser scalpels were found in every bathroom medicine cabinet.
32. Rumford's Rectal Respirator. In an emergency any mucous membrane in the human body can be used as an interface through which oxygen can be absorbed, including those lining the rectum. The rectal respirator fits into the anus and provides a constant enema of oxygenated fluid, keeping the body alive.

33. Sonic Screwdriver. Adjusts sounds and allows one noise to be attached to another with sonic screws aka 'eeks'. Especially useful in making long drawn out drones and rattles more melodious and pleasing to the ear, bolting sweet-sounding chimes onto the foul noises of flatulence, attaching greetings to the creak of hinges etc. Cannot reduce or increase volume however, and cannot put even high pitched noises up into the ultrasonic.
34. Litmus paper of Good and Evil. When touched to a moist object will turn blue for evil and red for good, and comes with a squeeze bottle of True Neutral water for wetting and hopefully dissolving sufficient material to detect. (Thanks to Jason Sholtis).
35. Personal Transportation Device I. A Segway.
36. Personal Transportation Device II. A motor unicycle with a dodgy gyroscopic stabiliser, won't make left turns without pitching the rider off.
37. Personal Transportation Device III. Pit Floaters. A harness that fits round the torso and has inflatable hydrogen balloons that fit under the armpits. Gas bottles will be enough for five uses.
38. Personal Transportation Device IV. A tiny wheeled vehicle, usually painted bright yellow and blue and with a loud horn to let people know it is coming. It contains an enlarged internal space, meaning it is bigger on the inside and can carry far more passengers than its meagre external dimension may suggest, though the peculiarities in the helium laced air supply does tend to make the passengers' faces go white, their noses bulbous and red and gives them squeaky voices. If it crashes the force field holding this extradimensional space may collapse flinging passengers all over the place at high speed.
39. Personal Transportation Device V. A pair of comfortable fluffy slippers with rabbit ears and embroidered rabbit eyes and nose. When given a uranium laced glowing fabric carrot they will leap into action bouncing at 100 miles per hour for up to six hours.
40. Rapid Transit System I. A set of tubes that spread throughout the local area containing ever circulating flows of transport mucus. The person enters the system through a sphincter and is squeezed round it by peristaltic motions of the tube walls. Must have own air supply, and be warned that these systems are often plumbed into the sewer and waste water one as well to save money and to be ecologically sound.
41. Rapid Transit System II. A set of tubes that use magnetic attraction to move people and goods. In the antechamber you dial in the code for your destination and the requisite number of electrons are added to your body to give you an overall negative charge (this may be rather like being electrocuted unless one has one's own personal Faraday Cage). The tube is a perfect insulator and allows magnetic attraction to whiz the person to their exit gate, which has a positive charge. The two meet, electrical equilibrium is restored and the person leaves (probably with their hair standing on end). Do not open the tube while a person is in transit, the resultant sudden electron flow does resemble a lighting strike or a very big Tesla Coil discharge.
42. Rapid Transit System III. The person and their luggage are fired from a gravity cannon in a hyperbolic arc towards a tractor beam station some distance away. Several stations combining gravity cannons and tractor beams can be employed in one trip, elegantly flicking the traveller around the upper atmosphere of a planet at high velocities, circumnavigating it in minutes. Just hope all the automatic radar and air traffic control computers are all working properly, or if not that the human operators are good jugglers.
43. Rapid Transit System IV. Created by a race of fitness fanatics this system consists of free floating half cylinders of water held aloft by force fields and running through tunnels. Each person has a kayak and can paddle themselves along. The Rapid bit comes from the release of bloody great sharks to encourage travellers to do their utmost.
44. Rapid Transit System V. A series of numbered squares in pattern of three squares, then two side by side, then one, then two etc. covering the digits one to eight, with a tenth square marked with a red star. The user adroitly taps out the code of their destination on the nine run up squares, jumps on the tenth with both feet and is teleported there.
45. Monofilament Blade. A handle which apparently has nothing attached to it, but which in fact has a very, very sharp monomolecular filament capable of cutting anything. If in good working order the blade will be held out straight and the end indicated by a holographic red glowing ball. If not the ball may be missing making it impossible to tell how long the thing is, or the blade may droop and flail about like a whip, slicing through things more or less at random.
46. Phase Translation Romper Suit. Designed by a giant race for their recalcitrant toddlers these suits embody the dictum 'children should be seen but not heard'. Tight fitting and brightly coloured these suits are excellent armour, repelling most kinds of environmental hazard and becoming hard as rock if physically struck. If the wearer gets angry or starts shouting or using violence they are immediately translated to a closely adjacent dimension in phase space, becoming insubstantial ghosts, clearly visible, but inaudible and incapable of affecting the physical world around them until they have calmed down and stopped throwing a tantrum. Needless to say once zipped up the suits can only be removed by a responsible adult at least 20 feet tall.

47. **Muppetisation Beam.** A heavy weapon that sends out a scanning laser to map the body and features of the target and then quickly manufacture a hollow foam rubber caricature with sticks attached to its arms in its reaction chamber. This is then operated by the gunner's assistant as a muppet, and the target will follow the actions of his newly minted double, including waving his hands rapidly in the air, throwing fish and karate chopping people on his own side. Especially large targets may require more than one puppeteer, with whole teams of specially trained dancers being required to control dragons.
48. **The Food of the Gods.** A box with a thin slot about two inches wide suitable for a card or piece of parchment with a numerical keypad. If you find a credit card and put it in the slot, and key in the right numbers a pizza will be delivered to you from the depths of spacetime by a flying saucer crewed by a bored and spotty little green man working his way through university within a mere 20 minutes. If you have no money in your bank account the machine will beep angrily and return your card sliced in two and if you make three failed purchase attempts in 24 hours an orbital laser will vapourise you for being a fraudster. This device saved the Order of Saint Roger the Inert during a famine centuries ago, but sadly their stolen Bank of Betelgeuse credit card has long since run out and only legends remain of how delicious the pizzas actually were (except the ones with anchovies). Someone who finds a valid card with money still in the account and works out the code number for Parma ham with olives, capers and ricotta cheese will be deemed a miracle worker.
49. **The Infinite Paper.** This microminiaturized paper manufacturing device has a small hopper into which the user can insert twigs and splinters of logs, turning them almost instantly into a piece of good quality, very thin white paper about three inches wide with a line of glue down one side. Just tear off as much as you need and put in more wood to continue the roll. Scented woods such as liquorice and sandalwood and fruit pulp such as cherry can also be employed to make a subtly flavoured paper. This device will be found on the emaciated corpse of an ancient interstellar hitchhiker wearing a Hawkwind tour T-shirt and carrying the Everfresh Baccy Tin containing a Vorpall Spliff +3 (knocks yer head clean off!).
50. **The Eye of All Seeing, All Buying.** An electrobiomechanical eyeball which can see in the infrared and ultraviolet portions of the spectrum, visualise alpha, beta and gamma radiation, detect the Colour out of Space and in combination with an X-ray torch enable you see through walls. Unfortunately the original owner did not register the product and it is plagued with advertising and nagware. Every minute of use results in at least one ultra annoying advert of 10-30 seconds taking over the device and feeding itself directly into the optic nerve, inevitably distracting the user while in the middle of a fight or trying to cast a spell.
51. **Coffee Sprig.** A wee bit of plastic that you stir around in hot water to produce instant coffee! Tastes bloody awful, but some wizzo inventor managed to get billions of these bloody things produced before the public got bored of them and the company went tits up. Interstellar fly tippers dump them in out of the way spots on medieval worlds to avoid environmental recycling regs.
52. **Laser-deflecting Hat.** Conical mirrored hat which rotates rapidly when a laser is fired nearby, deflecting it into 1d6+1 smaller beams which will hit random people nearby for reduced damage.
53. **Fool detector.** A small microphone and gauge that will detect whether what a person is saying is in anyway intelligent or meaningful. Can give a rough estimate of foolishness after a mere three seconds, and then refine its value to a more accurate assessment over ten minutes or so. Must have been built by some clever bastards somewhere, the wittiest and most erudite humans on Earth rate at 96.5% fool and most us are at 100% complete and utter fool. The machine celebrates its discovery of such with a loud raspberry sound and a flashing red light.
54. **Lazy brick.** Hi-tech vandalism device that looks exactly like a brick with big black button on it. Pressing the button causes a pulse of ultrasound to break the nearest glass object, saves you the effort of throwing it. If no glass is available it will loosen teeth, including the users. Comes with a variety of spray painted logos from interstellar punk bands.
55. **The spork.** This amazing high tech device combines the functions of a fork and a spoon! Being made for a species of 12 foot tall it could serve as a weapon. 1 in 10 sporks in fact a foon, a fake and disreputable utensil that no civilised person should be caught dead with.
56. **Solarian wallet.** Solarians use plutonium for currency, their wallets are thick, heavy and have a satisfyingly loud jingle. Opening one will make your hair fall out, your skin peel off and your gums bleed. Playing shove ha'penny with the contents has a 1% chance per turn of setting off a nuclear explosion.
57. **Tube of Midichlorian Paste.** This innocuous looking tube contains Midichlorian laced toothpaste. Applied daily with a toothbrush it will give you terrible halitosis, the bugs will spread to cause acne, facial and genital herpes and eventually large patches of impetigo. In return you will receive psionic powers, but will probably be too busy scratching yourself to focus and use them.

58. IKEA Dömsdåy Device. A kit of twenty seven parts with screws, weirdly shaped plastic and metal fixings, a human skull, inexplicable bits of laminated chipboard, goat horns, a flint trepanning knife and a plate of neutronium, which when assembled according to the friendly cartoon instructions, will create a sphere of annihilation that will cause the rise of the Old Ones, earthquakes, storms, the destruction of the planet and a universe wide storm of Swedish meatballs. Unfortunately someone has lost the allen key that fixes it all together.
59. One black lacquered allen key with the cross section of an inverted pentacle, use unknown.
60. Calorie counter. Another point and click detector, this one calculates the nutritional content of the target according to the metabolic needs of an uplifted wolverine-man. Has handy red, amber, green codings on saturated fats and simple sugars. When it spots a single item worth 10000 calories or more dings a supper bell and issues a paper napkin.
61. Fire extinguisher. Never be bothered by fireballs ever again! Black cylinder with a come on top which instantly sucks in all oxygen from a volume of air 300 feet in diameter, extinguishing all flames. Created by a race of ammonia breathers who did not regard this as a problem, other species may suffocate before they struggle out of the zone.
62. Battery Recharger of Satan. Put one AAAZ sized battery in the hollow handle of this quirkily designed knife, stab something (a puppy will do nicely), and the passage of the screaming soul to hell will recharge the battery 100%.
63. Wages of Sin calculator. A large electronic calculator with buttons for all the seven deadly sins (greed, sloth, etc) a few graces and virtues, some arithmetical signs and ethical trig functions, including one for puppies stabbed for Satan. Will calculate your time in purgatory for sins versus redemptive acts, and/or give a percentage chance of salvation. Runs on two AAAZ batteries.
64. Fun buzzer! Magic ring which causes electric shock in the person greeted with a handshake equal to a Shocking Grasp spell. Requires one AAAZ battery.
65. Spinning bow tie. Bow tie that goes round at a huge rate, deflecting incoming missiles 25% of the time at the expense of making you look a complete and utter fool. Requires one AAAZ battery.
66. Fez of Protection. A red hat with a black tassel that will protect you from harm by suddenly enlarging to ten feet circumference and height and falling over you like a tent.
67. The Slow Gun. Developed by a race of melodramatic film fans this revolver fires extremely slow bullets, giving the firer plenty of time to issue homilies and speeches and the target to reply with repartee, famous last words and generally contemplate their gruesome end. Less sporting species may just run away before the bullet gets anywhere near them.
68. The Contraption of Cat Annoyance. A weighted shiny egg shaped object that sits on the ground and wobbles. Twisting it produces a red laser beam that shines on the floor and walls as it moves.
69. Starship key. Looks like a weighted shiny egg shaped silver object that will sit on a surface and wobble. Produces a red laser beam that shines on the walls and floor, indicating the ever changing location of a distant starship in standby mode. Following the laser beam will take you to the vessel, and twisting the egg back the other way will open it up for you.
70. The Rainbow Ring of Revolving. This blue plastic loop is about three feet across and weighted. Spinning it round your body and accelerating with hip movements will cause it to change colour as its motion nears light speed due to red shift. When it reaches reaction speed, it opens a portal in space time and causing the user to disappear and move 106 light years in a random direction.
71. Tamagotchi's Revenge. A tiny cage with a miniscule and very cute stripey animal in it, with a water bowl and food bowl, various toys etc. It will mew pathetically at the first person who picks it up and they will become it's carer. It will be a very demanding and fussy little beast needed nuggets of fine steak and purest holy water, and if it's need are not met the creature wails pathetically, then stomps about growling angrily, and will eventually die pathetically. The negligent carer will then be miniaturised and teleported into the unbreakable cage. Good luck finding someone to give you food and water while imprisoned if you ain't that cute and can't sound pathetic enough.
72. Pokemon's Revenge. A huge ball, half red and half white, just laying there. There is a catch and a smell of delicious food inside. If opened, one person in the locality will immediately be sucked in and trapped. The ball will snap shut and will be picked up by a vast alien who looks bit like a cross between Godzilla and a yellow rabbit. The unfortunate victim will be forced to take part in gladiatorial combats against other trapped beasties owned by other vast aliens until he dies.
73. Deelie Boppers of Doom. A plastic head band with two long springs attached, on the ends of which are two shiny balls decorated with smiley faces and fun fur. When donned the boppers will wobble to and fro in an entertaining fashion. The band will become clamped to the users head and cannot be removed. When danger nears an electric spark will begin to form between the boppers in the manner of a Van de Graaf generator, and a quick and vigorous nod of the head will hurl a lightning bolt at the target, draining 103 HP from the user per dice of damage done. Always a 5% risk of the boppers flailing backwards at the crucial moment and a 5% chance that the boppers collide and feed 10000 volts back through the users head. Requires 2 AAAZ batteries.

74. **Soup Bowl of Death.** A present for people you don't like, this ceramic soup bowl has a secret interdimensional gate at the bottom. When filled with warm soup it will activate and a super strong demonic hand will suddenly emerge and grab the diner by the neck and draw him down into the soup, drowning him.
75. **Dalekiser.** A large cylindrical device covered in half spheres with a small opening in the front just big enough to insert an arm, a leg or maybe your head. Arm: You know how Daleks have that arm with the really cool annihilation ray? You now have the other one, the sucky one that looks like a plunger. Leg: Daleks have no legs. Neither do you now. Inexplicably you can still walk up stairs. Head: The machine rivets a bucket to your cranium and you now sound like you are talking through a cheap 70's distortion pedal.
76. **TARDIS.** That Absolutely Rubbish Dead Insect Slicer. A device that fits over your kitchen window that electrocutes any insect landing on its grill. The deceased insect falls into a mincing machine where it is stored in a cylinder - freshly chopped chitin is a condiment in certain parts of the galaxy.
77. **Contact Lens of Sexual Curiosity.** A contact lens that enables the user to see into the near ultraviolet that will expand and adapt to fit any eye anatomy. The user won't notice much going on at first, but if they meet another person or creature wearing one there will be an easily noticeable glint in their eye. These were developed on a polyamorous planet so organisms interested in casual sex could recognise each other. Could get difficult if the user is unaware of this, while the slumming demon/monster/ space tourist they have just encountered is.
78. **A wallet for keeping Ningis,** the galactic currency that consists of triangular rubber coins 6800 miles along each side. The wallet looks ordinary enough from the outside, but it is a wormhole into the orbital space of a planet, possibly distant, possibly even your own, where 1d8-1 Ningis are in orbit. Watch out for the vacuum. If your galactic transactions are successful huge tractor vessels will be dispatched by the Galactibanks to move the spare change from your pocket/planet to another. If you ever manage to get 8 Ningis together you will have a Pu, but no one has ever managed that and no one knows what they actually look like. (Thanks Douglas Adams).
79. **Box of 1d6 AAAZ batteries** with special charge measuring device. Press the strip to the two ends of the battery and it will emit a doomed and pathetic wail, the louder the scream of the eternally damned the more power in the battery.
80. **Universal handle.** Magnetically attach to any paramagnetic metal object or container and when attached enable the weight to be adjusted by use of a dial from 1% up to 100%. The potential energy removed is partially turned into heat - a 1% weight level will increase the objects temperature to (mass in g) degrees Kelvin, quite possibly melting it (ice melts at 273K, water boils at 373K). The handle remains intact and quite cool, but doesn't shield the user from the effects of being next to a great big dollop of molten metal.
81. **Unobtainium ingot.** This supremely useful material can theoretically power spaceships, be forged into unbreakable swords and armour, is light enough to float in water, yet hard enough to cut diamond. It also hovers at least three inches beyond the grasp on any sentient being who reaches for it, even somehow avoiding tongs, hoovers, hammers and other mechanical aids to getting to grips with it. It can't be surprised and if encircled and jumped will disintegrate into its component atoms, emit beta radiation at all nearby, and reform as the closely related but mostly useless Millwallium whose only known use is to smash window glass.
82. **The Breakfast of Champions!** A box about 30cm high, ten deep and 20 across decorated with an animation of a huge bloke wearing a kilt picking up a solid steel suspension bridge and chucking it somewhere over the horizon. On the back is an impressive list of ingredients in some alien language, but you can discern that it has all vitamins from A to Z, including vitamin H, Hugolamine (makes you muscles huge, or makes you as witty a Victor Hugo, or possibly both) and vitamin N, Ninjaic Acid (damned hard to find, excellent for the joints and fingernails, you can poke your finger through steel girders if you get enough of this stuff). Also has every trace mineral in the periodic table, including bubbles of helium, so get the stuff down you before it floats away, and even Unobtainium.

This cereal isn't actually aimed at people, it is aimed at suspension bridges, the artificially intelligent kinds that incorporate a lot of nanotechnology to adapt to changing environmental constants like being assaulted by McBlashies, as the kilt clad Storm Giants depicted on the box are called. A big bowl of this in your materials hopper in the morning, spread by transport nanites across your girders and washed down with a big mug of weatherproof paint and you will be ready for anything!

To humans it looks, tastes and feels like gravel and minced up titanium, and eating it daily will gradually replace and distort your skeletal structure into girders supported by a spinal column of high quality steel wedged into a pelvis made of concrete.

83. **Gravitational Source detector.** A transparent ball with a very thick red cone going from the centre downwards to a glowing segment of the surface, and some further faint lines radiating from the centre to various faintly luminous motes on the rest of the surface; one of these at least will visibly move if watched for over an hour. These lines indicate sources of gravitational force large enough to affect the trajectory of a starship. Since it is on a planets surface when found there will be a massive signal indicating the planet below and incredibly feeble ones for the sun and any moons and all but non existent ones for the planets. Moderately useful for an astrologer who can work out how to adjust the 'brightness' to remove the main planetary signal and make the others more visible.

84. Glypherator. A thick stick with a grille at one end and a black ball at the other. Speaking into the grille activates a laser which draws huge rotating holographic glyphs in the air above the users head, enabling his words to be seen from up to a mile away, by someone who can read the alien language it writes in.
85. Cellphone. A little unsophisticated handset that will enable the use to make voice calls to other users of the same device, if they know the number. This high tech version has excellent reception, even underground, due it's use of tachyon technology, and the base stations can be spaced up to a light year apart. They are also monitored by the interstellar Drug Squad, and the 1d3 units you have just picked up on your grotty little medieval planet were dropped by an interstellar drug runner picking up another load of horse dung, the highly addictive and sought after party drug of the hyperintelligent plants that dominate the rest of the galaxy, which is only found on your backwater world. Using the phone is fine until someone mentions 'shit' or 'brown' or 'donkey' or 'neigh' or some other key phrase, at which point a flying saucer/patio planter full of PoliceShrubs will be dispatched to your location. These smallish Ents will be equipped with any number of violent hedgetrimmers and secateurs and will be ready to spray Round Up in your face at any sign of resistance. Tell them where the Shit is and it will go easy for you in court.
86. Several sealed metal cans of delicious fruits. Pity no one has invented the can opener on your world (or has forgotten its secret). Damn good quality cans too can take a lot of bashing and are resistant to most primitive hacksaws. Unless you have a can opener and/or laser cutter forget it. 1 in 10 contains a leaping spring-loaded rubber snake.
87. Mop bucket of magnetic monopoles. Made of a very special isotope of zinc, this utilitarian looking bucket can hold thousands of volts of monopoles. The mop handle is made of ebonite and has a pair of thick rubber gloves to insulate the user, which the head is made of coils of rusty meteoric iron. Scraping this across the deck of any spaceship engineering section will cause a buildup of monopoles, felt as a static charge even through the gloves, and must be squeezed out into the bucket between two ceramic insulators. The bucket will appear to be empty, until it is spilt on someone or some dozy twit sticks his hand in it and gets a massive electric shock.
88. Personal dung beetle. Bred by the Ahoggia (see Empire of the Petal Throne or other publication on Tekumel) during the Humanspace Empire period. The Ahoggia never really went in for plumbing, pooping on the floor and allowing these creatures (actually crab like distant relatives of their own species) to roll up their masters dung into a ball and take it away to lay their eggs. A kind master will soon have a little tribe of these creatures following him about worshipping him as the font of all nutritious poop, and their absorption of stray DNA strands from the stuff will mean they come to look like him too.
89. Hydrogen tablets. A literal pick me up intended for gas giant dwellers, these capsules contain compressed gas for filling your buoyancy bladder with nice fresh bouncy hydrogen. Will cause humans to bloat, float in the air and then give vent. Watch out for naked flames.
90. Naso-novels. Always wanted to be erudite but really can't be arsed to read any books? This handy device will grind up any print material into a fine powder and add infozymes, which can be snorted at your leisure. While in the nasal passages you will be able to recall any section of text you please in an instant, but be careful not to sneeze or you will forget the lot. Trying to do multiple books at once isn't a good idea either as they will jostle in your brain space while the infozymes try and sort them out. It doesn't do diagrams well either, and trying to use it on a ideographic language like hieroglyphics or Chinese will give you a headache and cause a massive sneezing and coughing fit.
91. The Cheese That Would Not Die. The ancients of millenia ago had many interesting secrets that have long since crumbled to dust and gone to ruin. But their snackfoods live on. Quite what relation this virtually tasteless and odourless yellow rubbery substance had to cheese no one can say, but the foil containers it is found in have a picture of a smiling horned bovid on the outside that might be a cow or goat of some kind. The stuff inside is edible, vaguely nauseating but nutritious and about a third of the packets are of a slightly softer variety that can be spread on bread or crackers with a bit of determination and some collateral damage. Packets of the stuff can be found on altars being worshipped by sentient oozes and puddings in a form of ancestor worship.
92. Irkin boots. The Irkin civilisation as we all know respects height as the most desirable thing in a leader. These boots have extensible platforms that will enable you to be taller than anyone else in the room and therefore appear to be the most important. Once the extension gets beyond a few inches it gets difficult tot walk and some practice in stilt walking will be required for more than a foot or so. Can go up to 50 feet when meeting titans. If more than one person is wearing this kind of boot they can get into an arms race and mash their wearers into the ceiling.

93. **Trousers of Swagger.** Garment devised in a portion of the galaxy where it is no longer fashionable the waistband of the trousers to be anywhere near the waist. The waistband has antigrav suspension and a knob for adjusting how far they will sag below the waist, from down near the knees upward. They also have a width control, and will happily hand there not falling down up to a foot wider than the circumference of the wearer (worn with bicycle clips and a gallon or two of water this enabled the wearer to show off how manly he was by showing off how many live carnivorous eels he could stand swimming around in his kecks). They can also be set to rise slowly up and down and even rotate horizontally to and fro, ripple in a sine wave etc. Fashion is a funny thing.
94. **Scarecrow.** This is a metal pole with a globe on the end that when activated (requires 4 AAAZ batteries per day) will tap into the surface thoughts of any nearby vermin and project a holographic representation of whatever it is the will scare them away. Often very revealing about the inner psychology of various species and adventurers — one thing guaranteed to get most of those rascals on the run is a hologram of respectable city alderman offering them a proper job.
95. **2D Parachute.** Falling from a great height is dangerous, but fear not, this belt will render you two dimensional and thus able to float down from any height gently like a leaf. With a bit of practice you can alter your silhouette or even roll yourself up in the third dimension and guide yourself to the desired landing spot, otherwise you do tend to get blown about a bit.
96. **Axolotl juice.** Not a lot of people know this, but humans evolved from the larval stage of a much grander and more interesting species, becoming sexually mature before their final molt and metamorphosis, in the same way as axolotls are a species of permanently immature salamanders. And like axolotls, with the right hormone the final stage can be achieved. This juice will turn any human or humanoid into a pupa, making their hair on their body grow rapidly and tangle into a hard chrysalis casing, while inside their internal organs and skeleton partly dissolve and rearrange... what emerges after a month or so is up to the GM. A winged angel? A devil? An elf? There has been a lot of genetic drift since the time when humans lost their adult stage, all kinds of horrible mutation may result.
97. **Stress sheets.** Roll of bubble wrap made of different colours of translucent plastic, each colour has a different kind of scented gas in its bubbles which is released when popped. Most popular are the slightly trippy purple sheets with nitrous oxide in, and the electric blue ammonium carbonate ones will wake you up quickly.
98. **Soul exchange.** Long distance travel round the universe is difficult — far easier to transmit one's personality and have it downloaded into a member of a local species, while their personality is down loaded into your body. It is possible to go on working holidays where you take the aliens body, or perhaps an android one off to do some incredibly dull job, while your body is rented out to tourists. The soul exchanger is a metal band with the logo and name of an offworld tourist agency and you contact them simply by putting it on. There is insurance available in case the temporary tenant of your body doesn't treat it with respect, but if someone take your body off to do lava surfing and it all goes wrong, then the universe is one biological body down, and your soul, inhabiting a body on a far off world, won't have any corpus to go back to. (Thanks to Robert Sheckly)
99. **Dark Energy Goggles.** As any fool knows, the universe is full of dark energy and dark matter, which has little discernible effect on the kind of mundane matter we are made out of, and which it is damned near impossible to see. With these glasses you can see what is going on in this shadow world and a pretty horrible sight it is, with all kinds of Cthulhoid nasties slithering through each other and killing each other off in strange ways. The disadvantage of the goggles is that they are visible to dark matter based lifeforms and they will attract attention and even attack, though the effects of this may be hard to determine. (Thanks HP Lovecraft)
100. **Armageddometer.** A large hour glass full of multicoloured grains of sand, which on closer examination are in fact tiny moons, suns, oddly shaped gods, elder things and gobbets of cosmic detritus. They percolate around in the upper chamber and regularly fall through to the lower one where they fizzle out of existence. The floor of the lower glass is absolutely bare black glass. Falling through indicates that the said celestial body or deity has come to an end. If you press a button on the top of the object it will highlight your own world or plane of existence of the deity you personally follow and show how close it is to falling through. Individual entities may rise and fall within the upper chamber according to circumstance, but the flow from existence into non existence is constant and relentless and cannot be reversed until the last object, the hourglass itself, is left. Then it will turn itself over and bit by bit the universe will reform from nothing.

Dear Secret Santicore—

*The 7 Lost Vestments of Sutoyar the Mad.
(Wearable artifacts presumed to have once been
created/enchanted by this legendary figure, the
whereabouts of which have been lost in the
intervening years.)*

Thanks!

R.O.

THE SEVEN VESTMENTS OF SUTOYAR THE MAD

by S. John Ross
sjohnross@gmail.com

THE SEVEN VESTMENTS OF SUTOYAR THE MAD

In a recent volume of our journal, the scholar Duncan catalogued — with accuracy — the many known *oozes* associated with Sutoyar the Mad, the slithering legacy of that lunatic some six millenia gone. But Duncan's work, while impeccable in many respects, commits a childish sin: repeating the indefensible theory (first proposed by Greevers) that Sutoyar never existed, but is some convenient *composite* upon which to heap historical blame, in the mold of Smithee the Forger or any of a dozen criminal folk-heroes, or of Magus Greevers himself, revealed eventually as a pen-name shared by a dozen Hathira Cult witches in the midlands. Duncan frames this slander as if it were sage consensus, instead of particular to the rantings of an ignorant few. Most "modern scholars and savants" know all too well the *reality* of Sutoyar ... or at least, they know parts of it. Here, I hope to shed my candle's light on just a little more.

THE MANIPLE OF REGRET

I should begin by noting that the term *vestments* is used commonly, but inexactly, when referring to Sutoyar's ensorcelled garments. In truth, only three of the known items are *certain* to be priestly garb. At scholarly gatherings, I am often asked: was Sutoyar a priest at all? Indeed he was, many times over, serving as clergy to the cults of dark demigods, devils, vile elemental lords, and eventually, in his later years, to *himself*, once he declared his own divinity. To this day, there are Sutoyar cults, and in those (each the "true" one), Sutoyar remains both deity *and* the Grand Pontiff (for 'twas his title) since his death has never been acknowledged by the faithful.

The Maniple of Regret is among the more *sumptuous* of Sutoyar's vestments, fashioned from black damask silk, with bone-white tassels of a shimmering material none have identified. Worn loosely over the left arm (in the manner of a waiter's napkin), the Maniple is ill-suited for action

(a stiff breeze, jogging, or doing *anything* useful with that arm might dislodge it) but the compromise is worth considering, as the Maniple is a *shield* of great strength, effortlessly drawing physical blows toward itself. Arrows, quarrels and the like are *dissolved* in a fetid but nourishing steam that Sutoyar found both delicious and arousing (Belton, p.109,112). Hand-weapons are held fast, used as conduits to pump nightmare-magic to their wielder, sinking them into waking dreams of the vilest sort, until the attacker crumples in terror, and the weapon cracks to ashes (Scavius, *Little Songs*, book IV).

The last known owner of the Maniple was no priest, but a collector, Rinson the Eager. Rumor has it, Rinson had it stolen for his collection from one of the Sutoyar cults, and that any charitable donation to those twisted faiths (they can be found begging alms in many a village) might serve to pay for Rinson's assassination. Rinson, it is said, *seeks the six remaining vestments*, and if he succeeds, he'd be the first to own all seven since Sutoyar himself.

THE BLOODED BLIAUT

Opposite the chased-silk finery of the Maniple lay this humble bliaut, a common woolen garment ubiquitous in Sutoyar's time. One aspect of the bliaut's magic is apparent immediately to those who know its age: the many bloodstains spattering the garment, though millenia old, gleam with freshness, and even bear the meaty, metallic stink of blood spilt fresh.

Sutoyar wore the bliaut as part of a disguise, in which he imagined he could "pass as an ordinary man" and hear the conspiratorial whispers of those dwelling near his estates (Hunterman, p.8,11,14-16). In his madness, however, he had no subtlety of disguise, and simply stuffed his more ornate garb under the bliaut, stuck a piece of straw in his mouth (Belsic, p.32), and wandered the grounds speaking in a thick imitation of the local accent. No one *believed* the disguise,

but none dared to admit it.

The Blooded Bliaut, once enchanted, is now *haunted*, though it's a fine distinction in this case. In order to have "a commoner's insight," Sutoyar had slaughtered a chapman and his wife, and bound their souls (or at least their memories, given voice) to the garment, and they would speak to him as he role-played an ordinary man, whispering to him the right way to speak, the right things to know, and not to know. At some point during the Ninth Spectre War this enchantment broke, and the garment — once washed clean of the blood of the ritual murder — acquired the blood afresh. The spirits, no longer meek consultants on matters mundane, became more driven, more *purposeful*, and more violent in their desires. At first, Sutoyar embraced this change with delight, until (Yivvers, vol. 8-9 inclusive) he came to realize that the mad ghosts were madder even than he. Soaked with yet more blood, and forced to endure screams too foul to enjoy, Sutoyar removed the garment and never wore it again, except to bed.

The present location of the Bliaut is a matter of some debate, but a clutch of monastic necromancers in the port of Virtog specialize in "ever-fresh blood" magics, so they would be strongly motivated to possess the Bliaut for that, and comparably obvious, reasons.

THE SCALED ORARION

Sutoyar is remembered for many things: his menagerie of oozes, his deadly puzzles, his automata, his vast and deadly manse, his casual approach to mass murder, his devotion to children's charities. *Visually*, though, he is most clearly remembered for (and depicted wearing) his "scaled scarf," technically an Orar (Orarian) from the Cult of Black Thalex, believed (Vulnetti, p.60) to be the cult in which Sutoyar learned his earliest spells. Indeed, the Scaled Orarian might be Sutoyar's first work of enchantment.

But for all its fame, the Scaled Orarion is misunderstood, overshadowed by its own legend. There are many accounts of it being a kind of "turns into an enormous snake" sort of garment, of the sort still popular today (Ninra, p.40, 47). I have witnessed the scarf's magic firsthand, and I can attest that it does *not* become a serpent, though it's easy to imagine — with its glistening satin snake-scale design — how such legends might be born. Rather, the Scaled Orarion is more akin to magic rope. It can slither and constrict, bind a target in knots, bear considerable weight for climbing, and in all other ways perform as a supple limb under the wearer's mental command. We may consider these its primary power,

but not its only one ...

The more surprising property of the Scaled Orarion is its ability to defy the shape of local space, wrapping around its wearer, apparently *consuming* him, and folding itself into a small, neat object easily mistaken for a purse or cloth-bound journal. When thus contained, the wearer is safe in an adjacent universe, impervious to harm and unreachable by most magics. Only the skillful unfolding of the Orarian will reveal the wearer ... and release him. For, dangerously, allowing one's self to be consumed by the Orarian is one-way trip to placid unconsciousness (complete with dreams of snowy meadows, lit with sunset gold, where the dreamer may wander and *browse echoes of Sutoyar's own emotions*). If no outsider then solves the Orarian's enigma of unearthly folds, the wearer will be trapped, unharmed but helpless, forever. Why did Sutoyar want such an option? Unknowable, for he was mad, but my personal experience has confirmed that some of the owners *since* have made unscrupulous use of the garment, tricking the innocent into it, and leaving them there until they could be discreetly removed and dealt with.

I write with authority on this garment for I have owned it now for years, insuring that it does no harm. I myself was its prisoner, placed there by Humalis the Savage and left for generations, unaging, resting with the ancient feelings of Sutoyar, while my children and grandchildren grew old and died, and while my libraries were plundered by my students. No matter, for I emerged sane and lucid, as the reader will certainly attest (see also Nugris, *Book of Sane Scholars*, volume 5). I have allowed many a fellow sage to study the garment while it remains in my care but, Rinson, if you are reading this, my refusal stands. It is mine; there is no price at which you might buy it.

THE CARRION CLOWNSHOES OF SANG

Unique among Sutoyar's fabled vestments are the Carrion Clownshoes, for, of the seven, these are the only Sutoyar himself did not craft. Rather, he won them in sorcerous battle from Lung Sang, Master of Dragon Corpses, on the occasion of Sang's violent death, and the beginning of his servitude to Sutoyar. Indeed, some fringe scholars regard the Mustache of Lung Sang to be a kind of eighth vestment, but this depends on a misunderstanding of traditional folksongs (Burghiss, *Merry Rhymes For Alle*, p.82-90) and the manner in which the mustache was "worn."

Sang's shoes — exaggerated footwear that spoke of his early days as a fire-juggling dancer in the traditions of his homeland — were not *made* of carrion, or flesh of any kind (see the Chasuble, below). Rather, they were *attuned* to it (Runebotthom, *Journal of Complementary Enchants*, Vol XIX, Scroll 3), to “guide the feet to flesh, flesh that’s rotting, flesh that’s restless, eager to rage.” Sang had built armies with the clownshoes, before he fell, himself, to a kind of soldiery.

The shoes are fashioned from plain, reddish silk, with chasings of gold, and “leering pom-poms of midnight wool,” affixed smartly to the toes (Ulrich, p.722). Legend disagrees on whether Sutoyar wore the shoes habitually, himself, or whether he left them on the servile corpse of Sang until which time he required their power. It seems likely Sutoyar wore them during his war against the Lost City of Harronport, destroyed by armies of deceased house-pets from within the city’s own walls.

Today, the Clownshoes are the property of a mountain warlord, Ritharion II. Ritharion has despatched criers throughout the lowlands, proclaiming that he awaits a maiden whom they might perfectly fit.

THE TEAR-STAINED MASK

A mask built for two? One large and one small? If a mask can fit two, can a mask fit us all?

Any child knows the nursery rhyme this item inspired (Gurtham, *Things Children Must Know*, p.1), and the words are true: the Tear-Stained Mask of Sutoyar was built for two to wear at the same time, Sutoyar and a Dwarf named Hansible, in the early years of Sutoyar’s now-infamous manse.

Sutoyar faced many social difficulties, and was often described as aloof (Aristel, Duncan, Wudderman, et al) but in fact made several game attempts at socializing beyond simply raising corpses and formulating tractable slimes. Hansible is, some would say, the closest the mad wizard had to a “friend,” to the extent that Sutoyar never murdered him, and seemed to respect his value as a summoner of infernal beings, a craft they explored in concert. The mask served them by forming a powerful link between them, one of pure emotion, which they could exploit in rituals of demon-binding. It allowed them to enslave powers beyond what they might otherwise have been capable of, but it rendered them emotionally unstable and weeping, hence the name — and hence the implied trust between Sutoyar and

Hansible (Wudderman, *What Price Blood?*, p.300).

One lingering mystery is how Hansible (a heath-dwarf shorter than Sutoyar’s dogs) stood eye-to-eye with a mad wizard known to be six feet tall. Most presume some form of levitation magic, but a few (notably Yinnikers, p. 890 and Holiday, p. 76) have maintained that Hansible wore great wooden stilts, themselves held to be relics by those enamored of Sutoyar or his era. The scholar Baylean suggests (*Riddles of History*, page 111) that if one were to collect all the splinters and fragments of the “true stilts of Hansible” held in reliquaries across the realms, they might provide enough wood to rebuild the burned city of Hashmيران (not that anyone — even Sutoyar — would be mad enough to want to).

Stilts aside, the present owner of the Tear-Stained Mask is the Priory of St. Humilius just west of Rettlesport, where it is used in “educational demonstrations warning against the dark arts,” according to correspondence with Reverend Mother Scoline. Given that the mask’s only real power is to create an intimate emotional bond, it is unclear exactly how the Priory might use it in these lessons.

THE CHASUBLE OF SKIN

Garments made of human (dwarvish, etc) skin are nothing new in the realm of mad wizardry, and weren’t new in Sutoyar’s day, either (refer to Thulcara’s *Catalogue of Skin Garments* for a treatment both thorough and readable, and upon which this entry depends). Sutoyar’s Chasuble of Skin is unique among recorded examples, however, for being made of Sutoyar’s *own* skin, during his *own* lifetime.

The tanned skin, augmented with sections of simple linen and leather fittings, is little more than a wide oval with a hole in the center (for the wearer’s head to poke through) draped over the shoulders like a poncho. The garment’s enchantment is one of slow, gliding flight (the wearer can’t gain altitude, but can *maintain* it impressively, descending as little as three feet per mile, as desired). The décor is mostly elaborate religious symbolism, all embroidered by Sutoyar’s own hand, and arranged to render the garment symmetrical in design by covering for the elaborate patchwork necessary to achieve the necessary shape.

But under what circumstance was Sutoyar able to skin himself, and survive, to create such a thing? The occasion was that Sutoyar had already *replaced* his own skin with a superior substitute: transparent, glossy, flexible and strong, boiled down from the brains and nerves of a dozen psychic animals into a plastic sludge, and then painted on his bare

musculature until it bonded. In this new skin, Sutoyar was said to be less vulnerable to some forms of attack, and more sensitive to *all* forms of touch, so that he could sense lurkers by the weakest ripples in the evening breeze (Waterman, p.60,64). This left him in possession his *old* skin without function, and since he already had a mad wizard's fair share of skin-bound grimoires, skin-made bookmarks and skin-crafted belt pouches (*ibid.*), he decided that he would once again wear his skin — a bit less intimately than before — and that it would serve as wings on which he would “drift from his manse in starlight, absorbing the songs of the world” (Elux, vol. 2, p. 19).

The last recorded owner of the Chasuble of Skin was a Sutoyar-unaffiliated church in the eastern islands, where it was kept as a relic and worn by the High Priestess on occasions celebrating the summer hurricanes, on which she would soar in reverence. The Chasuble was lost, along with its wearer, in a storm too vicious to ride. Its present location is unknown.

are attuned, without question, to his own frequencies (Hollstein, *The Second Oscillarium*, p.1274-1277).

The last recorded owner of the Pliant Ring was a barbarian, Harnok, who won it from a hoard in the Dryblood Hills. Harnok is aged, now, but has not fallen, and is rumored to own the Ring still, and to wear it secretly, “so none might see.” It is apparently an object the barbarian prizes above all, for he's butchered men for offering to *purchase* it. Those seeking a demonstration of whatever useful magic he may glean from such a thing must seek out the man himself — and be ready.

SUTOYAR'S PLIANT RING

Also related to Sutoyar's skin-replacement wizardry is the *Pliant Ring*, a garment made from the same reduction of nervous tissue, but as a separate item, rather than bonded to his flesh.

The item's magic is subtle, easy to overlook: the flow of blood in the area where the ring is worn is enhanced (Bidworth, chapt. 2-6), and the area will redden visibly after a while, and become warmer to the touch (Bidworth, chapt. 8). That seems to be *all* it does, though some spells cast upon the ring have suggested that there are other, hidden enchantments.

The ring's *size* adds to the confusion, because it's too large to be comfortably worn on a finger (even a thumb), but too constrictive to be worn comfortably on the arm or leg (even worn at the wrist, it's distressingly tight on all but the thinnest wearer).

A gift of some kind for a small-framed companion (an elvish lover, perhaps? Even in the age of Sutoyar's transparent, inhuman skin?) or perhaps a tourniquet of some kind (but what's the use of a tourniquet that *increases* the flow of blood?)

While the function of Sutoyar's Pliant Ring is a puzzle, its source is not, since none but Sutoyar knew the magic to create that transparent, pliant substance from rendered nerve and brain ... and the softest vibrations in its enchantment

Dear Secret Santicore—

There's an item I want to put in my game that lets PCs turn into a pretty superheroes a la Sailor Moon. How does it work? System: like 5e and/or general OSR.

Thanks!

A.C.

AMULET OF FLAWED MAJESTY

by Josh Buergel
jbuerger@gmail.com

(These rules are designed with Swords & Wizardry in mind, but should be trivially adaptable to any OSR-style system. A useful reference for spell effects is available at <http://www.dzowsrd.com/swords-and-wizardry-srd/for-players/magic/spell-descriptions>)

This amulet appears as a finely worked platinum chain with a pendant. Upon examination, every observer will see the pendant as being a different precious stone, with a different number of facets. An observer feeling the pendant will also feel a different number of facets than they can see, which will cause a strange sense of disorientation. The Amulet will automatically resize to fit snugly on any wearer, such that the pendant will show above all but the most high-collared clothing. The pendant is unusually heavy for its size, with a density that seems to exceed even that of precious metals.

The wearer of the pendant gains +1 Charisma. In addition, through the use of a command word, the wearer may activate a superpower once per week. The superpower stays active for an hour. During that time, the wearer has a total of +6 Charisma, rather than +1, and in particular appears to be an unusually attractive member of their race. The Amulet cannot be removed during this period by anything short of a Wish.

Each time the Amulet is activated, roll on the following table to determine the superpower that will be active. Rumors of Amulets that always grant the same powers have circulated, but no known examples exist. Any spells cast by the wearer during a superpower episode is cast as a 13th level caster.

1 AVATAR OF FIRE The wearer's eyes have flames licking in them, and flames constantly licking around them. The are immune to the negative effects of fire for their hour, and may triple the size of any normal fires within 100 feet of themselves at will. As a normal attack, they may throw fire bolts at any target within 100 feet with line of sight, as a ranged attack causing 2D8 damage. During the hour, they also gain the ability to cast the following spells once each: Conjure Fire Elemental, Fireball, Fire Storm, Wall of Fire.

2 AVATAR OF EARTH The wearer's entire body grows approximately 20% in every dimension, and becomes significantly more dense, giving them double normal damage from unarmed attacks and significant bonuses in any form of wrestling. They may cast Move Earth at will. The wearer gains +4 to Strength during this superpower, and their Armor Class improves by 4 points. The wearer may burrow through the earth, leaving no trace, at the same speed they would normally run. During the hour, they also gain the ability to cast the following spells once each: Conjure Earth Elemental, Earthquake, Transmute Rock to Mud.

3 AVATAR OF WATER During the hour, the wearer is able to transform their body to a water-like fluid, allowing them to flow through cracks in structures, under doors, etc, and may reform into their normal shape. They may also breath under water, may cast Create Water and Purify Water at will, and may swim at twice their normal running rate. As a melee attack, they may touch another creature and begin drawing out

water (attack is ineffective against non-living targets). If hit, the target must save versus magic or take 3D10 damage. During the hour, they also gain the ability to cast the following spells once each: Conjure Water Elemental, Lower Water, Part Water, Control Weather.

4 AVATAR OF AIR During the hour, the wearer is able to cast Wind Walk at will, transforming back and forth as they want. The wearer is also able to cast Invisibility and Fly at will. The wearer is surrounded by rapidly moving air that prevents all damage from normal missiles. Any thrown object by the wearer is accelerated at extreme speeds, causing those thrown objects to do triple normal damage. During the hour, they also gain the ability to cast the following spells once each : Conjure Air Elemental, Cloudkill, Haste, Teleport.

5 AVATAR OF MAGIC During the hour, the wearer's body crackles with mystic energy. Any creature within 10 feet has a one in six chance of being hit with a single Magic Missile at the end of every round. The wearer's body actually partially projects onto the Astral Plane during this period, and they can view both planes simultaneously (and can act on both planes). Every round, the wearer gains access to two different random spells, rolling D6+1 for the level of each spell. The wearer may also always cast Magic Missile at will.

6 AVATAR OF WAR During the hour, the wearer gains +6 Strength, Dexterity, and Constitution. The wearer's skin hardens, and they are immune to non-magic weapons and are treated as having an armor class 4 better for other attacks. All the wearer's saving throws improve by 2, and the wearer is treated as having Haste cast on them for the whole duration. Finally, the wearer may re-roll one attack miss every round, and gains an additional free attack after every natural 20 rolled on an attack.

7 BLOOD MAGIC During the hour, the wearer gains the ability to cast any spell from the Magic-User spell list,

once per round. However, they must injure themselves for 1 hp per level of the spell in order to cast those spells, and no healing may be performed on the wearer during the hour.

8 BEAST MASTERY During the hour, the wearer can speak with and control any animals within 1000 feet. The animals will fanatically obey any of his commands. Additionally, the wearer may transform into any animal, and may cast Animal Summoning III up to five times during the hour.

9 SHAPESHIFTING The wearer gains the ability to cast Polymorph Self at will. Unlike Polymorph Self, the wearer may choose to also gain the hit points or one combat ability of any form chosen.

10 STORM OF STEEL The wearer gains the effects of Haste, applied twice (so they move and attack at triple speed). They also gain +2 to all attack rolls, and treat all of their attacks as magical. Finally, they may also parry any one incoming attack every round, automatically.

11 TRIUMPH OF MIND The wearer may cast ESP, Telekinesis, Suggestion, Feeblemind, and Phantasmal Force at will, and is treated as if under the effects of Mind Blank. The wearer also gains the ability to cast Power Word, Kill three times. Finally, the wearer gains the ability to cast a psionic blast every round, treated as a ranged attack with a range of 250 feet. A creature that is hit must save vs. magic or take 2D12 damage and lose their next turn.

12 BACKFIRE With a blinding flash, the wearer disappears. The wearer is instantly transported to a random location on the Astral Plane, while the Amulet is instead transported to a random dragon horde on the Prime Material Plane.

There is one other drawback of the Amulet of Flawed

Majesty. Every time it is used by a humanoid, there is a 1 in 8 chance that the Amulet draws away a portion of the wearer's soul. The first time this happens is not directly noticeable by the wearer, but can be detected by extremely pious or divine creatures. Each subsequent time causes the wearer to lose a portion of their humanity (or orc-ality, or whatever). The wearer will gradually become more and more distant, cold, and sociopathic, eventually becoming functionally undead after an eighth time it happens, with no more of their essential nature remaining. The player should not be notified of this until the second time it happens, where they can be informed of some of the effects, but not the exact reason. One notable side effect of the second draining is that the wearer will no longer voluntarily give up the Amulet for any reason. The only way to restore their soul is to destroy the Amulet, an undertaking which is extremely difficult, requiring a major quest.

12 WIZARD HATS

by Kiel Chenier
kielchenier@gmail.com

Dear Secret Santicore—
A dozen wizard's hats.
Thanks!
H.W.



1. "The Gandalf": A wizard is never late. Nor is he early. But in this stylish pointed blue hat, he'll arrive (in style) precisely when he means to. Made from aged felt and shaped with only the finest mercury, this hat has a weathered, worn in look that's sure to please even the most curmudgeonly sorcerer.

Daily Power: By expending a higher level spell slot, you get a number of 1st level spell slots equal to the spell level you expended. You can then instantly have prepared any 1st level spell you know using those spell slots (ie, expend a lvl 3 spell slot, get 3 lvl 1 spell slots instantly, filled with lvl 1 spells of your choice).

Only Once Power: Once, you have the ability to go back in time to your turn 1d4 turns ago and your future consciousness inhabits your past body. You are able to act differently. A 'turn' is varies by game system, but is typically 6 seconds long. Doing this has a 10% (91-00) chance of regressing your age by 3d12 years. If your character's age regresses below 0, your character dies.



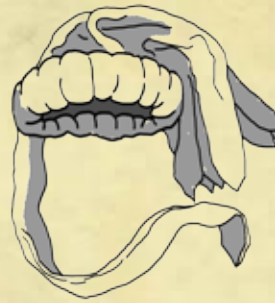
2. "The Acorn": Passed from wizard to wizard, this simple chapeaux perfects the look of any wizard looking to get in touch with her 'earthy side'. Made from eyewood moss and treated with essence of monksbane, dogs retreat from its odor.

Benefits: While wearing this hat you can telepathically communicate simple thoughts

back and forth to plants. The thoughts received depend on the wisdom of the plants. Grass is mute, flowers are simple and easily confused, moss is lazy, trees are smarter the bigger/older they are. Blights talk like goblins. Dryads or similar talk like elves.

Only Once Power: If sacrificed and added to a camp fire, this moss

makes the fire burn green. It immediately opens a nearby portal into the Feywild anywhere you would want to go. Even places supposedly protected by magic. Passing through this portal however, vaporizes any iron tools, weapons, or armour the PC's might be carrying.



3. "The Chaperone": Despite looking old and out of fashion, this grandiose hat conveys the noble bearing of a court wizard. Sewn in the grand seamstress halls of the magister elves, it smells of burnt parchment and is preternaturally difficult to soil or dirty.

Benefits: Subtle charms have been weaved inside of the material to protect against weariness, but they are old and have begun to unravel. While wearing it you immune to being magically put to sleep or deafened.

Drawbacks: Wearing it for more than 1d4 days causes you to be cursed to have trouble sleeping. Until magically cured, when taking a long rest you have a 30% (71-00) chance of being unable to recover hit points (or hit dice, if more appropriate). You suffer from magical insomnia.



4. "The Shrilby": A tightly woven hat made from rare banshee cloth, the shrilby is the hat of choice for any lonely young wizard wanting to look dapper and more distinguished. Its many magical charms ensure you can be heard when you tell others that "Not all wizards..."

Daily Power: Once per day you have access to ONE of the following spells, Alarm, Tasha's Hideous Laughter, or Thunderwave (or your system equivalent. Ask your GM). On your turn you can cast this spell as a free action.

Drawbacks: Any character wearing this hat without a Charisma

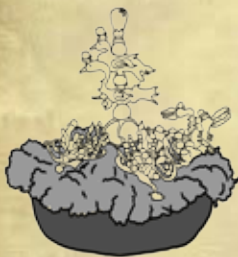
score of 15 or higher (or equivalent) repels members of the opposite sex. No creature of the opposite sex can come within 10 feet of you while you wear the Shrilby. If you wear the Shrilby for more than 1 hour at a time, this effect becomes a permanent part of your character.



5. "The Dreadora": A much cooler and appropriate hat to be worn in the city at night, the dreadora is fashioned from the pelts of vampire bats and ancient mummy wrappings. It carries with it a terrible curse to all magic users who aren't down with the undead.

Benefits: Any character wearing this hat appears to other creatures' senses as undead. Undead nearby who can sense you believe you to be a zombie or similar. Your appearance does not change, however, and you can be found out via sight and sound.

Drawbacks: If any of your blood touches the dreadora, it feeds on your life essence. It siphons 1d12 hit points from you upon tasting your blood. If you fall unconscious or die while wearing the dreadora, you return as an undead version of yourself.



6. "The Snap Cap": This tiny cap hails from a far eastern island, where mystics tell fortunes in tea leaves and smoke. Worn by the emperor's chief oracle, this cap imbues the wearer with the feeling of knowing all about those who cross their path...but with a high cost.

Daily Power: Once per day you can glimpse into a person's mind and learn a single, simple secret of theirs. This effect requires an action.

Drawbacks: When you learn a person's secret, they too instantly learn a secret of yours (determined by the GM).



7. "The Smirklet": This leather circlet has been worn by over a hundred bards, all of whom were killed in various unfortunate circumstances while wearing The Smirklet. Still, its wearer's souls have rubbed off on this piece of headgear, making it an invaluable item to anyone with a sharp tongue.

Benefits: Any character wearing this hat has advantage on all charisma based rolls to convince others of something they would be inclined not to believe. It also confers the knowledge and skill to be able to play one specific song on an instrument of the wearer's choice. Once that song/instrument is chosen, it cannot be chosen again.



8. "The Coral Wreath": This nautical themed headdress is said to be a gift from the spiteful goddess of the oceans to her least liked vassal. Its briny scent is sure to drive off landlubbers, but entice those who call the watery depths their home.

Benefits: All sea creatures find you attractive while wearing this wreath. You are immune to siren songs and enchantment spells from undersea monsters as well.

Drawbacks: If you wear the wreath for more than 1d4 hours while underwater, you will grow gills and be incapable of breathing air on dry land.



9. "The Duster": What this tattered and musty relic lacks in style, it makes up for in utility. Smelling of cobwebs and mildew, the Duster is a hat for only the most confident and unperturbed sorcerers and witchilurians. Or those who don't have any foreseeable prospects in their love life.

Benefits: While wearing this hat, you do not need to pay for any material spell components, as the hat produces them naturally once every hour. That said, the only components that are produced are in dust and fine powder form.

Drawbacks: Once per day, while wearing the Duster, you must make a percentile roll. If you roll 95-00, the dust that is produced by the hat is poisonous, and you must save vs poison or be terribly crippled.



10. "The Displacer Cap": A bold and monstrous choice, this cap is made from the hide and tentacles of a displacer beast, holding many of the creature's powers within it. It is a fashionable choice in winter, but will draw more than a few odd looks in summer. The choice of a true trendsetter (or an

unfashionable dolt).

Once per day: As an action, you can project a magical mirror image of yourself within 30 feet of you. Any attack against you has disadvantage now. If your actual body is hit, this effect ends. The effect ends after 1 minute as well.



11. “The Topper”: This modest looking top hat is the envy of hedge witches and pseudo-wizards the country over, having been used in numerous stage performances and plays. It is said to carry the luck of numerous notable magicians and illusionists, as well as just a tiny pinch of real magic.

Benefits: This hat acts as a bag of holding, capable of holding a near limitless amount of stuff inside a tiny pocket dimension. Living things can exist in this pocket dimension for a short period of time before running out of breathable air.

Drawbacks: Like a bag of holding, it is believed that something else resides at the other end of the pocket dimension, using or taking the many treasured items stored inside of it. Every so often, when reaching into the Topper to retrieve something, you may feel something else’s hand brush up against yours.



12. “The Hood”: This unassuming green hood and cape is perfect for long trips out in the elements. Its charmed to be waterproof, resistant to the elements, and has a certain rustic charm about it that seems to be all the rage these days. Curiously, it does smell faintly of blood.

Benefits: This hood and cape grant the wearer resistance to one element of their choosing. Once this choice is made, the hood is permanently locked to that elemental resistance. You can make that choice as soon as you are hit by elemental damage.

Drawbacks: While wearing the hood you are vulnerable to the opposite element that you chose. If you chose resistance against fire, you’re now vulnerable to cold, etc.

Dear Secret Santicore—

I would like a 1d20 table of new and unusual bionic options to roll on for the doomed world of Eucosia. These items should be deeply twisted as they will be available through the space aliens. No mundane characteristics; they should have very good and very bad abilities. I'd like my players to both love and loathe these in equal amounts.

Thanks!

M.D.

ALIEN BIONICS

by Noah Marshall
Noahmarshall85@gmail.com

HOW TO

Saves

SAVE DIFFICULTY	OLD SCHOOL	NEW SCHOOL
Easy	+2 bonus	DC 10
Medium	Flat	DC 15
Hard	-2 penalty	DC 20
Very Hard	-5 penalty	DC 25

D20 BIONICS

1	Abdominal buoyancy insert
2	Cranial defense plating
3	Cryogenic Stabilization Suit
4	DOF enhancement actuators
5	Empathy Suppression Unit
6	Laborer's Claw
7	Manipulation Assistance Transmitter
8	Matter Manipulation Implant
9	Metaphysic Destabilization Denier
10	Nanite fleshweavers
11	Navigator's Chipset
12	Optic Targeting Array
13	Organic Scramble Wave Emitter
14	Plasma Filamentation Conductor
15	Primary Brain Function Sentry Fluid
16	Production Efficiency Reconstitutor
17	Psychic trace analysis device
18	Self-Replication Apparatus

D20 BIONICS

19	Telepathic Vocalization Implant
20	Transposition Disc and Homing Pinion

COMPONENT DESCRIPTIONS

ABDOMINAL BUOYANCY INSERT

This palm sized device is spherical in shape and encased within a translucent blue shelling. A single sharp point of titanium emerges from one end. Within one can see various bits of wiring and circuitry, dancing with the occasional light of conductive electricity. When the pointed end is inserted into flesh, the spike painfully opens, allowing the wiring within to weave its way throughout a creature (1d4 damage). The area of insertion will slowly levitate to a distance of 6' from the ground, and though forceful action (pushing off a ceiling, grabbing something anchored and pulling), it will always inevitably and slowly reposition itself to this distance from solid flooring. As its name suggests, insertion into the abdomen creates the most comfortable state of levitation, but there's no reason to tell the players that. Excision requires remove curse equivalent magic, careful surgery, or painful excision (1d6 damage).

CRANIAL DEFENSE PLATING

In its inert form, this cybernetic enhancement resembles a 1' radius rolled up metallic pill-bug or armadillo. When its release button is found and pressed, it will unfurl itself, and scramble on thousands

of tiny filaments atop the head of the user. It will then painlessly insert its filaments into the users skull, fusing solidly with it in a roughly helm-like position. This character will be immune to psychic/mind-altering effects, but will be hindered by a limited field of vision (-2 perception/surprise). Also, for some reason they will completely lose their senses of smell and taste. The release for this device is a simple psionic command, naturally known to the grey race of aliens who created this tech.

CRYOGENIC STABILIZATION SUIT

This suit resembles the classic golden-age sci-fi, glass-bubble helmeted bulky space suit of the 50s. When worn, it releases gasses and chemicals designed to place the wearer in an active cryogenic state. The wearer will cease to age, and will be immune to cold damage, as well as energy drain and other necrotic effects. The suit provides AC as chainmail, and is similarly encumbering. This state is meant to be permanent, and attempts to remove the suit will elicit all forms of wailing klaxons and warning messages to emit from various read-outs on and within the suit. If the wearer continues anyway, they must immediately save (medium) or die due to their body's sudden lack of acclimation to normal environments.

DOF ENHANCEMENT ACTUATORS

The "Degree of Freedom" actuators resemble a pair of metallic boots. When worn, metallic leg sheathes will shoot up from within the siding of the boots, up to the mid-thigh of a human sized creature, bind themselves tightly about the legs, and then forcefully force the knees of the wearer into a backwards, out-ward angled position, similar to that of a mantis. This is intensely painful (medium save or fall unconscious for 1d6 hours) but causes no real damage. The enhanced character will find they are much more spry, able to easily leap 15' straight up, or 30' forwards, more with appropriate checks. Unfortunately, the actuators require solar power to function, and if 48 hours pass without the character spending at least 4 in direct sunlight, the mechanical functions of this device will cease, leaving them simply

terribly crippled. After 4 hours in the sun, the device will recharge.

EMPATHY SUPPRESSION UNIT

This device resembles nothing, so much as a wide jet-black guitar pick. A pictogram on one side clearly depicts an alien silhouette inserting the device into its eye. On the other side the same alien is posed with its arms in the air suggesting a state of happiness. While depressed members of the psychic alien race, often benefitted from empathy suppression therapy, the effect on humans is to drive them into a state of cold, self-preserving logic. The character's alignment becomes Neutral. They become immune to fear effects, and any mind-altering effect that could not change the behavior of a spider. During their interactions with others, their complete selfishness is almost impossible to hide, and they must halve the results of any social checks. The DM may rule that the character must make a (hard) saving throw, to take any action that is clearly of no benefit to their self-preservation or enrichment.

LABORER'S CLAW

If you have seen Alien or enough Warhammer 40K Orks you know what this 6' long mechanical claw looks like. Like many alien devices, this one takes care of the surgery the moment you insert your arm into its socket. This process is painful (1d4 damage) and permanently maims the users hand beyond their ability to use it normally. The character can make attack rolls with the claw at a +3 bonus (does not stack with strength) For 1d8+3 damage. The claw can be put to the purpose of any hard labor or destructive activity that a character with an 18 strength could perform. Unfortunately, the claw cannot be put to any delicate purpose, maiming and crushing anything the character attempts to hold.

MANIPULATION ASSISTANCE TRANSMITTER

This device resembles an earpiece headset, such as those worn by the CIA. It must be surgically attached to the neck below the earlobe, by means of a spiked "plug". This device was designed to transmit the

surface thoughts of creatures that the wearer engages with, allowing for improved diplomacy and subterfuge. However it was taken out of production due to an error that randomly replaces precisely one of the words it transmits with a similar sounding or meaning word. The wearer can only receive transmissions while engaging with a creature, and they are usually limited to the conversation taking place.

MATTER MANIPULATION IMPLANT

This sleek, chrome, double headed spike must be inserted completely through the hand of a would be user to function. This is of course a very painful process, dealing 1d4 points of damage, after which the wound must either be cauterized (1d4 additional damage) or the player must pass an (easy) save to avoid bleeding out. The device essentially imparts a permanent mage hand effect, allowing the user to conduct acts of minor telekinesis within 20'. The drawback is that this effect is always on, and different telekinetic actions require different and difficult to master finger and palm positions and motions. An intelligence check is required the first 10 times a character attempts a particular action with the matter manipulator, and DMs should keep a close eye on players who like to talk with their hands.

METAPHYSIC DESTABILIZATION DENIER

This unit is a plating worn along one side of the head and face in a fashion familiar to any cybertech fan. It possesses a brilliant topaz colored replacement eye, which must be worn in place of a real one to function. The aliens abhorred the foul magicks that pervade Carcosa, and this device represents one of their greatest weapons in the war against sorcery. It's function is identical to the central eye of a Beholder, except that it cannot be shut off by closing one's eyelid (which no longer exists), to avoid pointing antimagic where it's not wanted, a user must turn fully away from an area.

NANITE FLESHWEAVERS

Many, if not most, of the grey alien race had these

useful creatures installed shortly after birth. When found, they occupy a corked, apparently empty test tube. Anyone opening the tube must save (medium) or be infested by the microscopic creatures. For the first week after they enter a characters body, the character will benefit from a +2 bonus vs poisons, as the creatures multiply within their body and attack only clear dangers. During the second week, the character will also benefit from the nanites by gaining a regeneration rate of 1 HP per round as the nanites quickly work to re-weave flesh. During the third week, the nanites realize that something is terribly wrong in this body, and begin working to excise and replace all of the "cancerous" growths a typical human/dwarf/etc possesses. Each week, starting with the third, the character will lose 1d6 hit points from their total, as they are re-waved into a grey alien. They must also re-roll one random stat. The same stat will not be "re-woven" twice. After every stat is re-woven, if the character is still alive, they gain back all previously lost hit points, and are now a member of the psychic grey-alien race. Cure Disease equivalent magic is required to remove the Nanite infestation. Any changes to stats or hp totals are permanent even if the nanites are removed.

NAVIGATORS CHIPSET

This ¼" microchip is designed to be surgically inserted directly into the brain. Amazingly, it can just sort of get shoved in there and function just fine, though the brain might not! This chip properly aligns a character with the tunings and turnings of the multiverse, allowing them to operate any device designed to teleport or planeshift a body. If a particular key is required for a portal, the character intuitively knows what it is. All of these millions of computations do put a drain on the brain's bandwidth however. Initiative, awareness, and general memory checks are all at -1 penalties constantly, and this penalty increases by 1 every time in a day that the character makes use of the chipset to use or decipher a device.

OPTIC TARGETING ARRAY

A plate of metal with an opaque red-lense, designed to be attached to the face around and over the eye. Various bits of tubing must be inserted into the neck and base of the skull, after which they will weave themselves into the spine and brain, allowing the device to function. A rod of red crystal projects forward from where the plate covers one's temple, and when the device is actively being used a red laser emits from this rod, tracking intended targets. Between the laser sight, various read-outs displayed upon the lense which covers the eye, and impulses sent directly into the body's natural circuitry, a character wearing this device gains a +1 bonus to melee attack rolls, and a +2 bonus to ranged attack rolls. However, earth brains are somewhat slower (4.7 nanoseconds) than alien ones at recognizing friend from foe. Due to the miscalibration of the array to account for this, there is always an equal chance that the spinal impulses will direct the body to attack either friend or foe within a character's field of vision.

ORGANIC SCRAMBLE WAVE EMITTER

This device is shaped much like a metallic human finger, but with one extra knuckle, and a small opening at its tip. It is indeed activated by replacing one finger on the hand with it. When pointed the device emits concentrated antimatter in a delta-hadron pattern, tearing apart organic materials and dealing 1d12 damage to creatures in a 50' cone who don't save (hard). This antimatter requires a small amount of organic matter to function, dealing 1d12 damage to the user as blood plasma is pulled from his body towards his finger.

PLASMA FILAMENTATION CONDUCTOR

The conductor is a 1' wide 6" long hollow cylinder mounter to the chest like a cannon. Whe one places their hands on either side of the cylinder the ozone in a 40' cone in front of the character is supercharged an reaching tendrils a violet light strike out at all creatures failing a (medium) save dealing 1d8 damage to them and stunning them for one round. If the air holds too

much moisture (foggy/rainy or base 5% chance) the tendrils instead explode out in a 40' radius, effecting all creatures including the user.

PRIMARY BRAIN FUNCTION SENTRY FLUID (PSF)

This contraption consists of a pair of ichor filled tubes which are attached by tubing to the base of one's skull. The tubes cycle brain fluids back and forth, cleansing the fluids of various useless chemical signatures which clog up a system better used for data processing and analysis. The character gains a +2 to their intelligence score, but can form no new memories past the day they installed this device.

PRODUCTION EFFICIENCY RECONSTITUTOR

This bottle contains a very specialized and non-replicating strain of Nanite, larger that their cousins, and visible to the naked eye. Each bottle will have a different "prescription" of Nanite, and it is impossible to know what their function will be until they infest a host. When they infest a host, that character will gain a level then, 1d6 of the characters stats will be re-rolled. Then the characters sexual characteristics will be randomized with an equal chance each of male, female, or N/A. The character may then choose a new class if they desire. This process takes 1d6 painful hours.

PSYCHIC TRACE ANALYSIS DEVICE

This enhancement replaces the characters eyes with a single visor like component allowing them to see in the psychic spectrum. Visually this spectrum is very different than the standard one, only sentient creatures and things they have recently interacted with or places they've recently been are visible. This is seen as thousands of twining sets of tracer lights in various colors based on a complex set of auras. The place a creature currently occupies is brightest, trailing back behind it is the path it has followed for the last hour or so, with some particularly resonant events (a fight, or a tearful moment) replaying themselves over and over as they fade into the past. Everywhere between is a

whirling transparent miasma of older or more distant traces. With time one can learn to navigate this weird landscape as well as the visual one, with some obvious benefits (can see invisible creatures, can tell alignment, can see through the innocent guise of a powerful outsider) as well as some less obvious ones surely. The price however is almost complete blindness to the inanimate world, particularly away from civilization. Additionally undead creatures are completely invisible to someone who has replaced their eyes with this device.

teleporting function will also work for up to 10 other creatures as long as they are all in physical contact with one another and at least one is contacting the pinion holder. Unfortunately earth creature creatures are strange as can be, and the disc has difficulty assessing the differences between them. When the creatures re-materialize at the disc, there is a 10% chance per creature past the first who teleported, that the creatures have their stats randomly redistributed among them. And don't even get me started on what happens if a non-pc class creature (say, a fly) gets in on the mix...

SELF REPLICATION APPARATUS

Consisting of a 4' tall 2' foot wide fluid filled glass-container, worn in a backpack like manner, with heavy tubing running to the base of the spine this device gradually grows a back-up copy of a character using samples of their genetic material harvested their spine. Every day the character loses 1 maximum HP to feed the clone. After two weeks, the clone, a misshapen creature 30% the size of the character emerges and shambles off into the wilderness, usually in the dead of night. The clone will reach full size after two additional weeks. It's an exact clone of the character, possessing all of their memories up until the moment of escape. It's alignment is randomized, but of course, always Evil (or Chaotic in old-school games)

TELEPATHIC VOCALIZATION IMPLANT

A microphone-like device, implanted in the throat. It's function is to loudly vocalize any form of telepathic communication occurring within 100' of it.

TRANSPPOSITION DISC AND HOMING PINION

The disc is jade colored and made of an unknown material, hard and heavy as stone, but pliable. The pinion is a pinky sized cylinder of a matching material, and is designed to be ingested where it will stay imbedded in the stomach lining, though it will function if one is simply in contact with it. With a mental command, one can use the homing pinion to teleport without error to the position of the disc. This

THIRTEEN TOMES

by Erik Jensen
erikisarobot@gmail.com

Dear Secret Santicore—

*I would like a list of 13 tomes of magic suitable
for a fantasy RPG, with short descriptions of the
appearances of the tomes. Notes on their histories
totally optional.*

Thanks!

B.B.

1 THE ENFOLDING

A surprising amount of oddly-shaped vellum pages folded together into a hexagon and interleaved. Folding and re-folding the overlapping pages in various configurations reveals new combinations of sigils and encrypted writing - including spells, observations on pandimensional tangents and astrological anomalies, and several rhyming verses which serve as songmaps to places long-hidden. Skillful diviners may use the ritual folding and unfolding of the hexagon as an aid in predicting the future.

2 CRY OF SHAMANS ACCURSED

A heavy, square tome bound in mastodon-hide; tufts of fur along the spine are braided to make an integral bookmark. The pages are chocolate-brown, and the words within are scribed in an opalescent white ink which contains both powder of ancient mastodon-bones, and mother-of-pearl. The enchantments within are most ancient and savage, and deal primarily with the control of feral spirits which linger deep within the earth - shifting, predatory things that skulk in the peripheral vision of the zeitgeist and periodically attempt a bloody return to reality.

3 DREAMS OF THE TRAVELER

Copious pencil-scrrawls lurch and stumble across the dog-eared pages of a vintage repair manual for a 1967 Volkswagen bus; this tome, fallen through time or perhaps imported from another world, contains the wisdom of a great wonder-worker, as filtered through the mad ramblings of a drug-addled second party. At first glance, the writings are primarily fiction fragments, bits of bad poetry and song lyrics, and half-remembered tales of dubious sexual conquest. Wizards who study this book for several weeks - aided by an altered state of consciousness - may extract a number of fell sorceries and amusing enchantments, including several suitable for the use of bards specializing in six-stringed instruments.

4 SILENT WITNESS

Between nondescript covers dwell beautifully-illuminated pages, with an illustration for each spell depicting its use against monsters, knights, kings, and demons. When a spell is memorized from this tome, then used, the illustration within the book magically changes to represent the spell's most recent use. Typically the illumination is lavish enough to provide the context leading up to the casting. The Silent Witness does not sugar-coat reality - the artwork will depict whatever happened, even if it was a misfire or the spell was cast while fleeing.

5 ZINGAL'S WEB

A round book decorated with spiderwebs in drizzled wax; within, each page contains a spell, written out in a spiral. The writing is in an old script, from the time of the Priests of the Ziggurat, but most well-educated wizards should be able to puzzle it out after a few weeks of study. The initial word in each spell, taken sequentially, tell of the demise of the book's author, the genie-tamer Zingal, who crossed the wrong efrete noble.

6 THE PHOENIX-TREE

This small bonsai fits in the palm of the hand, but contains volumes of wonder. A wizard examining the tree instinctively knows which tiny branches contain which spells. The twig-like branches must be plucked and tossed, one at a time, into a fire - the flickerings of the flame will then impart to the sorcerer the power and technique of the enchantment. The branches will regrow quickly over the following day so long as the Phoenix-Tree is given good wine and some of the ashes from the fire. Should the main trunk of the tree ever be sacrificed to the fire, a new, unknown spell of the highest level castable by the wizard will be revealed, but the Phoenix-Tree will be no more.

7 THE MOST GLORIOUS HANDBOOK OF ENLIGHTENED PLOOB

All that remains of the sundered nation of Ploob are refugee clerics and rare artifacts like this one, a small vade mecum bound in crimson silk. The Handbook contains an assortment of spells useful to arcane scientists in hunting and purifying those slaves to haughty extradimensionals who would pollute our ancient culture with their corrupt religions...

8 BUTTERFOOT'S HANDY PRIMER

A small book, easily portable, and all parts of it rugged enough to take a beating, including its difficult-to-tear and waterproof pages. Its title appears on the front cover, with the description 'Being A Treatise And Convenient Reference For Thee Novice Enchanter'. The book contains not only basic, reliable spells, but also chapters on crafting and procuring supplies and accessories, fashion advice for the upwardly-mobile wizard, and 'Thoughtful Selection of Familiars'. A series of humorous illustrations, captioned 'Don't Do This', appear every few pages.

9 DEMON-QUIPU

Although it may first appear to be a bizarre cloak of human innards - and it functions nicely as such - closer observation reveals carefully-crafted knots in the lengths of intestine which convey deep sorcerous knowledge to those wizards familiar with the bizarre and dark culture which created the quipu. The information encrypted in the knotwork includes several spells, as well as the geometric arrangements necessary to construct glyphs of use in certain protective scrolls and talismans.

10 THIS FINAL, GLEAMING SPLINTER

Although the pages of this grimoire appear to be glass, they are in fact flat, sorcerously-shaped pieces of crystalwood; each page is translucent, with strange symbols shallowly carved and bevelled. When a single page is held up before a significant light source (to include the daytime sun or a strong full moon), the shadows cast by the symbols on a wall or floor manifest as an easily-readable magic script. The tome includes a number of mid- and high-level spells of indeterminate age. A sage familiar with botany or geology may be able to identify the crystalwood of the pages, and suggest that it has been taken from one of the largest known specimens ever to grow - the so-called Legacy Tree which bloomed and shined in the center square of the long-crumbled dwarven citadel of Mors Mundar.

11 THE SWIRLING WINDOW

When the star which warmed the great world of Rindaril went nova, that realm's greatest archmage stood atop a mountain on a more distant planet, awaiting his own destruction. Behind him he placed a psychographic plate, slightly out of phase, which captured the image of his mind during that moment before the nova consumed him. Since that time, the plate itself has been alchemically developed, and passed through the hands of numerous wizards in several realms. The Swirling Window appears as a brassy metal plate about the size of a door, etched with green and purple whorls. A wizard who lays upon the plate and meditates may manage to access the remnants of the archmage's memory - which can be plumbed for wisps of lore, or as a means to learn and memorize the spells of a long-dead world. Rumors that overuse of the Swirling Window are a sure path to possession by a millennia-old archmage are surely hyperbole.

12 MANUAL OF MADNESS MANIFEST

Bound in black leather, this spellbook contains a mix of blank pages and those covered with writing in an ink which seems to contain a mixture of human bodily fluids. Although the handwriting is inconsistent, once decoded and read the tome reveals its secrets: page after page of rare and unusual spells, with particular focus on enchantments dealing with sanity, blindness, mind control, and the invasion of dreams.

13 THE SPECTACULAR OPUSCULE OF LADY PRIMROSE

A thick, encyclopaedic tome with robin's-egg blue cloth covers contains page after page of cramped mirror-writing. Within the grimoire are numerous common and uncommon spells, as well as recipes for a number of basic potions, unguents, and alchemical preparations. Here and there are representative diagrams, layouts of summoning circles, and the like. The spine of the book serves as a sheath for a matching enchanted dagger (which may be lost, or present).

Dear Secret Santicore—

*I would like a table of whatever size works detailing
the effects of eating bizarre mushrooms or other foods.*

Thanks!

J.R.

RANDOM EFFECTS FOR EATING MUSHROOMS OR OTHER BIZARRE FOODS

by L.S.

Here's a fun little table of some random effects. Feel free to adjust how long each effect lasts or anything else to make it fit better with your game and system. Just roll percentile dice, and see what happens!

1. Character starts vomiting uncontrollably for 1d10 minutes, a constitution save (or equivalent) cuts time in half
2. One character statistic rolled randomly gains one point
3. One character statistic rolled randomly loses one point
4. Character grows one size (for example, a small creature becomes medium, medium becomes large), effect lasts 1d6 hours
5. Character shrinks one size (for example, a medium creature becomes small, large becomes medium), effect lasts 1d6 hours
6. Character becomes unconscious for 1d4 hours
7. Character grows a tail. After 3 days, it falls off.
8. Character's skin scales over and becomes hard to damage, adding to the character's armor class (or equivalent statistic to system), effect lasts 2 days.
9. Nothing happens
10. A random body part grows to twice its normal size and remains that way for 8 hours
11. Character is transported to a random plane and returns in 4 minutes.
12. Character starts speaking a language no one has ever heard of or can comprehend, and the character cannot understand why no one knows what he/she is saying. Effect lasts 2d12 hours
13. Character's skin breaks out in yellow pustules, which lowers their charisma score (or equivalent) and negatively affects any social interactions significantly. Character can be healed the next day
14. Character regains any lost hit points (or equivalent)
15. Character ages 10 years
16. Character becomes 10 years younger
17. Character grows fairy wings. The character can fly if they are not carrying any equipment (it weighs them down). Unfortunately, the character lands "Great American Hero" style. This effect lasts 1d6x10 minutes.
18. Character can speak with plants, effect lasts 2d4 hours
19. Nothing happens
20. Character changes into another race (chosen randomly), effect lasts 1 week
21. Character turns into a toad. Reverse curse (or equivalent spell) or kiss from an attractive member of the opposite sex is required to turn them back.
22. Character is poisoned, takes damage as appropriate to whichever system is being used.
23. Randomly turns into 3 animals over the course of a 2 day period, then turns back into him/herself on the morning of the third day. Character can still speak its native tongue while transformed
24. Character's fingers and toes turn black (looking like frostbite), but suffers no other negative effects. They return to normal in 10 days.

25. Character breaks out in extremely itchy hives
26. Character is able to see in the dark, effect lasts 1 day
27. Character foams at the mouth, takes 2 damage
28. Character disappears in a puff of smoke, reappears somewhere determined randomly 3d20 yards away.
29. Nothing happens
30. Character's skin turns blue. After a couple of days, it fades to a greenish-yellow, and returns to normal a couple of days after that.
31. Character becomes invisible (clothing and gear can still be seen). Effect lasts 1d3 hours
32. Character can communicate telepathically with one person chosen randomly. That person had to have been within 50 feet of the character when they ate the mushroom. Lasts 2d10 minutes
33. Character cannot feel pain for 3 hours. They can still be damaged, they just can't feel it.
34. Character can speak, read, and write a language they didn't previously know. The knowledge begins to fade after a few hours
35. Character starts vomiting uncontrollably for 1d10 minutes, a constitution save cuts time in half
36. Character begins to float, and has no control over where they might be blown by air currents. Effect lasts 1d4x10 minutes.
37. Character turns blue, shrinks to two apples tall, grows a pea size tail, and has a strong desire to wear a white hat. They return to normal after 5 minutes.
38. Character's canine teeth grow to 6 inch curved tusks. After a few days, they break off leaving normal teeth behind.
39. Nothing happens
40. Character gets the hiccups, and only a terrifying scare will cure them
41. Character's hair turns grass green, it grows back out their normal color.
42. Character regains any lost hit points (or equivalent)
43. Character can see and hear ghosts and spirits, effect lasts 2d10x10 minutes
44. An hour after the character eats the mushroom, they begin to smell horrible (like a mix of rotten eggs and skunk). Anyone within 20 feet of the character must make a constitution save (or equivalent) to be able to stay near them. Effect lasts 1d4 hours
45. Character can breathe underwater as well as on land, effect lasts 1d8 x10 minutes
46. Character becomes extremely thirsty, needing to drink 5 times as much as they normally would to feel sated. Effect lasts 1 day.
47. Characters fingernails grow at an alarming rate for 5 minutes
48. Character becomes extremely clumsy for 10 hours
49. Nothing happens
50. When character coughs, they shoot flames out of their mouth at a distance of 1 foot. Effect lasts 5 minutes
51. Roll 1d6. On odds, the character turns into a cat, on evens, the character turns into a dog. Effect lasts 3 hours
52. Character changes into another race (chosen randomly), effect lasts 1 week
53. Character becomes 12 years old, effect lasts 2 hours
54. Character feels full. So full that they don't need to eat for a week.
55. Character experiences a radical personality change. For example, a happy-go-lucky person will become very dour and pessimistic, or vice-versa. Effect lasts for 1 day.
56. Character hallucinates that a small garden gnome is following him around for 3 days.
57. Character discovers that he/she knows how to carve wood or stone, and is compelled to do so. They spend 1d3 hours creating a masterpiece, and when completed, they return to normal.

58. Character transforms into the exact likeness of one of their companions, chosen randomly. Effect lasts 1 day.
59. Nothing happens
60. Character feels completely refreshed, and doesn't need to rest for 3 days
61. Character develops a huge wart on the tip of their nose, negatively affecting their social skills. After 1 week, it falls off.
62. Character gets a brief flash of a future event
63. Character becomes paranoid for 1d10 minutes
64. For 2 days, any time the character becomes angry or upset, objects rise from his/her surroundings and fly about him/her for 2 rounds
65. Character becomes very cold. Anything they touch for 1d4 rounds freezes instantly
66. Character starts vomiting uncontrollably for 1d10 minutes, a constitution save cuts time in half
67. Character can speak with insects, effect lasts 2d4 hours
68. Character knows one spell or incantation they didn't know before, chosen at random. Once the spell or incantation is cast, the character promptly forgets it.
69. Nothing happens
70. Character becomes a kleptomaniac. He/she will attempt to stealthily steal whatever takes their fancy for 2 days.
71. Character feels completely indebted to the next person who does them any type of kindness. They fawn over and/or serve this person for 1d4 days. A remove curse (or equivalent spell) will remove this effect.
72. Character speaks with an accent (other than their own) for one hour
73. Character is drunk for 1d8 hours
74. Character feels the strong desire to break out in song for the rest of the game session
75. Character's flesh disappears, becoming a walking skeleton for 1d10 hours. Character suffers no ill effects and can function as normal. After the time has elapsed, a purple cloud surrounds the character, and he/she is returned to normal.
76. Character thinks they are a swashbuckling pirate for 1d8 hours
77. For 10 rounds, the character becomes invincible to physical damage
78. Character gains a phobia of something story appropriate, lasts for 1 day
79. Nothing happens
80. Character grows one size (for example, a small creature becomes medium, medium becomes large), effect lasts 1d4 hours
81. Character shrinks one size (for example, a medium creature becomes small, large becomes medium), effect lasts 1d4 hours
82. Character loses all sense of caution for 2 hours
83. Character regains any lost hit points (or equivalent)
84. Character believes that they are turning into a dragon, and begins to hoard treasure. They return to normal in 1d6 hours
85. Character has vivid dreams for 3 nights, and wakes up each morning with minor injuries that correspond to injuries acquired in the dream
86. Character falls deeply in love with the next person they see. Effect lasts 1d10 hours
87. Character thinks they are invincible for 1d10 minutes
88. Red smoke trickles out of character's ears for 3 days
89. Nothing happens
90. Character gets a vision of a past event that is somehow affecting their present situation
91. Character does a "Freaky Friday" style switch with one of the other PC's. Players basically switch character sheets (each acquiring the other's skills and abilities) for 1d8 hours

- 92. Character has a religious experience. Their newfound fervor lasts 1d3 hours
- 93. Character acts like a member of the opposite sex. This effect lasts 1 day.
- 94. Character's features and mannerisms become extremely appealing to all who see him/her. Charisma (or equivalent) is raised by 3 for 1d8 hours
- 95. Character feels the overwhelming need to make bad puns or jokes for 1d4x10 minutes
- 96. The next time the character takes damage, they regenerate their hit points at a rate of one per hour. Effect lasts 1 day.
- 97. Character turns to stone. Effect lasts 20 minutes
- 98. Reroll, any effect or transformation lasts 3 times as long as listed
- 99. Nothing happens
- 100. Reroll, any effect or transformation is permanent

Dear Secret Santicore—

Magic cutlery. One piece, a basic dining set (fork, knife, spoon), or even something extreme

Thanks!

D.L.

MAGIC CUTLERY

by Andrew Shields
kaprou@hotmail.com

Malcolm von Treymaar was a wizard who brutalized his way to refined social status. He began as an indentured servant in a wizard's house to one of the premier wizards in the realm. He achieved his position by bribing or crushing those who stood in his way; they usually got to choose which.

The Treymaar Tower wizard guild accepted applicants based on merit alone. However, mystical training was included along with etiquette, so when surviving wizards came into might and fortune they were prepared to hack their way into the aristocracy, nevermind the bloody path they tread. Nobles born to their position enter the aristocracy with screaming and blood, and adventurers can do no less.

Apprentices in the Treymaar Tower signed a binding agreement that when they entered the aristocracy and had sufficient magical power, they would enchant an object that symbolized the finer things, and donate it to the Treymaar Tower. The first graduates were asked to contribute to an enchanted place setting, each accomplished wizard showing off with a matching finished piece.

Traditionally, the magus of the tower would host dinners to show off the enchanted objects that had come in through the centuries; the more powerful the magus, the bigger the dinners, with more enchanted objects featured for the host and guests. Traditionally, at these events, pieces that would normally be taken away were put on trays behind or otherwise near the setting so their effects would continue to function.

In the dark days before the Treymaar Tower was destroyed, Magus Grathelm created a suit that had compartments for each piece of the original place setting, so it could be worn into battle or while adventuring. Plates could be slipped into pockets on the torso, silverware in cunning tuck-away hidden sleeve compartments, glasses worked into a magnificent top hat. His choice to do this was gauche, but a signal of the all-in commitment against the threat the realm faced. Upon his death, the suit and place setting was lost. Any start-up wizard tower school would gain tremendous credibility by re-assembling the original Treymaar Setting.

These objects can be broken as easily as the material from which they are made. They are effective while within five feet of their user. The user must say "Thank you for coming" to activate the set and be identified as the user for the service, and the effect lasts until the user is more than five feet away. The objects can be used as

often as desired (reactivated as needed.) The user is traditionally a magus, but any leveled character can use the enchanted objects. The objects are designed to work together, so all place setting materials count as a single magic item (if the system you are using limits how many work together at once.)

Hundreds of objects were created for the Treymaar Tower. If you would like to create further enchanted objects, like a table or a set of chairs or a tureen, or change out some of these objects, go ahead!

SERVICE PLATE Also called a "charger." Used under plates for courses before the main course. Its user gains the advantage of plate armor while within 5 feet of the plate, with no disadvantages. The armor effect is invisible and intangible to any test but an attack.

BUTTER PLATE This small plate can hold up to three levels of spells cast at it with the intent to charge it. The user can access them as though they were memorized. Gazing at the plate for a full round reveals to the user what spells are currently stored.

DINNER FORK When active, the fork causes all poisons or toxins within 1 yard per user's level to glow. The user can concentrate on a poison for a round to neutralize it. If it is a venom, within a natural creature, the current batch is ruined and the creature cannot manufacture a dose for at least an hour.

FISH FORK When active, the fork creates a sphere of extremely pleasant and breathable air in a sphere of 1 yard per caster level. The user chooses what scents waft through that space, and which do not.

SALAD FORK When active, the fork creates one unseen servant per user level, and these servants can move up to ten yards away per user level.

DINNER KNIFE When the blade is turned towards the user, the user can hear and understand all conversation within a range of one yard per user level. This includes magic, whispers, codes, subtext, unknown languages; anything the DM will allow. Potent magic may give the communicators a saving throw to avoid eavesdropping.

FISH KNIFE The user is on individual initiative, and always goes first. Or, the user is in group initiative and gains a bonus.

SALAD KNIFE Each time the user touches a glyph carved into the base of the blade, a single spill or food mishap is magically cleared as though it never happened.

SOUP SPOON The user benefits from an invisible magical shield floating between the user and anything in an 180 degree arc.

OYSTER FORK Any enchantments to armor classes expressed as a bonus are a penalty instead if the user wishes it, while the targets are within one yard per user level.

BUTTER KNIFE Improve reactions to the user by one level.

WATER GOBLET As long as it has at least a thimbleful of water in it, the user can see what time it is by looking at the goblet.

RED WINE GLASS Turns red wine into a healing potion that restores a single hit point.

WHITE WINE GLASS Draining a glass full grants inspiration, or +2 to the next saving throw.

CHAMPAGNE FLUTE When raised in a toast, improves reactions to the user by one level.

Dear Secret Santicore—

I would like at least one intelligent weapon to use for Lamentations of the Flame Princess. Bonus points if it's also disgusting, uncomfortable or morally questionable. I like it when my players squirm.

Thanks!

C.P.

THE FIVE BLADES OF THE DEAD TITAN

by Cedric Plante
cedric.plante.09@gmail.com

HISTORY

A long time ago a titan of divine power died. Maybe it was a god or a goddess or both, it don't quite remember who it was or how it died. Maybe it fell through dimensions just to die on our world. The titan was divine but it was also made of flesh and bones and its divine corpse attracted a ancient specie of primordial scavengers. Those primordial scavengers dismantled the titan corpse and used its organs to create strange artefacts. The scavengers fell or vanished and all their artifacts were lost, except for five weapons forged out of the divine senses of the titan. Those five weapons contain the fractured consciousness of the titan and move from hand to hand, searching for it remains. But nothing remain, the titan's organs have become hungry ghosts that pursue and haunt the five weapons. But maybe, something remain, maybe that the titan's heart have been preserved and have been well hidden by the scavengers as a mean to come back into this world.

The dying consciousness of the titan have been bound into the five blades made out of its five senses. The consciousness is damaged and fractured, It don't remember who it was or from where it came, but the five blades know that they are not whole and they long to be reunited with the rest of the titan remains. Maybe to be reborn or to finally pass away.

The primordial scavengers were maybe giant necrophagous demonic flies or maybe they were the larva form of the elves or something else.

APPEARANCE

The five blades are quite organic and eldritch in appearance. But maybe they simply appear as old blades and people can only perceive their true nature while touching them or when using their magical senses or abilities.

PSYCHE VS WILLPOWER

The blades start with a psyche of 9 and gain 1 psyche point per use of their special powers. The blades gain 1 psyche points for each sentient sword close to them. They also gain 1 psyche point if they slay the wielder of one of the other sentient swords.

Finally a blade loses 1 psyche point when their wielder dies (they lose a d6 if it was a long term user). If their motivation is directly at stake, the blades gain a temporary d6 boost to their psyche.

The blades can try to take over the actions of a character for d10 rounds. When this happen, a character can make a willpower test to resist the blade influence. To make a willpower test, a character have to roll under his or her willpower score with a d20. The difference between the blade's psyche and the character's willpower modify the d20 result.

The willpower of the characters is equal to their highest mental attributes (intelligence, wisdom or charisma) plus their level. If they are under 25% of their total hit points, their willpower is halved. If something very important for the characters is at stake they also gain a temporary d6 boost to their willpower.

If a character block or avoid to use the sense associated with the blade for at least a day, this temporarily remove a d6 from the psyche of the blade (if recovered, 1 point will return by day). A permanent removal of the associated sense remove 6 points of psyche (that will return over a long time if the blade is abandoned).

DEFENSE POWER

The effect is similar to a stinking cloud spell or worse if the blade permanently spend a psyche point. The effect stop if the wielder sheathe or drop the blade.

DAILY POWERS

The wielder can use these powers for a total of three times by day. (It can be three uses of the same power or one use three different powers). Each blade can also magically augment their associated sense for d10 turns.

SPECIAL POWERS

The wielder can only use one of these powers once a day. Each use augment the psyche of the blade by one point.

MAGICAL BONUS

The blades can grant a magical bonus of up to +3 to track and fight a prey. Most of the time a prey is a single individual, but it can be also a small group of people or creatures that work closely together.

THE FIVE BLADES OF THE DEAD TITANS

THE HOUND (SENSE OF SMELL)

- Communication: the Hound don't talk, it communicate by influencing animals or by manipulating odors.
- Defense power: the blade can punish it wielder by violently overwhelming it sense of smell.
- Psyche : the hound is very animalistic and instinctual. You can roleplay it as a wild beast. Often predatory but sometime like a mother caring for her cubs.
- Motivation: the hound is looking for a trail, for a odor that it remember. Once it pick it up, it will want to follow it at any cost. It will lead it wielder toward the other blades or toward things or locations that remember the titan.
- Daily powers: use it pherhormones to grant a one point bonus to reaction. Enrage it wielder or someone it once wounded. Magically follow the trail of anyone it had wounded.
- Special power: turn it wielder into a strange and hybrid beast (like the spell howl to the moon).
- Magical bonus: +1 per encounter where the character is able to smell closely it prey or one of it personal items.

THE LISTEN (SENSE OF HEARING)

- Communication: the Listen communicate by making it wielder think he heard people or objects say something.
- Defense power: overwhelming it wielder senses with a cacophony of voices and screams that seem to come from everything around her.
- Psyche : the Listen is patient and stealthy. It love secrets and it like to remain unnoticed to listen on people. It can be fascinated by music or by the sound of fly and other scavenging insects.
- Motivation: the Listen is waiting to ear a prophecy or a secret invocation from the past. It sometime desire silence to be able to listen well. This may cause it to want to silence things. If it ever hear the heartbeat of the titan's heart, it will follow it sound at all cost.
- Daily powers: comprehend languages, clairaudience, listen to surface thoughts.
- Special power: silence 15 radius, detect lies.
- Magical bonus: +1 per encounter where the character is able to listen to it prey for at least a turn without being noticed.

THE WATCHER (SENSE OF SIGHT)

- Communication: the Watcher communicate through visions.
- Defense power: the blade can torment it wielder with terrible visions that need to be disbelieved like a illusion spell.
- Psyche : The Watcher is curious and inquisitive like a detective. It like to observe things and can sometime become obsessive. Once it get obsessed by something it start following it like a stalker. It can see into the past and sometime it confound it with the present.
- Motivation: the Watcher is looking for signs or for clues of what happened to the titan or the scavengers. It also want to watch over the other sentient blades.
- Daily powers: read languages, read magic, ESP (sight only), augury.
- Spell like power: invisibility, hold person (must keep gaze contact), detect illusions.
- Magical bonus: +1 per encounter where the character is able to watch it prey for at least a turn without talking back.

THE MOUTH (SENSE OF TASTE)

- Communication: the Mouth can speak through the mouth of anything it had slain.
- Defense power: the wielder tongue swell up and he start to asphyxiate.
- Psyche : the Mouth want to taste life, it like it when it wielder talk and taste things. It also like tasting things itself by being thrust through them.
- Motivation: the mouth want it wielder to herald the return of the titan. It want to pronounce the secret incantation that Listen will heard. It want to pronounce the secret word that will unlock the door.
- Daily powers: speak language, command, detect evil, magic or alignment by tasting.
- Special power: suggestion, read memory by eating (speak with dead), scream (blast of wind).
- Magical bonus: +1 per encounter where the character is able to taste it prey (by licking, kissing or eating it).

THE FIVE BLADES OF THE DEAD TITANS

THE HAND (SENSE OF TOUCH)

- Communication: the Hand communicate with body sensation, mainly through pain and pleasure.
- Defense power: inflict pain or unbearable pleasure.
- Psyche : the Hand is resourceful and manipulative. It like it when it wielder is close to other beings. It hate being sheathed and it like being touched. It like to change hands and don't hesitate to get it user in trouble. But it can get quite attached to a wielder that use its sense of touch a lot.
- Motivation: the Hand want to feel the other side, the intangible world haunted by the ghost of the titan's organs. It want to open doors to other realms, especially the door that mouth want to unlock.
- Daily powers: protection from elements, unseen servant, sleeping touch (single target).
- Special power: charm person (touch), hold person (touch), become intangible (like gaseous form)
- Magical bonus: +1 per encounter where the character is able to touch the skin of its prey for at least a turn.

THE GHOST ORGANS

The ghosts of the titan organs are attracted to the sentient blades and will haunt the surrounding area. The ghosts are not hostile to the blades wielders but they are quite deranged and may attack them if they interfere with their haunting. Their chances of appearance is 1 on a d6 for each sentient blade present in the same area. Test for encounter when visiting a new location or when the blades spill a lot of blood. A d6 of them will appear to haunt the area or to follow the wielders.

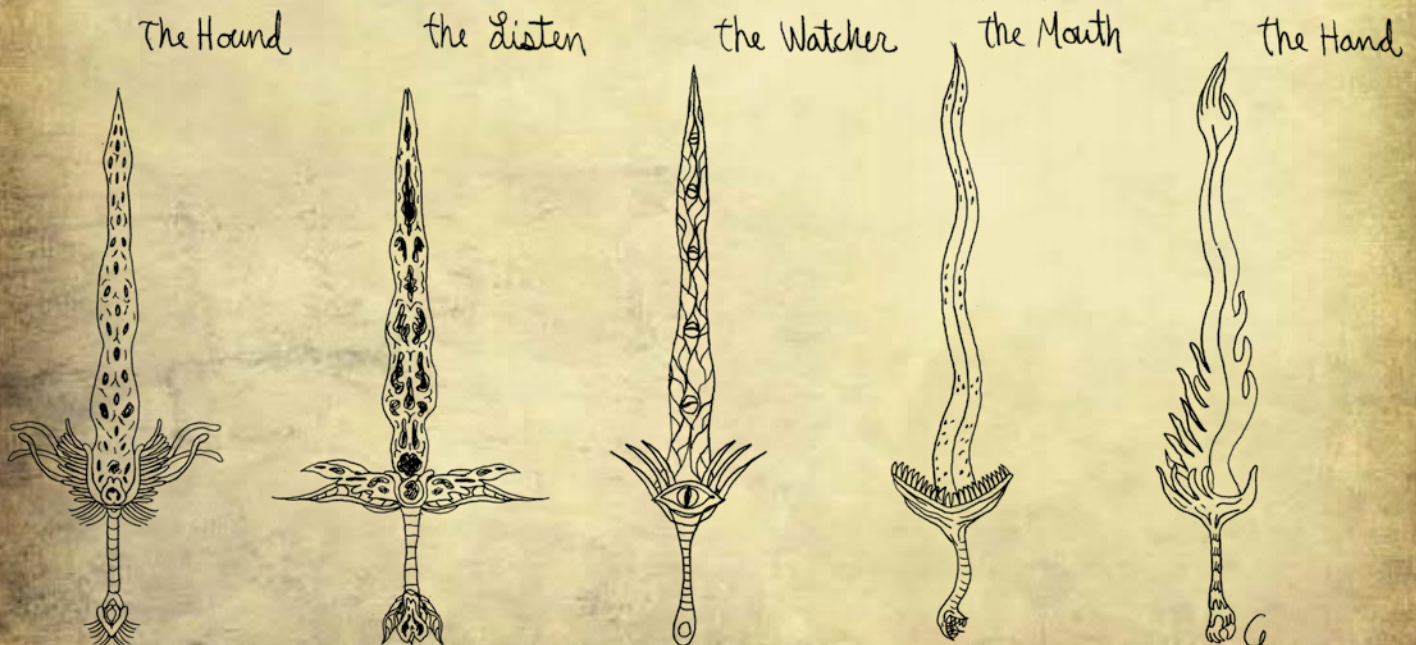
Each blade let its wielder perceive and interact with the ghosts through its associated sense. Each blade can also harm the ghost as a +1 weapon.

The ghosts look like giant decomposing mutating organs. They usually can't harm people, except maybe when the barrier between the worlds is thin. But they can possess the sick organs of the living. After a d6 of days, the possessed organ will mutate and will extract itself from its victim to become a mutated organ homunculi or golem. With more time the ghosts can even possess healthy organs. Use the hit dice of the victim and improvise its stats.

The ghost world of the organs is made of the carcass of the titan mixed with elements of the real world.

The organ is from the (d12):

1. Skeletal system
2. Muscular system
3. Nervous system (include the brain)
4. Respiratory system
5. Cardiovascular system (but the heart is never present)
6. Digestive system
7. Excretory system (includes the Urinary system)
8. Endocrine system (a collection of glands that produces hormones)
9. Lymphatic system (include the immune system)
10. Integumentary system (skin, hair, nails, with sweat and other exocrine glands)
11. Reproductive system
12. Weird inhuman system



Dear Secret Santicore—

Interesting clerical spells for any or all of the following duties:

A lawful human god called The Builder.

A chaotic nature goddess called the Lady.

A human god called the Shipbuilder.

Thanks! L.S.

CLERICAL SPELLS

by Luke Slater
crouchingmarker@gmail.com

THE BUILDER

Structure and Self

Square

Level 0, 24 hours, Touch — The Cleric touches a jury-rigged or rough-built structure. For the next day, the structure is as sound as if it were made by a skilled carpenter.

Blessed Dwelling

Level 1, 1 hour/level, Touch — The cleric blesses a house. For the duration, those who live in the dwelling enjoy the benefits of a bless spell any time that they are in the house.

Disperse Vermin

Level 2, 1 hour/level, Area/10' x caster level — With a series of prayers and imprecations, the Cleric drives all small vermin in an area away. The vermin will flee for 1 minute/level, and not return to the area until the duration of the spell ends.

Fortify

Level 3, 24 hours, Touch — The Cleric prays for the Builder's protection for a dwelling made of mud, wood or stone. For the next day, the building is strengthened; mud becomes as strong as wood, wood as strong as stone, and stone as strong as steel.

Hospitality

Level 4, 24 hours, Touch — The Cleric declares a dwelling a place of sacred hospitality. For the next day, anyone brought into the dwelling as a resident or guest gains the advantages of the Divine Favour and Aid spells, while anyone intruding into the dwelling suffers the effects of the Bane spell.

Level

Level 5, Permanent, Area/100 yards per level — A building must be constructed on strong foundations; to this end, the Cleric calls upon the Builder to ready the ground, transforming any terrain into flat, ideal building ground.

Expel

Level 6, Instant, Line of Sight — A number of intruders into a dwelling up to the caster's level is expelled, transported directly to

the threshold of one of the external doors.

Bastion

Level 7, 24 hours, Touch — Raises a fortified structure from the ground. The fort contains four large rooms and has thick, stone walls.

Solid Ground

Level 8, Permanent, Area/10yds x caster level — Transforms an area of poor building land into firm ground; this also makes it hard for burrowing animals to dig up through the ground.

Castle of Hours

Level 9, 24 hours, Touch — Instantly raises a castle of up to 3 rooms per caster level, which lasts for 24 hours.

Steady

Level 0, 1 turn, Self — Disperses the effects of any one mental condition such as fear or confusion for a turn.

Rapid Learning

Level 1, 1 hour, Self — Allows the caster to mimic the effect of one class ability up to their level which they have seen demonstrated.

Unblemished Mind

Level 2, Instant, Self — Clears the effects of fear or any other mental effects completely.

Tower of Strength

Level 3, 1 turn x caster level, Self — Increases all Saving Throw modifiers by +1 for every two caster levels.

Unassailable Self

Level 4, 1 hour, Self — Protects the caster from ability and level draining attacks.

Cultivation of Self

Level 5, 1 day, Self — Allows the caster to gain the abilities of another class but their own level for 12 hours, but lose their Cleric abilities (including other spell casting).

Stand Your Ground

Level 6, 1 hour x caster level, Self – For the duration of the spell, the caster can not be killed. Once the spell ends, all damage and other lethal effects take their usual effect. The spell ends immediately if the caster is not in combat.

Paragon of Animals

Level 7, 1 hour x caster level, Self – Increases effective Strength, Dexterity and Constitution by +1 for every two caster levels.

Citadel of the Self

Level 8, 1 hour x caster level, Self – Increases all Saving Throw modifiers by +1 x caster level.

Transcendence

Level 9, 1 hour x caster level, Self – Transforms the caster into an outsider for the duration of the spell.

THE LADY

Blessing and Blight

Charm of Luck

Level 0, Special, Touch – Creates a good luck charm which grants +1 to a single Saving Throw before perishing.

Charm of Love

Level 1, Special, Touch – Creates a love charm which improves a single reaction roll by +3 before perishing. The charm is only effective on someone who might conceivably find the wearer of the charm attractive.

Word of Peace

Level 2, Instant, Hearing – Prevents all combatants from taking aggressive actions for 1 turn.

Blessed Ground

Level 3, Permanent, Area/10yds x caster level – Makes an area blessed; the effect lasts until the ground is desecrated.

Vitality

Level 4, Permanent, Touch – Grants 2 x caster level Hit Points, which last until they are stripped by damage.

Champion's Gift

Level 5, Special, Touch – Transforms a weapon into a champion's talisman, granting +3 to hit, damage, saving throw modifier, and -3 AC for the duration of a single combat. The wielder must be fighting on behalf of another.

Blessed Hall

Level 6, 24 hours, Touch – Designates a single dwelling a blessed place of the goddess. Within this space, a saving throw vs spells or spell-like effect must be made to take any aggressive action.

Hour of Radiance

Level 7, 1 hour, Area/10yds x caster level – Casts a light which lasts 1 hour. Anything within the sphere of light can not die and will not bleed out.

Lady's Kiss

Level 8, Instant, Touch – The recipient of the kiss is healed of 2d8 + caster level hit points. Any lingering hostile spell or spell-like effects are removed.

Blessed Acres

Level 9, 24 hours, Area/1 mile x caster level – Creates a blessed area, with the same effect as Blessed Hall.

Charm of Misfortune

Level 0, Special, Touch – Creates a bad luck charm which inflicts a -1 to a single Saving Throw before perishing.

Charm of Hatred

Level 1, Special, Touch – Creates a cursed charm which inflicts a -3 penalty to the next significant reaction roll effecting the carrier.

Word of Dread

Level 2, Instant, Hearing – Creates fear in anyone who hears the word spoken.

Blighted Ground

Level 3, Permanent, Area/10yds x caster level – Desecrates an area, making it infertile; wounds do not heal naturally in the area, and the hit points restored by healing spells is reduced by 1 x caster level.

Lethargy

Level 4, 1 hour, Touch – Reduces Strength and Constitution by -2.

Cripple's Curse

Level 5, Special, Line of Sight – Curses a weapon, inflicting -3 to hit, damage and saving throw modifiers to the wielder until they are victorious in combat while using the weapon.

Cursed Hall

Level 6, 24 hours, Touch – Blights a single dwelling as a cursed place. Within this space, wounds do not heal naturally, and a saving throw vs spells or spell like effect is needed to cast healing spells or otherwise heal any wounds.

Hour of Shadows

Level 7, 1 hour, Area/10yds x caster level – Blots out light in an area for 1 hour. Anything within the area takes +1 damage from any source of injury and heals -1 hit points due to any source of healing.

Witch Mark

Level 8, Permanent, Touch – The caster marks a victim, who can not be healed by any means until the spell is removed.

Accursed Acres

Level 9, 24 hours, Area/1 mile x caster level – Creates a cursed area, with the same effect as Cursed Hall.

THE SHIPBUILDER

Sails and Storms

Good Journey

Level 0, Instant, Touch – Bless a journey, reducing the roll on a random encounter table by -2.

Bless the Vessel

Level 1, Special, Touch – Bless a ship before launch, granting a +1 to any navigation rolls. Lasts for 1 journey.

Bounty of the Ocean

Level 2, 1 month, Area/½ mile x caster level – Provides an area with outstanding fishing.

Ride the Storm

Level 3, 1 hour, Touch – Renders the ship that the caster is aboard impervious to storm damage.

Traveller's Gold

Level 4, Special, Self – Providence provides the caster with enough money to travel towards his goal in comfort, but not luxury. Lasts for 1 journey.

Becalm

Level 5, 1 hour x caster level, 1 mile x caster level – Causes a ship pursuing or being pursued by the caster's ship to lose its wind.

Sacred Sextant

Level 6, 24 hours, Self – Grants the caster a perfect sense of direction to a named destination.

Armada's Breath

Level 7, 24 hours, Special – Grants a perfect wind to the caster's ship and up to 1 other ship per caster level travelling with them.

Belly of the Whale

Level 8, 24 hours, Self – Summons a large sea creature that carries the caster and up to 1 other person per caster level to a single destination. After 24 hours the creature returns to its usual habits if the spell is not recast.

Force of Nature

Level 9, 24 hours, Area/1 mile x caster level – Summons a devastating storm.

Message in a Bottle

Level 0, Special, Touch – Blesses a message cast into the ocean to reach its intended recipient within the year.

Rover's Blessing

Level 1, Special, Touch – Blesses a traveller, granting a +1 to any navigation rolls. Lasts for 1 journey.

Siren Song

Level 2, Instant, Hearing – Causes all who hear the caster sing to become friendly, improving reaction rolls by 2.

Storm Token

Level 3, Special, Touch – Creates a one-use talisman which can be thrown into the water, creating a devastating, short-lived, and uncontrolled whirlwind or waterspout.

Sunder Hull

Level 4, Instant, Touch – Creates a 6'x1' split in the hull of a ship.

Tempest

Level 5, 1 hour x caster level, 1 mile x caster level – The caster summons a great storm. Once called up, the storm is beyond their control.

Call Leviathan

Level 6, 1 hour, Self – Summons a large sea creature to attack a ship. After the initial attack, the creature is uncontrolled.

Cage of Waters

Level 7, 24 hours x caster level, Touch – Cast on a person in the water, this spell tears them away from the caster's touch and traps them in a bubble beneath the waves.

Typhoon

Level 8, Special, Self – Summons a terrible storm to which only the caster is immune. Once summoned, the storm runs its course.

Ocean's Vault

Level 9, 24 hours x caster level, Touch – As Cage of Waters, but the spell can trap an entire ship.

Dear Secret Santicore—

I am working on a game where the PCs are trying to grow an organization of some kind in a generic fantasy city while competing or cooperating with other organizations. I would like a table of events that might happen to or involving the organization.

Thanks!

D.S.

ORGANIZATIONAL EVENTS FOR A FANTASY CITY

by The Fierce
the.fierce@gmail.com

ROLL EVENT

- 1 One of the members of the PCs organization leaks important information to a competitor, either accidentally or on purpose
- 2 There is a raid on the PCs HQ! Something valuable is stolen!
- 3 Disenchanted members of a rival organization have opted to join your team
- 4 There's too much bureaucracy! PCs need to hire a secretary
- 5 There is some kind of magic radiation in the headquarters; PCs need to discover its source
- 6 Reputation has hit an all-time low with the nobility. Someone has been telling nasty lies
- 7 Reputation has hit an all-time high with the nobility. Someone has been saying you can do impossible things
- 8 Reputation has hit an all-time high with the nobility. What did the PCs do?
- 9 The mayor (or other head of the city) tells the PCs to stop working on a particular case
- 10 Someone has left a baby on the doorstep for one of the PCs
- 11 Rumor of a new spell being developed by a rival organization makes another rival ask to team up with the PCs to stop the research
- 12 A series of cryptic notes are delivered by innocent messengers throughout a day, then they stop
- 13 The city wishes to ban certain kinds of weapons being worn in the city limits, and an official tells the PCs they're to blame
- 14 A thief tries to sell plans for a "better, faster" crossbow to the PCs. It is actually of demonic design, and the demons are after the thief
- 15 A failed assassination is blamed on the most innocent-appearing of the PCs
- 16 A rash of poisonings begins throughout the city, and it hits the PCs like bad food poisoning
- 17 Documents are delivered that name a PC as part of a large inheritance. The documents are fake
- 18 Documents are delivered that name a PC as part of a large inheritance. The documents are real, but they're politically inspired to foist the PC into a bad place
- 19 A large sum of money is offered to the PCs to investigate a rival organization. Is it a bribe?
- 20 The mayor (or other head of the city) implores teams of adventurers to find out why zombies are being raised of innocent citizens in the main cemetery
- 21 A city guard has been captured and is being used as the focal point for dark sorcery against the whole of the guard. He's a friend of the PCs
- 22 A wizard has taken over a cooperating organization and is turning the members against the PCs
- 23 A wandering alchemist who is not paid raises a demon to begin rampaging through the city... except for the PCs base of operations. Why?
- 24 The neighborhood where the PCs are is flooded, and their neighbors need help

ROLL	EVENT
25	A local entrepreneur wants the PCs to help sponsor a sports team
26	The PCs need new equipment to support the organization, but it's not available in the city
27	The heads of local organizations have been found missing. Not kidnapping: decapitation. Are the PCs next?
28	A local gang has been beaten by another. They're good folk and need back-up, but can the PCs afford to get into a gang war?
29	The usual connections to the black market have disappeared. This means some little kid can't get his medicine
30	Clerics and monks have been fighting in the streets over some piece of religious doctrine. Can the PCs intervene?
31	It's time to build a new franchise of the PCs' organization. There's an old haunted mansion, I mean, good abandoned building just on the wrong side of the tracks
32	Local resources are being threatened by a highly organized network of goblin-kind interfering with caravans. Everyone is affected
33	Academics are complaining that local clergy are contesting a change in an obscure history book. They'll give free library access to someone who fixes this
34	The new mayor (or head of the city) is requiring oaths of service from all upstanding citizens, but the oath is a little unusual...
35	All organizations of note are required to hire city guards. Problem is, there aren't enough and their rates are outrageous... but no one wants a union strike
36	Activists deploring the use of rare ingredients in potions and spells break into alchemist shops throughout the city... meaning the PCs' supplies are next
37	The circus has come to town. Alas, someone has killed the clowns, and the orphanages are supposed to be given a free show tomorrow...
38	One of the PCs is being recruited for a shadow organization determined to rid the world of evil beings... but it requires a blood oath and absolute priority
39	A bunch of angry older mothers claims the PCs have unduly influenced their children
40	The leader of a refugee organization is outed as a vampire and staked in the sunlight. What happens to the refugees? Were they all monsters?
41	Someone has destroyed the bottle of a spirit who only wants a new bottle. A very helpful spirit, but why is it so scared?
42	The homeless woman near the docks has gone missing. Her dog is left, and it keeps trying to follow one of the PCs. Why?
43	Some group of vigilantes is dispensing justice in the PCs' organization name. Helpful or harmful?
44	The PCs are having their base of operations watched, by children, old men, and the occasional travelling tinker. What is really watching them?
45	A merchant offers the PCs a portable tent with every luxury imaginable. Problem is, it's actually owned by a powerful spirit of fire
46	Dreamdust abuse is rampant, and someone has dusted the PCs door with it, enough to make one of the PCs fall unconscious and into the world of dreams
47	There are dwarves in the basement. They insist they're just passing through, wrong basement. Really
48	There is a ninja on the roof. Okay, not a real ninja, but a mistress of the Silence. Vowed to silence and illiterate in the PCs languages. What does she need?
49	The bank is calling on a loan the PCs took out... only, they didn't
50	The local news wants to do an article on the PCs, interviewing each and following for a day. This day. Only this day
51	An opportunity for good press has come up; PCs can join an anti-sorcery taskforce
52	Someone gets the wrong information; you're constantly having strangers look to buy or sell illicit substances from the PCs' headquarters

ROLL	EVENT
53	The city guard performs a raid on one of the PCs' homes looking for evidence of necromantic paraphernalia
54	The evil mastermind of the city's underground has gone missing; the PCs are implicated in his or her disappearance
55	Trolls have taken over a part of the city subsystem; they're trying to protect something fragile. Do the PCs care?
56	The trees of the city are being taken over by rogue dryads. They're also attacking wood structures; does the carpenter union get enlisted? Do the PCs?
57	It's Talk-Like-A-Dwarf day! Dwarf-rights organizations are picketing the streets and stopping traffic. No one is talking like a dwarf
58	There's a question if the PCs' organization has hired enough minority members, which draws in a number of odd applicants
59	There are rumblings beneath the city, a thousand-year migration of purple worms
60	Can the city handle a guild of intelligent undead for sanitation engineers? They're expecting a vote from the existing organizations
61	Visits in the night for a humans-first organization get ugly.
62	City powers want everything produced in an obscure elvish language as well as common...because they're hiding demonic summoning in it
63	An ex-lover of a PC has created a rival organization, and they're super-effective
64	Gnoll terrorists take over the local bakery. The weekly bagel delivery is threatened
65	The local asylum is taking donations of a rather threatening kind
66	Taxes have been raised on all adventuring occupations, targeting the PCs
67	A fallen god is looking for a job. Problem is, he or she gets bored easily
68	Another similar organization to the PCs' is looking to start up, and they have a much more generous sponsor, due to a Charm spell...
69	Organizations around the city are looking to team up for nightly patrols in places where watchmen fear to tread. Are the PCs interested?
70	The kitty is being passed for the unfortunate family of a guardsmen killed by what witnesses describe as "a large toad"
71	An orphanage is opening up next door to the PCs headquarters. There are kids... everywhere. And small animals. And cute fluffy squeaky things
72	A minor earth tremor has opened up a vault...and mysterious tunnels under an abandoned house. The city is taking bids for recovery
73	Did you know that all organizations in the city have to follow procurement laws including getting three bids from other vendors for their large purchases? Now you do
74	A substitute sponsor is needed for the annual footrace through the city, and the PCs have been approached
75	It's time to hire a human resources manager. Demi-human resources. Metahuman resources. You know what I mean
76	It's the "thousand were march" day. A campaign for reproductive rights of therianthropes, including right to transmit via biting
77	Mass transit options are being solicited by the powers that be. Why can't dragons pull their share?
78	Magic mouth graffiti is becoming a major problem in the neighborhood
79	Unicorns are being rounded up for sanitation; the girl who has been helping keep them calm is on strike
80	You know what's worse than pigeons on your balconies? Succubi. A mad sorcerer has been summoning them like crazy, and they're boooooorred
81	The cockroaches were fine until the umber hulks started to organize
82	It is a misdemeanor to 'pass gas' in temples in this city. No one has ever actually been prosecuted, so history is being made

ORGANIZATIONAL EVENTS

ROLL	EVENT
83	The city will pay the PCs to escort a caravan out of the city... no destination is required. They just want 'them' out
84	Who delivers mail in this city? And what happens when the Messengers Guild goes on strike?
85	There are fake buildings in the city used for access to the sewers, and hidden passages through from rich estates. How did the PCs find this out? Where do they go?
86	There is a secret set of stables for fantastic beasts in one of the community centers... but no one knows who built it or why it is there
87	Where do the unclaimed bodies get buried in the city? What if the person blessing them dies and no one knows?
88	The street soothsayers have been cursed to talk only in rhymes. They want the PCs to find out who did it... but it's kind of hard to explain
89	A wealthy matron would like the PCs to housesit for her, and walk her pet cockatrice twice a day
90	What have been written off as street mimes are actually demonic servitors
91	Yarn bombing has really gotten to be a problem in some places. Or is it a fast growing yarn-like mold trying to take over?
92	The porch ate one of the PC's horses
93	Horses are suddenly becoming carnivorous. It's some kind of plant pollen new to the area that is changing their brains
94	Someone has the bright idea of trying to train pigeons to deliver messages. Unfortunately, the hawks don't like this, and messages get... misdelivered
95	One bright day in the middle of the night... why is there a second moon in the sky tonight? And do the PCs have to fight it?
96	There are fire mages doing fireworks! A great show is had by all.
97	What are they really selling in the food trucks off of the avenue?
98	The city has been listed as a famous vacation spot. It's hard to do business because of all the tourists
99	A water weird has taken up residence in a fountain near the park
100	A number of ponies belonging to the mayor (or other authority figure of the city) have been dyed a rainbow of colors... he wants to know why

Dear Secret Santicore—

Could you provide a table, tool or something arcane
and eldritch to make equipping characters fun and
fast?

Thanks!

J.A.

GEAR AND CAREERS

by Jeff Russell

jeff.powell.russell@gmail.com

PROCESS

1. Check modifier for each ability score to determine Everybody Gear
2. Roll one Random Item
3. Check class prime requisite for Class Gear
4. Check highest ability score other than prime requisite to determine Career and Career Gear

This is designed to be fast, so you can record equipment as you go during character creation, and there's only one extra roll. If you want to spend more time and have more control, you can choose any one line from each table. This system tends to give characters a lot of stuff, but I think that makes for some fun problem solving and decisions about where to carry everything.

EVERYBODY GEAR

Strength

- 3 Sewing kit, 10 yards of canvas cloth, glue
- 2 Block & tackle, large net, bucket of tar
- 1 Shovel, 6 wooden stakes, hunting trap
- o Penknife, awl, 3 flasks lampoil
- 1 Crowbar, Miner's pick, whetstone, 3 flasks military oil
- 2 Mallet, 10 Iron Spikes, caltrops, 3 flasks military oil
- 3 Portable Ram, sledge hammer, saw, crowbar, 3 vials Acid

Constitution

- 3 Sack, belt pouch, 3 days disgusting rations, crap shoes
- 2 Small Backpack, 3 days rations, crap shoes
- 1 Small Backpack, belt pouch, 3 days rations, decent shoes
- o Medium Backpack, 5 days rations, decent shoes
- 1 Large Backpack, 5 days rations, good shoes, bottle
- 2 Large Backpack, belt pouch, 5 days rations, quality boots, waterskin
- 3 Large Backpack, belt pouch, 5 days delicious rations, quality boots, bucket

Dexterity

- 3 Chest, lock, 10 ft chain
- 2 Sack, Barrel, 5 lbs flour
- 1 Bell, fine chain, small lock
- o 30 ft of rope, gloves
- 1 30 ft of rope, Disguise Kit
- 2 60 ft of rope, Poisoner's Kit
- 3 60 ft of rope, Poisoner's Kit

Intelligence

- 3 Cloak, Baby Rabbit, Vacant Expression
- 2 Hand puppet set
- 1 1 Bottle "Miracle Cure", Angry Political Screech with lots of pictures
- o Chalk, charcoal
- 1 Journal, pen & ink
- 2 Book on a topic of your choice
- 3 1 book, paper, pen & ink, dice/pack of cards, forgery kit

Wisdom

- 3 Bell, bucket, empty quiver, 1 torch, flask
- 2 10 ft chain, manacles, lock
- 1 Whistle, Fishing tackle, blanket, 3 torches
- o Flint & tinder, bedroll, 6 torches
- 1 10 ft pole, Bag of 100 marbles, Scroll/Map case, 1 steel mirror, bedroll, 6 torches
- 2 1 string cloves of garlic, Sealing wax, Signet Ring, bedroll, hooded lantern
- 3 1 bundle wolfsbane, Merchant's scale, 10ft ladder, 2 person tent, bullseye lantern

Charisma

- 3 Tattered and Dirty Clothes, 3 Mules, Saddlebags, Terrible Smell
- 2 Worn, Out of Fashion Clothes, Small But Vicious Dog
- 1 Rough Travel Clothes, Chicken, Harmonica
- o Average clothes, Pack of Smokes or Flask of Whiskey
- 1 Average clothes, Mule, Saddlebags
- 2 Nice clothes, Set of Dice, Riding Saddle, Horse
- 3 Really Nice clothes, Fancy Hat, Soap, Perfume, Personal Servant

Random Item (dzo)

- 1 Letter addressed to and signed by you, dated sometime in the future
- 2 Tiny miniature of a castle on a crag
- 3 Crude treasure map to a far flung territory
- 4 Ancient and obscure document that looks very important
- 5 Finely crafted whistle that blows a strange note
- 6 Extremely detailed drawing of an unknown monster
- 7 A large set of keys of unknown provenance
- 8 Cookbook of Halfling delicacies
- 9 Small but extremely accurate orrery
- 10 Stone egg the size of a chicken's egg, covered in jewels, warm to the touch
- 11 A small, ornately worked bronze dagger
- 12 Necklace of orc teeth
- 13 Spyglass that shows people's auras
- 14 A flowery love letter from an anonymous admirer
- 15 A locket with a picture of someone you've never met that looks hauntingly familiar
- 16 A book that is either a work of transcendent genius or raving madness — you can't tell which
- 17 A set of copper disks that rotate into seemingly meaningful combinations of symbols
- 18 Bag of divinatorial knucklebones
- 19 A knife from your father, a handkerchief from your mother, and a lock of hair from your beloved
- 20 A tiny rodent skull covered in magickal symbols and diagrams

CLASS GEAR & CAREER FIGHTER

Class Gear: Strength (Prime Requisite)

- 3 Cudgel, Leather Armor
- 2 Mace, Shield, Leather Armor
- 1 Mace, Chainmail
- o Sword, Shield, Chainmail
- 1 Sword, Plate Mail
- 2 Sword, Shield Plate Mail
- 3 Sword, Dagger, Plate Mail, Shield

Career: Highest Other Stat

- 3 Ruffian (Stout sporting implement, 3 molotov cocktails, gold necklaces, powerful criminal owes you a favor)
- 2 Pit Fighter (Outlandish weapon, impressive scars, 3 bottles of good booze, the admiration of a wealthy noble)
- 1 Hired Muscle (Brass knuckles, 30 ft of rope, burly friends, extensive knowledge of how to break people and things)
- o Private Guard (Fancy helmet, fancy uniform, expensive candelabra, angry former employer)
- 1 Watchman (Billy club, lantern, warm cloak, extensive knowledge of town's layout and criminal elements)
- 2 Mercenary (Beat up helmet, worn high quality boots, 3d6 extra cash, easily employable)
- 3 Soldier (Quality helmet, some lord's uniform, impeccable training, warrant for your arrest)

MAGIC USER

Class Gear: Intelligence (Prime Requisite)

- 3 Cudgel, spellbook
- 2 Sling, 20 sling bullets, spellbook
- 1 Dagger, spellbook
- o Dagger, spellbook, component pouch
- 1 Quarterstaff, spellbook, component pouch
- 2 Quarterstaff, dagger, spellbook, component pouch
- 3 Quarterstaff, dagger, spellbook, component pouch, 1 1st -3rd level scroll

Career: Highest Other Stat

- 3 Dropout Student (1 Book, paper, pen, ink, tobacco and papers, mentor that still believes in you)
- 2 Failed Doctor (First aid kit, surgical tools, leather restraining straps and gag, strong liquor)
- 1 Hedge Wizard (1 Extra spell component, cauldron, 1 random potion/poison, regular customers)
- 0 Scribe (Lots of paper, pens, and ink, 3 books, sealing wax, seal of your former boss)
- 1 Dilettante (Fancy clothes, 1 book, 1 extra spell component, enthusiastic amateur friends)
- 2 Scholar (1 extra language spoken, access to a phenomenal library, academic rival with a grudge)
- 3 Wizard's Apprentice (1 extra spell in spell book, components for all spells, angry former mentor)

CLERIC

Class Gear: Wisdom (Prime Requisite)

- 3 Cudgel, Crude Holy Symbol
- 2 Quarter staff, holy symbol
- 1 Quarter Staff, Leather Armor, Holy Symbol
- 0 Mace, Leather Armor, Holy Symbol
- 1 Warhammer, chainmail, holy symbol
- 2 Mace, Chainmail, Shield, Holy Symbol
- 3 Warhammer, Shield, Plate Armor, Holy Symbol

Career: Highest Other Stat

- 3 Heretic (Threadbare robes, blasphemous alternate holy work/symbols, devoted insane followers)
- 2 Itinerant Preacher (Sturdy walking staff, small keg of good beer, good will of the rural populace)
- 1 Flagellant (Leather flail, hair shirt, filthy hair, crazed eyes, crazy tolerance for pain)
- 0 Lay Assistant (Book of common prayers, holy water, support of local congregation)
- 1 Initiate (Decent robes, stolen fancy candlesticks, religious police are after you)
- 2 Priest (Nice robes, high quality holy symbol, expensive supplemental holy symbols, enmity of rival priests)
- 3 Inquisitor (Fancy robes, portable torture implements, 3 torches, hatred of families of heretics)

ROGUE

Class Gear: Dexterity (Prime Requisite)

- 3 Cudgel, sling, 20 sling bullets
- 2 Dagger, sling, 20 sling bullets
- 1 Dagger, short bow, 30 arrows, leather armor
- 0 Sword, dagger, leather armor
- 1 Sword, dagger, short bow, 30 arrows, leather armor
- 2 Sword, dagger, light crossbow, 20 quarrels, leather armor
- 3 Sword, 2 daggers, light crossbow, 20 quarrels, Leather Armor

Career: Highest Other Stat

- 3 Beggar (Musical instrument, leper disguise, blindfold, blind cane, discreet places to sleep for free)
- 2 Rabble Rouser (Soapbox, 6 torches, stout club, inflammatory leaflets, bucket of paste and brush, disgruntled friends)
- 1 Footpad (Sap, brass knuckles, intimidating friends)
- 0 Rat Catcher (Ratting Shovel, burlap sack, small but vicious dog)
- 1 Confidence Man/Woman (Fancy clothes, stout walking stick, deck of cards or dice, lots of cheap costume jewelry)
- 2 Pickpocket (small dagger, good shoes for running, non-descript clothing, bag of marbles)
- 3 Cat Burglar (Grapnel, rope, small crowbar, black clothes and grease paint)

Dear Secret Santicore—

Some interesting variants on the Girdle of femininity/masculinity. It can be a rift on the item type or on the effect of the item or how it "curse" work. I am looking for something more interesting than silly, but some silliness is totally ok. 3 variants would be nice.

Thanks!

E.

ACCESSORIES OF EXACERBATING TRANSFORMATION

by Reynaldo Madriñan
breakrpg.blogspot.com

BELT OF EXCHANGED ATTRIBUTES

This accessory is decorated with various sigils and signs that suggest exchange and approximate equibilty. It is versatile enough to fit a range of humanoid girths, from the exceptionally rotund to the worryingly gaunt. The buckle itself snaps crisply, and the twin arrows that adorn it spin to face the other way when it is worn.

The wearer of the belt is beset by an instant transformation. Their physical and mental attributes switch, exchanging values with their closest equivalent. In terms that most readers of this vaunted document will understand, Strength is exchanged with Charisma, Dexterity with Intelligence, and Constitution with Wisdom. This is accompanied by a suitable physical change; a charming but frail dandy will bulge into a muscular neanderthal, where a more balanced individual may experience much subtler alterations.

This change is permanent, even if the belt is taken off. A Remove Curse or more potent magic can remove the effect if it is cast within 24 hours. Otherwise, the character may begin to find themselves unsuited for their old Class, and begin to gravitate towards a more appropriate vocation.

SCARF OF INVERSE APPEAL

Neckwear of undeniable quality; this scarf is long and crimson. It wraps effortlessly about the wearer's neck, never seems to get in the way or come loose, and manages to compliment whatever else they happen to be wearing.

However, as soon as it is adorned a strange effect takes place. All of the PC's outstanding physical traits reverse dramatically. Fair hair grows dark, a slender form grows plump, a lanky body shrinks to a stumpy one, etc. The PC is unrecognizable afterwards, and also in a likely awkward position their apparel does not shift with them.

While this has no mechanical effect upon the character, understandably alarmed individuals are able to reverse the change with Remove Curse or similar magic.

AMULET OF ODDLY SPECIFIC DIMENSIONAL DISPLACEMENT

A solid gold necklace with a large, featureless disc, this item's plain appearance belies its potent effect. Its genesis is also a bit of a mystery, but it is suggested to have been created by an enclave of painters with peculiar tastes in subjects.

When placed around the neck of an individual, they black out for a moment and are ripped from their own reality and placed in another that is almost exactly the same. The single major difference is that the sex of every inhabitant seems to be reversed from the character's home.

This effect extends to all things with such a characteristic; physically androgynous beings are likewise unaffected. The wearer is replaced in their universe by their equivalent in the other one, wearing their version of this necklace. Assuming the adorned individual is a PC, their player can assume the role of this mostly equivalent interloper. Their life experiences should be more or less the same, at least within the realm of fantastic plausibility.

Since the amulet never functions for the same individual more than once, recovering the original character requires traversing different dimensions. It should be noted that the people they are with are likely making similar attempts, which may result in them bumping into (or bypassing) one another.

Dear Secret-Santicore—

Dear Santicore, I would love to receive a small set of tables that will help me create weird, alien or simply cool starships on the fly—something that tells me how big they are, what distinctive visual appearance they have, what their purpose is, what unique quirks they have, and what they annihilate chunky primates with.

Thanks!

A.

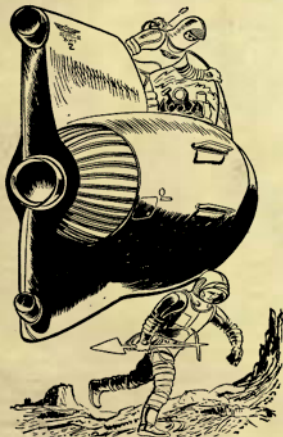
PLASTIC MODEL SPACESHIPS

by Roger SG Sorolla

PLASTIC MODEL SHIPS FUNCTIONAL READOUT

SCALE (d6)

1. Solo Pod (1:12, 4m)
2. Team Module (1:36, 12m)
3. Miniship (1:72, 24m)
4. Mesoship (1:180, 60m)
5. Macroship (1:600, 200m)
6. Megaship (1:1800, 600m)

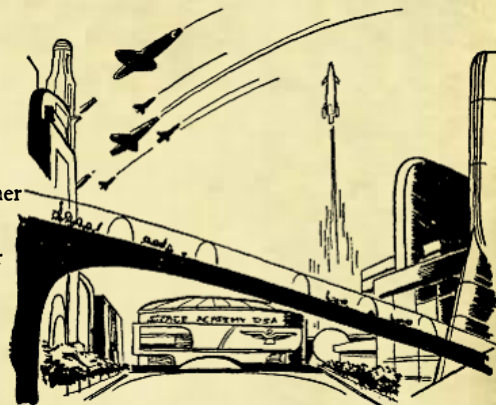


MISSION (d6)

1. Space Aggressor
2. Ground Blaster
3. Colonial Exploiter
4. Weird Investigator
5. System Miner
6. Pleasure Cruiser

SPECIAL FEATURE (d6)

1. Zero-G Saunasphere
2. Ideo-Purity Dogmadome
3. Uneasy Listening Comms Jammer
4. Rat-roid Mascot Infestation
5. Savepoint Immortality Recorder
6. Superlifter Traction Projector



WEAPONS (d6)

1. Vorpul Superstring Tangler
2. Popcorn Nukes
3. Quantum Ungluing Ray
4. Micro-Marine Incursion Podlets
5. Sonic Vacuum Laser Bolts
6. Entropic Facilitator Swarm

Each defense is completely effective against the weapon with the same number.

DEFENSES (d6)

1. Fractal Diffusive Arabesque
2. Trans-Ferrous Scab Cladding
3. Reactive Hyperspace Through-Passages
4. Doppleganger Displacement Mirage
5. Diffractive Space Barnacles
6. Enthalpic Facilitator Swarm

PLASTIC MODEL SPACESHIPS

by Roger SG Sorolla for Santicore 2014

In the 1970's, state-of-the-art SF films (starting with Star Wars) built convincing spaceships out of pieces from plastic model kits. This table confronts starfarers with outlandish vessels escaped across time and probability from a 12-year-old kid's backyard Star Wars knockoff. Roll d8 for each part. See next page for a random table of functions.

COMMAND STRUCTURE



1. Turret and gun of a Churchill tank



2. Glow in the Dark Frankenstein head



3. Engine block from the Munster Koach



4. Sherman tank wheel assembly



5. Tyrannosaurus skull



6. Space: 1999 Eagle command module

SHIP HULL



1. "Eye of Zohar" from Ka-Bala game



2. U Boat Model 206A



3. Dart XF-92A jet fighter



4. Spindrift from Land of the Giants



5. CH-46 Sea Knight helicopter body



6. The Eiffel Tower

FUNCTIONAL MODULES



1. Romulan Bird of Prey nacelles



2. Uterus of the Visible Woman



3. X-Wing fighter wings



4. Battleship Yamato gun turrets

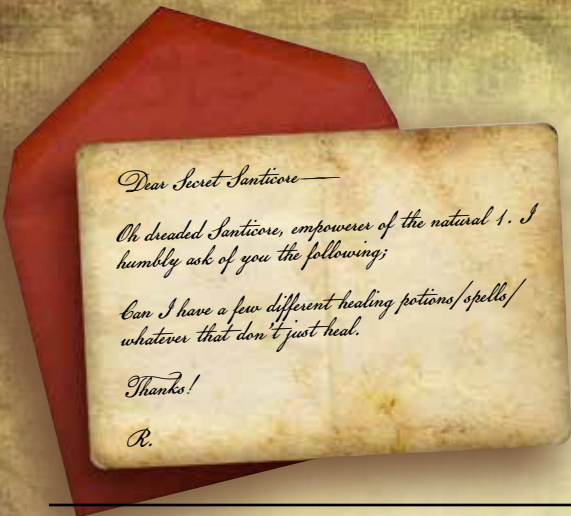


5. Glow in the Dark Godzilla spine



6. N-gauge railway water towers

7: No such structure (7-7-7= Immaterial Subspace Module) 8: Roll twice



Dear Secret Santicore—

Oh dreaded Santicore, empowerer of the natural I. I humbly ask of you the following:

Can I have a few different healing potions/spells/whatever that don't just heal.

Thanks!

R.

MAGICAL MEDICAL MARVELS

by Chuck Thorin
grogtard@gmail.com

An eclectic collection of magic items, potions, spells, beasts, and places that usually provide healing and other “benefits” for your Old School Game.

WAND OF NOT TOO WONDROUS HEALING

A foot long red and white striped wooden wand.

When found this wand has 2d20 charges and cannot be recharged. Roll once on Column A and once on Column B.

Roll	A	B
1	Heal 1d4 Hit Points.	Permanent tattoo of caster's holy symbol appears on the target's forehead.
2	Heal 2d8 Hit Points.	All of the target's hair grows 12 inches.
3	Cures poison or heals 3d6 Hit Points.	All of the target's hair falls out.
4	Cures disease or heals 3d6 Hit Points.	Target falls asleep for 2d4 hours.
5	Cures blindness & deafness but doesn't heal.	Target must eat HP healed in pounds of food in order for the healing to occur.
6	Cures poison & disease but doesn't heal.	The healing was just an illusion.
7	Heal 20 — the target's lowest ability score.	Target becomes a germaphobe for 1d6 days.
8	Target heals 1d4 Hit Points each round for the next 1d12 rounds.	Target literally has a healthy glow which can easily be seen in darkness for the next 2d4 hours.
9	Heals all beings in 20 foot radius 2d8 Hit Points.	Target re-rolls his Hit Dice and takes the new total.
10	Heal 1d6 times level Hit Points.	Target becomes 1d10 years younger.
11	Heals all but 1d4 damage.	Target is also under the effects of a Haste spell for 3d6 minutes.
12	Heal all damage & conditions except death.	Target is invigorated for 1 day and gains +1 To-Hit, Damage & Saving Throws.

RING OF TOO MUCH REGENERATION

A dull gray metallic ring that feels much heavier than it should be.

This cursed ring heals the wearer 1 HP every five minutes for every Hit Point healed the character gains 10 pounds of fat, tumors, polyps and other random growths. If the character is at maximum Hit Points then he gains 20 pounds per five minutes. The character's armor and clothing will quickly become too tight and no longer fit. If the character gains more than his Strength score times ten pounds then the character is too bloated to move. If the character gains more than his Constitution score times ten pounds then the character must make a Saving Throw versus Poison every hour and any time the character attempts any physical activity or die of heart failure.

Even walking slowly is considered a strenuous activity at this point.

The only way to stop the effect is a *Remove Curse* spell or cutting off the character's finger. This does not remove any of the extra weight the character has already gained. Only a *Wish* spell or a combination of diet and time will do that.

LIZARD TAIL BALM

An unearthly green balm that is sticky to the touch

Lizard Tail Balm can regrow the severed limbs of any creature that is still alive. But there is a 1 in 6 chance that balm has spoiled. Instead of growing the correct limb, a lizard tail sized for the target creature grows in the limb's place.

HEALING OF THE NIGHT POTION

A thick red-black potion with a copper aftertaste

For the next 3d6 hours after drinking this potion, the character heals 1d6 Hit Points for every minute spent in darkness. The character can also see in the dark. However while the character is under in the effects of Healing of the Night the character will take 2d6 damage for each round he is exposed to sunlight. Also the character may be turned like an undead creature of the same Hit Dice. If the character is a cleric, he will be unable to turn undead while the potion is effecting him.

DRAUGHT OF ENERGETIC HEALING

A sickly sweet yellow potion with a fruity aroma

The Draught of Energetic Healing restores 3d8 Hit Points when drank. It also makes the drinker very alert (has a 1 in 8 chance of being surprised). The side effect is that the character cannot sleep for 24 hours. If the character is a spell caster he cannot memorize spells because the character is unable to concentrate on the task for a sufficient period of time.

BLOOD GOO POTION

A foul-tasting putrid-smelling deep red syrup

When a character drinks a Blood Goo Potion, he must make a Save versus poison or puke up and ruin the potion. If the character successfully downs the potion then for next 2d6 hours The character takes 1d4 less damage from any wounds that would normally bleed (stabbing, biting, poking and slashing type stuff), Any creature that attempts to drink the blood from a character who is under the influence of a Blood Goo Potion must make a Save vs Magic or spit out the character's foul tasting blood.

MOSTLY CURES ALL POTION

A milky white liquid that smells of carrion

The Mostly Cures All Potion cures poison, disease, paralysis and similar conditions. But for each condition cured the drinker takes 1d8 damage.

ROY DEE'S POTION OF PHYSICAL PERFECTION

A pink liquid that tastes like chalk mixed with ammonia

For the next 1d4 days, the character gains 1d6 Strength but loses the same amount of Intelligence; gains 1d6 Constitution but loses the same amount of Wisdom; and gains 1d6 Dexterity but loses the same amount of Charisma. When a character drinks this potion they must also succeed on a Saving Throw versus Poison or the Intelligence, Wisdom and Charisma losses are permanent.

CURATIVE SPELLS

Arcane Regeneration

2nd Level Magic-User

For the next hour, each time the character fails a Saving Throw against harmful magic, the character heals 1d8 Hit Points. A character may not intentionally fail a saving throw to gain the healing.

Baptismal Healing

1st Level Cleric

The cleric uses a vial of Holy Water while casting this spell which heals 3d8 Hit Points. It also converts the target of the spell to the cleric's religion. If the target of the spell is unwilling to convert then the spell has no effect.

If a character attempts to be healed by Baptismal Healing by a cleric of a different faith within one week of converting then the character takes 3d8 points damage (and isn't healed).

Blessing of the Santicore

1st Level Cleric/ 2nd Level Magic-User

A character heals 1d4 Hit Points each round for the next 1d8 rounds only if the player shouts, "All Hail The Great and Mighty Santicore!" at the beginning of his turn. If the player forgets then the healing stops and the character takes 1d6 damage.

Charmed Healing

2nd Level Cleric

This spell heals the target for 3d8 Hit Points and also places the target under effects of a Charm Person spell. If the target is unwilling to be charmed then a Save versus Magic may be attempted. If the save is successful then character is not charmed but also he is not healed.

Diabolic Healing

3rd Level Magic User

Clerics are not the only ones who can heal. A Magic-User can gain the aid of being from the Outer Planes to heal a target for 3d6 Hit Points. However, such beings demand a service in return for their aid. Magic-users are no fools. The caster does not owe the service to the being but the recipient of the spell does. The number of Hit Points healed equals the number of Hit Dice the Outer Being has.

Healing of the Martyr

3rd Level Cleric

The cleric heals a target for 1d6 Hit Points per cleric level but the cleric takes half that amount of damage. This damage taken by the cleric cannot be healed magically but is healed with a night's rest.

For his sacrifice the cleric gains additional spells that day based on how much damage he takes. The cleric may select an additional spells based on the damage he has taken (rounded down). For ten points damage, a 1st level spell. For 20; a second level spell. For 30; a third level spell. And so on.

Vengeful Reincarnation

6th Level Cleric

A slain character is reincarnated as the type of being that killed him. The character takes on the physical properties and the alignment of his killer. Note: This includes undead, demons, and sundry other odd beings.

THE DOCTOR GOLEM

"Trust me. I am a doctor."

Doctor Golems were created by ancient sorcerers to serve as healers and medical research assistants. Doctor Golems are seven foot tall clockwork humanoids with four arms. Each arm ends in a "hand" that is bizarre and frightening collection of scalpels, bone saws, syringes, and other disturbing and mysterious surgical instruments. It has a single unblinking red eye. In a Doctor Golem's chest, there is an Arcane Bio-Vat where the golem creates organs, limbs, mostly complete creatures, healing-like concoctions, and various other minor medical items.

There is a 1 in 20 chance that any Doctor Golem found is functioning normally. While functioning normally, the golem can heal any condition except death and can restore a character to full Hit Points in 2d6 minutes. A normally functioning golem has a 1 in 10 chance of malfunctioning every minute it is active.

A malfunctioning Doctor Golem will "heal" any character in sight. It will misdiagnose nonexistent afflictions and attempt to repair them. The character's cooperation is not required. It will attempt to calm characters in a soothing but very creepy voice. See Chart below for some Random Things it might say will eviscerating a character.

Hit Dice: 10

Armor Class: 9[10]

Attacks: 4 Surgical Instruments (1d8)

Move: 30 Feet

Save: 5 (Or as 12th Level Fighter)

XP: 2,000

Special: Hasted for 1d6 rounds by Healing Spells. Hit only by magic weapons. Immune to most spells. Critical Malpractice.

Random Statement (d12)

- 1 You will feel some slight discomfort.
- 2 If you are good, I will give you candy.
- 3 Please continue to breath normally.
- 4 The procedure is painless.
- 5 Turn your head and cough.
- 6 I require a stool sample.
- 7 Congratulations. It is a boy.
- 8 I need to take your temperature.
- 9 There may be some minor side effects.
- 10 I will kiss it and make it better.
- 11 I need to run additional tests.
- 12 Please bend over.

Critical Malpractice: When a Doctor Golem scores a critical hit with one of its surgical instruments, roll on the Critical Malpractice chart for additional effects.

Critical Malpractice (d20)	
1	Character's eyes are ripped out and replaced with rocks (+2d8 damage).
2	The character is injected with acid and takes 2d10 damage for the next 3d6 rounds.
3	A random limb from the character is replaced with a stick (+2d6 damage).
4	The character's teeth are ripped out and replaced with leaches (+2d6 damage).
5	The character's belly button is replaced with a mouth.
6	The character's limbs are randomly rearranged (+1d12 damage).
7	The character has an eye implanted in a random location. The character cannot see out of the eye but maybe something else does.
8	The character's mouth is sutured shut (+2d4 damage).
9	One of the character's hands is amputated and whatever the character was holding in that hand is grafted to the stump. If the character was holding nothing then the hand is replaced with a foot.
10	The golem attempts to remove the character's Thingulous Gland (Note: No creature has a Thingulous Gland). While searching for the gland, the golem does an additional 3d10 damage
11	Character is injected with a concoction of random drugs. For next 2d6 rounds roll 1d6 each round: 1) Character pukes his guts up this round. 2) Character is under effects of a Confusion spell this round. 3) Character is blind for 1 round. 4) Character is paralyzed for this round. 5) Character is mute one round. 6) The character acts normally.
12	The character's racial "flaws" are repaired. Roll on the Reincarnation chart or a Wandering Monster chart for the character's new race.
13	The golem "repairs" the faults of the character's body. The character permanently loses 1d6 (rolled separately) from STR, DEX, and CON.
14	The golem drills into the character's brain. The character permanently loses 1d6 (rolled separately) from INT, WIS, and CHA.
15	The golem gives the character a make over. Re-roll all of the character's ability scores with 3d6 and use the new values.
16	The character's skin is removed and whatever armor/clothing the character is wearing is grafted to his body (+3d8 damage). The character's skin cannot be replaced until the items are removed which causes 3d12 damage.
17	The character's sex organs are replaced by those of a random species and gender (+2d12 damage).
18	An annoying imp is grafted to the character's chest. The imp cannot be killed without killing the character as it shares a heart with the character.
19	The character and the nearest living being have their heads switched. The personality and mental stats of the head transfer to the new body.
20	Character is decapitated but not killed. The character is now a living head in jar.

TEMPLES OF THE AZURE AEGIS

Place of great healing and dark secrets

Temples of the Azure Aegis suddenly appeared and quickly spread throughout the land. Within the walls of these plain white stone buildings, the finest healing in the world can be found at no charge. The Temples will treat anyone, prince or pauper. Despite the altruistic facade there are much darker machinations in play within the Temple of Azure Aegis.

Lower order members of the Temple have no idea of the darker purposes behind the scenes and actually believe that they are doing good in the world. The actual goals and motivations of the Temple of the Azure Aegis are known only to the inner most circle of the most powerful priests. Maybe they want to convert the entire world to their faith. Perhaps they serve an alien being from beyond. Or it could just greed and a thirst for terrestrial power at any price.

Unbeknownst to the patients, monks of the order collect hair, skin, and blood samples from each patient. These samples are kept in well guarded catacombs beneath each temple. If the individual is deemed important then their samples are moved to the Order's main temple under very heavy guard. With these spell components the Order can easily scry on kings and merchant princes. They can bend great heroes to their will. And even in some cases, create a clone sympathetic to their cause to replace an influential but troublesome person. There are other sinister side effects woven into their healing magics (See below).

While peasants and paupers individually may not have a great effect on the world at large. The Temple provides for funerary services for those who pass on. These poor souls are an army of the undead waiting for muster in their graves. There are rumors that the Temple has caused natural disasters, plagues, wars, and monster attacks in order to increase demand for its services. The Temple has grown very rich thanks to donations from the nobility. Amongst the wealthiest, it is said the Temple can grant eternal youth and immortality for the right price. To protect their treasures, the Temple has a sizable and highly skilled cadre of guards.

Anyone speaking out against the Temple is met with skepticism or worse because of its charitable reputation. Especially loud or influential persons disappear or suddenly "change" their minds. A party of adventurers who learn the dark secret of the Temple will have a tough time. The common folks support the temples. Powerful individuals will probably be under the thumb of the High Priests of the Azure Aegis.

Game Effects of Healing by The Azure Aegis

- Any character who has been treated at a temple and then dies has their soul forfeited to the Temple. Such a character can only be brought back from the dead by the Temple of the Azure Aegis. The Temple demands an exorbitant price and not just in gold to raise the dead. There are whispered rumors that the Mad King of the East started a genocidal war against the dwarves so the Temple would bring back his dead wife. This effect can only be ended with a *Wish* spell.
- Any character healed by the priests of the Temple who is later healed by a cleric of a different faith must succeed on a Saving Throw versus Magic in order for the healing to have any effect. This effect can be ended by a *Remove Curse* spell.
- The Temple can scry on any character that has been treated at a Temple. This effect can ended only by recovering the character's physical spell components hidden at a Temple.
- Any character healed at a Temple thinks only positively of the Azure Aegis and cannot imagine that the Temple has any ulterior motives. This effect is similar to the *Charm Person* spell and lasts 2d6 weeks after the character was healed. Subsequent healings add to this duration. This effect can be ended with *Dispel Magic* or *Remove Curse* spells.

Dear Secret Santicore—

I would like some very narrow but fun and useful 2nd-style
Non-Weapon Proficiencies. Some examples of the sort of thing
I'm after would be: Small gold, Spot weaknesses, Beverage
recognition, Kite flying, giant.

Thanks!

D.B.

UNCOMMON SKILLS OF THE SECOND AGE OF ADVENTURING

by Justin Kowalski
malfeis@gmail.com

Accounting: Sure, the thief claims she's keeping track of the party's finances, but wouldn't it be nice to be sure? The character can keep detailed (and verifiable) records of wealth, expenditures, losses and potential income, as well as provide analysis of the records of others' financial transactions.

Archeology: Every bit of cultural detritus tells a story. Every sword has a history. The ruins of ancient civilizations teach the follies of the past so that they may be avoided in the future. The character can ascertain much about ancient cultures by exploring the places in which they lived.

Astronomy: While characters trained in astronomy cannot tell someone's fortune or ascertain their mood by consulting charts, they are keen observers of the heavens. The character can identify the constellations and use them for nocturnal navigation with great accuracy, identify the known planets and predict the tides based on the lunar calendar.

Boasting: No one can brag like the character can. When it comes to over-the-top self-aggrandizement, there is only one obvious choice. The character's predilection for pompous promotion of personal proficiencies is unmatched in public.

Cordage: The character is trained in crafting cords, ropes or cables of varying thicknesses and strengths from fibrous threads of both natural and artificial origin.

Detect Sarcasm: The character possesses possibly the rarest ability in the known universe.

Entomology: The character has spent a great deal of time studying the insect world. Entomologists can readily classify bugs and recite their unique characteristics -- body type, movement, defense mechanisms, weaknesses, habitat, and so on.

Etymology: The character has studied her native language(s) in great detail; she can give word origins and changes in meaning over time. The character has keen insights into the purpose behind word choice, and can glean hidden meanings in speech and composition through careful analysis.

Falconry, Roc: It takes a great deal of skill to tame a wild bird of prey. The character has taken this talent to an entirely different level, using careful bonding techniques to earn the trust of the legendary giant bird, and slowly training it to obey simple commands.

Feign Interest: The character can display signs of attention during even the driest, most inane conversations. "No, really, keep going. My eyes get like this when I'm really into the conversation. This is deep stuff, maybe you should write a book."

Feng Shui: The character knows the secret to arranging objects to better channel the flow of energies through space. Optimize that warlock's lair to get the most out of nearby ley lines. Help clerics fill every last nook in their headquarters with holy dynamism. Make sure the prince's choice in drape pattern doesn't block future good fortune. The character knows that the path to success is not blocked by blasé tapestries.

Filibustering: Sometimes, the best way to win an argument is to use up every last breath of air in the room. The character's gift of extemporaneous expenditure of verbal opulence is boundless in scope; she can slay conversational silence as well as any knight might slay a dragon.

Forensics: How long has that body been resting there? Did the thief leave any clues? The character can learn much from the aftermath of an event by carefully studying the surrounding environment and reconstructing events.

UNCOMMON SKILLS OF THE SECOND AGE OF ADVENTURING

Geology: The character possesses a deep knowledge of the composition, formation and age of rock formations. She can identify special properties of seemingly ordinary stones, speculate as to events as recorded in the striations of canyon walls, and trace the course of long-dry rivers.

Handwriting Analysis: The character can spot a forged document by comparing the minute, intricate quirks in the formation of letters and symbols. Those trained in handwriting analysis are also able to identify changes to a person's handwriting over time, due to stressors, age, disability, etc.

Herding, Feline: In the most daunting social groupings, the character is able to forge order from pure chaos. Equal parts mediator, leader, guide and tyrant, she can mold even the most disparate group into a homogenous team with common goals.

Knowledge - The Fundamental Interconnectedness of All Things: The character has always been good at finding those loose threads. The ones that seemingly have nothing to do with anything, until suddenly they have everything to do with everything. Unless they don't. Whatever; the character will figure it all out. Eventually.

Local Gossip: The character has keen insight into the inner workings of private social circles. Some days, it feels as if information seeks the character out, rather than the other way around. The character knows who is sleeping with who, which shopkeepers skim a little off the top, and what the blacksmith was really doing last Thursday night.

MacGuyvering: Longswords are effective in certain situations, but when the party needs to remove a stuck door using only an arrowhead, green slime residue and a bit of string stuck to the dwarf's forehead, they call in a specialist. Capable of solving the toughest of puzzles using the barest of means, the character recognizes the hidden potential in everyday items hiding in the very bottom of every party member's bag of holding.

Mathematics: While most adventurers struggle to count their remaining fingers and toes after a battle, the character is able to wield the power of numbers and logic as a tool to best the toughest challenges. The character can estimate distances, calculate heights and use careful plotting to improve accuracy when using catapults, slings, arrows, etc.

Meteorology: The ability to determine future weather events with marked accuracy; the character can use mechanical, alchemical and magical means along with scientific knowledge to predict when and where a storm will occur, as well as its severity and length.

Phlebotomy: The use of leeches, bloodletting and transfusions to remove toxins from the body. By working with a patient's blood, the character is skilled in treating poisonings, disease and other ailments.

Phrenology: The character has studied the science of the mind, and can tell much by reading the topography of a being's skull. She can ascertain levels of intelligence, aggression, compassion, magical predilection and much more just by examining the shape and texture of another person's head.

Pub Games: The character may not always strike the final blow against a lich lord or gracefully dance across a disintegrating rope bridge, but down a few pints and she can sink a coin into a cup from the other side of the bar and perform mostly-amusing feats of prestidigitation using only the garnish on her now-empty glass. Place your bets, gentlemen. Next round is on you.

Riding, Arachnid Spec.: Anyone can figure out how to ride a horse. Giant eagles are impressive at first, sure. But nothing compares to travelling up sheer cliffs and hitching a ride on the ceiling.

Speed Reading: The character can read at an impressive pace, able to absorb much information from the written page in a compressed timeframe. What would take an average person hours to read requires only minutes of the character's time. This ability applies to all known languages.

Spot Hunger: The character can tell when another living being is hungry through subtle tell-tale signs identified after years of careful observation.

"Hey guys, I'm pretty sure that owl bear just licked its beak. We should probably leave..."

Taxidermy: The character is skilled at the meticulous preservation, display and restoration of the bodies of deceased animals.

Trepanning: While many rely on imbibing potions or religious intervention to cure their ailments, the character has followed another path. In the character's experience, there is no medicine as effective as a hole in the head. Maybe two.

Dear Secret Santicore—

I have a wizard in one of my games who loves to experiment with making different potions out of random things like the blood of a monster he killed, dragon acid, and other things he picks up along the way. I'd like to request a random d20 table of possible effects these potions might have the next time he force-feeds one of these to a hostile captive.

Thanks!

L.S.

RANDOM POTION EFFECTS

by Dylan Reese

damnitfeelsgoodtobeamormon@gmail.com

d20 Potion Effect

- 1 The victim's stomach rots from the inside, eventually spilling its contents all over the floor.
- 2 The victim grows in size until they eventually pop.
- 3 The victim bursts into flames.
- 4 The victim starts spewing water until they drown.
- 5 The victim quickly loses all of their hair.
- 6 The potion acts as a truth serum, the victim cannot lie.
- 7 The victim turns a bright color and smells of citrus, if eaten, they taste exactly like a fruit.
- 8 The victim slowly turns into a tree, rooting themselves where they stand.
- 9 The victim flies upward. They cannot control their flight.
- 10 The victim suffers from intense fear and paranoia.
- 11 The victim claims to be a prophet and starts prophesizing for the PCs.
- 12 The victim's skin sheds and peels until they have no skin.
- 13 The victim is free from their body. Their spirit/ghost roams the physical plane.
- 14 The victim's head explodes in a shower of blood and gore.
- 15 The victim shapeshifts into a farm animal.
- 16 The potion has no effect.
- 17 The victim is now invincible... mostly.
- 18 The victim starts glowing with the intensity of a small torch.
- 19 The victim's skin changes colors to match their surroundings.
- 20 The victim tells one of the PCs when and how they are going to die.

Dear Secret Santicore—

*Some quick and dirty b/x vehicle rules for science
fantasy or sci-fi.*

Thanks!

C.M.

QUICK AND DIRTY B/X VEHICLE RULES FOR SCIENCE FANTASY OR SCI-FI

by Martin Nichol
spankymobile@gmail.com

BASIC PREMISE

As the label on the tin says, these rules are meant to be just that - quick and dirty. They aren't detailed, nor are they going to cover every vehicle type nor every eventuality. However, they are (hopefully) a good place to start...

BASIC ASSUMPTIONS

That you are using a game system that has the 'usual six stats' with a range of 3-18.

Those same rules have some basic data for types of land/sea (possibly air) travel/vehicle/creature conveyance - a cart, a wagon, a chariot, a car, a bike, a horse, a boat, a ship, etc. The more detailed this data, the better, but at the very least it should offer a way of comparing these travel methods/devices with each other and a regular pedestrian.

BASIC ERM... BASICS

Vehicle/Skill Checks: Made using 1, 2, 3 or 4 d6 and rolling against (i.e. under or equal to) one of the controlling/driving character's abilities (or possibly even that of a computer or A.I. unit) - most usually DEX or AGI (for controlling the vehicle), but could also be STR (for physically wrestling the controls on the vehicle), INT (for fixing a fault or problem with the vehicle) or WIS (for recalling details about a particular type of vehicle). Heck, even CHA for trying to wangle a good deal from that used ATV dealer...

Check Difficulty: The GM decides on the applicable

ability/stat and assigns a level of difficulty for a task (and therefore the number of d6 to roll). The more dice you roll against a particular ability or value, the harder it is to succeed. For example, it's harder to score under 10 using 3d6 than just 2d6 and impossible to fail with just a single dice. Hard (4d6), Average (3d6), Routine (2d6), Easy (1d6).

Vehicle Stats: Will vary according to exactly what your system runs with, but as a bare minimum, let's go with HP (for vehicle integrity and how much damage it can take), AC (the basic armour class or damage resistance of the vehicle), Move (the vehicle's speed or rate of travel). I won't go into the combat aspects of vehicles, that's a whole other banana and one that would take this out of the realms of 'quick', suffice it to say that you should be able to extrapolate the vehicle and weapon stats out to adjust for the fact that vehicles tend to be a whole lot bigger, tougher and faster than humans and that a weapon mounted on such a vehicle will logically also be bigger and nastier than the corresponding hand-held version. Tank rounds tend to leave a much bigger mark than those of an arrow wound.

THE WAY IT WORKS

Some examples of the rules in play could include...

Driving/Pilot check to avoid crashing: The GM decides that the vehicle 'could' crash into something and so declares a check vs the driver/pilot's DEX score to avoid the accident. The difficulty could be set

QUICK AND DIRTY B/X VEHICLE RULES FOR SCIENCE FANTASY OR SCI-FI

according to how much notice they have - did a truck just back into the street in front of them? Hard? (4d6) or just Average? (3d6). Perhaps they heard it reversing? Routine (2d6) or saw it the side of it above the fence? Easy (1d6).

Racing another vehicle: Compare the statistics for the two vehicles. If one is obviously faster than the other then unless the driver of the faster vehicle does something stupid (like flooding the engine, a WIS check, or losing control on a bend, DEX check) the faster vehicle will win. If they are of roughly similar speeds (or the GM wants to run it as a chase) then you could have the lead driver making INT or DEX checks to try and shake off the pursuer who is also making WIS or DEX checks to anticipate what the other driver will do to catch him. Success could indicate widening/closing the gaps by a distance multiplied by the amount by which both driver's checks were made/failed.

CONCLUSION

These rules revolve around comparisons between the various vehicles and stats/skills in the particular game system and any 'real world' examples. This should allow the GM (and their players) to visualise what's going on and how their actions will impact on the action or events. I would recommend starting small (with say a basic vehicle type) and see how it extrapolates out and compares before going for the big stuff, but once you get into the swing of doing these kind of comparisons and then thinking in terms of skill checks of various difficulty using attributes and different amounts of d6, things should begin to fall into place fairly quickly.

If you feel that a choice of just four difficulties is too narrow, feel free to bump it up to five or even seven and adjust the number of dice accordingly. Use correspondingly descriptive labels for the difficulty checks, such as 7d6 Impossible, 6d6 Insane, 5d6 Very Difficult, 4d6 Difficult, 3d6 Average, 2d6 Routine, 1d6 Easy, etc.

You could also add a modifier to reflect outside influences such as equipment enhancements or assistance from another person, etc. I would suggest a range of + or - 1 to 3 for these modifiers and definitely no higher than + or - 5.

Hopefully this will have given you some ideas and a starting point to expand on.

Dear Secret Santicore—

I'm looking for a series of alien artifacts that can be scattered throughout a fantasy setting - detritus from a technological civilization that is largely incomprehensible to the folks picking at the pieces. The purpose doesn't have to be clear.

Thanks!

H.K.

STRANGE AND TERRIBLE ARTIFACTS FROM THE BLEAK

by Simon Acerton
5stonegames@gmail.com

This article is systemless and settingless, meant to be easily grafted into whatever weird ruins exist in your game.

To get a d19 roll 2d10 and subtract one...

d19 Strange and Terrible artifacts from the Bleak

- 1 The Glob: This fist sized piece of soft orange goo smelling of roses and slightly rancid bacon meeps and hums slightly as it levitates in the air. It has not other known function.
- 2 The Necklace: This necklace of unknown flowers made of strange bones expands to fit a nine foot giant or shrinks to fit a small person of yard or so stature. When worn and the clasp closed it crates complete sensory deprivation.
- 3 The Spool: This device looks made of shiny unknown metal resembles a oversizes thimble cut with six holes. Six pegs, three black, three white cling to the side. If removed and placed into the holes, black pegs create pleasure, increasing exponentially (pleasant, orgiastic, shattering) and white pegs pain (painful, agonizing, unbearable) with each peg added. Pegs can be mixed and matched.
- 4 The Bottle: This smooth bluish flexible bottle is the size of two fingers put together. It will expand into strange geometric animal forms that hold several gallons of liquid though it will not hold water under any circumstances.
- 5 The Rug : This artifact looks like a toupee of unknown brownish hair. If placed on the head, it will eat hair though hair will grow back as normal. If placed on dirt or other filth including toxic wastes it will gradually consumed leaving behind rainbow pellets that if eaten are a powerful hallucinogen
- 6 The Snapper: This device resembles a turtle made of irregular shapes and unsavory colors. Anything placed into its mouth will be held with considerable force till the head is stroked.
- 7 The Card: The crystal rectangle is covered with slowly scrolling writing that cannot be read by any means. If handled it moans slightly . If brought near certain ruins writing stabilizes and the moaning becomes a shrill ululation though what effect this has is unknown.
- 8 The Calender Wheel: This bronze like wheel calculates dates and time for a world with seven moons and 28 months using an impossibly complex language that hints at secrets.
- 9 Stone Charger: A rare highly useful device, stones placed within this yellowish woodlike box carved with strange astrological symbols are charged with energy and can be thrown as an explosive device. Effect very based on the shape, size, constituency and date and may include radiation , elemental or kinetic effects in varying amounts.
- 10 Sojourner Helmet: This helmet is a faceless steel orb with tubes for the mouth and nose. While uncomfortable the wearer can see and hear fine and does not need food, drink or sleep.
- 11 The Critter: This creature looks like a combination of hare, bird, and slug. It follows the hand motions of the last person to touch it, flying, cavorting and running for 17 minutes and 6 seconds or until placed on the ground. It cannot leave father than 19 inches from is use.
- 12 The Blue Gel: This ball of gel is edible and nourishing tasting vaguely of some favorite food or treat, A small handful easily regrown in hours provides all the nutrition a person could need though prolonged users become taller, asexual and thinner.
- 13 Crystal Plant: This translucent crystal plant always found in pairs resembles a cubic Venus Flytrap. Sounds spoken in one end plant will come out the other though it will not carry intelligible speech.
- 14 The Thulu: This small statue of lizard/bug/squid thing talks softly in an unknown language never seeming to repeat any phrases only when held by children of any species.

STRANGE AND TERRIBLE ARTIFACTS FROM THE BLEAK

- 15 The Bag: This bag is made of a wet blue material resembling wax. If slept in naked and the bag pulled over the head, a deep refreshing sleep always occurs along with cleaning and tripled healing. Users report strange dreams of cyclopean ruins and alien eyes watching them though this is not disturbing and may even be pleasant. From time to time the bags disappear melding into the user. Such users gain a bluish sheen to their skin and strange abilities or knowledge.
- 16 The Lamp: The lamp resembles a round lamp of unpleasant angles and unknown colors not usual for human eyes. If olive or whale oil is burned in this lamp it will give off a pleasant light in some unknown spectrum that still can be seen. Other oils give off a malevolent aroma and a kind of dark light that sickens as if sour milk was drunk.
- 17 The Abacus: It looks surprisingly like a normal abacus though with more beads and at various angles. It's capable of computing irrational or impossible numbers with little effort.
- 18 The Egg: This egg is ornate and decorated with strange and unpleasant geometric shapes. It has a glass front that looks into a village people with unseemly people. When peered at closely, the people appear not quite human and may from time to time be holding a similar device and looking at the user.
- 19 The Instrument: This resembles a small wagon wheel made of brass, glass and meat. If played it only produces discordant music which creates angry and irrational behavior among listeners. The user hears this as soothing and undergoes mental healing of a sort, becoming more at peace. This device can be addictive for the unstable.

Dear Secret Santicore—

I would like to see a table of magical diseases/curses that evoke adventure hooks -- maybe each line is a disease/curse and its corresponding cure...or rumor of a cure.

Thanks!

P.H.

DISEASES AND CURSES

by Michael Raston
mraston@iinet.net.au

dzo Diseases and Curses

- 1 **Curse of the Blessed Apostate:** You have unknowingly become marked by a deity of a cult or major religion as the chosen one! Unfortunately you are the chosen one of a religious practise you have absolutely no familiarity/affinity with (alternatively a religion you find personally disturbing/distasteful). This does not seem to matter to the faithful though! Any time you find yourself in a settlement larger than a handful of huts village a crowd of worshippers will gather around you and follow you about raucously, generally causing you to be the center of a loud, obnoxious rabble. You have no sway over this crowd, as you are more of an idol than a prophet - to be looked at and fought over rather than listened to. Additionally, each time a crowd forms about you roll a d4: 1) The crowd is content to loudly argue over your religious meaning - they will make travelling through the settlement difficult and most shopkeepers, establishment owners, etc will refuse to allow you and the crowd to enter their premises. 2) The crowd desires you to be taken to the closest place of worship where you will be forcible held and paraded about for d6 days. 3) The crowd desires you to be permanently installed at the closest place of worship - indefinitely. 4) The crowd demands your instant martyrdom/sacrifice in which your entrails will be used for a public holy ritual - the crowd is in a frenzy of religious zeal and will not listen to reason. (The crowd will be composed of d30 HD1 Townsfolk, with a d4 level cleric for each 7 townsfolk)
- 2 **Ogre Stomach:** Your stomach has ballooned to obscene proportions, now housing the digestive system of a much, much larger humanoid. This freakish gut results in -1 to your Charisma. You also have an insatiable appetite, requiring d6+1 times more food per day than normal. If these gastronomical desires are not met during the day you will wake the next day with d6 less HP (no HP regained for resting). Each day your hunger is ignored, the dice size of HP damage after resting is increased by 1 (d6,d8,d10,etc). The damage from Ogre Stomach can be lethal.
- 3 **Loner's Gassy Bowels:** Your bowels have become imbued with the powers of some gaseous chaos demon. Unfortunately you have absolutely no control over your newly empowered flatulence - especially when engaged in the physically taxing act of combat. Whenever combat begins, roll a d8, the result is the round of combat in which your flatulence will be released on those in your surroundings. Everyone within 20' of your person will be affected (fellow party members and enemies alike). The distracting stench alone will cause all actions to be taken at a penalty of -2 for d4 round. Further anyone caught in the gas cloud must make a Save Vs. Magic to avoid becoming confused (As per confusion spell).
- 4 **Octopus Legs:** Your legs have become rubbery and loose, barely able to support the rest of your frame. Additional d8 rubbery leglings also appear to be sprouting from your waist (these will be fully formed in d20 weeks). If fully formed the leglings will give you the appearance of a fleshy octopus from the waist down. Until the leglings are fully grown, giving the support to your weakened original legs, you suffer -4 to Dexterity. Once the leglings are fully grown this Dexterity disadvantage no longer applies but your freakish appearance results in -4 to Charisma. One advantage of Octopus Legs is that the leglings will grow back when dismembered at a rate of d6 weeks a piece.
- 5 **The Black Moon Plummets:** Whenever you are in the open air, with a view of the sky, day or night, you have a constant vision of a black, rocky moon, slowly plummeting towards the earth. This vision is not seen by any one not affected by the curse. The black moon may or may not be real. This vision is extremely disturbing and distracting causing you to take all actions at Disadvantage (whenever you need to roll a dice, roll two dice, use the lowest result) when outside, or otherwise having a view of the sky. You have d8 weeks before the black moon's collision with the earth is imminent, from then on you must make a Save Vs. Magic each day to avoid gibbering like a lunatic for the next 24 hours.

dzo Diseases and Curses

- 6 Murders Ingress Buffet: A flock of crows haunts your every move. Whenever you are above ground, a malicious appearing, raucous murder of crows settles on any available perches nearby to you. They squawk at you with ill meaning sounding cries, just at the edge of sounding like intelligible words. This haunting give you a grim and desolate outlook, resulting in -2 to Charisma. Additionally a gale force wind repels you from entering door ways of any type and size when in view of the crows. A Save Vs. Paralyze is required to overcome the buffeting winds and enter the door way. If failed 24 hours must pass before you attempt to enter the door way again. These buffeting winds will not block the way of any one without the curse.
- 7 Magician's Bane: Your skin constantly sparkles, glows and smells as if freshly washed, cleaned and perfumed and your Charisma is raised by 2. Unfortunately whatever is causing this effect on your skin seems to be repelling and confusing the magical energies in and about your person. For Magic Users and Clerics, whenever you attempt to cast a spell, roll to randomly determine the spell you cast (roll on the spell list for the level of the spell you wanted to cast). For those that can't cast spells whenever a spell is cast with you as the target, roll on the spell list for the cast spells level to determine the random spell that is cast upon you. Casters may attempt to negate this randomising effect by doubling the amount of time spent attempting to cast the spell and making a successful Save Vs. Magic at a penalty of 4.
- 8 Worm Foot: Your feet and legs from the knee down have been replaced by huge, plump, pink annelid forms. This is obviously disturbing to anyone who sights your legs, resulting in a -3 to your charisma. The worm legs must be fed, additionally to your own food rations (doubling your daily food requirements). The worms do not make ambulation more difficult for those effected by the ailment but taxing activities such as fighting will be difficult for d4 weeks (- 3 To Hit). The worms are very good at digging through dirt and earth (not rock) at a rate of about 10 ' a day.
- 9 Miner's Darkening Sheen: You have contracted a spreading and growing skin infection with the aspect and appearance of stone. Your features and tone will gradually darken and calcify. Your Dexterity initially drops by 2 and your base AC raises by 2. After d6 weeks you have experienced further calcification and your Dexterity drops by another 2 and your base AC increases by another 2. In a further d6 weeks the joints and outer muscles of your body will have completely calcified, making it impossible for you to move. Internal organs act as normal, and your tongue and voice box are still operational, allowing you to speak (albeit in a stifled, lipless manner). You will require someone to feed and provide you with water to survive in this state.
- 10 Inquisitor's Madness: Clusters of twinkling, crystalline warts have sprouted randomly over your body and your eyes now glow with a fiery red sheen. You have an extreme aversion to magic and aggravated, itching, crystalline warts will sprout in great abundance wherever contact is made with a magical item. This makes wielding or wearing magic items nigh on impossible – for example holding magical weapon for 10 minutes will result in your hand being so covered in warts as to render it unusable for the rest of the day. Your affliction grants you a bonus of 4 to all Saves Vs. Magic. Additionally your affliction will cause you to have urges of loathing and hatred to any one casting magic spells in your presence. If any one casts a spell within 100' of you, you must successfully Save Vs. Magic to avoid uncontrollably attacking them for d4 rounds.
- 11 Nightbug Poisoning: You have blackened veins spreading across your body, emanating from a small aggravated incision in your skin. The entirety of your visible veins will blacken and in d6 days they will entirely covered your skin. This results in a - 2 to your Charisma. At this time you have adopted an aversion to sunlight, feeling physically weak and sickly whenever you are covered by its rays. Your HP's are halved whenever you find yourself out in the open during the day. Your mottled, unsightly skin may grant you an advantage to hiding and sneaking in the night time hours though (20% advantage).
- 12 Grinding Stink Rock Belly: Your stomach constantly grinds and grumbles with the sound of stone rubbing against stone. It is quite loud and will interfere immensely with any attempts to sneak or hide (40% disadvantage). Your breath is now aggravatingly putrid and disgusting. Other than the most desperate and depraved merchants, all will refuse to speak or treat with you in any way. Opening your mouth within 5' of any body will result in a violent and disgusted reaction – obviously this makes close quarters negotiating and socialising impossible. Anyone who is armed when you they catch wind of your breath, and reasonably unthreatened by you physically will have to make a Save Vs. Magic to not uncontrollably attack you for d4 rounds.

dzo	Diseases and Curses
13	Thirsty Thief Leaf Infection: A mosslike infestation of miniature plant life is thriving in you internally. It has gained some control over your nervous system and seeks to water and nourish itself. Each time you fall asleep you must Save Vs. Magic. If you fail, the infestation will take control of your body as you slumber. You will sleep walk and gather all supplies of water and food within approximately 20' of you. Then you will drop and tip these supplies onto the surface you were sleeping on and slowly mash and mush them as you sleep, rolling over from back to stomach constantly. You will awake covered in filth, and the supplies and water will be wasted and ruined. In d6 weeks your skin will have taken on a green sheen and when in sunlight you will received +1 to all actions you attempt. In a further d6 weeks your skin will take on a woody, chitinous aspect granting you +1 to AC. In a further d6 weeks you must Save Vs. Magic each morning after losing control of your body to the infestation, if failed the loss of control is permanent (for all intents and purposes killing you the old you — you are now an ambulatory tree wanting nothing more than to eat, drink and bathe in sunlight).
14	Tangled Innards: A flesh burrowing insect colony has made a home of your internal organs. The insects have the innate magical ability to seamlessly move and meld flesh without the death of their host. You are able to continue life as per normal but the insect's innate magic emanates as such that all forms of magical healing are ineffective. Cure Wound spells and the like (anything that directly increases lost HP) no longer work on you.
15	Demon Warts: Your body has been covered in angry looking red and black warts. These warts cluster all across your body, forming tower like spines and spikes and giving you reddish, demon-like visage. Your horrible skin condition results in you being shunned in any society or settlement in which demons and devils are viewed negatively. Any society in which the opposite is true may find you appealing and fascinating. The warts have built up in your joints, elbows and knees, decreasing your mobility. Your Dexterity is lowered by 2 and you always go last in Initiative. The warts give you a base AC bonus of 2.
16	Midas Boils: You are plagued by a randomly placed but ever re-appearing boil. The boil swells to a chicken egg size within a day. Popping and bursting this boil will result in a small lump of gold being excreted from your body. This nugget has about 5GP worth of value. You excrete approximately 35GP worth of gold a week from your boils. Unfortunately with the appearance of the boils coincides with a never ending streak of bad luck. You are constantly Disadvantaged, whenever you roll a dice of any type, roll two and use the result of the lowest.
17	Butterfly Lung: Your lungs have become weakened and flimsy. You are plagued by bouts of breathlessness and dizzy spells if you do not have ample supply of fresh air. Whenever you are not above ground, in the open, in air that is un-polluted in any way, all of your Ability scores are reduced by 3. Additionally your HP is halved when you are not in clean, above ground, open air.
18	The Belligerent, Greedy Eye: After your hair fell out of your head followed by swelling and the opening of an unexplained festering, weeping wound a fist sized eye has appeared in the back of your head. This eye glowers at all around it with malice and hate and emanates negative, aggression waves of feeling. The chance of random encounters will increase by 2 as this eye incites and excites those of a chaotic and evil bent. Any reaction rolls conducted nearby yourself and your new eye will be done so at a negative 4 result (+4 if using d12 high is aggressive method). The eye has the habit of staring directly at items of great material worth (ie: worth a lot of GP), regardless of obstacles, barriers, and walls that may be between it and the item.
19	Rusted Eye Crusting: A red, dusty, crusty, metallic sheened infestation of a mineral like quality has gathered about and over your eyes and is spreading across your face. You can only see completely when the world around you is illuminated fully by the midday sun. You are half blinded in the morning and afternoons. You are effectively blinded at night or any location in which sunlight does not reach (underground, windowless buildings, etc). Torches and lanterns do nothing to help the blinding effect of the rust, but spells and magic abilities that replicate or duplicate the sun itself will.
20	Curse of the Life Greedy Ghost: You have become haunted by a vaguely bestial figured ghost that swirls about your being. It can be viewed scampering about your location on auspicious, spiritual or otherwise magically charged days and nights. Its form is that of an amalgamation of various animal forms, but not definable as one distinct creature. This ghost feeds on any of the magic healing you receive, sapping half of the HP you would have received for itself. When you first received the curse, roll a d6. This result times 10 is the amount of HP the ghost will sap from your healing until it appears manifested physically in the world. At this point it will attack as a HD8 creature, 2 x d8 claw, d10 bite with the amount of HP it needed to sap from you to gain a physical body. If defeated the ghost will return to haunting you once again (roll a d6 again to determine the amount of HP's it requires to manifest again) with the same magical healing sapping effect. If the physical manifestation of the ghost defeats you it will proceed to terrorize the locale in which you were killed, happily slaughtering any it meets.

D20 RUMOURS OF CURES

- 1 The drinking of a broth derived from an enormous subterranean powers alleged to have the power to float through caves in search of rotting organic matter.
- 2 The blessing of an elusive illusionist that lives at the edge of a lake where the air and water have traded places.
- 3 The acquirement of untold material debt eventuating in destitution and imprisonment.
- 4 A week long bath filled with stinging jellyfish with the skin of a mirror.
- 5 Taming of a pack of only of the most ferocious and fearsome wild animals, only when they are by your side will your ailment be abated.
- 6 Hearing and learning the whispered secrets of an evil or chaotic king from his own mouth.
- 7 Restoring a defiled and polluted well or water system of its ailment.
- 8 A necklace or charm made from gold that glows in the darkness must forever be hung from your neck.
- 9 The most valued possession from a chaotic or evil sorcerer must be snatched from his person as he meditates.
- 10 The most studious monkey or apes must be conferred with in their branches of their tree homes — their greatest desires then met.
- 11 You must nestle as if an egg for a week, in the nest of a holy great bird, constructed from a ghostly tree.
- 12 The brain of a giant and intelligent cephalopod must be pickled and then conferred with by a divinator of the highest order for the cure to be determined — the false answers of a weak divinator will result in your disorder magnifying in intensity.
- 13 A cave druid, who dwells deep below the earth and has not seen the sun in many an age, holds the answer to your ailment.
- 14 You must live in the largest leafed trees in all the land for a half year before your condition will dissipate. Only on the final day of this half year will the trees grant their request which will lead to your healing.
- 15 A great beast which lives deep below the ground must be ridden by you through blessed ancient caverns.
- 16 You must find the land's largest gem and pray to it for 1 week. Only then something monstrous, obscene and vile will appear clutching your cure.
- 17 Only by fighting your enemies with covered eyes, blinded, may you recover your good fortune and health.
- 18 You must sacrifice the best friend of a man who leads forays into the digging of the earth to an ancient god who loathes humanity.
- 19 You must summon the armies and forces of vile, uncivilized and wild men to besiege a city of those whom are ordered and good. When the city is sacked you will have your relief.
- 20 You must be engulfed by a leviathan of a creature that lives below the waves or the ground, only in its belly you will find your cure.

GALDR RUNE MAGIC

by Norman J. Harman Jr.
njharman@gmail.com

Dear Secret Santicore—

Rune Magic!

Thanks!

T.G.

Galdr, the Old Norse word for incantation, magic revolves around the twenty-four runes.

Each rune has multiple possible effects. Only ONE of which may be applied when that rune is used. Runes may be inscribed or invoked. Inscribing a rune takes several minutes, up to ten. Inscriptions generally have longer lasting or lingering effects. Invoking a rune requires a free hand to hold it forth and clearly calling out its name. This takes but a moment and they tend to have instant effects.

Fate's weave may only be temporarily twisted and a thread may not be woven into two places at once. All Runes are temporary in effect. Effects dissipate at next solar transition dawn, noon, dusk, midnight. Only one rune's effect can be active on same being at the same time. Existing effects will dissipate as new runes are applied.

Example: Thorn casts Dagaz on his helm and in the darkness spies an angry troll! Quickly casting Tiwaz on his axe planning to heroically decapitate troll, only to have it "dispel" Dagaz and no longer able to see in darkness.

There are several ways Runic magic may be introduced to a campaign. Knowledge of individual runes allows them to be cast once per day. Stones, bones, etc. carved with runes may be invoked once before they crumble to dust. This also opens up possibilities for new effects by combining several runes into one "carving". Example Othala Laguz gains political might.

A full "Rune Casting" class might work as follows. Each morning they cast their runes. Randomly selecting d4 runes per level. Rune casting is more fun with actual set of rune stones pulled from a leather pouch. They may use each of these runes once. Every morning they may choose to cast a new set of runes. Doing so replaces all runes, even unused ones, they may have had. Remember limitation of one rune effect

NOTE ON SAVING

It is up to the Referee if saving throws to avoid rune effects are allowed.

References (background, flavor and what the runes look like):

- Runes <http://en.wikipedia.org/wiki/Runes>
- Galdr <http://en.wikipedia.org/wiki/Galdr>
- Old Norse sorcery <http://en.wikipedia.org/wiki/Sei%C3%B0r>

Random determination of Runes (d24):

1. Fehu
2. Uruz
3. Thurs
4. Ansuz
5. Raidho
6. Kenaz
7. Gebo
8. Wunjo
9. Hagla
10. Naudiz
11. Isa
12. Jera
13. Eihwaz
14. Pethro
15. Algiz
16. Sowilo
17. Tiwaz
18. Berkano
19. Ehwo
20. Mannaz
21. Laguz
22. Ingwaz
23. Dagaz
24. Othala

THE 24 KNOWN RUNES AND THEIR POWERS

Fehu

(fay-who) signifies wealth.

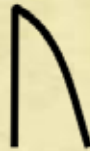
1. Invoked, reveals worth (or worthlessness) of one held item.
2. Inscribed on forehead, double monetary treasure inscribed person personally discovers.
3. Inscribed on a dowsing bone, points to towards nearest large treasure.



Uruz

(ooo-roor) strength of wild beasts.

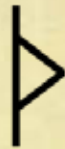
1. Inscribed on a weapon, first wild animal struck loses all strength and becomes immobilized.
2. Inscribed on creature's chest, fills creature with the strength of a bear.
3. Inscribed on footwear, wearer gains the speed of a deer.



Thurs

(thoorz) symbol of giant-kind.

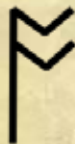
1. Invoked, forces giantkin to parley and have a non-hostile reaction.
2. Inscribed on a weapon, first giantkin struck is immobilized.
3. Inscribed on forehead, inscribed person grows to the size and gains the demeanor of a Hill Giant. Acquiring all their physical and mental characteristics including their stupidity and brutality.



Ansuz

(Awn-sooze) power of the gods.

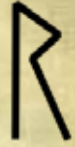
1. Invoked, reveals the true appearance of any nearby supernatural creatures.
2. Inscribed on a weapon, that weapon can harm specific named being that is otherwise immune or resistant to damage.
3. Inscribed on a portal, shield, etc., acts as a Protection from Evil spell.



Raidho

(rye-though) travel, and the journey.

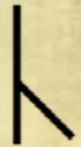
1. Invoked, party may travel hard without being fatigued and ignores adverse weather conditions.
2. Inscribed on footwear, wearer will not get lost and knows direction to destination even in darkness, fog, etc.
3. Inscribed around camp, sounds an alarm if any hostile creature comes near.



Kenaz

(cane-awze) fire, torches, and wildfires.

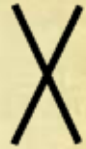
1. Invoked, extinguishes nearby, uncontrolled "wild" fires.
2. Object rune is inscribed on emits light and heat as a torch but is not consumed.
3. Inscribed on a small stone, arrow, or similar missile, causes it to burn intensely and deal extra heat damage.



Gebo

(gay-boe) generosity and hospitality.

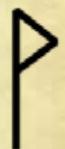
1. Invoked, non-hostile intelligent creatures will respond favorably to requests for food and shelter.
2. Inscribed on an object and presented as a gift, causes sentient recipient to treat you as a close friend, as Charm Spell.



Wunjo

(woon-yo) joy and peace.

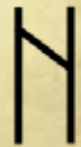
1. Invoked, intelligent creatures within a 20ft radius stop fighting.
2. Inscribed on banner and displayed, provides a boost to morale and defense against fear.



Hagla

(haw-glaw) nature's destructiveness.

1. Invoked, lightning bolt as per spell.
2. Inscribed on an object and thrown, summons a small (10-30ft dia) but violent natural effect. Hail storm, rock slide, quake, etc.
3. Inscribed on a cloak, provides limited protection from nature's wrath.



Naudiz

(naw-deez) danger and the fortune to avoid it.

1. Invoked, allows failed save vs death to be re-rolled.
2. Inscribed on a portal, door, bridge or similar path, will provide an augury as to the danger taking it entails.
3. Inscribed on forehead, inscribed person may delay the effects of one attack against them until end of the rune's duration.



Isa

(ee-saw) ice and cold.

1. Invoked near a large body of liquid, creates an ice raft which does not melt and is not slippery.
2. Inscribed on a shield, causes it to radiate intense cold in 5ft cone and provide immunity to fire breath and the like.
3. Inscribed on a cloak, provides immunity to cold.



Jera

(yare-awe) harvest time.

1. Invoked, reveals the properties of one held plant.
2. Inscribed on a pot or other cooking container, reveals whether items placed within are edible or poisonous.
3. Inscribed on a dowsing bone, points way to nearest (if any) fungi or plants possessing desired magical or medicinal property.
4. Inscribed on a mug, cask, etc. fills container with sweet delicious mead.



Eihwaz

(eye-wawz) tracking, snaring, and hunters.

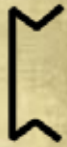
1. Invoked, guarantees success at snaring/hunting enough food to keep party well fed.
2. Inscribed on footwear, they will unerringly follow first set of tracks they are touched to.
3. Inscribed on a cloak, provides 100% concealment vs animals.



Pethro

(pear-throw) rune of concealment.

1. Invoked, reveals nearby concealed creatures and items.
2. Inscribed on a helm, allows wearer to see invisible and concealed creatures.
3. Object or creature inscribed becomes magically invisible.
4. Inscribed on a chest, door, etc., shields contents from magical detection for 24 hours.



Algiz

(all-geese) symbol of the elk, represents protection.

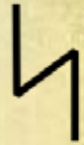
1. Invoked, reveals nearby visible traps.
2. Inscribed on a weapon, wielder will parry (no damage) next attack.
3. Inscribed on forehead, inscribed person has immunity to the next magical attack.
4. Inscribed on footwear, wearer will avoid next pit, pressure plate or similar trap.



Sowilo

(soe-wee-low) healing and good health.

1. Invoked, reveals nearby visible potions and other substances that possess beneficial medicinal properties.
2. Inscribed over heart, heals that creature of any diseases and purges any poisons from their system.
3. Inscribed on bandage, heals wound bandage applied to.



Tiwaz

(tea-wawz) war and might.

1. Inscribed on a weapon, the next time that weapon is used it will automatically hit and inflict maximum damage.
2. Inscribed on a shield, the first group of enemies confronted with the bearers might will suffer effects of fear.
3. Inscribed on forehead, that person temporarily gain abilities of a Fighting-man equal to their level and lose whatever class abilities they previously had.



Berkano

(bear-kawn-oh) signifies durability and vitality.

1. Invoked, removes fatigue, exhaustion and similar afflictions from nearby allies.
2. Inscribed over heart, heals all damage and restores strength.
3. Inscribed anywhere else, except for inscribed spot skin becomes as hard as plate armor.



Dagaz

(thaw-gauze) daylight and dawn.

1. Inscribed on a weapon, that weapon does double damage to creatures of darkness or shadow.
2. Inscribed on an object, it radiates daylight 100ft radius.
3. Inscribed on a helmet, wearer sees normally in complete darkness.



Ehwo

(ay-woh) represents horses.

1. Invoked, forces one rider to be thrown from mount.
2. Inscribed on a horseshoe, will summon a trained and fast steed complete with saddle.
3. Inscribed on a shield, will cause charging horses to turn aside.



Othala

(oath-awe-law) signifies nobility.

1. Invoked, vengeful persons will respond positively to offers of apology and/or compensation for an offense or injury.
2. Inscribed on cloths, will transform them into suitable attire for royal courts and the like. The creature wearing them will gain the grace and knowledge to comport themselves appropriately.



Mannaz

(mawn-nawz) knowledge and wisdom.

1. Invoked, provides true fact on requested subject.
2. Inscribed on a book/scroll, provides ability to read its contents regardless of language or literacy.
3. Inscribed on forehead, forces inscribed person to answer one question truthfully.



Laguz

(law-gooze) associated with water.

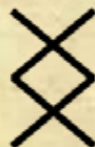
1. Inscribed on throat, grants ability to breath underwater.
2. Inscribed on an object, makes it waterproof.
3. Inscribed on sailing vessel, provides good wind and clam seas.



Ingwaz

(eeeng-wawz) signifies growth.

1. Invoked, causes surrounding plant-life to rapidly and massively grow. Example effects; Forming defensive wall, create ladder like path, apples large enough to feed dozen men, etc.
2. Inscribed on an object or animal, causes it to double in size.
3. Inscribed over bed, promotes healthy pregnancy.



Dear Secret Santicore—

Significant scenes from murals, tapestries and mosaics found in long forgotten tombs, either described or illustrated. The odd, epic and obtuse all welcome.

Thanks!

J.K.

TAPESTRIES MURALS & MOSAICS

by Bob Brinkman
Ceronomus@comcast.net

TAPESTRY 1 THE CORRUPT RITE

Hanging in a state of decay and disrepair, this rotting tapestry is water-stained throughout, leaving most of the detail a mold covered ruin. The center of the tapestry, its heart, remains untouched by the passage of time. The focus of this hellish wall-hanging is an orgy of sacrifice and slaughter. Robed figures are depicted severing the heads of living victims while others drive spikes into the bodies of terrified children. Around this nightmarish ritual, flames of a sickly violet color leap from cracks in the ground, pillaring into the demon-populated skies above. The barest sliver of the moon's lower edge can be seen, woven into the fabric at the edge of the decay. It is perhaps fortunate that the remainder of this tapestry has been destroyed lest the viewers never again sleep easily.

TAPESTRY 2 THE PEASANT HUNT

The multi-hued greens of a heavily wooded forest serve to provide concealment for a human-faced stag, shown to be attempting to elude a hunting party of wolf-headed nobleman on horseback. The artistry of the tapestry is second to none, capturing the foaming mouths of the hunter's mounts as well as the terror in the eyes of their prey. The snarling faces of the "noblemen" hold much of the focus of this piece. Streaks of sunlight dapple the forest floor, illuminating the course that the hunters are taking, as if by divine providence, towards the panicked creature while, on the far left of the tapestry, the figure of an obese devil seems block any potential escape for the stag.

TAPESTRY 3 THE STORM WRACKED SEA

An ocean of brooding blues and ominous black dominates this immense wall covering. Easily measuring forty feet by twenty feet, its presence fills the room. The atmosphere of the tapestry is one of despair of humanity met by the unfeeling wrath of nature. Cast about on squall-driven whitecaps, a lone ship is in the foreground. In contrast to the lifelike detail of the ocean, the majority of figures on the ship's deck are shadowy, almost crude, lending a feel that the individual lives of those on the sea are unimportant to the whole. Standing in contract to the others, the figure of the helmsman is stark in its clarity. The muted colors of his sailor's slops and simple shirt stand out against the bruise-like colors of the rest of the tapestry. Gripping the wheel, the lone figure wars with the entirety

of the storm like a messianic figure deciding the fates of all aboard. Oddly, the tapestry is damp to the touch.

MOSAIC 1 STRANGE MAP

The mosaic tile-work of the floor is a dizzying array of colors that, at first glance, seem to have naught but a chaotic structure. Upon a moment's study though, the astonishing truth begins to become apparent. The main colors of the floor, green blue and yellow, seem to correspond with the surrounding local. Other colors seem to denote cities and towns, some existing, others perhaps long forgotten. The most confusing detail though are the brightly colored lines that trace back and forth obscuring the initial realization that this is a map. Too plentiful to merely be trade routes, their significance may be a secret of the tomb. Are they pilgrimage routes, migratory paths, or roads lost to the ages? Or are they merely the colorful tracings of a madman...

MOSAIC 2 ANCIENT RUNES

The walls of the hall have cracked and the ceiling sags with the weight from above. The forces from above have skewed the patterns of what once must have been a true masterwork among mosaics. Stretching out as far as your eyes can see the walls are covered in an intricate array of geometric patterns, far from simple matters of ordinary symmetry; they instead form complex sigils and magical runes.

The mosaic work here may once have been charged with great magical energies but the ruination of the structure has certainly dispelled any magical energies. The floor, itself done in mosaic work, is littered with loose tiles that have rained down from the now bare ceiling, broken loose as the stones above have shifted and settled. Large cracks run down the walls, leaving blank, un-tiled, sections with blackness gaping beyond.

MURAL 1 CELEBRATION OF THE FAE

Hidden in an out of the way corner, this tiny mural is breathtaking in its level of detail. Obviously not painted by human hands, the fine lines that form the faces of the figures can only be clearly seen by close examination (with 6-12 inches). The subjects of the piece are a group of faerie, celebrating beneath a full moon. The surface of the moon is exacting in its perfection and you feel that, were you

able to view the mural and the real moon side by side, that there would be no difference in the visible lunar surface. In fact, the mural may have greater detail than you could ever ascertain with your own eyes.

The clothing of the dancing figures almost seems fluid so carefully captured is the fluid movement of the celebrants movements. The fire around which they dance is vivid, and only that is does not give off its own light proves its falsity. For a piece of art measured in inches rather than feet, this piece is a masterwork of any race, yet is here where most will never visit, in a corner that those who do visit are likely to overlook.

MURAL 2 THE VALLEY KEEP

Painted on the ceiling is a valley landscape, showing a small keep fortifying the valley's heart. It is either sunrise or dusk, and the skies over the valley are awash with oranges and reds, creating a fiery halo beneath the dark skies. Surrounding the keep is a forbidding forest, the vegetation shadowy and thick, with the thick crowns of trees taking up much of the "lower" portion of the art above. Tiny, indistinct, figures are painted near the keep's gates. Whether they are entering or emerging, friend or foe, human or monster, you are unable to ascertain.

Once exposed to light, hundreds of pairs of glowing eyes appear in the forest should the mural be viewed in dim light or darkness.

Dear Secret Santicore—

I have heard tales of mundane magical items scattered in dungeons. Items useful in daily life but will not necessarily help you defeat a dragon. Do you know of such items?

Thanks!

M.J.

MUNDANE MAGIC

by Jerry Morrisette
Fz4u.zombie@gmail.com

In some kingdoms, magical knowledge has become so prevalent that sorcerers and other arcane practitioners are able to create items for creature comfort and practicality, instead of being conscripted into crafting more weaponry for the King's knights or reincarnating the last fool nobleman who fell of his horse. These are some of the items crafted by enterprising young mages when opportunity and a chance to make gold presents itself.

1 GUARDIAN SPIDER

This item usually appears to be a small silver or copper pin, with a piece of quartz or amber carved into the crude shape of a spider at the top of the pin. Although it could be used as a decorative piece of jewelry, it has far more value to those who spend their time outdoors.

If the pin is gently stuck into the ground, the magic of the item will protect an area 30 feet across from insects of all varieties. Any insect that wanders or flies into the protected area will be struck dead. If the light is dim enough, a faint image of a spider web covering the area crackles into sight and then quickly disappears once again. In areas stricken with malaria or similar insect spread diseases, the Guardian Spider is worth more than ten times its weight in gold.

On the rare occasion that a monstrous insect wanders into the range of the Guardian Spider, it takes 1d6 points of damage a round as the Spider attempts to strike it dead. The Guardian Spider has no effect at all on spiders, be they normal or monstrous.

It is rumored that one in every thirty or so of these items are actually cursed items that acts the same in every, with the exception that it attracts spiders from within 5 miles of the pins location, enticing them to move toward the pin as fast as they can.

2 ANIMATED KNIFE

This item appears to be an ordinary kitchen knife used for slicing meat or vegetables, though of high quality manufacture. Often rich woods are used in the handle and silver is sometimes used to fill etched runes along the blade.

The knife is easy to use; the owner makes the first slice in meat or vegetable, and then commands the knife to finish the job. The knife will make similar cuts in the remaining vegetables or meat, hovering in the air and working quickly, until either commanded to stop or

until there is no more of the item to cut.

The knives are specifically enchanted so that they cannot be used on living animals, but that leaves the curious to wonder how it could work against the undead and constructs.

3 HEARTHSTONE SCARF

The long scarf is usually crafted from rich wool and dyed a neutral color. Often red arcane letters or runes are sewn along its length.

The scarf is enchanted to maintain the core body temperature of an average human, no matter how cold it is outside. To use the scarf, it simply needs to be wrapped around the neck and it starts warming immediately. The great benefit of the scarf is that it works for all who it is wrapped around, which can vary given the length of the scarf (usually six feet or so) and the size of the person. It is also common for farmers or shepherds to share the scarf with their animals when caught in sudden harsh weather.

The core enchantment in the scarf is based off of human physiology, so other races using it may feel slightly warmer or colder, depending on their physiology as compared to humans. However, if a race with a normally much lower body temperature than a human were to wear the scarf (or be forced to wear the scarf), the results might be quite hazardous.

4 CHILD MINDER

The Child Minder is a magical automaton carved from expensive wood and often ivory, usually in the shape of a small child, but sometimes as an anthropomorphic animal companion as well. A common practice is to dress the Minder in an outfit similar to the child they are protecting.

The Minders have simple intelligence and are tasked with steering the children of nobles out of harm's way. They are not physical protectors, as they are only as strong as an average man and have very little skill to fight with. Instead the make sure that small children avoid strangers, unsafe situations and unnecessary risks, all while singing and dancing around in an amusing (to the child) manner. Each minder is bonded to a specific child through a short ritual involving words of power and placing a few drops of the child's blood on the forehead of the Minder. After this they are fiercely loyal to their charges, and will willingly accept destruction if it means saving the child they are tasked with protecting.

Though limited in physical strength, the Child Minders are gifted with charisma and a voice that can become as loud as an angry elephant if necessary in order to warn the child, or warn off strangers.

Though fiercely loyal to their bonded child, the Child Minders have one flaw that a few have been able to take advantage of; the same magic that allows them to bond with and empathize with a child also makes the Minder vulnerable to charm and compulsion magic. A few sorcerers have used this fact to manipulate the Minders into putting their Children into dangerous situations, usually for the sake of a ransom kidnapping.

5 SUN TRAPPING MIRROR

Though Sun Trapping Mirrors can be crafted in many shapes and sizes, the most common form is circular, with a diameter of about a foot, mounted in a multi-hinged frame of polished bronze that is perfect for placing on top of a table or desk. The frames are often decorated elaborately, but some are simple in design and often grace the studies of researchers who care little for pretty things.

The magic of the mirror is simple: if the mirror is positioned so that it faces the daylight, it will absorb and store some of that natural light for use later. One full hour of exposure fills the mirror's reserves, and 1d6+1 hours of daylight can be stored for use until the next dawn. A simple command word will cause daylight similar to that from the absorbed day (i.e.: if it was a clear summer day, the light will be crisp, warm and bright. A gray winter day will have similar light to shed that evening) to emit from the mirror to maximum range of 100 feet.

More often than not the mirrors are used by researchers or colleges whose students study all night, botanists or doctors who need the best light possible to practice their craft. Of course only a fool or the naïve would fail to see how such a device could be used to lay a wicked trap for an unsuspecting vampire.

6 MONEY COUNTING POUCH

Crafted in many different sizes and materials (though all material choices are exotic or expensive), the magic of this simple bag is simple and straight forward: In a low, monotone voice the bag counts how many objects are placed inside of it. In spite of the name, any small sized object will be counted, not just coins. It counts objects, not worth, so a coin worth five gold pieces and a coin worth ten gold pieces would still just be counted as one item.

There are some variations on the Counting Pouch that are crafted with more advanced magic and have enough intelligence to sort, appraise and categorize the objects placed within them, but such pouches are usually too expensive to justify the mundane job they perform.

7 PLAGUE DOCTOR'S MASK

The Plague Doctor's mask is a ghoulish affair based on old cultural designs with exaggerated facial features and an extremely long, pointed nose that resembles a bird beak. The mask fits over the

entire head of the wearer, and it is impossible to see or hear while wearing it.

When the mask is worn, a figure appears within five feet of the wearer: tall and thin, with spindly limbs and fingers almost a foot in length. The head and face are duplicates of the mask, but animated and coldly emotionless. He who wears the mask can see, hear and feel through the figure. The figure moves on mental command from the wearer, just as if the wearer was himself walking about. The only thing the wearer cannot do is speak through the figure.

This magical proxy was first created by a sorcerer whose city had been struck with a terrible plague. He saw many healers die while doing their best to treat the sick, so he created the Plague Doctor's Mask so that the healers could work on the sick from a distance, without exposing themselves to the infection.

It's important to note that the willowy figure is not an actual physical being, but a mental projection of manipulated force. It cannot be injured or killed, just dispelled by powerful magic for a time. It's important because while the Plague Doctor's Mask has always been used for a noble purpose, it's only a matter of time before someone of less noble intent gets their hands on it.

8 CONCEPTION SHIELD

Usually crafted as a piece of easily worn jewelry, a Conception Shield is a magical item that sees its popularity shift in direct relationship with the fundamentalism of a region's religion. It's simple magic that prevents conception from occurring within ten feet of the Shield, allowing many a noble to indulge himself without risk of consequences and future challenge to his estate, not to mention the embarrassing crowd of royal bastards that have been prevented through its use.

Not all uses of the Shield have been welcome; because the item is an area effect and not requiring a wearer to work, it's had its share of corrupted purposes. In one famous story the younger brother of a king paid his brother's majordomo quite handsomely to ensure that the Conception Shield would always be close to his brother's bed chamber. As a result, the King was never able to provide an heir to the throne, and the younger brother eventually inherited the crown in time.

Another aspect of the Conception Shield is that it works on any mammal, not just humans. So if the Shield were to be slipped into the collar of breeder's prize bull or stallion, it could affect his business terribly.

9 BRUSH OF HAIR GROWTH

A finely crafted brush made from precious materials and lavish embellishments, the Brush of Hair Growth is found in the dressing rooms of the rich and socially adept. The magic brush will grow a person's hair 1 inch for every 15 minutes that brushing takes place.

While this typically allows a noble to assume many different hair lengths and styles for the frequent courtly events they host and attend, it has also proven to be useful for professional spies and thieves to take on a different appearance in a short amount of time.

10 COMB OF HAIR COLORING

A paired item that is almost always discovered with the Brush of Hair Growth, the Comb of Hair Coloring varies in style and materials that it is made from, but it always matches the Brush that it is paired with. The Comb is fairly normal in design, however there is a small glass eye located on one side of the Comb's handle.

When an object is touched to the glass eye on the Comb, they Comb will then dye the user's hair to match the color of the object touched to the eye. The process takes about twenty minutes, but the results are permanent, however the user's roots will grow out their natural color.

Though The Comb of Hair Coloring has a lot of the same practical applications as the Brush of Hair Growth, there is one particular group that covets the items: Orcs. Orc ranger use the Combs to change their natural hairy coat to blend in with their surroundings on a hunt.

11 SPICE OF HOME

A favorite magical item for those who travel afar, especially soldiers, the Spice of Home appears to be a mixture of brown and green sand, with a slightly tangy smell to it. Typically 10-20 uses can be found in a pouch.

To use the Spice, the uses must remove a small amount of the Spice and then sprinkle only a small portion of that over a meal. The remaining Spice that had been taken from the original pouch must then be contained separately from the original allotment (this is called the activated Spice). When the activated spice is then sprinkled over a meal, no matter how simple or spoiled, it will then tastes like the meal that had been used to activate the Spice.

There are a few groups who scrimp and save their gold for purchasing the Spice, but Soldiers and Sailors are usually the most common. They are used to having to get by on terrible rations and questionable supplies, and a taste of home-cooked food is a great boost for morale the eve before a battle.

12 TOY GOLEMS

Typically the constructs are very small; only 6-8 inches in height and usually constructed from fine woods and silver. They run a wide variety of shapes and designs, but quite often they are animals and other fantastic creatures that a child would love.

The Toy Golems are simply playthings for the children of the wealthy, or perhaps the children of a sorcerer who is willing to take the time to craft such a thing for his kids. They animate with a word, and are able to follow a small set of commands (typically 4-10 commands) chosen by the creator. Once given a command, the Toy Golem will remain animated until either it completes the task given it, or the person who issued the command moves more than 40' away.

Other than as a fascinating toy for young children, there is very little practical use for a Toy Golem... unless you need a distraction.

13 MAGIC WHETSTONE

This object appears as an ordinary sharpening stone, rectangular in shape and about six inches long. Copper band with small runes are entwined around one end of the stone.

If the stone is used to painstakingly sharpen a blade or tool, it will convey either a +2 bonus to damage on the first landed attack after the sharpening, or a +2 bonus to the first applicable skill check with that tool after the sharpening.

14 FURLOUGH QUILL

This device was created for military officers who had a difficult time controlling their troops while on leave in foreign cities and during undesirable enlistments. The quill itself is large, often from a bird like an ostrich or peacock. The nib of the quill is silver and has a small emerald chip at the very end.

The quill is used to record the name of a soldier going on leave or on a mission that will take him away from the influence of their commanders. The soldier pricks his skin with the emerald tip of the quill and writes down his name and when he will return to the spot he used the pen; typically 12 hours to a few days. If the signee does not return at that agreed upon time, he begins to grow sick, and becomes progressively sicker as time passes until he either fulfills the promise to return, or is left as a convulsing heap upon the ground.

For the first hour after the deadline has passed, the Signee feels like they need to vomit and they have cold sweats. For every hour after the first they start to take a cumulative -2 penalty to and actions, attacks, skill checks and saves. Once they have a -6 penalty they can only move at half speed. Once they reach the maximum -12 penalty, they collapse to the ground, vomiting and shaking so violently that they can only crawl a few inches over the course of an hour. If they do not receive help once they are in this state, they will die of exhaustion and dehydration in 1d4 hours. Ripping up the original contract dispels the magical effects completely.

As word of the Quill's invention got around, a variety of different professions started to find new ways to implement the Contract practice, including pimps, courier services and one local Constable who was tired of supporting nonviolent criminals in his prison, so he requires them to check back in every 2 days when they are then required to spend 24 hours in the jail before being able to leave for another 2 days.

15 SOLDIERS LULLABY

This item appears to be a small pinwheel or fan, made from either gold or silver leaf upon a frame of lacquered wood and with lightly carved words of power on a stem that can be held or pushed into soft ground. The fan blades will spin when even a slight breeze blows against them.

The Soldier's Lullaby is a century old custom in several kingdoms that frequently war with one another. The fan is purchased for an often inflated price, possible because the merchants know how important they are to a family whose relative is heading off to war. To use the Lullaby, an activation word is spoken, and then a short

message, no longer than thirty seconds is spoken to the Fan, then the speaker blows on the fragile blades, spinning them and sealing the message within the Soldier's Lullaby.

When the fan blades are spun, either by the wind or breathe the message locked inside is spoken aloud. The volume varies with how fast the blade is spun. Often a soldier will record a message or short song (hence the name) for their children or family to listen to. An accompanying tradition is for the Soldier's Lullaby to be placed on the grave of those who fall in battle, making a military cemetery a very somber and loud location on a windy day.

16 PROFANE TONGUE

A fairly simple if grotesque creation using a touch of necromancy and some craft skills, the Profane Tongue is pretty much just that; the tongue and lower jaw removed from the body of a humanoid and sewn onto a scarecrow and worked with very specific spells. The scarecrow is then hung on a frame in an area that needs to be guarded; sometimes it's a wall that needs to be watched over, sometimes it's just a field of crops under siege from crows.

When the Profane Tongue senses an intruder within its guarded area (roughly 50 yards across), it begins to scream vile and obscene insults at it, shaking back and forth on its frame. The scarecrow isn't able to actually animate beyond shaking, but it puts on a good show of attempting to do so. It also isn't able to see, it sense enemies with an acute sense of hearing and echo-location through its verbal barrage. The Profane Tongue also has no attacks, it is designed simply to make a lot of noise and alert others nearby.

17 TEACHERS LECTERN

A simple podium that might normally be found in a classroom or guildhall, often made from fine wood and crafted in a very utilitarian style. The Lectern has the ability to focus and amplify the voice of whoever stands behind the Lectern, so that even in a normal speaking tone they can be heard clearly out to 150 meters in a 90 degree arc in front of the Lectern, and all other sounds are muted.

Though most often used by scholars and Nobles who love the sound of their own voice, at least one time in recent history a musician used the Lectern to amplify his songs and allowed him to be heard by all of the outnumbered defenders of a frontier fort besieged by enemy soldiers.

18 SOLDIERS KETTLE

This cap style helmet is crafted from steel with a layer of copper on top. Four small horn-like protrusions are arrayed around the very top of the helmet. Across the surface of the helmet are small inscribed pictograms that are all related to the element of fire.

When the helmet is removed and turned upside down, the inside surface begins to grow very hot. The horn-like extrusions act as legs for the upturned helmet and then functions as a perfect cooking pot for a small group. The helmet is able to boil water within five minutes, but once it is turned right-side-up the helmet cools rapidly and can be worn again after just ten seconds (it should probably be

wiped clean first though).

19 SUSPENDERS OF THE LABORER

A pair of fine black leather suspenders and waist belt, covered in metal rivets, each in turn baring small runes and mystic symbols. The Suspenders magically enhance the wearer's strength in such a way that they are able to lift heavier loads and carry those loads for far longer.

With the aid of the Suspenders, a laborer is able to lift 150% of their normal capacity, as long as the lifting is done in a controlled and deliberate manner. They are also able to carry heavy loads twice as long as they normally would be able to, before they start to fatigue.

Most physical laborers do not make enough of a wage to afford such magic, but some merchants recognize the benefit of the investment and will request the creation of a few sets from local sorcerers.

20 SURGEONS STRAP

A simple leather strap that is hung from the chair of a town barber/surgeon, the Surgeon's Strap is excellent for keeping a razor keen, but also has magical enchantments that dull pain for those undergoing painful operations and procedures.

When someone bites down on the leather strap, they are protected against feeling most minor pains and aches. Biter's also receive a +6 bonus to saves against moderately painful situations and a +2 bonus against extremely painful procedures.

21 SHADOW QUILL

This long black feather quill pen is filthy and greasy in appearance. A copper nib covers the end of the quill and a copper ink pot accompanies the pen.

When the Quill is dipped in ink, a shadowy duplicate of the writers hand and the pen appears nearby, small animated tendrils of black smoke connect the two pens like an umbilical cord. Whatever the user scribes onto paper, the Shadow Quill will duplicate onto another piece of paper. It is not an extraordinary power, but incredibly useful to scribes and legal clerks.

22 DRAGON SUIT

A flexible yet tough leather suit stamped with many sigils and pictograms related to illusiory magic, the Dragon Suit was designed at the request of a minor noble who had lost many of his field workers to a locally nesting Wyvern.

When worn, anyone viewing the wearer from over a height of ten feet will see them as a large plant or small tree, swaying in the breeze. In order to notice the wearer is actually a person, they must actively be suspicious of someone hiding in that location and make a saving throw Vs illusion.

The sorcerer who created the suit claimed it could hide the wearer from dragons, but sadly it seems that dragons are actually able to see through the illusion easily (they have a +4 bonus to their save).

23 HEAT THIEF

A small oblong piece of polished volcanic glass with steel wire wrapped around the center in an intricate knot, the Heat Thief is valuable to those travelling in the cold.

To use the Heat Thief is a simple process: one must simply toss the stone into a small fire about the size of a campfire and the stone immediately extinguishes the flames, stealing the heat for itself. For the next 8 hours the stone will radiate heat equivalent to a very hot cup of coffee before it needs to be recharged with another fire.

24 TAILOR'S FRIEND

The Tailor's Friend appears to be a small brass spider about the size of an apple; two of its forelegs have tiny chalk bits on the end, and those legs are normally held up high until used.

With a command word the Tailor's Friend begins to scuttle towards an indicated person. Over the course of fifteen minutes the spider moves around and across the person's body, measuring as they go. After this time they climb down and will move towards any whole cloth that may be available. Using its chalk limbs, the spider will outline a pattern for a perfectly fitted outfit of clothing. Finally the spider will use a silk thread supply stored in the abdomen to sew the outfit together using another set of needle-like legs.

25 STAFF OF SCENT

This tall walking stick is made from a sturdy blonde wood and wrapped with several feet of leather cord inscribed with magical symbols related to nature.

There are two different commands that can be given to the staff: "Predator" and "Prey". When the word "Prey" is spoken while walking with the staff, the bearer no longer leaves his own natural scent behind, instead it is replaced by the scent of the most common animal preyed on by predators in the region. On the other end of things, by commanding the staff with the word "Predator", their natural scent is replaced by that of the most common predator in the region.

26 COFFEE CLOAK

This thick cloak of dark wool has bronze clasps at the shoulder used for fastening to armor and clothing. Wearing the cloak removes the need for sleep for ten hours; no matter how tired a person may be, they feel perfectly alert and wide awake when donning the cloak.

The cloak can be worn for a total of ten hours before the wearer starts to experience body aches, mental lapses and muscle spasms. They suffer a -2 penalty to all actions, saves and skill checks for every hour they continue to wear the cloak. If the wearer continues wearing the cloak he can possibly make it until the penalty is a cumulative -12, and then they collapse to the ground in a coma that will last for 1d4+3 days. Up until that point they can remove the cloak and simply pass out into deep restful sleep that will last for 2d8 hours, this sleep is necessary to fully rest the body and mind.

27 PRISTINE NAPPY

Though simple in nature, few magic items have been praised as often as the Pristine Nappy. A silken wrap that covers the lower extremities of an infant or toddler, the material the Nappy is crafted from simply does not allow any foreign substance to adhere to it. Neither dirt nor spills nor infant created foulness will stick to the Nappy, simply remove it from the child, shake it once and it is as clean as the day it was crafted.

28 MOIST NAIL

A crude iron nail with several runes carved along the length, the Moist Nail is a useful if easily overlooked item. When the nail is hammered horizontally into a surface, the magic in the iron begins to draw in the moisture in the surrounding air, which forms as condensation on the nail and then begins to drip off of the end. In a typically temperate climate, one fat drop of absolutely clean water will drip off of the end of the nail every 2 seconds, which can then easily be collected in a container. In a more arid climate it might be only one drop every ten seconds.

29 PHOENIX LOG

Resembling a thick oak log roughly a foot and a half in length and eight inches thick, the Phoenix Log weighs about five pounds and smells faintly of evergreen needles.

The log is easy to light on fire, usually taking just a few sparks from flint and steel. Once burning, the log will give off steady heat and smoke for 1d4 hours until it is reduced to ash. Then for the next half-hour the Log will reform from the ashes.

30 TINY CARVER

The Tiny carver is an 8 inch tall puppet that appears to be a small gnome with a hammer in one hand and a chisel in the other. The Carver is in high demand by carpenters and wood crafters. If a full-sized chisel is touched to the chisel in the hands of the Tiny Carver, they become bonded. When the full sized chisel is used to create a design or shape wood into a useful form, the Tiny Carver will duplicate the work on a much smaller level.

By using scrap wood the woodworker can create a design that looks very basic in a large size, but when the Tiny Carver then recreates the design at one tenth the size on a fine cedar chest, the work appears to be a masterful example of the art of woodworking.

Dear Secret Santicore—

A treasure table for wizards with six common, six uncommon, six rare and six very rare results. 1d6 is rolled per level of the wizard with multiples referring to rarer results. So for the sixth result on the very rare table four rolls of six are needed. This is very specific but this is what I need.

Thanks!

J.P.

WIZARD TREASURE

by J. Paul Keller
jpaulkeller@gmail.com

Roll a d6 per level of the wizard. For each multiple (two or more of the same number), advance to the next table. So for example if a Level 3 wizard rolled 2, 5, and 5 - she would roll once on the Common Clothing and Containers table (for the 2), and once on the Uncommon Wands and Weapons table (for the 5s).

All of the items are magical -- except for the Mundane and Mysterious lists, the familiars, and the mounts. Most items are standard; italicized ones were created specifically for this list (and are documented in the footnotes).

ROLL

1. Mundane and Mysterious
2. Clothing and Containers
3. Trinkets and Talismans
4. Potions and Papers
5. Wands and Weapons
6. Wondrous and Weird

MULTIPLES

1. Common
2. Uncommon
3. Rare
4. Very Rare

1 - Mundane and Mysterious

Roll	Common (1x)	Uncommon (2x)	Rare (3x)	Very Rare (4x)
1	mirror	silver magnifying glass	spyglass	telescope
2	pair of loaded dice	deck of tarot cards	silver puzzle box	ornate onyx and ivory chess set
3	bottle of fine wine	cauldron of purple murex dye	d4 bottles of Alchemist's Fire	crystal decanter of miruvor (2d6 doses)
4	compass	map case [1]	sextant	astrolabe
5	ostrich egg	basilisk egg	roc egg	dragon egg [2]
6	string of 3d4 pearls	small pouch of 3d6 opals	gold pyxis of 3d8 garnets	platinum reliquary of 3d10 sapphires

2 - Clothing and Containers

Roll	Common (1x)	Uncommon (2x)	Rare (3x)	Very Rare (4x)
1	Boots of the Winterlands	Slippers of Spider Climbing	Winged Boots	Boots of Teleportation
2	Gloves of Arrow Snaring	Gloves of Storing	Dimensional Shackles	Gloves of the Forge Master [3]
3	Hat of Disguise	Hood of Understanding [4]	Mask of the Skull	Headband of Epic Intellect +8
4	Cloak of Resistance +2	Cloak of the Manta Ray	Cloak of Etherealness	Cloak of Epic Resistance +6
5	Robe of Blending	Robe of Useful Items	Robe of the Archmagi	Robe of the Inferno [5]

6	Chalice of Neutralize Poison [6]	Everfull Purse	Handy Haversack	Portable Hole
3 - Trinkets and Talismans				
Roll	Common (1x)	Uncommon (2x)	Rare (3x)	Very Rare (4x)
1	Periapt of Health	Periapt of Wound Closure	Periapt of Proof Against Poison	Ring of Regeneration
2	Ring of Featherfall	Ring of Animal Friendship	Ring of Invisibility	Ring of Telekinesis
3	Brooch of Shielding	Amulet of Natural Armor +3	Scarab of Protection	Bracers of Epic Health
4	Ring of Mind Shielding	Ring of Free Movement	Ring of Spell Turning	Ring of Universal Energy Resistance
5	Minor Circlet of Blasting	Bracelet of Friends	Bracers of Armor +6	Ring of Ironskin
6	Ring of Counterspells	Ring of Spell Storing	Ring of Wizardry IV	Ring of Epic Wizardry VI
4 - Potions and Papers				
Roll	Common (1x)	Uncommon (2x)	Rare (3x)	Very Rare (4x)
1	Potion of Clairaudience	Potion of Clairvoyance	Potion of Levitation	Potion of Flying
2	Potion of Healing	Potion of Extra Healing	Potion of Fire Resistance	Potion of Invulnerability
3	Potion of Gaseous Form	Potion of Water Breathing	Potion of Invisibility	Potion of Polymorph Self
4	Restorative Ointment	Oil of Lock Opening	Elixir of Fire Breath	Decanter of Endless Water
5	Scroll of Fog Cloud (d3 copies)	Scroll of Stinking Cloud (d3 copies)	Scroll of Cloudkill (d3 copies)	Scroll of Incendiary Cloud (d3 copies)
6	Golem Manual	Manual of Silver Magic	Libram of Infinite Spells	Grimoire of the Grey Tower [7]
5 - Wands and Weapons				
Roll	Common (1x)	Uncommon (2x)	Rare (3x)	Very Rare (4x)
1	+1 Dagger	+2 Silver Dagger [8]	+4 Frost Dagger [9]	+5 Sentient Vorpal Dagger [10]
2	Wand of Color Spray (2d20 charges)	Wand of Web (4d12 charges)	Wand of Fireball (8th) (5d10 charges)	Wand of Lightning Bolt (10th) (6d12 charges)
3	Immovable Rod	Rod of Cancellation	Rod of Absorption	Rod of Invulnerability
4	Rod of Wonder	Rod of Flame Extinguishing	Rod of Thunder and Lightning	Rod of the Path
5	Staff of Abjuration	Staff of Conjuration	Staff of Passage	Staff of Necromancy (Epic)
6	Staff of Frost	Staff of Earth and Stone	Staff of Nature's Fury	Staff of Fiery Power
6 - Wondrous and Weird				
Roll	Common (1x)	Uncommon (2x)	Rare (3x)	Very Rare (4x)
1	Candle of Truth	Lantern of Revealing	Brazier of Commanding Fire Elementals	Goggles of the Beholder [11]
2	Stone of Alarm	Rope of Climbing	Skeleton Key of Trespassing +10	Deck of Creature Detection [12]

3	Quill of Fabrication	Carpet of Flying (5x10)	Instant Fortress	Apparatus of the Crab
4	Chime of Opening	Drums of Panic	Horn of Blasting	Lyre of Building
5	Net of Snaring	Folding Boat	Pearl of Power (level 6)	Orb of Storms
6	Jade figurine [13]	Familiar (uncommon) [14]	Familiar (rare) [15]	Mount [16]

MUNDANE AND MYSTERIOUS

[1] map case silver case (waterproof) containing a map showing the location of several previously unknown points of interest

[2] dragon egg type is d6: 1 = black, 2 = blue, 3 = green, 4 = white, 5 = red, 6 = gold

CLOTHING AND CONTAINERS

[3] Gloves of the Forge Master Fireproof. Cast Burning Hands (3/day). Cast all fire spells as if you were 2 levels higher.

[4] Hood of Understanding As a Helm of Comprehend Languages and Read Magic.

[5] Robe of the Inferno Soft dark grey wool embroidered with runes of gold thread which seem to move as you view them. Provides Greater Fire Resistance. Cast Fire Shield (3/day) and Greater Epic Fireball (1/day).

[6] Chalice of Neutralize Poison Removes the toxins from any liquid put in it.

POTIONS AND PAPERS

[7] Grimoire of the Grey Tower A large, heavy spellbook containing numerous spells that were intended for use when defending a wizard's tower. The DM should decide the specific spells; suggested ones include: Acid Bomb, Ackbar's Voltage Storm, Blistering Beam, Control Weather, Energy Blast, Greater Telekinesis Hallucinatory Terrain, Ice Storm, Lightning Bolt, Solid Fog, Summon Spider Swarm, Wall of Stone

WANDS AND WEAPONS

[8] +2 Silver Dagger; has a hollow hilt which can be accessed by unscrewing the pommel.

[9] +4 Frost Dagger Silver hilt with a pale blue crystal blade. Does +d8 cold damage. When the blade touches still water, the water will freeze (1000 sq ft per minute). When the blade is removed, the ice will melt at the normal rate.

[10] +5 Sentient Vorpall Dagger Made of meteoric iron. The blade is dull grey with deep red veins, and a dark, oily smoke emanates from it. The hilt is wrapped with a scaled black leather. A large star sapphire caps the pommel. Wounds from the blade will continue to bleed (1 point per round) until magically healed. Once drawn, the dagger cannot be sheathed until it kills (or a successful Will check is made).

WONDROUS AND WEIRD

[11] Goggles of the Beholder The wearer is immune to gaze effects, and gets +3 for all Spot checks. Each side has three additional lenses which can be rotated into position to provide additional capabilities: lens of the Eagle (equivalent to binoculars), lens of Minute Seeing, lens of Detection, lens of Infravision, lens of Read Magic, lens of Truesight

[12] Deck of Creature Detection Each card will glow in the vicinity of a different type of creature. If held in the palm of the hand, the card will rotate to point in the direction of the creature(s). The intensity of the glow will indicate the quantity and distance. The DM should create the list, which the player will be able to learn as new creature types are detected.

[13] Jade figurine Gives +1 to one of your attributes when carried (roll for which creature):

d6: 1 = bear (str), 2 = ox (con), 3 = deer (dex), 4 = octopus (int), 5 = turtle (wis), 6 = starfish (cha) [14] Familiar (uncommon) d6:

1 = cat, 2 = owl, 3 = bat, 4 = fox, 5 = badger, 6 = serpent [15]

Familiar (rare) d6: 1 = lynx, 2 = falcon, 3 = imp, 4 = winter wolf, 5 = elemental, 6 = pseudo-dragon [16] Mount The DM should decide appropriate ones. Suggested are:

d6: 1 = giant beetle, 2 = magebred destrier, 3 = monstrous spider, 4 = dire wolf, 5 = giant lizard, 6 = hippogriff

YULETIDE PLAYBOOK FOR DUNGEON WORLD

by Noah Stevens
stevens.noah1@gmail.com

Dear Secret Santicore—

I would love to see a Holiday themed playbook for Dungeon World. Something Yule seems appropriate, but I'm not picky; just looking for something fun I could spring on the group around holiday season.

Thanks!

—S.S.

Between mid-November and early January, or in your World's equivalent of mid-winter, or at any time should the theme of the adventure demand, all DW characters of any derivation can have access to the following extra moves, by the accord of the playing group. Included are some class- and race- specific moves, a steading, and a monster.

DECK THE BOUGHS

When you *add ornamentation to a tree in nature or in a dwelling*, roll +CHA:

On a 10+, avoid the notice of a faerie, ghost, demon, or other supernatural creature one time.

On a 7-9, gain a +1 to one attack roll upon a faerie, ghost, demon, or other supernatural entity OR gain leverage against one of the same for a Parley roll.

To 6, gain the enmity of the tree-spirit for your clumsy handling.

RAISE A TOAST

When you *drink a toast to Odin, then to Njoror and Freyr, then to the King*, roll +STR:

On a 12+, Choose 3; avoid the ire of the Wild Hunt one time (see below)

On a 10 or 11, Choose 2

On a 7-9, Choose 1

gain leverage to Parley with someone/
something automatically

an object you've lost in the past is returned to
you

you have a dream this night that offers
guidance

use a stat of your choice instead of the usual
one for a Basic Move, one time before the next
sunrise

IGNORANCE AND WANT

When you *decline to give charity to one in need*, roll
+INT:

On a 10+, attract the notice of the Wild Hunt.

On a 7-9, be visited soon by spirits who will
attempt to help you mend your ways.

On a miss, have terrible nightmares and suffer
a -1 penalty to your next three rolls of any kind.

BUY ME A GOOSE!

When you *give 50 GP worth of food to those in need*,
roll +CHA or +WIS:

On a 10+, gain +2 to Parleys with those you
have benefited, consider that you have answered a
question at the end of the adventure

On a 7-9, gain +1 to Parleys with those you
have benefited

On a miss, lose your money but reroll your
next Outstanding Warrants in this location and choose
the result.

HONOR THE YULETIDE (FIGHTER)

When you *propose to delay a duel until the Yule season is over*, roll +WIS:

On a 10+, gain a +2 bonus on ONE Defy Danger connected to the duel.

On a 7-9, strike first in the duel OR add the tag Awkward to the enemy's weapon.

HIS/HER HEART GREW THREE SIZES THAT DAY (THIEF OR WIZARD)

When you *opt to leave the goods of a rube alone or return ones already stolen*, roll +INT:

On a 12+, choose 3; On a 10 or 11, choose 2; On a 7-9, choose 1

change your Alignment to Lawful immediately
gain a +2 to a Parley move with a Lawful intelligent creature ONCE

gain a +1 to a Carouse roll ONCE

Pass your next Encumbrance check automatically

Gain insight into some problem and a +2 bonus to your next Discern Realities check

Gain the trust of the rube(s), at least temporarily

A FRIEND IN THE WORKSHOP (ELF, GNOME, DWARF, OR HALFLING)

Take an additional bond, to an oddly-named NPC dressed in green. Call his or her name in a situation of need (only during the Yule season), and roll +CHA:

On a 10+, pick 2; On a 7-9, pick 1

Be transported to the Workshop with the rest of the party (see below)

Gain 1d3+CHA Mugs of Cocoa (healing potion, only works the day/night it's received)

Gain a wooden toy that acts as an item of your choice once before it breaks

Be protected from cold or snow for 1 day (with the rest of the party)

Make a Perilous Journey in one night instead of the obvious time

On a miss, pick 1 of the above, but also gain the notice of the Wild Hunt (below). Discharge the bond without gaining XP (your green-clad friend no longer values your relationship)

When you fulfill that bond to the agreement of the GM, make all Carouse rolls at the Workshop at +1. If you fail to fulfill the bond before Yuletide is over, attract the notice of The Wild Hunt (see below)

THE WORKSHOP:

A steading, accessible to some, with the following tags: Arcane, Rich, Shrinking, Legion, Exotic, Resources (tinsel, wrapping paper, labor, cheer/grim determination). Populated by diligent demi-humans of all shapes and sizes. Always located at the North Pole (or equivalent) of whatever world the party happens to be on. In the Lawful form, a Jolly elf commands the place and is generous to all who arrive. In the Chaotic form, a leathery-winged and irascible chimera dwells at the center and awakens one night a year to devour oath-breakers.

THE WILD HUNT:

A force of nature, taking multifarious forms but always sweeping through the area at night during the Yule and often catching up those it passes. To some it is a tall man with a lash, attended by baying hounds. To some it is a grim legion of soldiers; to others a solitary knight on horseback sounding a warhorn. It has the following characteristics: Magical, Organized, Terrifying

Phantom weapon (d8 damage), 25 HP, 1d4 Armor per round

Instinct: chase down the insincere and drive them to exhaustion

pass through snow with no trace
take notice of scoffers and oath breakers
serve as a warning to non-believers

If the Wild Hunt takes notice and you see or hear it, roll +WIS:

On a 10+, wisely leave the area as quickly as possible

On a 7-9, get taken up in the chase and run as determined by the GM!

On a miss, become its target and it attacks you after a grueling chase — all Hack and Slash rolls are at -1 (plus whatever modifiers for being terrified).

If you survive, awaken unharmed and gain some Boon.
If it defeats you, awaken at 1 HP, cold and hungry in the snow — it will chase you again next year if you meet it!

Dear Secret Santicore—

Could I have a diagram, matrix or tree for use in character advancement, please? It should contain items, gifts, abilities, skills and/or bonuses that could be given to low level PCs as rewards during a short campaign. It should allow the players to plot direction and maybe say things like "Oh!!! I can't choose if I should pick this or that, and if I get this other thing now I can get that awesome thing next time!"

ITEMS THAT GROW WITH THE CHARACTERS

The campaign would be whimsical rather than grimdark, possibly with a party of unicorn riding princesses as PCs. Thanks!

W.P.

by James Aulds
chicory@gmail.com

I decided to go with items that grow with the characters and can be used by different classes, i know thats not a matrix or skill tree, but its what im familiar with. the levels would be character levels. being that the request was for whimsical i decided to use seemingly normal items

HOOD OF THE FAIRIES

This plain brown hood with visible stitching has the power to change appearance and give special powers when worn. must be worn in sunlight to charge abilities but only functions at night

LEVEL 1 disguise. allows wearer to alter facial features and hair and eye color at will twice a day, does not alter rest of body

LEVEL 2 see invisible, allows wearer to see magical invisible things at a range of 30 feet

LEVEL 3 disguise, full body, but hood will not change, once a day

LEVEL 4 eyes of the canary , allows a plus 2 with ranged attacks

LEVEL 5 become invisible, wearer has power of invisibility for one hour

LEVEL 2, extra jumping, can jump twice as far and gets 2 ability/dex checks

LEVEL 3, move silently like a thief twice same level

LEVEL 4, high jumper, can jump 3 times as high as normal

LEVEL 5, can polymorph into a small feline once per night

CUP OF THE SKALD

A plain wooden cup

LEVEL 1, can heal when drunk from, once a day like a low level healing spell

LEVEL 2, gives the ability of charm person, once every 3 days

LEVEL 3, raises charisma 1d4 once a week

LEVEL 4, gives a vision of poetry or ancient lore when drunk while contemplating a dilemma, once a week

LEVEL 5, can restore a person to life if contents poured into persons mouth, this will cause the cup to break and become useless

HUNTERS QUIVER

A plain green leather quiver

LEVEL 1, arrows placed in quiver gain plus one to hit when removed, fades after one hour, cant hold more than a dozen

LEVEL 2, creates one magical arrow a day that is plus 3

SHOES OF THE CAT

These furry slippers have special powers if worn by a person who has a special bond with the cat queen.

LEVEL 1 plus 2 to agility based skills/ dexterity

to hit and damage

LEVEL 3, creates on arrow of tracking a week (can be shot into air to track a know creature for up to one day, gm caveat on special how)

LEVEL 4, once a week will create an arrow that when fired splits into 1d8 arrows that can each hit different targets on separate to hit rolls

LEVEL 5 once a month the quiver will have one arrow of slaying in it, if the wearer has hunted a particular target for at least 3 weeks of that month, if hit this arrow will kill its target on a failed save.

SHIELD OF THE WARDEN

A plain wooden round shield

LEVEL 1, wearer gets a second save on dex based saves

LEVEL 2, wearer gets plus 2 against ranged attacks

LEVEL 3 wearer gets plus 2 on melee attacks

LEVEL 4 wearer can hold shield over head and get protection from elements in a ten foot area

LEVEL 5 wearer can grant shield protection to up to 2 other people when in a five foot area

ROBE OF MANY FABRICS

A patchwork robe made of many different materials

LEVEL 1, grants a hide in shadows at two levels higher than a thief of same level

LEVEL 2, grants a plus 3 to armor

LEVEL 3, heals as a major healing spell once a week iif bloody

LEVEL 4, ability once a week to teleport once a week, up to one mile in line of sight

LEVEL 5, robe can grow patchwork wings and fly for an hour once per day

Dear Secret Santicore—

Three new offensive Cleric spells; all first level,
please. For 1st Edition AD&D.

Thanks!

A.C.

SIX NEW OFFENSIVE SPELLS FOR AD&D CLERICS

by Reece Carter
reeceishot@hotmail.com

DIVINE BOLT (EVOCATION)

Level: 1

Range: 8"

Duration: Special

Area of Effect: One or more creatures

Components: V, S

Casting Time: 1 segment

Saving Throw: None

Explanation/Explanation/Description: A bolt of divine energy streaks from your eyes and hits the target. It inflicts 1d6 damage (double against undead). For every two levels you gain another bolt to shoot at the same or a different target (i.e., two bolts at 3rd level, three bolts at 5th level, etc.).

Level: 1

Range: Touch

Duration: 1d6 rounds

Area of Effect: Special

Components: V, S

Casting Time: 4 segments

Saving Throw: 1/2

Explanation/Description: Divine power resonates with your words and fists as you strike a curse upon your enemy. Your target suffers one of the following effects for the next 1d6 rounds (halve the duration on a successful saving throw against Magic).

D6	EFFECT
1	Blindness: target can't see
2	Deafened: target can't hear
3	Muted: target can't speak
4	Unlucky: target suffers -2 penalty to all rolls
5	Unbalanced: target must save vs. Breath Weapon each round to remain standing
6	Exposed Weakness: target suffers -2 penalty to AC

ACID SPRAY (TRANSMUTATION/EVOCATION)

Level: 1

Range: 0

Duration: Special

Area of Effect: 2" long, 45 degree cone

Components: S, M

Casting time: 2 segments

Saving Throw: 1/2

Explanation/Description: A twenty-foot-long spray of acid shoots out from your palms in a 45-degree cone. It does 3d6 damage (Save vs. Breath for half) but you also take 1d6 damage. The material component is a handful of vinegar that you blow outward from your hand.

QUICK CURSE (ABJURATION)

SIX NEW OFFENSIVE SPELLS FOR AD&D CLERICS

REBOUND (EVOCATION)

Level: 1

Range: Touch

Duration: Special

Area of Effect: n/a

Components: V, S

Casting Time: 2 segments

Saving Throw: n/a

Explanation/Description: The next melee attack that hits you rebounds upon the attacker, who takes the damage instead of you. You can only have one instance of this cast upon anyone at any given time.

GIFT FROM THOSE BELOW (CONJURATION/ SUMMONING)

Level: 1

Range: Special

Duration: Special

Area of Effect: Special

Components: V, S, M

Casting Time: 8 segments

Saving Throw: Special

Explanation/Description: Spilling some of your own blood whilst making archaic gestures and speaking in tongues, you demand help from Those Below. Roll 1d30 on table below to see which demon hears your call and what help is provided. Not usable by Good-aligned clerics.

D30	EFFECT
1	Khorne: Gain +3 bonus to attack and damage for 1d12+2 turns
2	Slaanesh: Temporary boost of +4 to CHA for 1d3 hours
3	Nurgle: Ignore the damage of the next 1d3 attacks made against you and gain a random mutation. (The mutation table in Carcosa is suggested.)

D30

EFFECT

4

Tzeentch: Gain one use of a 2nd-level spell. While unused, the ability to cast this spell persists even after new spells are prepared.

5

Abigor: You cast the 1st-level Magic-User spell Summon (from Lamentations of the Flame Princess) as a 1st-level spellcaster. (If you don't have access to LotFP, re-roll or use a monster/demon summoning spell from your system of choice.)

6

Apophis: You become invisible for 1d6 turns or until you attack. Spells or abilities that detect invisibility will still detect you.

7

Astaroth: 1d1000 gold pieces rain down from the skies inside a 15 ft. square centered around the caster, inflicting 1d2 points of damage per coin (determine the latter first, then multiply by the number of coins). A successful saving throw vs. Breath Weapon will halve this damage.

8

Beelzebub: A swarm of biting flies appear and attack your foes (up to 1d4 targets) for 1d3 rounds, causing 1d8 points of damage each round.

9

Baal: You cast the 1st-level Magic-User spell Summon (from Lamentations of the Flame Princess) as a 3rd-level spellcaster. (If you don't have access to LotFP, re-roll or use a monster/demon summoning spell from your system of choice.)

10

Chemosit: You gain one use of the 1st-level Magic-User spell Feather Fall. If not used within the next 24 hours, this ability disappears.

11

Charon: You gain one use of the 3rd-level cleric spell Water Walk (Unearthed Arcana). If not used within the next 24 hours, this ability disappears.

12

Dagon: You become immune to fire for 1d4 turns.

13

Eurynomus: For the next 24 hours, you are healed 1d4 hit points per corpse you snack upon. You are not required to eat the whole corpse; a bite will suffice.

14

Guaricana: A magical cat-o'-nine tails appears in your hands. The weapon inflicts 1d12+5 points of damage on a successful hit. It disappears after 1d4 turns or after you have killed a creature with it.

15

Hecate: You gain one use of the 4th-level Magic-User spell Polymorph Other to be cast within the next 24 hours, with the following restrictions: it can only be cast on a humanoid creature of six or fewer Hit Dice, and the new form is that of a pig.

D30	EFFECT
16	Jezebeth: You become a talented liar. Any creature who hears and understands your untrue statement will fully believe it; a successful saving throw vs. Magic at a -2 penalty leaves the hearer confused and uncertain, thinking that your statement might just be true. You may use this ability 1d3 times within the next 24 hours.
17	Kok-Lir: You gain a +2 bonus to hit and damage against male creatures for the next 24 hours.
18	Lilith: Your next melee attack inflicts no damage but magically causes the target to become pregnant with a spawn of Lilith. In nine months or upon death (whichever comes first), the creature will give birth to a random demon of three Hit Dice.
19	Murmur: All creatures within 100 ft. of you must make a saving throw vs Death; each creature that fails hears a compelling musical tune and begins to dance for the next 1d3 hours. There are no normal means that will stop a creature once it has begun dancing.
20	Olisha: The next person you touch become linked to you like a voodoo doll; any damage you receive, they also receive. This effect lasts for 1d12 turns.
21	Orthon: Your soul possesses and controls the nearest living body for the next 1d6 turns. Your own body falls as though dead, while the target creature's soul remains conscious but impotent for the duration. When you return to your body, make a saving throw against Death: if you pass take 1d4 damage; if you fail take 2d8 damage.
22	Rimmon: You emit a great roar that acts as a sonic breath weapon. All creatures within a 45-ft-long cone suffer 2d6 points of damage and are deafened for 1d2 turns (a successful saving throw against Magic negates the deafness).
23	Shabriri: Your next successful melee attack causes the target to go blind (treat as a curse).
24	Uphir: You are instantly healed 2d6 hit points.
25	Xa-Mul: Your next successful melee attack against a creature up to one size larger than you causes it to be swallowed whole by you. A successful saving throw vs. Death allows the swallowed creature to live inside your body for the next 1d4 rounds; any attacks they make while inside of you inflict an additional 1d8 points of damage. If the creature is too large for you to swallow, you deal 2d8 points of damage with your teeth and heal yourself 1d4 hit points.
26	Zagam: All the standing water within 100 ft radius of you turns into wine.

D30	EFFECT
27	Mormo: 1d3 ghouls appear and do your bidding; they vanish in 1d8 turns.
28	Shub-Niggurath: A spawn of shub-niggurath appears. Roll on the tables in Carcosa to determine what it is and what it does. (If you don't have access to a copy of Carcosa, re-roll or make something.)
29	Behemoth: A giant elephant (8 Hit Dice) randomly appears 1d6x10 ft. from you in a randomly determined direction. The creature is in a frenzy and tramples anything in its way, inflicting 1d100+20 points of damage; a successful saving throw vs. Breathwill halve the damage.
30	No one is listening; sucks to be you.

GIFT FROM THOSE ABOVE (CONJURATION/SUMMONING)

Level: 1

Range: Special

Duration: Special

Area of Effect: Special

Components: V, S, M

Casting Time: 8 segments

Saving Throw: Special

Explanation/Description: You pray and sing while spilling some holy water on the ground, pleading for help from Those Above. Roll 1d30 on the table below to see who answers your call for help. Not usable by Evil-aligned clerics.

D30	EFFECT
1	Metatron: The next thing you write down will become a fact of the world.
2	Seraphim: A Wall of Fire is cast around you (as per the 4th-level Magic-User spell).
3	Cherub: You cast Charm Person (or Charm Monster) upon a target of your choice. If there is no suitable target within range, nothing happens.
4	Throne: You gain the ability to cast the 1st-level cleric spell Command 1d6 times within the next 24 hours.

D30	EFFECT	D30	EFFECT
5	Ophanim: Your STR and CON score increase to 20 and you suffer no encumbrance for the next 24 hours. Any score higher than 20 is reduced for the duration of the effect.	20	Hadranial: All creatures within 50 feet of you must make a successful saving throw vs. Magic or be unable to act for 1d6 rounds while tears stream down their faces.
6	Hashmal: You cast the 3rd-level Magic-User spell Lightning Bolt as your next action.	21	Jegudiel: Your weapon turns into a +2 whip for 1d8 rounds, dealing 1d12 points of damage on a hit.
7	Michael: The next creature you strike with a successful melee attack is dealt double damage and can't attack next round.	22	Jehoel: You cast the 1st-level Magic-User spell Summon (from Lamentations of the Flame Princess) as a 6th-level spellcaster. (If you don't have access to LotFP, re-roll or use a monster/demon summoning spell from your system of choice.)
8	Gabriel: You radiate bright light for 1d4 turns. Anyone looking at you must make a successful saving throw vs. Magic or be blinded for 1d3+1 turns.	23	Lailah: You are surrounded by a dome of darkness (as per the spell) with a radius of 45 ft. that affects all creature except yourself.
9	Raphael: You gain the ability to cast the 4th-level cleric spell Cure Serious Wounds. You may cast the spell 1d3+1 times in the next 24 hours.	24	Harut and Marut: Roll 1d4+2 and then use that number as a Magic User spell level; roll once on the list of spells for that level. You can now cast that spell as though you met all the requirements to do so. This ability disappears if not used within the next 24 hours.
10	Uriel: You gain the ability to cast the the 3rd-level Magic-User spell Fireball as a 5th-level spellcaster. You may cast the spell 1d4 times within the next 24 hours.	25	Sachiel: Double the amount of gold that you have. (If your game uses a silver standard, double that instead.)
11	Azrael: You gain the ability to cast the spell Finger of Death once within the next 24 hours.	26	Sandalphon: Chose a creature within your line of sight. That creature is now linked to you like a voodoo doll; any damage you take, they also take. This effect lasts for 1d12 turns.
12	Mikail: For the next 1d2+1 days, you don't need to eat or drink and suffer no ill effects from not doing so.	27	Tennin: You gain the ability to cast the 3rd-level Magic-User spell Fly once in the next 24 hours.
13	Hafaza: A warrior angel descends from the heavens to fight at your side. It has 5 Hit Dice, AC 4 [16], 1 attack for 1d10 damage. The angel vanished after 1d2+1 turns.	28	Yahoel: You know where you are exactly. The DM must allow you to examine the DM map for 1d4+1 minutes.
14	Munkar: You are allowed to ask the DM one question about the current situation; a direct answer must be given.	29	Zerachiel: Your hit points are fully restored and the next 1d2 attacks that hit you cause no damage.
15	Nakir: A large hammer falls from the heavens, landing in front of you. It deals 2d12 points of damage to any creature in a 10 ft.-wide area extending 15 ft. away from you.	30	The Ones Above do not feel that you have earned their favour.
16	Maalik: Roll twice on the "Gifts from Those Below" table and choose whichever result you want.		
17	Chesed: Your CHA score increase to 18 and any creature wishing to attack you must succeed on a saving throw against Magical Effect at a -4 penalty to be able to do so. These effects last for 1d2+1 turns. If your CHA is higher than 18, it is reduced for the duration.		
18	Cassiel: You gain darkvision, infravision, nightvision, and a +2 bonus to perception tests. These effects lasts for 1d4 turns.		
19	Dumah: You are surrounded by a 30 ft.-radius cone of silence (as per the spell) that affects all creatures except yourself.		