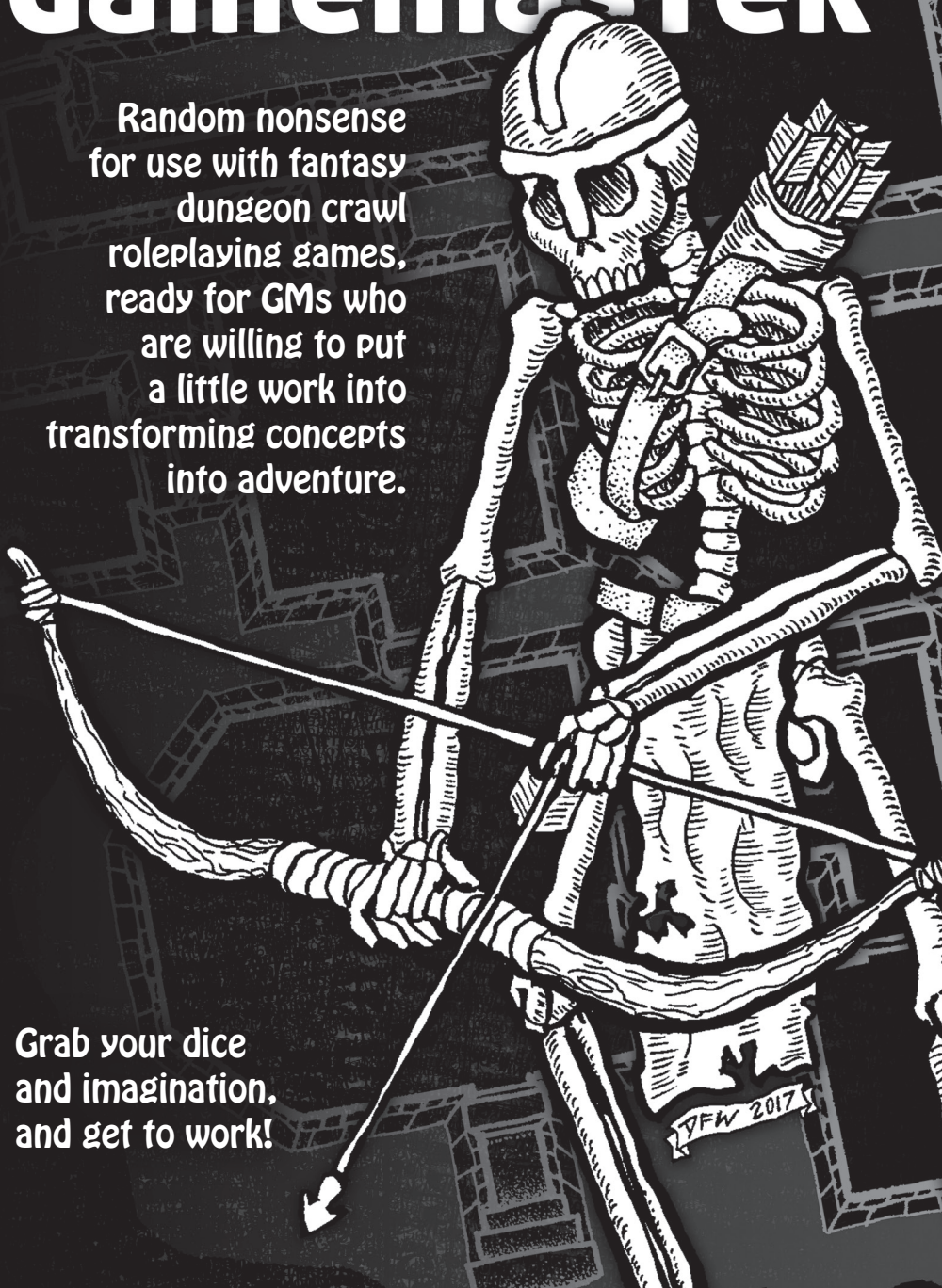


Delayed Blast Gamemaster

Random nonsense
for use with fantasy
dungeon crawl
roleplaying games,
ready for GMs who
are willing to put
a little work into
transforming concepts
into adventure.



Grab your dice
and imagination,
and get to work!

INTRODUCTION

Welcome to the first issue of *Delayed Blast Gamemaster*, a work that would not exist without both your support and the Kickstarter “Zine Quest” event that was run in February of 2019. When I first heard of Kickstarter’s plans for Zine Quest, I just knew that I had to participate. After all, my very first work in roleplaying was in zines, and it is great to once again be working in such a small, limited format.

Will there be a second issue of *Delayed Blast Gamemaster*? I don’t know. For now, my focus is on other projects (mostly at the office), so whether or not a new issue is created will depend on time and inspiration.

And speaking of inspiration, that is all that you will find in the pages of this zine. Everything here requires you to teleport the ideas to your preferred game system, so I’ll get out of the way now and leave you to the fun.

onepten URBAN Locations

At some point, the characters are going to visit the big city and, as we all know, they will set off in search of random adventure. Hopefully, this collection of urban locations will come in handy.

2



1 Shoemaker's Shop

Little more than the front part of the shoemaker's home, the shop is open every day and the shoemaker specializes in boots, sandals, and – the cheapest option of all – slippers made of the scraps purchased from a nearby leathermaker. The boots are the shoemaker's finest work and he keeps a dozen or so pairs of various sizes ready for immediate sale at all times.

2 Wine Seller

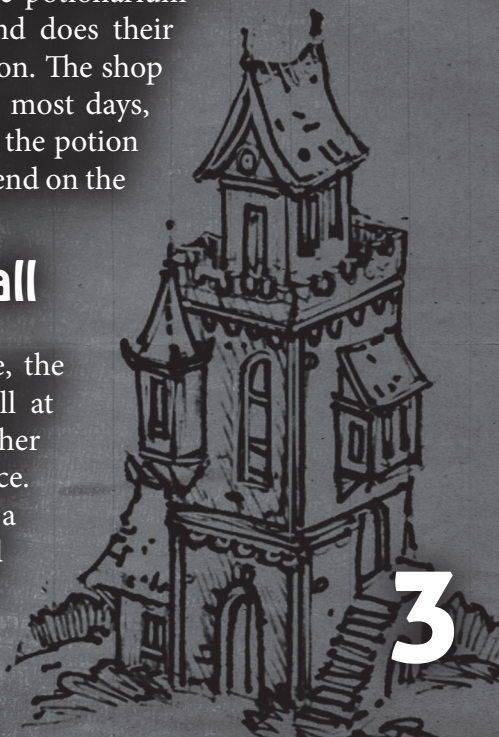
The urban wineseller purchases his wines from wine makers across the lands, the distance directly impacting the price of the wine. Most of the wine is sold in bottles, though there are days of the week when a barrel of wine is broken open and sold by the cup to any and all who walk by. On such days, the wine crier stands in front of the shop and assaults any who wander too close, encouraging them to taste the (often) cheap drink.

3 Potionarium

While many wizards, mages, and other spellcasters are willing to sell potions in their shops in the city, the potionarium specializes in only magical elixirs and does their best to charge less than the competition. The shop will have $4d6+6$ potions available on most days, and the chance that they have exactly the potion the characters are looking for will depend on the generosity of the GM.

4 Moneylender's Stall

Desperate to avoid difficulty at home, the moneylender chooses to setup a stall at a crossroads in the city each day rather than do business out of his residence. The moneylender will always have a strongbox, a bodyguard or two, and his book of debts and promises. He charges a ridiculous rate of interest.



5 Bookseller's Home

This dusty, wooden, three-story home is overloaded with books of all shapes, sizes, and subjects. There is no organization to the madness, with books stacked on every surface and all of the walls covered in shelves that are equally messy. If there was a plan to the home/bookshop, it was lost decades ago. The new owner is the nephew of the former owner (dead for a week now). To be honest, the new owner dislikes books, cannot read, and only wishes to get as much money out of his uncle's disorganized collection as he can.

6 Statue of the Defender

At the end of a carefully-tended path, this towering statue of an armored knight serves as a monument to the bravery and honor of those who have protected the city or town these many years. Few visit the statue, making it a great place for thieves, scoundrels, and rogues who wish to buy, sell, and trade ill-gotten merchandise.

7 Pies (and Lies)

A simple, unassuming pie shop that specializes in meat pies – do not ask where the meat is from; the owner of the shop is a little too friendly with the local rat catcher (the shop is a front for the selling of secrets). The owner and his children have contacts with many of the town's underworld, buying up secrets to then sell to others . . . or to use to blackmail someone when the secrets are too juicy to simply trade for coin.



8 Fisherman's Shack

This shack on the shores of the town's river is the home to an old, friendly, average fisherman who sets out every morning to catch whatever happens along each day. The fisherman was once a warrior and retired a decade ago, choosing to spend his final days doing what he enjoys most. The fisherman keeps what he needs for himself, gives some of the catch to the needy of the town, and sells fish to others who are able to afford the food. If the town is attacked, he will act to defend it.

9 City Cemetery

A walled, small cemetery on the outskirts of the city (and not within the protective walls), the burial plots here are for only the city's wealthiest citizens. Unfortunately, the cemetery is all out of space, which is leading to those of great age – and greater means – to hire graverobbers to “make some space” in the cemetery. Maybe the PCs need some extra coins?

10 The Rusting Gate

There are always taverns and inns in the towns and cities of the land, so it would be wrong of me to not include at least a single tavern on this listing of locations. *The Rusting Gate* is an unusual operation; a tavern built into the city wall and operated by the town's guard. The only official entrance into the tavern is a door outside the city, making it a great place for those who do not wish to be seen entering the city. Of course, the town guard have a secret entrance on the city side of the wall . . . and they do enjoy accepting the occasional bribe or two.





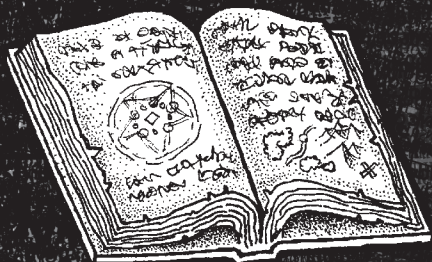
onepsix FORGOTTEN SPELLBOOKS

Spellbooks house a wizard's knowledge of all things, and not just the spellcasting secrets that the character may have collected over the years.

The following spellbooks are as much treasure items as they are ideas to expand your game world's secrets and history. Sprinkle these throughout your adventures to provide the players' characters with new info that they will, if we're honest, use to enrich themselves.

It is fitting, perhaps, that I turn my attention to spellbooks once again. Years and years ago, in 2002, I launched my time as a creator of roleplaying game support material when I sat down and wrote *101 Spellbooks, Tomes of Knowledge, and Forbidden Grimoires*. That PDF was the first that I published and it soon led to the creation of more works; between 2002 and 2007, I released hundreds of PDFs and many, many words of game support.

Unfortunately, I cannot say that there are 101 spellbooks within the pages of this small zine. Still, I hope that the six that follow are enjoyable.



1 Starmage's Manual of Spells

This leather-bound tome was created centuries ago by the wizard known only as “Starmage,” a human spellcaster who claimed to learn all of his magic from the stars in the night sky. The book is without a lock and may be opened by anyone, revealing page after page of arcane writings and spell secrets. Unfortunately, the book is also trapped; only the most powerful of magics can undo the memory-vanishing trap that starts to erase the mind 1d6 hours after reading the book.

The spells within the book are all related to stars, cosmic forces, and darkness/night. The exact number and listing of spells is left to the GM to decide; your favorite game system may not be my own, meaning that any spell list I offer here would be worthless.

The spells should, where possible, be destructive in nature.



2 The Book of Horrific Threats

Once the property of a necromancer, this battered spellbook is missing several pages and was clearly subjected to fire at some point in its life.

The book's lock has been shattered by unknown forces, which may have been the cause for its current condition. Fortunately, despite the damage, 2d6+6 spells are still clearly outlined within the pages of the book and can be learned by any arcane spellcaster with a basic knowledge of necromancy.

One way to determine what spells are in the book is to ask the finder the question: “What spells do you hope to learn?” Then have the finder make an Intelligence or luck check (depending on your chosen system) for each desired spell. Fill in any gaps with spells of your own choosing.

3 Mage's Priceless Book of Spells

Constructed of sheets of copper pounded flat, bound with leather straps, and then secured between two silver plates/covers, this hefty spellbook cannot be carried by fewer than two men. The creator of the spellbook, a wealthy nobleman who decided to dabble in magery, never managed to etch more than two spells into the book before growing bored with spellcraft and tossing the book into a forgotten closet.

Decades later, thieves found the book – which was titled “Mage's Priceless Book of Spells” – during a robbery and took the spellbook in hopes that it truly was priceless.

It was not.

Since then, the book has been sold and stolen, lost and found, and generally traveled from owner to owner without anyone adding more spells to the copper pages.

The spellbook is essentially little more than scrap metal. It is too big to use, too difficult to etch more spells into its pages, and best melted down and destroyed.

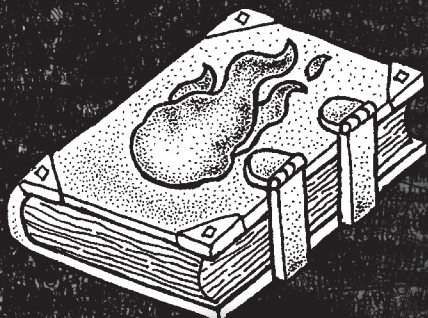


4 Druidic Secrets

Centuries ago, a wicked wizard kidnapped a druid and forced the captive victim to reveal the secrets of druidic magic. You see, the wizard was certain that he could study the druid's spells and twist them to the arcane arts, essentially working to steal magics that did not fall under his purview and attempting to expand his powers.

The efforts were wasted. Regardless of how much the druid was tortured, and how many times the wizard studied the druid's words and motions, he could not adapt the druidic magic to his arcane ways. Eventually, as the druid neared death, the wizard switched his approach and started researching spells that had a damaging effect on nature.

This book holds the few dozen spells the wizard learned – and improvised – that specifically seek to harm nature.



5 Tome of Meteors

A fairly traditional spellbook in appearance and design, the Tome of Meteors is secured with two metal locks and features the image of a comet on the cover. The book cannot be forced open, and only one who knows the password – Novastrike – may unlock the book. Any attempt to open it without the password sets off a fireball centered on the book; the spellbook has been empowered with magics that protect it from all fire and heat.

Once the book is opened, it is found to hold $2d6+10$ spells that are all variants of fire, comet, and meteor effects. Choose spells that seem fitting from your preferred game system and then devise variants. For example, a spell that calls comets from the heavens may have a weaker variant that summons a smaller, less-damaging comet. The book is a treasure and must not fall into the wrong hands in your campaign.



6 The Frost Demon's Book of Spells

Freezing spells. Blizzard effects. Cold-based attacks and defenses. This pure white spellbook, made of bleached leathers and parchments and bound straps made from a slain yeti's hide, contains within it spells that range in power from the weakest cantrips to the most-devastating frost spells.

The book is not locked, can be easily opened by any being, and is in no way protected. The spells are all written in the tongue of a frost demon, though, and can only be deciphered by one who can read, write, and speak that language.

The book cannot be harmed by cold – natural or magical – though any contact with fire has a 1 in 6 chance of immediately destroying the book and turning it into a burning wreck within seconds.

FIVEPSIX Unusual TREASURES

There are never enough treasures to satisfy the adventurers, so here's an assortment of oddities that will leave even the most serious of roleplayers disappointed as you secretly laugh at the players.

5 A large stone, no smaller than a man's fist, on which has been engraved the image of a sword and shield. The item is not magical and has no value.

6 A tattered and torn scrap of parchment, on which has been written an IOU from someone named Zach from the town of Illfarness. The IOU is for twenty gold coins and is "payable to whomsoever presents this document after" and the rest is torn away.

7 A small leather pouch, tied together with straps, within which are three wooden nails, a handful of copper coins, and a single eye of a goblin. The eye does not smell good.

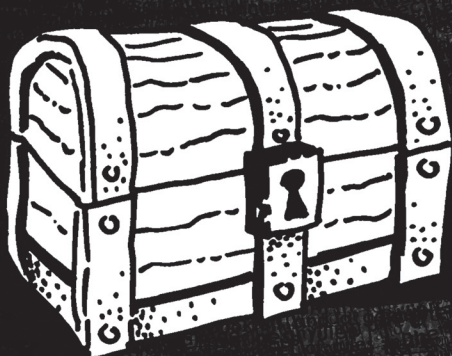
8 A cloth belt with metal buckle. Carefully studying the belt reveals a hidden compartment that could hold coins or gems.





- 9** A magical scroll in a bone case, stoppered and sealed with wax. The scroll is for any one attack spell of the GM's choosing.
- 10** A small coin purse with 4d6 copper coins, 3d6 silver coins, 2d6 gold coins, and a single emerald.
- 11** A wooden chest, unlocked, within which you find nothing but sand. Too much sand. Emptying the chest of sand leaves you with a wooden chest that is missing the key.
- 12** A broken sword. The blade is snapped at the tip and it is generally of an inferior and cheap construction.
- 13** 4d6 stone needles in a small sack, all of them wrapped in leather. The needles are used with thin cords to stitch up damaged leather goods. There are no cords in the sack.
- 14** A metal collar and chain, both covered in the blood of some forgotten soul.
- 15** A pair of sturdy boots, sized for a child, halfling, or possibly a dwarf. They're well-constructed and should be worth a few gold coins at the nearest town.
- 16** Silk gloves decorated in a fine embroidered dragon's wing pattern and detailed with carefully-applied dyes. The gloves are not suitable for adventure, though they should fetch some cash from the local merchant who buys random goods.





17 A small sack of seeds. Those with some understanding of farming will recognize them as pumpkin seeds.

18 A copper trade bar, weighing roughly 10 lbs, from the distant city of Shadowcrater. The bar could be sold anywhere, for its value as a block of copper, though it is worth considerably more if it is taken back to the city of Shadowcrater.

19 Three small bells, each made of silver, fastened to a leather cord necklace. The bells may prove problematic if you're trying to sneak around.

20 This steel crown is decorated with bony spikes that both protrude outward and dig into the skull of anyone who wears the crown. A leather strap can be pulled tight around the chin to force the spikes to dig deep into the wearer's head. It is not an attractive crown.

21 Dice carved from the bones of a dragon and under the spell of an evil wizard. When thrown, there is a 2 in 12 chance that the dice will shock a random person within two-feet of the dice.

22 A small journal, roughly the size of a slice of bread and twice as thick. The parchment pages are blank.

23 A deck of cards made of stiff parchment, artistically painted, and missing 1d6 cards.

24 The ear of an orc hung from a metal chain. The ear has been carefully preserved.

25 This silver bracelet – the clasp is broken – will need repaired before it is usable.

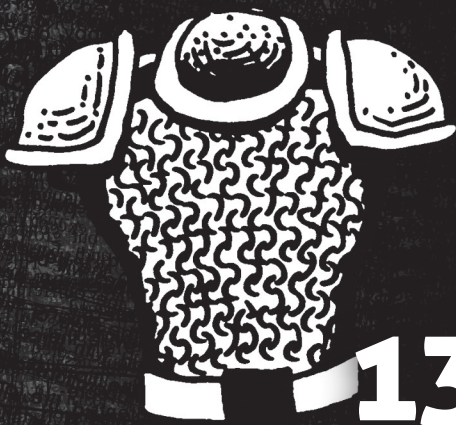
26 A wooden whistle with stars engraved into the surface.

27 A finely-crafted wooden door and frame . . . just sitting there loose and unused. Carefully studying the frame shows that it has never been used. An artist has painted a sunset scene on one side of the door; a sunrise scene is painted on the opposite side of the door.

28 Robes made from the leathers of a slain exotic beast of some sort or other. Those with knowledge of monsters do not recognize the leather; the beast was an extra-planar demon and the robes may serve as a beacon if the demon's people ever set off in search of their lost citizen.

29 Chainmail armor that is in perfect condition! Unfortunately, this was the work of an inferior craftsman and anyone who spends more than a few moments studying the armor's construction will see that it provides no defense in battle. The first strike the armor suffers will ruin it forever.

30 A simple cookie jar painted with images of gingerbread men. Inside, nothing but crumbs. Sorry, no cookies.





one eighth dungeon oddities

In the darkest dungeons of the lands, you're lucky if all you ever encounter are the rats, spiders, skeletons, goblins, and normal beasties of the deepest lairs.

On a bad day, you're going to run across something far, far stranger than a simple monster.

Welcome, adventurer, to eight different and very bad days.

As a kid, when playing *Dungeons & Dragons*, I always enjoyed the monsters that were as unusual as possible. The water weird, various slimes and oozes, mimic, and piercer were only a handful of my favorite monsters of the time. And it is those odd beasties of the past that served as my touchstone when sitting down to create my own warped and weird dungeon denizens.

As with much of my fantasy roleplaying game writing these days, the monsters that follow are devoid of specific statistics. Instead, GMs should look at each monster, absorb the description and concept, and then assign whatever stats feel appropriate. Have fun!

1 Mimicspawn In rare moments, when a mimic is slain by arcane means, the creature's blood is infused with dark sorcery. Over many hours, as the blood seeps into the ground where it died, the mimic is reborn, the creature returning to life as its blood binds with the stones, rocks, and earthen ground.

A mimicspawn is a rare, magical creature that is two to three times as powerful as it was in its previous life, though the monster is without its shapechanging ability and is forever locked into whatever form it held when it was killed. Additionally, the beast sprouts legs and a face and can never pass for anything but a mimic; the monster cannot hide in plain sight.



2 Ooze Goblin How many thousands of goblins have been slaughtered at the hands of adventurers over the decades? Ten thousand? One hundred thousand? Possibly more, if millions of player characters have been out there ruthlessly dealing with the little beasts since those very first dungeon crawls. Unfortunately, it appears that some of those murdered goblins have come back and are seeking revenge.

The ooze goblin isn't a goblin at all, but is instead a type of semi-intelligent ooze that was created by a wizard who had one too many drinks before setting off to his workshop. "I'll show them," the drunken wizard slurred after an argument with a few rangers who insisted that there would never be an intelligent ooze.

There is now, gang, and it has the strength of a goblin and the powers of an ooze. Select your favorite ooze, give it a bipedal form and weapons, and your ooze goblin is ready for the dungeon.



3 Necromancer's Chest What happens when ghosts are forever bound to a treasure chest? The necromancer's chest, of which there may be only one, was forged by an ancient and evil spellcaster who was sick of his treasures being lifted by thieves and rogues.

The necromancer's chest is as much a trap as it is a monster, and a successful disarm trap or open lock check leaves the ghosts undisturbed and sleeping. Failure to properly disarm the trap or pick the lock, though, triggers the evil spirits that have been tasked with protecting the chest and its contents.

When activated, the ghosts – 1d6+1 are bound to the chest – seek to both punish the invader and to move/hide the chest. If successful in hiding the chest, the ghosts contact their master through magical means and share the chest's latest location with the treasure's owner.



4 Optic Orb These twisted eye beasts come in as many different shapes and sizes as you can imagine, to the point that it almost feels as if each is a unique creature without a mate.

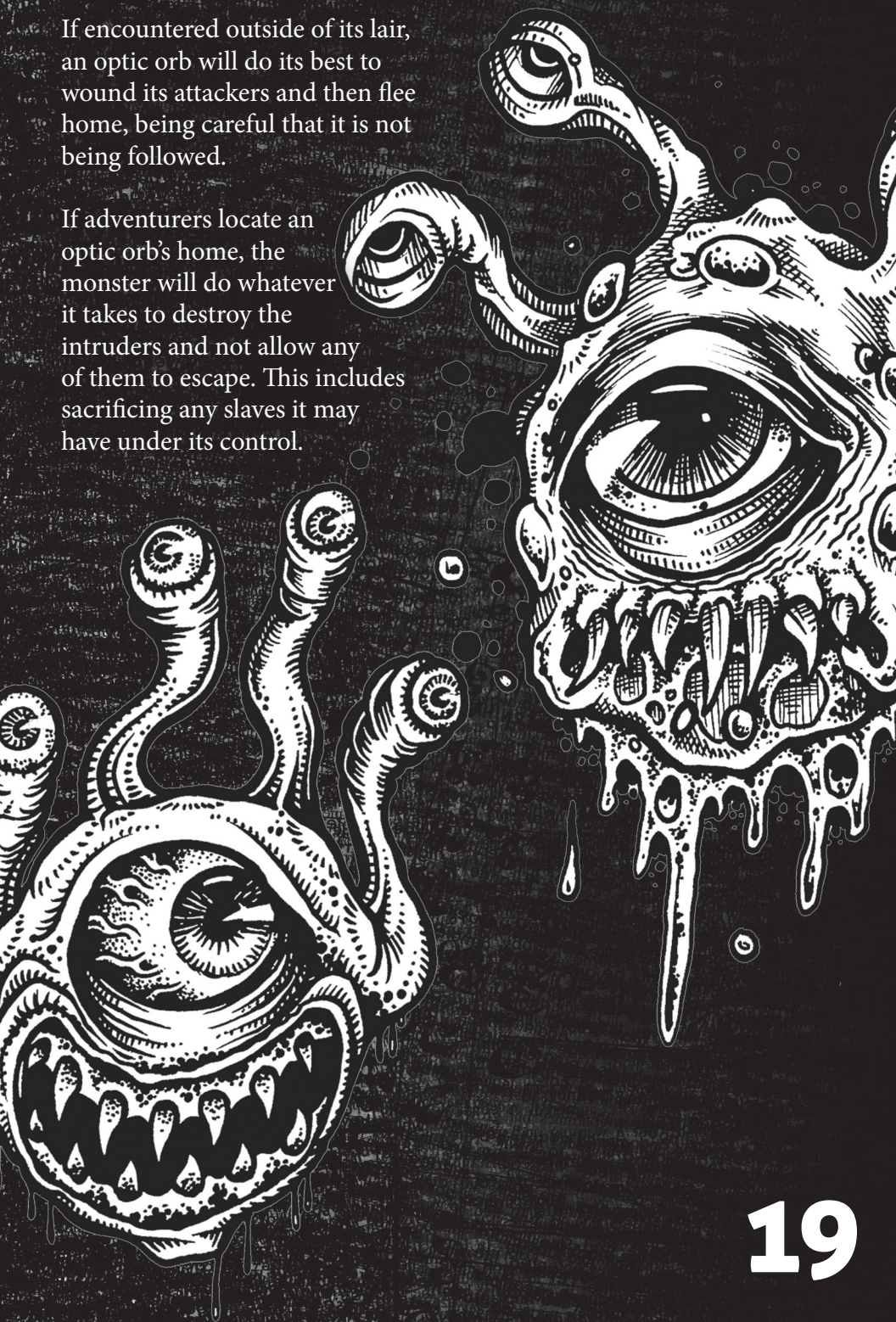
Worse still, the optic orb as a species has as many different skills, abilities, and personalities as it does appearances, making it impossible for adventurers to know for certain how to deal with the monster when they encounter one in the dungeon.

Fortunately, optic orbs of all shapes and sizes share one trait: they all hate other creatures and refuse to work together. The monsters will enslave intelligent monsters and men – most of these monsters have an enslave magic that works on the weaker wills – and use them as tools, though, so do not be surprised to find one of these monsters to have “allies.”

They fly by means of a magical ability that is forever active, and the monsters may speak any language, communicate telepathically. Many of them are powerful wizards who know dozens of offensive and defensive spells.

If encountered outside of its lair, an optic orb will do its best to wound its attackers and then flee home, being careful that it is not being followed.

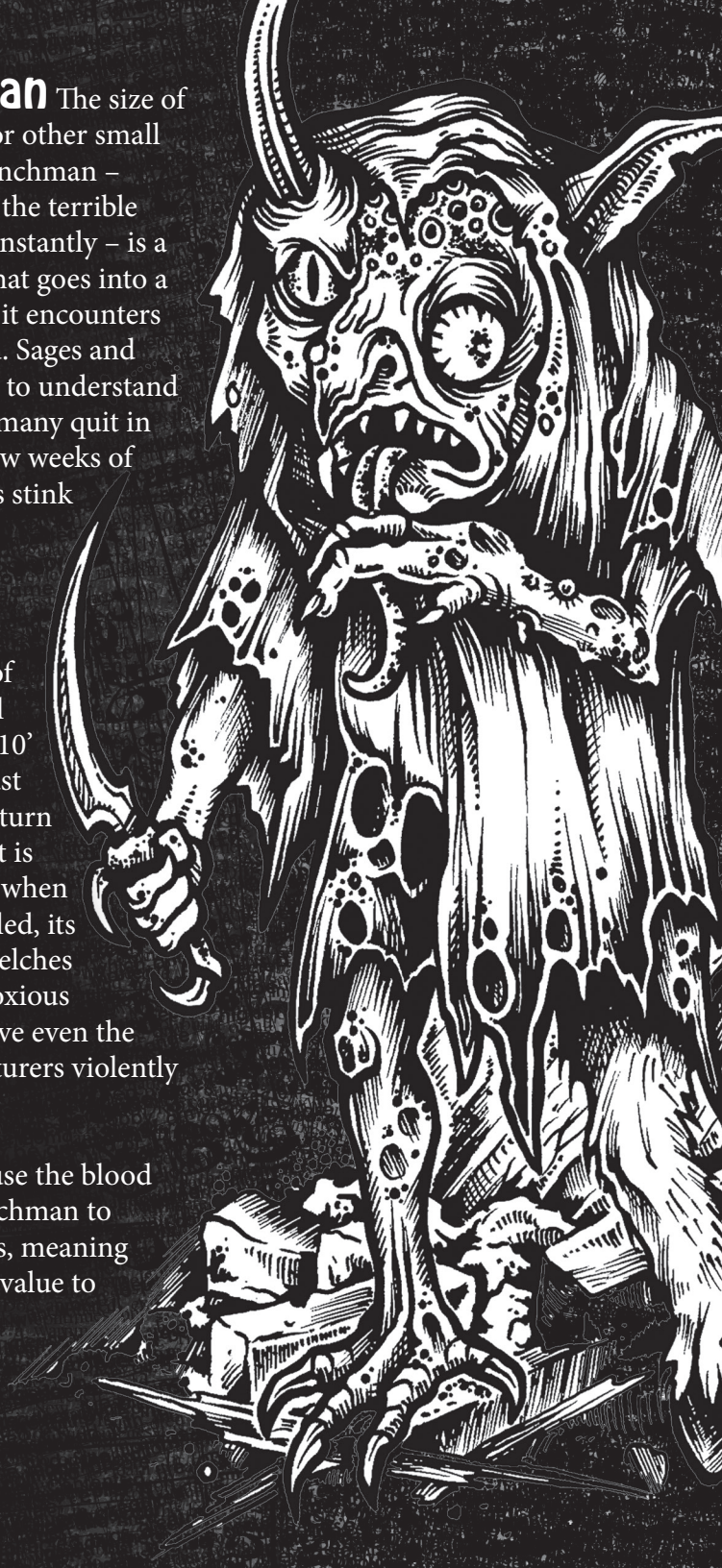
If adventurers locate an optic orb's home, the monster will do whatever it takes to destroy the intruders and not allow any of them to escape. This includes sacrificing any slaves it may have under its control.



5 Stenchman The size of a goblin, kobold, or other small humanoid, the stenchman – named because of the terrible smell they emit constantly – is a solitary creature that goes into a murderous rage if it encounters another of its kind. Sages and wizards have tried to understand the creatures, but many quit in disgust within a few weeks of study; these things stink really bad.

The stenchman is weak, no stronger than the weakest of goblins, though all who come within 10' of the creature must resist the smell or turn and flee. And what is even worse is that when a stenchman is killed, its body erupts and belches forth a cloud of noxious fumes that can leave even the toughest of adventurers violently ill for days.

Some alchemists use the blood and flesh of a stenchman to create stink bombs, meaning that there is some value to the monster.



6 Rotworm A giant worm, anywhere from 10' to 30' in length, the rotworm is a distant relative of the other giant worms found in dungeons and other subterranean locales. While not as large as some of the giant worms (we're looking at you, purple), what sets the rotworm apart from its siblings is the creature's rotting flesh hidden beneath natural armor plates. It would be easy to mistake the rotworm for an undead creature, but it is not at all undead and the rotting flesh is simply a handicap that the beasts suffer throughout their lives.

If a rotworm's flesh or blood lands on unprotected skin, the affected victim may contract a flesh-eating virus that can only be eradicated by magical healing of some sort. This sickness will usually leave its victim weakened and near-death after 2d12 hours; if not cured, there is a 1% chance per day that the afflicted will die. Worse yet, after one week, anyone touching the victim may also contract the virus.



7 Mushroom Golem

Yes, a mushroom golem. Why a spellcaster would ever think that the flesh golem and stone golem aren't enough to guard whatever important treasures may be out there we will never know, but here's the wrongness just waiting to confuse an unlucky party of adventurers.

The mushroom golem has limited intelligence and is created by magically fusing many shrooms together and then combining the result with the corpse of a man or woman. That makes this odd creature an unholy flesh golem of sorts . . . and highlights the fact that the wizard who first thought that this was a good idea never quite made a pure mushroom golem work. Wizards can be so dumb at times, right?

Only evil and nature-loving wizards will ever attempt to create a mushroom golem, though it isn't a stretch of the imagination to think that a chaotic wizard looking for some entertainment would take a stab at bringing one of these beasts to life.

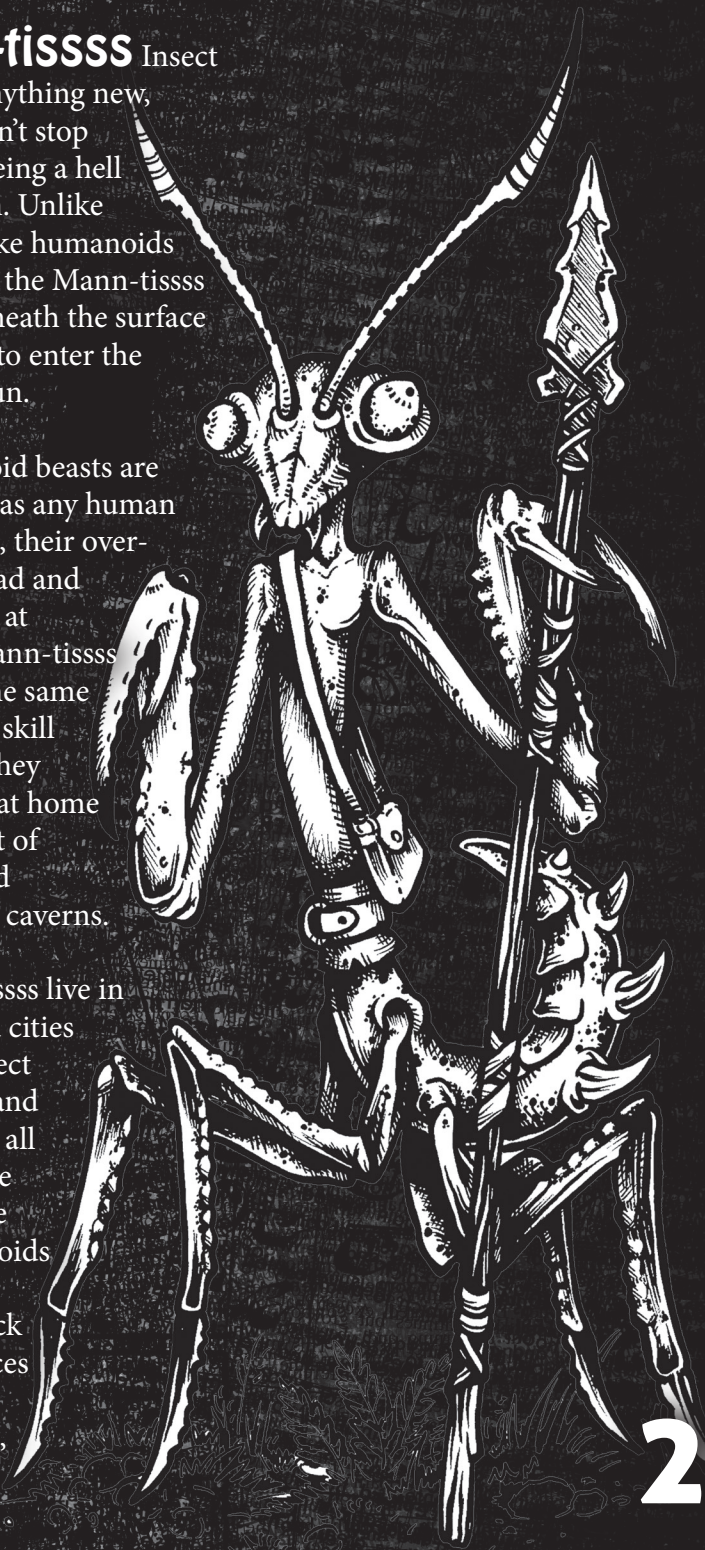
In battle, a mushroom golem is as strong as a flesh golem. Additionally, the mushroom golem has an earthy scent that is tough to hide; you can smell one several rooms away.

8 Mann-tissss Insect

men aren't anything new, but that doesn't stop them from being a hell of a lot of fun. Unlike the mantis-like humanoids of the desert, the Mann-tissss lives only beneath the surface and is afraid to enter the light of the sun.

These insectoid beasts are as intelligent as any human and are blind, their oversized eyes dead and unfunctional at birth. The Mann-tissss "see" using the same echolocation skill as bats, and they are perfectly at home in the darkest of dungeons and subterranean caverns.

The Mann-tissss live in underground cities and will protect their homes and citizens from all intruders. The creatures take other humanoids as food, not afraid to attack powerful forces of dwarves, elves, goblins, or others.



one six magic SHIELDS

Warriors in battle need protection against their foes, and what better defense than a shield?

I'll tell you what's better than a shield: Not getting attacked! Following that, though, I'll go with "a magic shield is better than a shield."

Here are a handful of magic shields to use in your adventures, either as rewards for the player characters or – and this is my recommendation – as equipment used by their opponents.

Make the player characters work for their rewards!



1 Heartlimb's Defense Against Goblins

A battered, abused metal shield decorated with the image of a tree on the face, this was once the property of the elven ranger Heartlimb Windrace who died decades ago. The shield glows faintly when a spell is cast to detect the presence of magic, though if being used when the spell is cast, the owner may attempt a willpower or wisdom check to block the detection attempt (on a successful check, the shield does not glow).

In battle, the shield is a +1 magical defense against all attacks. If attacked by goblinoids, the magical bonus increases to +3 and the owner gains a +1 on all damage throws made against a goblin. Heartlimb had the shield crafted for him and, at the time, he was dealing with a goblin infestation problem that was not going to solve itself.

2 Buckler of Skulls

This small wooden buckler, reinforced with metal and sorcery, was once the property of the thief Grayjaw who used it when attempting to pass himself off as a sword-for-hire. The buckler is decorated with the skulls of several of Grayjaw's victims; the thief paid an artisan to chip, smash, and cut at the skulls and then build them up as a bas-relief image. The shield was never intended for battle; a solid blow against the face of the shield will break away bits of the various skulls. In battle, the shield provides no defensive bonus; it is purely a cosmetic item.

3 Guard's Tower Shield

This tall, metal tower shield is difficult to use one-handed and was designed for a member of a town guard to use when shielding himself and his companions from attacks. If used two-handed, the shield provides protection against all attacks for the user and up to three companions. Once braced, the shieldbearer's companions can strike from around the shield.

The shield is magical. Once per day, on command, the shield projects a force field that surrounds the bearer and his companions for up to $2d6+1$ turns. They cannot attack at others outside of the force field.



Do you regret giving an item to the party? Always remember that rust monsters and other beasties exist solely to help you wipe out some equipment!

4 Rust-damaged Shield

Not all shields protect against all forms of damage. Something – be it magic, the elements, or a monster – has rusted the shield, making it brittle and useless in battle. It is, at this point, no more than trash that should be ignored.

Except . . . the two straps on the shield are made from the hide of a minotaur and have been empowered by an arcane spellcaster. The straps, if connected to a new shield, once again provide their magic to the shield. The shield grants the owner perfect memory of mazes and labyrinths; the owner cannot be lost when wandering through a maze.

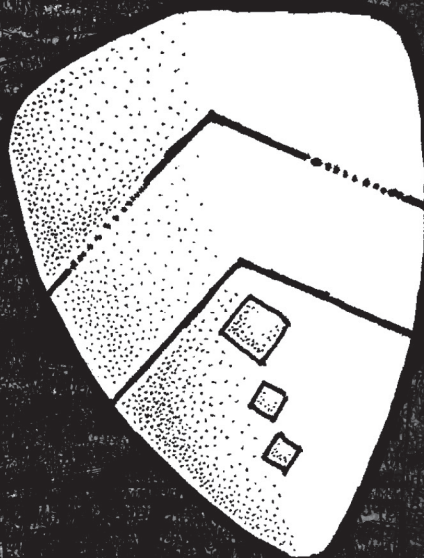
5 Mimic Shield

That's not treasure, that's another monster! It is a rare mimic that chooses the form of a shield, and it is a rarer mimic still that elects to wait patiently in a pile of treasure and hope to be selected and carried as a party of an adventurer's rewards. A mimic shield glows faintly if a detect magic spell is cast upon it, though no amount of study reveals what power the shield may bestow on its user. A mimic shield may wait days before striking, preferably when someone is "wearing" it as a shield.

6 Portal Shield

This magical shield may, once each year, open a portal to another plane of existence. Doing so harms the shield's user, inflicting physical pain once the portal is opened. The GM must decide how many hits of damage to apply to the shield's user.

The portal remains open for ten minutes and characters and creatures may pass through either direction. The portal opens onto a random plane, though it is one where the user can breathe and function.



TWOPSIX POTIONS

“Drink me,” said the simple slip of paper attached to the concoction that Alice did drink. And she is far from alone in her curiosity getting the best of her; over the decades, an unknown number of player characters have swallowed an unusual potion or two.

The following potions were devised to expand on the potions already available in your campaign.



2 Potion of Unfounded Confidence

More a curse than a benefit, the potion of unfounded confidence instills the drinker with a false sense of strength, skill, and knowledge. When consumed, the subject becomes arrogant and believes that they are more powerful than ever before. As the GM, this potion is most fun if you grant the targeted player character with a will or wisdom check to realize that the potion is having a negative impact. On a failed roll, go ahead and tell the subject something like “increase all of your attributes by 3” . . . there is no increase. The potion’s effects fade away after an hour.

3 Dragon’s Breath Potion

Imbibing this crimson-colored potion grants the subject the ability to blast a flaming cone that extends up to $3d6+6$ feet in one direction. The fire burns incredibly hot, scorching everything in its path with a magical flame that is as powerful as you, the GM, deem is appropriate. The potion only grants one flame attack, and it must be used within 1d6 minutes of drinking or the effect is lost.

4 Potion of Spell Consumption

This black, bubbling potion may only be safely drank by wizards, mages, or other arcane spellcasters. Anyone else who drinks this is instantly harmed as the magical powers burn through the throat and body; it takes months of rest to fully recover. Arcane spellcasters who drink the potion are not only immune to the effects for magical powers for the potion’s duration (3d6 turns), any spells cast at the subject are automatically consumed and heal the spellcaster. The amount of healing varies; I leave this to the GM to decide.

5 Potion of Dwarven Might

This thick, gray, sludge-like potion boosts the drinker’s strength for 2d6 turns. The exact increase in strength is completely up to the GM.



6 Moonlight Potion

This glowing, thin, yellowish potion casts enough light to see within a few feet of the vial; many adventurers who find this potion never drink it, instead choosing to use the vial of potion as a makeshift lamp. If consumed, the subject gains the ability to see in complete darkness as if it were daylight. The effect lasts one hour.

7 Potion of Luck

Once consumed, the subject is incredibly lucky for 1d6 turns. Every die roll that the character makes is automatically set to a successful result if it fails, and any rolls made against the drinker of the potion are automatic failures. Unfortunately, after the potion expires, the subject is weakened; the GM should inflict some amount of hit point damage on the once-lucky character.

8 Potion of Devastating Touch

Contained within a metal, opaque vial stoppered with a carefully-cut ruby, this potion is a trap! Anyone opening the stopper unleashes an electrical storm that fires bolts of lightning at all metal-armored figures within 10-feet. This is a one-time attack, inflicting as much damage as the GM wants. The vial and stopper are, of course, valuables and should be sold to the nearest merchant.

9 Spider's Shell

Drinking this greenish, foul-tasting potion changes the subject for 24-hours. The target grows a hard, spider shell covering over all flesh. If wearing clothing or armor when consumed, the shell destroys the worn items. The shell functions like plate armor for the 24-hour duration.

10 Potion of Frozen Air

Drinking this potion grants the subject the ability to fire a freezing burst of cold air that harms anything it touches. The blast can cause frostbite, freeze water, and can even turn rain to snow. The amount of the potion consumed determines the strength of the attack.

- 1 swallow – Barely any damage. A point or two.
- 2 swallows – 1d4+2 points of damage.
- 3 swallows – 2d6 points of damage.
- 4 swallows – 2d10 points of damage.

When found, the vial holds 1d6+1 swallows.



11 Drink of the Hunter

Crafted centuries ago for the ancient rangers who protected the forests, this green-colored potion gives the subject any one ranger ability as chosen by the GM. There is a 1% chance that the effect is permanent; roll d100. This is a rare, long-forgotten potion and any wizard who specializes in brewing potions would take dangerous risks to get their hands on the discovered vial.



12 Potion of Battle

Once consumed, give the subject five tokens. For the next hour, before the potion's effects fade away, the character may spend these tokens to:

- 1 token – Gain a +1 bonus to any damage roll.
- 1 token – Reroll any one die, either their own or other.
- 1 token – Move one extra square/hex in a dungeon.
- 2 tokens – Increase any damage roll by 1d4.
- 2 tokens – Ignore 1d4 points of damage.
- 3 tokens – Increase any damage roll by 1d8.
- 5 tokens – Make a free attack on their turn.

Any tokens remaining at the end of the hour vanish and are forever lost.



onedsix warped monsters

More monsters!!! Well, actually, more ideas for possible twists on monsters that you probably have at hand. Regardless, here are some ideas!

1 Weremimic

We have were-this and were-that, so a weremimic feels perfectly acceptable. How the disease is transferred to a host body is an exercise best left to the imagination of the GM, but here are a couple of ideas to get you started:

- The bite of a mimic has a 1 in 6 chance of spreading the sickness and transforming the target into a weremimic.
- The sickness is magical in nature and is only transmitted by a spell cast by an evil wizard. Fortunately, the spell is rare and unknown by most.



- Killing a mimic with any bladed weapon has a 1 in 6 chance of the beast's blood splashing onto the attacker and transferring the mimic's powers.

Weremimics should be extremely rare, possibly only used once in an entire campaign. Can the disease be cured? Sure, but it is gonna take some magic.



2 Lobstermen

Every fantasy world needs a variety of human-like creatures that are nothing more than some animal that, for reasons we won't discuss, is now "man"-ified. Right?

The lobsterfolk – male and female, of course – live in the sea in underwater villages. To make the beasts more entertaining, they can operate in both water and on the land, with raiding parties setting out at night to attack coastal villages and towns.

For game statistics, use a goblin as your base and then give the creatures a claw attack. They can use tools and weapons, though their claws are less nimple than fingers and that slows them down.

Lobsterfolk are evil because we always need more monsters to attack.

3 Oozefolk

Slimes, puddings, and other oozes are weird “creatures” to encounter in any dungeon, but what if we say that some wicked mage found a spell that infused the oozebeast with an unwitting villager? Oozefolk have the intelligence of a slime or other ooze (none) while walking on legs and with the ability to use weapons (memories deep at the core of the infected villager retain the weapon knowledge).

Oozefolk are an oddity and rarely encountered in groups of more than three or four. They wander the dungeons aimlessly, acting more like a slime or other hazard than an intelligent being. Nothing short of a wish can return the victim to its original form. Oozefolk are icky beasts and should be avoided.

4 Skeletal Mage

This one is easy to put into action. Simply take your basic skeleton and give it one or two offensive spells . . . and then stand back and watch as the party struggles to take down a spellcasting skeleton.

To make it really nasty, the skeleton has one spell for each member of the party (+1d6) and the necessary energy (whatever your chosen system requires) to cast all of those spells in a single encounter. Bam!!!



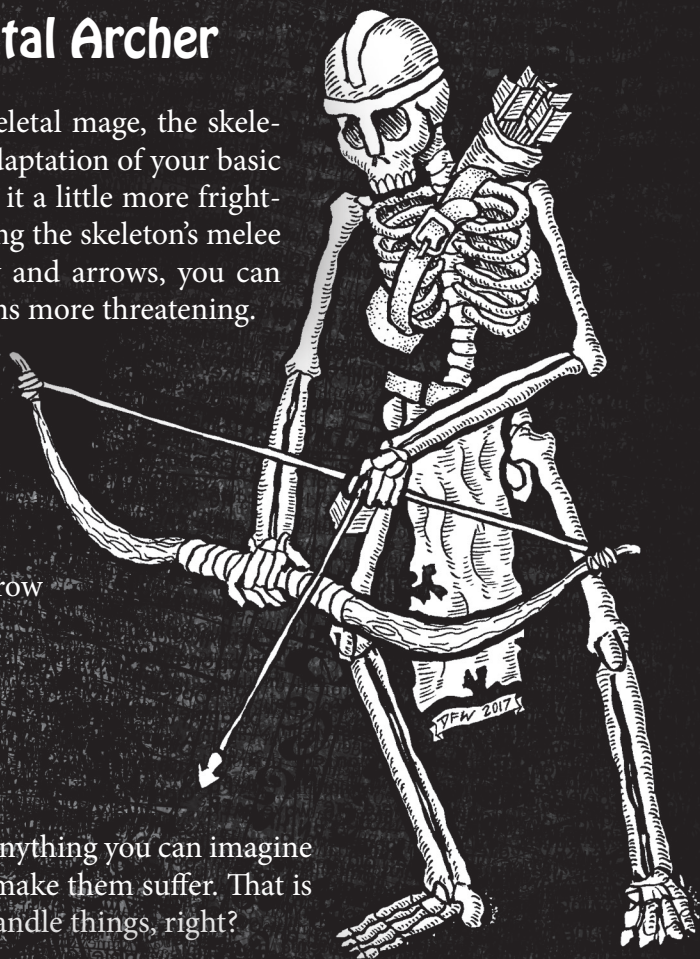
5 Skeletal Archer

Similar to the skeletal mage, the skeletal archer is an adaptation of your basic skeleton to make it a little more frightening. By replacing the skeleton's melee attacks with bow and arrows, you can make the skeletons more threatening.

To make the skeletons even more terrifying, you can equip them with magical arrows. Some possible arrow effects include:

- Extra damage.
- Fire damage.
- Acid damage.

Basically, throw anything you can imagine at the party and make them suffer. That is the best way to handle things, right?



6 Goblintouched

is there any monster as ubiquitous as the goblin in fantasy roleplaying games? (Well, maybe the skeleton, but we already played with skeletons.) The goblintouched is more a sickness than a monster, so rare that it only happens once every century or so. A goblin murdered by a wizard's magic may, one time in every thousand or so, be transformed into a pile of gelatinous ooze that eats through stone, steel, and other materials. Anyone who touches the ooze is scarred for the remainder of their short life as they are transformed into a dark green, acidic ooze. The beast can only be killed by healing spells; how many is completely up to the GM.

oneptwelve adventure HOOKS

As the gamemaster, it is important that you never be without an idea for an adventure or two.

The players, as you well know, are as likely to avoid your latest adventure as they are to willingly follow along and participate in the planned encounters, so a number of fallback ideas are always welcome.

1 Mistaken Identity

In the wrong place at the wrong time, you and your companions are mistaken for murderers and captured when asleep at a small inn. The town watch pull you into the street where the executioner stands ready to put an end to your lives.

You must act quickly to survive. A successful reaction or appropriate skill check may stay the executioner's hand for a few moments, but the people want blood and won't rest until someone is punished.

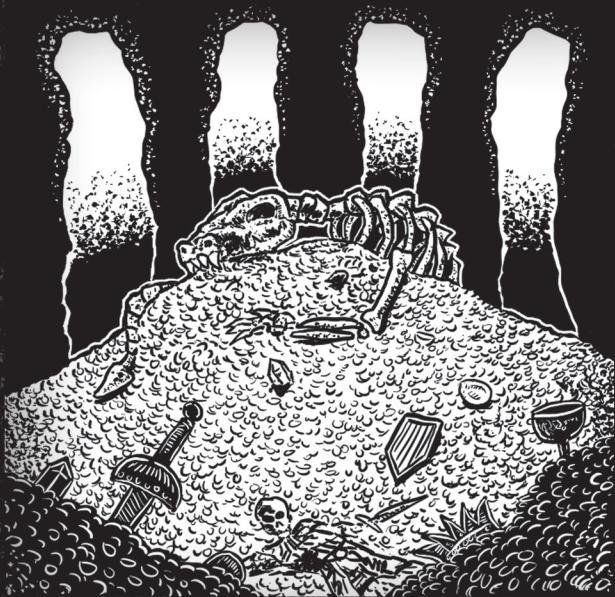
At the last moment, you are given a choice: You have one week to find the true murderers, or the executioner will perform his duty. A local wizard's magic curses each of you; the town watch now has an arcane ring that can track your location at all times.

Find the murderers and return them to the town quickly, before the people decide you must die.

2 A Dead Dragon?

Rumors in the city tell of a dragon's hoard that is now unguarded, the monster having died in its lair amid all of its treasures. Within hours of first hearing the tale, groups of "adventurers" are in the local shops, buying up supplies and planning expeditions to the rumored lair in an attempt to claim the unguarded treasure. Prices for adventuring supplies skyrocket instantly, and local trackers and guides triple their usual rates.

It's not so much that the dragon is dead as it is undead, an evil beast kept alive by necromantic powers. The rumor started earlier in the day when children playing near the forbidden caves caught sight of the undead dragon and assumed that it must be dead.



The dragon will toy with the first few "adventurers" who enter its lair, but it soon tires of play and will slaughter everyone in the town if it is bothered too often.

Will you recognize the dragon's undead state and put a stop to the townsfolk before they are murdered, or will you fall victim to the dreams of treasure and enter into the battle unprepared for the monster's true strength?

The best solution may be to abandon the town completely, leaving it and the people to the whim of the dragon.

That's not very heroic, though, now is it?

3 Errand for a Butcher

You receive word that a local butcher is in need of hearty adventurers who will perform a service. The man has little to offer in the way of gold, but he does have information on the whereabouts of a lost fortune. Decades ago, the butcher was the torchbearer of a warrior and he knows where the slain hero's magic shield is hidden.



The butcher, Merek Goatson, needs someone to help him recover a missing ring that his wife gave to him before she died. The ring was taken in a card game two weeks ago and Goatson is certain that he was swindled in the game. If you choose to assist him in reclaiming the ring, you will need to visit Jarren Half-Eye, a local ruffian who is called a cheat and liar by many if the party asks about his reputation.

Jarren Half-Eye is an aging half-orc, elderly but still strong and healthy. He surrounds himself with a gang of criminals, children who are either orphans or are rebelling against their parents. If the player characters are not subtle when investigating the situation, Half-Eye learns of them and sends a band of the young thugs to “deal with the strangers.”

If it comes down to a fight, Half-Eye's miscreants flee at the first sign of blood. As for the half-orc, he is more a coward than a fighter; he surrenders the instant he suffers any significant damage in a fight.

4 A Fellow Traveler

Traveling overland, as the sun sets, you and your party make camp a short distance from the road and prepare to settle in for the night when a stranger approaches and asks to share your campfire.

The aged man, Gavin Gorvenal, is a ranger and on the trail of a band of hobgoblins who have been murdering innocents in nearby towns. If the party is welcoming, the ranger offers up information on the surrounding lands and, if they gain his trust, he tells them of a crumbling fortress two days' hike to the north where there are rumored to be lost riches and treasures.



If the group rejects his request to join them for the night, the ranger wishes them well and moves on. As the night wears on, they see his fire about a mile away.

In the middle of the night, whether or not Gavin is camping with them, the band of hobgoblins attack. If Gavin is with them, he joins in the defense of their camp and will fight as hard as any member of the party. If he is not with them, he arrives within $1d6+3$ rounds of the attack; he has been alert and waiting, suspecting that the hobgoblins were nearby and going to attack.

If they survive the encounter, Gavin welcomes them to join him in seeking out and destroying the remaining members of the hobgoblin warband.

5 Defense Against the Unknown

Outside of a small village in the distant mountains of the kingdom, the adventurers are met by villagers armed with spears, slings, and farming tools and ordered to turn back. The people of the village have no interest in whatever troubles the party may carry with them.



If the heroes press the matter, insisting on an explanation for why they are unwelcome, their efforts are without value unless one of their number happens to succeed at a reaction of relevant skill check. Over the course of talking with the villagers, the party learns that the people have lost several of their number in the last few months as other adventuring parties have lured the teens away to serve as torchbearers and lackeys. Now, just as the heroes enter the scene, the villagers have had enough.

Will the heroes honor the wishes of the village and turn back, or will they offer to seek out and return as many of the missing teens as possible? If the latter, the village throws a grand celebration and offers the heroes rewards for every returned teen. The rewards are minor (at most, a few copper pieces per returned person), but the gesture is sincere and the best that the village can offer.

If the player characters follow through, they will have allies for life.

6 Unclaimed Crown

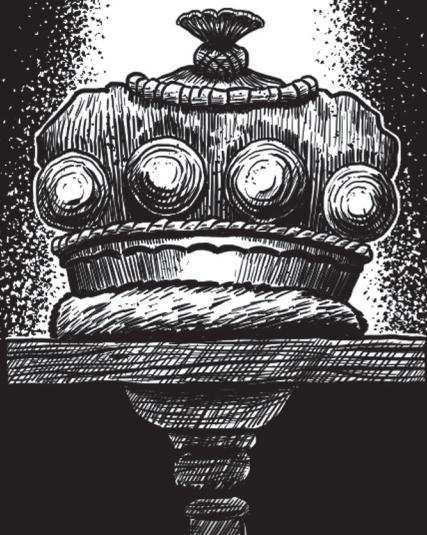
The word is given to all of the kingdom that the old king has died . . . and has no rightful successor! There will be a tournament on the castle grounds where the victor of the event will be granted the crown and made ruler of the land. Unfortunately, there is a successor, and she has been imprisoned in the castle dungeon for decades.

The king's sister, Luanda the Seventh, has been locked in the dungeons for years, her only contact with the outside world the guards who care for her and an army of rats, snakes, spiders, and other small creatures that she communicates with through magic.

Luanda sends her animal companions into the nearby towns and villages to seek a champion who will claim the crown, free her, and place her on the throne. The creatures, in their search for heroes, happen upon the party and give them the captive woman's message.

If the player characters accept the offer, they'll have to work hard to come out ahead in the games. Fortunately, working as a group, they should be able to win . . . so long as they aren't discovered by the captain of the guards who has his eye on the crown.

How will the party set about righting a past wrong and placing Luanda the Seventh into power? Will they turn on her and seek the crown for themselves?



7 Wandering Wizard

The wizard you meet on the trail steps aside and allows you and your party to pass. He clearly does not wish to spend time with you.



Soft spoken. Gentle. Unassuming. The wizard you meet on the trail, Asher the Mild, will do all in his power to avoid a confrontation. If you stop to chat with the wizard, he looks down at his feet and does his best to end the conversation. If more than a few moments pass and you continue to chatter away at him, Asher softly clears his throat and mentions that he must be on his way. If asked where he is heading, he states that his business is secret and asks to be left alone.

The wizard, if followed, moves quicker and quicker, attempting to shake you. If attacked, Asher uses a prepared spell to vanish, stepping through a dimensional gate that closes instantly behind him.

If you and your friends leave the wizard alone and do not disturb him, you see him again the next day, even though he was traveling in a direction different than your own. The wizard, it seems, is everywhere and nowhere, journeying without purpose. If you leave him alone, the next day you spot him a third time. If left alone a third time, Asher thanks your group and gives each of you a single-use (random) potion.

8 A Giant Surprise

Smash!!! The trees shatter and crash to the ground, the earth shakes, and you're knocked to the ground as a giant rushes out of the nearby forest and attacks! Swinging a club and massive fist left to right, destroying everything it connects with, the giant may be unstoppable!

There's no telling what set the giant off, enraging it to the point that it attacks unprovoked. Your only goal is survival, you and your companions losing the initiative as the giant's surprise attack knocks all of you off balance and sends a sense of momentary panic through your group.

If you retaliate, attacking the giant and striking blow for blow, it's a fight to the death!



If you react defensively, seeking only to block and parry the giant's attacks, the monster pauses after a moment or two and then shakes its head, seemingly surprised by its surroundings . . . and your presence.

The giant, if given time to speak, explains that it is unsure of what caused the sudden outburst. Any spellcaster or character knowledgeable of charm magics will soon deduce that the giant was under a spell. The question is, who cast the spell and for what reason? Can you and your friends uncover the enchanter and help the giant in its revenge?

9 Drink Me?

At a small magic shop, on the outskirts of one of the larger towns in the land, you spot a rack of potions for sale. Each is blue in color, sealed in identical bottles, and the proprietor says that they are all healing potions that, unfortunately, may not properly function. The bottles, he says, are fine, but the contents should be poured out and should not be consumed. He'll sell each bottle for a few gold pieces and insists on dumping the contents out before handing over any one of the bottles.



The party has a few different choices. They could purchase the bottles for another purpose (maybe a spellcaster in the group plans to create potions and needs the bottles), ignore the situation, or try to steal a bottle or two from the shop.

If more than one bottle is poured out at once, the contents blur together and ignite, setting off a minor fireball that damages the shop and attracts the attention of the guard. Explaining the situation will take some work, but everything should be okay.

If they steal bottles and then consume them, things will go wrong for the thieves. Drinking any one of the “healing” potions has the opposite effect and actually causes damage. Unfortunately, it’s a time-delayed problem; the potion first heals the character and then, an hour later, damages the character.

10 Quiet Stream

Fresh water is always welcome when traveling, and this stream alongside the main roadway is popular with adventurers, caravans, soldiers, and any who wish to stop and replenish their water supplies. A close by village relies on the stream as their only source of water . . . it would be terrible if something happened to block the water.

When the heroes come across the stream, they see that it has slowed to a trickle and is less than it should be. The water continues to flow, yes, but if the stream continues to slow, there's a chance that the waterway will be unusable one day very soon.

If they follow the stream, they soon encounter the trouble: Rocks, boulders, trees, and other debris have been tossed into the stream to form a makeshift dam. Clearing the dam will take time, maybe days, unless the heroes enlist the aid of magic or others.



As the heroes work to clear the stream, the culprits responsible for the dam soon arrive with a wagon carrying more materials that they plan to dump into the water. A farmer and his relatives have decided to attempt a diversion in an effort to irrigate his nearby fields.

How will you and your friends handle the situation? Will you negotiate a peaceful settlement and work to help both sides, or will you take a less noble route?

11 One Eye on You

Resting alongside the roadway, a cyclops eyes you and your companions as you approach. Raising an ax in greeting, the cyclops asks if you would like to purchase any firewood. What the creature thinks a band of adventurers needs with firewood is a question we're best not asking the beast.



The cyclops lives in a nearby cave and is trying to fit in with the towns and villages of the area. It has an arrangement with many of the people, trading firewood for coins, food, or drink, but it has stocked most of the locals with enough firewood to get through the winter . . . and it still wants food and drink.

If the party declines, the cyclops suggests that the party enter

into business with the beast. The cyclops will provide a wagon, horse, and load of firewood if the group agrees to take the wood to the nearest city and exchange the wood for as much in the way of winter supplies as they can manage. The giant is willing to give the party 15% of the take. If they refuse the offer, the cyclops asks if he may join their group.

Do you seek a solution to the cyclops' problems and help to exchange the wood for provisions? Do you accept a new member into your adventuring party? How do you turn down a powerful creature without angering it and having it turn on you?

12 Assist a Fellow Adventurer?

You and your party encounter Gloriana Gray, a powerful fighter who is seeking assistance in defeating a small tribe of goblins. Will you join her in this adventure?

There are 1d3 goblins for each member in your party, plus one goblin warrior. The tribe is a day's ride down the road, and they have moved into an old tower. The goblins will not fight to the death; they flee if one-half of their number are killed.

Gloriana was hired by a local lord who is paying a bounty for each goblin nose returned to him. She tries to keep this a secret from the party.

If discovered, Gloriana first tries to include the adventurers in the arrangement and share the rewards. Not surprisingly, though, she will take any available opportunity to cut her new “partners” out of the deal and pocket the bounty for herself.



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ONE FOUR DUNGEON DOORS

- 1 Door of Swords.** The door is created from dozens of swords of all sizes and styles, fused together with molten metal. The blades protrude in all directions, and the handle is inset between several razor-sharp blades. Opening the door without being cut by the blades requires a successful DX check.
- 2 Living Door.** Though not sentient, the door is very much alive and is a distant relative of the ooze or slime. A living door is created when a dungeoncrafter, through patience and time, coaxes any ooze or slime to take up residence in the dungeon in an exact location. A living door can only be opened by placing food – plants or meat – on one edge of the door. The creature then folds in on itself and attempts to consume the offered food.
- 3 Gemlocked Door.** This steel door has been magically adapted so that it will only open when a small gemstone (50 gp or greater value) is slid into an opening 5-inches in diameter. The door breaks down and absorbs the gem, using it to sustain the spell. One gem opens the door for one minute.
- 4 Door of Bones.** Created from the bones of defeated, animated skeletons, the door is an undead creature and will attack any who pull at the handle unless they first speak the secret word.