

DUNGEONLANDS



TOMB OF THE
LICH QUEEN
GAMEMASTER TABLES

DISCLAIMER

Dungeonlands is not reality. The GM sets a scene in a fictional realm and the players play characters in it. Repeat after me, *"I am not my character. I cannot do the things that my character can do because he is a fictional character in a fictional universe."* Don't try to fly just because your character can fly. Don't kill anyone just because your character is a master of the Scottish claymore. Roleplaying is meant to be fun, but comes with serious responsibilities.

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ROLLING ON THE TABLES

Any time a random result is required for Monsters, Treasure, Traps and the like, roll 1d8 and consult the tables found in this booklet. If you are using the *Dungeonlands* cards, instead of rolling on the tables, draw an equal number of cards from the appropriate decks.

MONSTER TABLES

- | |
|--------------------------|
| 1. Shrunk Heads |
| 2. Filth Gone Mad |
| 3. Waking Nightmare |
| 4. Immaterial |
| 5. Dema the Unseeing |
| 6. Cadaverous Giant Worm |
| 7. Chamber of Cloth |
| 8. Dread Hurler |

1. SHRUNKEN HEADS

Whirling toward you is a cloud of spinning, cackling, shrunk human heads, most of them reduced to clattering skulls.

While odd and disturbing, the Skull Swarm is no real threat. It whirls toward the living to engulf them in its 2" space of little, biting heads.

Shrunk Head Swarm

Attributes: Agility d10, Smarts d4 (Programmed), Spirit d12, Strength d4, Vigor d4

Skills: Notice d4

Pace 10 Parry 4 Toughness 3

Special Abilities

- *Swarm biting:* 2d4 damage per round automatically.
- *Immune to sharp weapons:* subject to area of effect and crushing attacks.

2. FILTH GONE MAD

This cave is more like a midden. Great heaps of rotting things, scum-covered pools of sewage, and piles of filth cover everything, and the smell is like a physical blow. From the largest pool bursts a screaming mass of tentacles, flinging ordure in all directions as it charges.

Diseased Sewer Monster

Attributes: Agility d8, Smarts d4 (A), Spirit d4, Strength d12+2, Vigor d4

Skills: Fighting d8, Notice d4

Pace: 8; **Parry:** 6; **Toughness:** 10 (6)

Special Abilities

- *Thick and rubbery:* +6 Armor.
- *Three Tentacles:* Str+d8 (d12+d8+2) and grapple: squeeze for d12+2 per round until victim beats monster's Str with a Raise. Tentacle has Toughness 7 (2); if Shaken, it drops a grappled victim; if Wounded it is disabled.
- *Tentacle Frenzy:* Three attacks per round at -2.
- *Bite:* Str+d6 (d12+d6+2).
- *Disease:* Damaged foes must make Vigor roll or come down with one level of Fatigue that is permanent until cured.

3. WAKING NIGHTMARE

The vague figure in the shadows wavers like smoke, and yet, you know that you have seen the face before, and will see once more before the end.

Somehow, the hungry spirit of an Animate Dream became trapped in this realm, where it craves the solidity that can only come from feeding on the souls of those who have them still. The more its victims waste away in nightmare, the more strength it feels, and the closer to somehow breaking back into its home plane.

Nightmare Spirit [WILD CARD]



Attributes: Agility d6, Smarts d12, Spirit d12, Strength d4, Vigor d6

Skills: Fighting d6, Intimidation d12, Notice d12, Spellcasting d12, Stealth d6+4

Pace 6 Parry 5 Toughness 5

Special Abilities

- *Immaterial:* immune to ordinary attacks
- *Deadly Touch:* +2 to hit, ignores ordinary armor and shields; target must make Vigor roll or lose 1 die type of Spirit. Spirit below d4 makes the character Incapacitated.
- *Arcane Origin:* 20 Pulse
- *Fear (2):* 24" range: LBT, Fear check at -2.

- *Stun, Improved (3)*: 12/24/48, MBT, Vigor or Shaken, at -2 if cast with a Raise; cannot try to recover for 1d6 rounds.
- *Teleport (3+)*: As move for the round, reappear 10" distant for each 3 Pulse, or 15" with a Raise.

4. IMMATERIAL STALKERS

From the edge of your eye, you see a translucent figure slip out of the wall and then out of sight again. A few moments later, the same thing happens, but the figure seems much larger. What is going on?

A crafty hunter and a mighty troll once stalked each other through these corridors for days. Before they could finish their great contest, something else killed them both. But their dissatisfied spirits continue the chase, pausing only to take otherworldly vengeance on intruders whom each considers likely allies of whatever ended their lives. Through magic or very timely persuasion, characters might convince one of these spectral hunters not to attack, or even to accept the party as allies in destroying the other. Should either hunter or troll learn of the other's destruction, the 'survivor' will fade away, its purpose gone.

Spectral Hunter

Attributes: Agility d6, Smarts d8, Spirit d10, Strength -, Vigor d6

Skills: Fighting d12, Intimidation d10+2, Notice d8, Stealth d6+4

Pace 6 Parry 8 Toughness 5

Special Abilities

- *Fear*: The sight of a spectral hunter forces a Fear check on all within 12"
- *Deadly Touch*: +2 to hit, ignores ordinary armor and shields. The victim must win a contest of Spirit with the spectral hunter or immediately lose 1 die type of Vigor. If Vigor drops below d4, the victim dies.
- *Ethereal*: A spectral hunter passes through any solid, non-magical object. It cannot affect the material world.
- *Spawn*: Anyone killed by the spectral hunter's deadly touch becomes a new spectral creature under his command.

Spectral Troll

Attributes: Agility d6, Smarts d4, Spirit d10, Strength, Vigor d12

Skills: Fighting d12, Intimidation d10+4, Notice d4, Stealth d6+4

Pace 7 Parry 8 Toughness 8

Special Abilities

- *Fear*: The sight of a spectral troll forces a Fear check on all within 12"
- *Deadly Touch*: +2 to hit, ignores ordinary armor and shields. The victim must win a contest of Spirit with the spectral troll or immediately lose 1 die type of Vigor. If Vigor drops below d4, the victim dies.
- *Ethereal*: A spectral troll passes through any solid, non-magical object. It cannot affect the material world.
- *Spawn*: Anyone killed by the spectral troll's deadly touch becomes a new spectral creature under his command.

5. DEMA THE UNSEEING

Shattered white stone litters the floor of this area. On a pile of chunks is an intact female head. With a hissing laughter, it faces you, displaying a crown of dozens of writhing serpents. Its eyes are solid white and burn with supernatural force.

This doomed and miserable individual is Dema, a blind medusa. Her inability to see through her own eyes protects her from any theoretical reflection of her gaze attack, while the perceptions of her snake-hair allows her to sense any movement. Dema lives only to destroy, especially human males. Examination of the stone fragments would show that they are smashed statues of previous victims.

Dema the Unseeing [WILD CARD]



Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d6, Shooting d8

Pace - Parry 5 Toughness 6

Gear: Bow (**Damage:** 2d6, **Range:** 12/24/48); 20 poisoned arrows (damaged target must make Vigor roll or gain a level of Fatigue); 60 arrows.

Special Abilities

- *Deadly Gaze*: Anyone looking directly at Dema must engage in a contest of Spirit; if the looker loses, he is paralyzed for 10 minutes; if Dema beats him with a Raise, he is Incapacitated.
- *Blind but Sighted*: Dema can sense her environment through the eyes of her snake-hair,

but not read or distinguish colors or light levels. She shoots without penalty.

- **Marksman:** +2 on Shooting when she does not move.
- **Snakes:** In close combat, Dema lets her snakes bite: 1d8 attacks at Fighting d4, each doing 2d4 damage, and damaged targets must make a Vigor roll or take a level of Fatigue.

6. CADAVEROUS GIANT WORM

This looks vaguely familiar -- a huge worm, possibly once purple, but with rotting flesh and a truly remarkable odor.

The giant worm corpse does not move or react -- it is simply dead, not undead. However, its insides writhe with flesh-hungry grubs. Any attack that does at least 1 hp damage causes the worm's skin to split and a swarm to burst out, covering everything within 2" and then crawling toward whatever seems alive. All who witness this must make a Fear check against Nausea. The swarm continually crawls toward new victims. A second swarm bursts out of the collapsing behemoth to investigate in 5 rounds.

Grub Swarm

Attributes: Agility d10, Smarts d4(A), Spirit d12, Strength d8, Vigor d10

Skills: Notice d6

Pace 6 Parry 4 Toughness 7

Special Abilities

- **Swarm biting:** 2d4 damage per round automatically
- **Immune to ordinary weapons:** subject to area of effect attacks. Can be stomped for Str damage.

7. CHAMBER OF CLOTH

A once-opulent tent ceiling dangles in strips and rags. Cloth wall-hangings are shredded and befouled and more rags cover the floor. Suddenly the corners of the room rise like cloth-wrapped wings and fold inward, blocking out air and light. The dry and fleshy surface begins to squeeze.

The floor is a mummified creature that seeks to crush its prey; its sudden attack causes a Fear check.

Mummy Floor (Undead)

Attributes: Agility d6, Smarts d4 (programmed), Spirit d8, Strength d12+4, Vigor d12

Skills: Fighting d8, Notice d8

Pace 4 Parry 6 Toughness 12 (2)

Special Abilities

- **Crush:** When the Floor-thing hits with a Fighting attack, it does Strength damage, and then enfolds the foe (Agility -4 roll to avoid). Enfolded creatures automatically take Strength damage every round and can only break free by beating the Floor's Strength with a Raise.
- **Size +2.**
- **Undead:** +2 to recover from Shaken, +2 Toughness, no extra damage from called shots.

8. DREAD HURLER

In the middle of this cavern stands a quivering mound of grey jelly the size of a small house, a lumpy, worm-like chimney protruding from the top. The appendage bends toward you to show a disturbingly human mouth, puckered as if to spit.

Immobile Jelly-Thing

Attributes: Agility d4, Smarts d4 (A), Spirit d4, Strength d12, Vigor d12

Skills: Notice d6, Shooting d10

Pace: 0; Parry: 2; Toughness: 14 (6)

Special Abilities

- **Spit puddings:** 30/60/90, d12+d6 damage to target and pudding; target immediately takes 2d6 acid damage from pudding. The Hurler contains 18 puddings and can grow a new one each day. Against foes closer than 3", the Hurler instead dribbles a pudding onto the target, doing only 1d6 impact damage to target and pudding, plus the usual pudding acid.

Pudding, Hurler: Crawling Acid Jelly

Attributes: Agility d4, Smarts d4-2 (A), Spirit d4, Strength d8, Vigor d10

Skills: Fighting d4, Notice d4

Pace 4 Parry 4 Toughness 10 (1)

Special Abilities

- **Acid:** 2d6 damage; in second and later rounds, ignores worn armor.
- **Formless:** +2 to recover from Shaken, +2 Toughness, no extra damage from called shots.

NEXUS TABLES

1. Abago's Antimagic Accident
2. Baalthar's Blinding Bumble
3. Blaylock's Bloodbath
4. Chan's Chattering Chill
5. Cretturna's Comfortless Conjunction
6. Doctor Distowain's Disturbing Defoliation
7. Ellifer's Eventful Emotions
8. Fernando's Faithful Firestorm

1. ABAGO'S ANTIMAGIC ACCIDENT

A crack in the void appears for a split second, and with a loud clapping noise, all magic within 6" is snuffed out. Temporary magic, such as potion effects and ongoing Powers are automatically ended. Permanent magic items resume functioning in 1d6+1 rounds. Summoned creatures and objects return whence they came. At the GM's discretion, shapeshifters are forced back to their true form and must make a Vigor-1 roll or become Shaken.

2. BAALTCHAR'S BLINDING BUMBLE

A beam of darkness shoots from the ceiling and strikes the eyes of one random character. The target is stricken blind but gains a random new sense for the duration:

- | | |
|------------|---|
| d8 | Sense Gained |
| 1-3 | Darksight |
| 4-5 | Detect Arcana ability, always on, Cone Template |
| 6-7 | Boost Trait (Tracking) by two steps, no penalty for lack of sight. Unskilled Trackers gain a d6 for the duration. |
| 8 | Danger Sense Edge. If the target already had Danger Sense, they remove the -2 penalty for Notice rolls until the effects end. |

Every 1d6 minutes, the victim must make a Vigor-1 roll; if it succeeds, the effects end.

3. BLAYLOCK'S BLOODBATH

A berserk spirit of warfare settles on the minds of those near this event. Every creature within 4" must make a Smarts-2 roll or becomes enraged as if affected the Berserk Edge. If no enemies are available, affected creatures suffer visions of bloody triumph and are Shaken. The effect lasts 1d4 rounds.

4. CHAN'S CHATTERING CHILL

The temperature in a sphere of 3" radius, drops suddenly. Moisture condenses onto every glass or metal surface, then turns to frost. Liquids take a coat of rime. Creatures feel an unearthly cold penetrate to their very bones. Each must make a Vigor-1 roll or suffer one level of Fatigue. The chilled area persists for 1d6+2 rounds, as liquids freeze solid, frost thickens, and snowflakes form and fall. Creatures can move out of the effect, but those who remain suffer the same Fatigue each round.

5. CRETTURNA'S COMFORTLESS CONJUNCTION

Every creature within 6" hears a gong-like chime in its mind, even if deaf or under another silencing effect. Two random creatures, PCs if possible, hear the exact same note and become able to read each other's every thought for 2d4+1 minutes. The forced intimacy is extremely embarrassing. They can hide nothing from each other, except that each can make a Smarts roll to keep exactly one deep dark secret. Players of characters under this effect should sit together and whisper or note down every action before taking it, giving the other a chance to react before anyone else.

6. DOCTOR DISTOWAIN'S DISTURBING DEFOLIATION

A wave of darkness and dust originates from a crack in the floor and roils out to a 5" radius and half that in height. Every living plant within the effect has its leaves turn black and brittle. Small, ordinary plants such as grass and ferns are killed. Bushes and small trees lose their leaves and go dormant until the next Spring. Trees and other very large plants lose their leaves where the magic touched and lose half their productivity for the next year. Animate plant creatures can make an Agility-2 check to get out the way, if they fail they take 4d6 damage.

7. ELLIFER'S EVENTFUL EMOTIONS

A strange thrill runs along the nerves of every living creature in a 4" radius in all directions. The powerful emotions of otherworldly spirits flow through them, with varying effects. Roll Spirit-1 to

avoid the effects of the Emotion, if failed they are affected for 2d4 minutes.

d6 Emotion

1-2 Fear. Targets failing their Spirit roll become Panicked.

3 Glee. Insane delight plasters a grin on the character's face. Save or become obsessed with just how funny everything is.

4-5 Grief. Limitless sadness and loss wash over the character. Targets failing their Spirit roll begin weeping uncontrollably and become Shaken.

6 Pain. Echoes of past torture inflict -1 on attack rolls, skill checks, and ability checks.

8. FERNANDO'S FAITHFUL FIRESCORM

Hundreds of invisibly tiny gates pop open between the characters location and some fiery realm. The air for 4" in radius and half that height fills with sparks of fire, which fall slowly over the course of a round. Every creature in the area of effect suffers 2d6 points of fire damage, unless it spends the round doing nothing but moving and brushing away sparks, in which case a successful Agility roll prevents the damage. Flammable items have a 50% chance to ignite in small flames. Sparks continue to appear and fall for 5 rounds, with the same damage and chance of starting fires, and horribly, the cloud drifts 1d4" in a random direction every Round.

TRAP TABLES

1. The Flying Monkey
2. The Mute Monkey
3. Three Pits
4. Spitting Ceiling
5. Spore Chain
6. Fall Into Madness
7. Erroneous Portcullis
8. Foul Deluge

1. THE FLYING MONKEY

Boing! This trap is more of a mockery. When the door opens, a small catapult launches a six-inch golden statue of a monkey (gold-plated stone,

100 gp) at the doorway. Ranged attack, Shooting skill d4, 1d4 damage. The monkey's mouth is open in a silent yell of fear.

2. THE MUTE MONKEY

Six-foot tall, ugly, purple mushrooms line the walls of this cavern. In the center, a gold statue of a monkey sits on an altar (gold-plated stone, 100 gp). The monkey holds its hands over its mouth.

The monkey rests in the middle of a carved grid of 3 x 3 squares. When anyone approaches within 6" of the altar, a countdown starts. If the monkey is moved from the center square to the bottom right square within 1 round, nothing happens. Otherwise, five Bolts dart out from the altar and strike five widely separated mushrooms, causing the room to erupt in multiple piercing shrieks for 3 rounds, during which no other sound can be heard. All nearby monsters are alerted and the DM may wish to draw a Monster Card or roll for a random encounter.

The altar will repeat its trap function up to 24 more times. Attempts to detach it from the floor destroy it.

3. THREE PITS

Three 2" squares in a row are trapped: a trapdoor pit, then a pressure plate, then another pit. It takes a basic Notice roll to find one, a Raise to find two, and two Raises to find all three. A separate Lockpicking attempt is required to disarm each.

Stepping either pit opens it as usual; an Agility roll at -2 avoids the fall, otherwise it is 8" down to the bottom: 2d6+4 damage. Neither pit will open while at least 50 lbs. rests on the pressure plate, although this does not work if the plate is disabled. At the bottom of the pits, a short corridor joins the two; the floor of that is another pit, 6" ft. deep and spiked, -2 on Notice rolls to find. 3d6+3 damage plus poison: Vigor roll or unconscious for 1d3 hours.

4. SPITTING CEILING

On the high ceiling of this 6" hallway, there is a carving of a human mouth every inch. Above lives a large colony of acidic slime. When anyone passes under one of the six mouths without saying the password, the mouth spits slime as a missile attack with skill d6+2. The slime burns flesh and gear, doing 2d6 of damage per round. It can be scraped

off, destroying the scraper. Each mouth works 4 times and there are 24 units of slime above, enough to coat the entire floor of the hall below. Each magic mouth must be disarmed separately.

5. SPORE CHAIN

Down the corridor ahead, the walls are pierced by four large windows with darkness beyond. In the nearest window you see a glimpse of iron bars set well back.

A relatively obvious pressure plate (Notice roll at +2) lies at the very start of this corridor. Halfway down its 9" length is a more subtle plate (Notice at -2). If at least 30 pounds is on the obvious plate, the second one does not trigger. Otherwise, pressure on the second plate fires a crossbow bolt into each of four chained Explosion Fungi floating behind the barred windows. These lighter-than-air fungal pods are primed to explode when damaged, to spread their spores. The result of four exploding together in the confined space is 6d6 damage to everyone in the corridor and 1" beyond both ends, with a Dive roll for half damage.

6. FALL INTO MADNESS

This very well-camouflaged pit (-4 on Notice rolls to find; Agility -4 to avoid fall) is only 4" deep (2d6+2 damage), but it is full of magical poison gas: Vigor roll or -1 die of Smarts, checking once per round for 3 rounds. If a character's Smarts falls below d4, he is in a coma-like state until he receives a Greater Healing spell.

7. ERRONEOUS PORTCULLIS

A heavy portcullis blocks the doorway. Any successful Notice roll spots a heavy lever on the other side, and an Agility roll allows a character to reach it. The lever is coated with dragon poison: Vigor roll at -2 or lose 1 die type of Strength, with Strength under d4 meaning unconsciousness. If somehow pulled, the lever opens a spiked pit just before the portcullis: Agility roll at -2 or 6" fall to the spikes (3d6+3 damage). The pit recloses and latches in one round. A hidden switch (Notice-2 to find) unlatches the portcullis so that it can be easily raised.

8. FOUL DELUGE

The two doors to this room are both of heavy iron. A Notice roll at -2 while examining the exit doors reveals that when it is opened, the far door will close; a Raise reveals that the metal is cold.

Beyond the door is a mass of liquid; as soon as it is unlatched, the water blasts the door open, doing 2d6+3 damage to anyone directly before it (Dive roll to avoid). If the opposite door was allowed to close, the room fills in 10 rounds. Worse, the water is not clean; it is in fact so contaminated that those washed with it are exposed to disease: Vigor roll or contract a swamp disease that imposes a level of Fatigue, with a new roll each day. If the victim reaches 3 Fatigue, he passes into a feverish sleep; if he fails another roll, he dies. A Greater Healing or similar effect ends the disease.

TREASURE TABLE I

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|-----------------------|
| 1. Sword of Night |
| 2. Armor of Storms |
| 3. Zylgaard's Orb |
| 4. Shield of the Wolf |
| 5. Drakkar's Fang |
| 6. Susperina's Staff |
| 7. Ring of Oman |
| 8. Cloak of Kendra |

1. SWORD OF NIGHT

This sleek black blade has been used for countless ages to battle foes such as vampires, demons and the undead. It is rumored to have been forged from the spine of a greater demon and quenched in the tears of a saint.

Damage: Str+ d8, Vs vampires, demons, undead and were-creatures it ignores any invulnerabilities they might have, they always counts as having a Weakness(sword of night).

2. ARMOR OF STORMS

This bulky suit of chain and plate has seen better days, the leather straps look worn and the edges are slightly dulled on the metal. The Armor of Storms is however anything but old and ruined. It was given to the Storm Giant Angmir on his

first great battle and whilst he died, the armor has protected those of lesser size to this day.

Provides +4 armor, to all locations and makes the wearer immune to electrical damage.

3. ZYLGAARD'S ORB

The sorcerer Zylgaard made many magic orbs during his tenure as head of the Mage Guild of Nymas. Many of the orbs have been lost or stolen, but the orb which takes his name is the most powerful and is said to have the soul of a dark angel buried deep within.

Acts as a Pulse battery containing 15 Pulse that the holder can use in place of his own. It replenishes at the normal rate, every time some draws Pulse from the orb they gain a Hindrance. They are gained in the following order, the minor version then the major, if they already have that Hindrance give them the next one on the list. Mean, Greedy, Vengeful, Bloodthirsty. These last for 12 hours.

4. SHIELD OF THE WOLF

Aylla the Wolf was a famous warrior from the Realm of Relic, she carried with her a silver and ivory shield carved with the image of a snarling wolf. This allowed her to take on the wolf's shape, strength, hearing or vision – but only per day. She was killed in the Battle of Token Bridge and her shield lost to the annals of time.

Once per day the user can cast the shape change Power for free to transform into a wolf. The effect lasts for 10 minute or until the user chooses to end the effect.

5. DRAKKAR'S FANG

This is the name given to a huge serrated axe which is shaped like a bear's head full of massive teeth. This obsidian and bronze weapon has a long wooden handle carved with swirls and patterns, capped in dyed dark brown leather and wound with strong cord. It grants its wielder a powerful roar which can shatter stone, knock over foes and intimidate lesser foes.

Damage: Str + d10, AP 1, Parry -1, 2 hands. Allows wielder to use the burst Power using his own Pulse and Vigor in place of a Pulse Path skill. Also grants the wielder the Fearsome Presence Edge.

6. SUSPERINA'S STAFF

Lady Susperina Davan was a powerful sorceress who excelled in command over the elements; this staff is imbued with the power of both fire and storm. It is said she attempted to harness fire and ice and failed miserably, this drove her to seek out even more powerful ways to enchant items. Sadly it was all for naught since her last enchantment went wrong and she was captured into the very staff she sought to enchant. It looks like a very simple six foot long staff topped with a hexagonal ruby.

Damage: Str+d4, Parry +1, Reach 1, 2 hands. Allows the wielder to use the Powers elemental manipulation (air), elemental manipulation (fire) and burst using their own Pulse and based off Spirit. It also allows the user to add the electricity or fire Trapping to any Power they cast.

7. RING OF OMAN

The songwriter/playwright/performer Oglo Oman was renowned for his stirring oratory, his stunning performances and great theatre skills. It was all a lie; he wore a powerful enchanted ring which gave him superb oratory command and an amazing charisma when facing an audience. Without it, he sounded like fingernails down glass. The ring was a single silver band topped with a cut emerald.

Gives +2 Charisma and the Command Edge to anyone wearing it.

8. CLOAK OF KENDRA

Kendra's cloak was worn by the scheming rogue Kendra Morgan and allowed her to vanish into thick shadows at will. Unfortunately the cloak was also cursed to reveal her at the moment of her greatest triumph, this all black garment has a simple tailored cowl and flows around the wearer, it is tied by a single silver drawstring at the neck. The curse only affected Kendra Morgan, who stole it from the original owner.

Gives wearer +2 to Stealth checks and enables the wearer to cast the obscure Power using his own Pulse, the roll is based off Smarts.

TREASURE TABLES 2

1. Long Matches
2. Woven Rope
3. Blade Boots
4. Blade Ring
5. War Horn
6. Gold Tinderbox
7. Saddlebags
8. Ornate Scabbard

1. LONG MATCHES

This wooden box contains twelve long and stout matches, they are wrapped in a sheaf or leaf like paper which keeps them dry. The box has a single brass hinge which squeaks a little when the lid is opened, the matches are dry and there is a long striker-strip on the back of the box which allows the user to light the matches with ease. The lid is carved with a circle insignia and the box is made of dark oak.

Reliable matches that are easy to light and unlikely to get damp.

2. WOVEN ROPE

This tough rope is dark grey in color and woven of two distinct types to give it strength and flexibility. It is thirty feet long and thinner than the normal hemp style ropes of its kind. One of the ends is knotted as though it's been used before and it's slightly scuffed in places.

It has a Weight of 8 rather than the usual 15.

3. BLADE BOOTS

These are sturdy brown leather boots with reinforced toe-caps and heavy heels. Inside the front of the boot is a six inch long knife which springs out via a hidden mechanism activated by smacking the boot down hard against a solid surface. Care has to be taken when using such devices in the exact pressure applied when running.

Undetectable by sight, can kick as a Str+d4 attack. Rolling a 1 on a running check causes the blade to activate.

4. BLADE RING

This steel ring is the size of a medium wedding band, with no ornamentation or precious stones set in the circle. It has a very thin blade on the underside and is often used by cutpurses to slice the drawstrings of coin pouches easily when robbing an unsuspecting mark. They're designed to be as plain as possible as to avoid any undue attention.

Notice -3 check to spot, gives unarmed attacks AP1.

5. WAR HORN

This large horn is made from ivory, ebony, steel and bronze. It's shaped like a large fish at one end with a flanged mouth and the tail has a silver cap. The cap has an oval reed made from thin wood and when the horn sounds it has a beautiful clear vibrating note which can be heard for miles. Finally there is a silver and black cord which allows it to be slung over the back or hooked onto a belt.

Can be used for signaling, used in a confined space everyone within 1" must make a Vigor check or be Shaken, cant cause Wounds.

6. GOLD TINDERBOX

This fancy tinderbox is a small one, made of metal covered in fine gold leaf. The shape is oval and the lid has a golden lion embossed on the top. Inside there are the usual contents, a flint and steel, though they're also lion themed with a lion's head for both of them clamping its jaws onto the steel and the flint respectively. There's a small amount of tinder, tightly packed in a small parchment pouch inside the box. The initials AA appear on the underside.

As per normal flint and steel but worth 120 gold.

7. SADDLEBAGS

These cream colored saddlebags are of fine make; they have a few scuff marks across the left bag and contain some rolled up parchment scrolls. A few coins of various denominations are in the right bag and official documentation from various kingdoms has been bundled into the right hand bag. Perhaps they belonged to a courier or some kind of spy.

Coins come to 10 gold in various currencies.

8. ORNATE SCABBARD

This metal scabbard has icons of eagles and birds of prey all over it, made of gold and obsidian with an inlay of diamond. The scabbard is for a regular sized long sword and has a red cord wrapped around one end.

When dealing with military characters it give a +1 Charisma bonus.