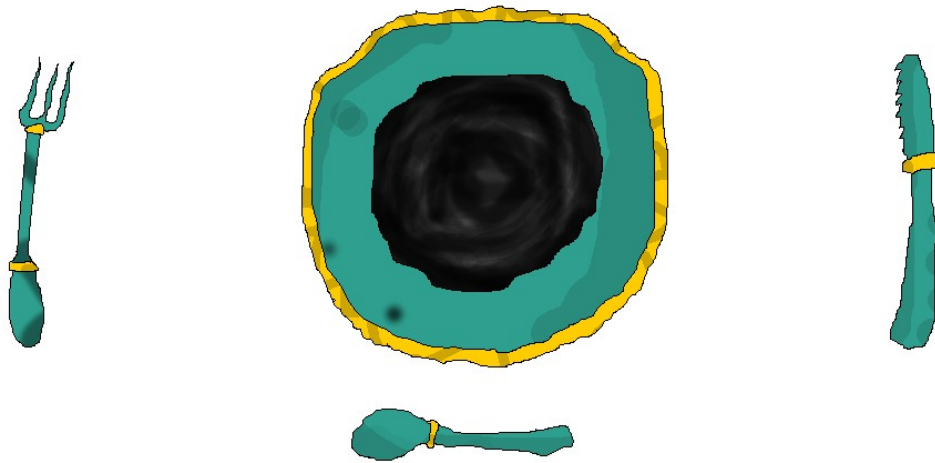


THE MEAL OF OSHREGAAL



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Version 1

GENERAL KNOWLEDGE

Most people in the region have heard of Oshregaal (rhymes with 'or a DOLL'). He is a powerful chaos sorcerer who created the armies of tusk people who now threaten the land. He lives far beneath the ground, where he has built an opulent mansion into the wall of a great cavern.

Tusk people are mutated clansmen with tusks like boars. Some of them bear other mutations, but all of them are capable of a brutal first attack, but then they tire.

The details of the rest of the backstory are uncommon knowledge, known to a few, but not entirely secret.

BACKSTORY

Grandfather Oshregaal was once a philosopher.

He dabbled in the black arcana of impossible spaces, mutable flesh, and mindless gods. He dug too deep. He learned too much. In the end, the creature named Oshregaal was very different from the creature that first picked up a forbidden tome.

To save what sanity he had left, he extracted some of the eldritch phantasmagoria from his head and stored it in a book. He buried the book, and was very surprised when a tree grew from it. This was the first black wind tree.

From the tree's fruit, he manufactured the first black wind elixir, a powerful entropogen. With this alchemical infusion, he won allies among certain clans, who chose strength over sanity. Those are the tusk people.

On the surface, the tusk people bring war from their new home, the Invincible City. They will grind the whole Revanwall peninsula into the dirt beneath their boot.

But that was 20 years ago. The great war has ground to a stalemate, and Oshregaal grew old and apathetic.

Retreating from the machinations of the surface world, Oshregaal, the chaos wizard who birthed a cruel, new breed of humanity, has retreated from politics.

He wants nothing more than to sit and drink and make merry. In the darkness of a cavern, he throws feasts every night. He has grown old and fat and strange. Each year brings him nearer to death, and yet he chooses to be jolly.

His children, the tusk people, still come to visit him in his mansion, built into the wall of an enormous cavern. They marvel at his wealth and his power, but they do not understand their grandfather's idle hedonism.

There is still a spark in Grandfather's eye—ambition, cruelty, and cold intelligence—but it is subsumed by Oshregaal's new passions: song, wine, sex, and above all: food.

RUMORS

For each character tracking down a rumor, make a secret Intelligence check. If they fail, give them a rumor from the False Rumor table. If they succeed, give them a rumor from the True Rumor table.

False Rumors (d6)

1. Oshregaal sells an elixir that grants immortality.
2. Oshregaal has a sphere of annihilation in his mansion.
3. Oshregaal keeps dwarves as slaves.
4. Oshregaal lives alone, surrounded by illusions.
5. Oshregaal is controlled by his demonic familiar.
6. Oshregaal died a long time ago. The current one is an imposter, or undead.

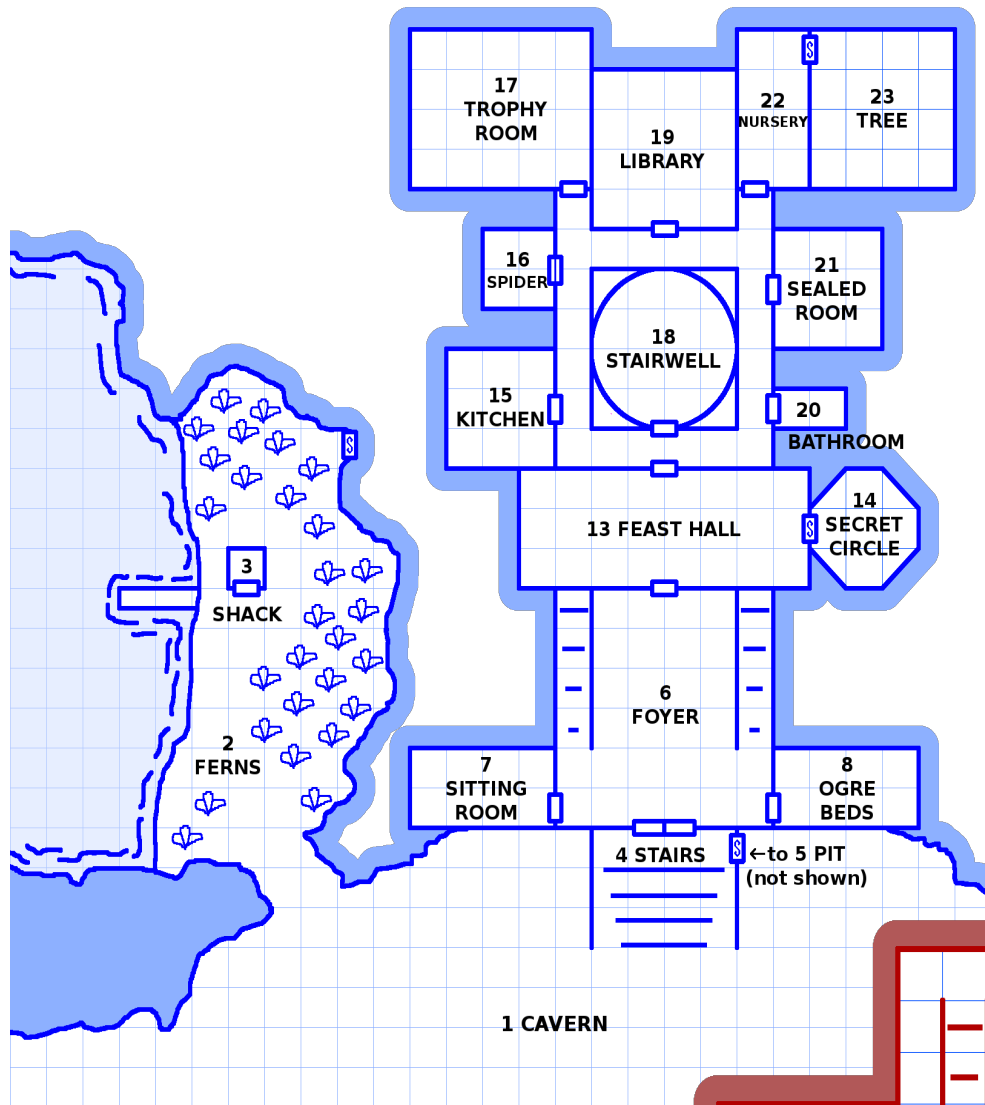
True Rumors (d6)

1. Oshregaal knows how to mutate people into tusk men.
2. Oshregaal throws feasts knights, and entertains a wide variety of guests.
3. Oshregaal keeps dangerous birds in his garden.
4. Oshregaal communes with 3 dark gods, and each of them has a statue in his mansion.
5. Oshregaal grows a black wind tree within his mansion. It continues to produce fruit and elixir.
6. Oshregaal has a teleportation circle in his mansion.

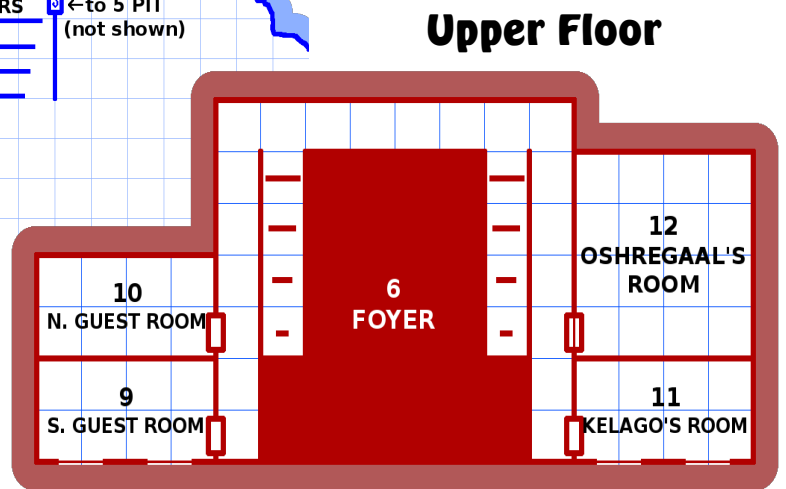
PLOT HOOKS

For all of these, I recommend giving the party a written invitation to dine at the mansion. Maybe they stole it from a corpse (and false identities are always fun) or perhaps Grandfather Oshregaal has heard of them, and desires to meet them in person. In rough order of increasing difficulty:

1. You have heard that the second most important person in the Tusk Clan is visiting Grandfather Oshregaal (or perhaps you tracked her there). Her name is Lady Nathema. Kill her. 500g for proof of her death.
2. As above, except kidnap Lady Nathema and bring her back; she will be a powerful bargaining chip against the armies of the tusk men. 1000g for her delivery, alive.
3. Somewhere in the mansion is the legendary weapon of a death knight: The Grey Grin Blade. 1000g for the blade.
4. Grandfather Oshregaal employs a certain vat-spawn woman as a scribe. Her sisters wish to rescue her from such a fate, so that they can inform her of her true heritage and begin the complicated process of reclaiming their homeland. 1000g for her safe return.
5. The black wind elixir is what makes the tusk people so powerful. Find the black wind tree and destroy it. 1500g for proof of its destruction.
6. Assassinate Grandfather Oshregaal. 2000g for proof of his death.

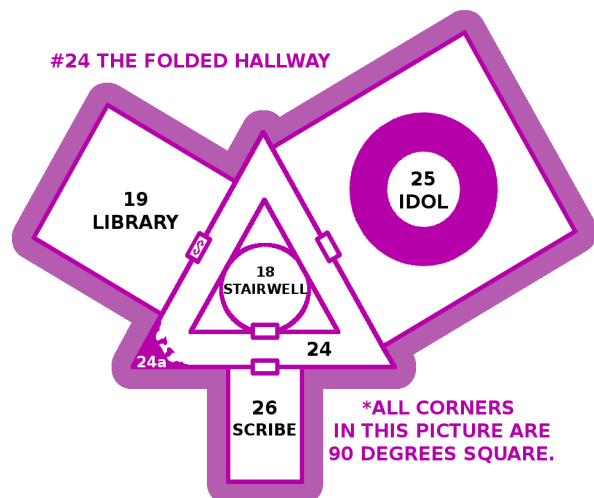
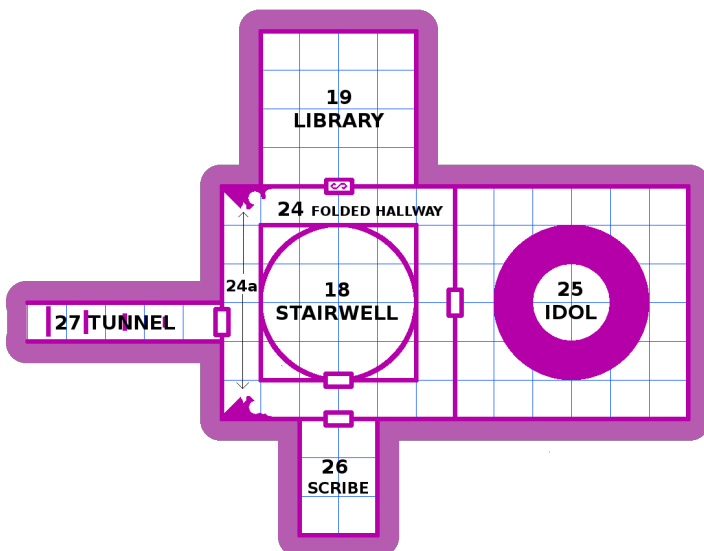


Ground Floor



Upper Floor

Basement (Unfolded and Folded)



1 CAVERN

This is a huge natural cavern. The ceiling is 40' up and covered in **chain-wrapped stalactites**. The ground is very uneven, and water **puddles** in calcium-lined pools. A **cobblestone path** runs up to the enormous white marble stairs, topped with an obvious pair of huge double doors. A smaller path leads to the northwest, into a gap in the rock filled with huge #2 FERNS.

The north wall of the cave is also the face of the mansion, styled in a gaudy rococo style: pillars, pointed-arch windows, etc. The rest of the mansion is built inside the wall. The curtains are drawn on all of the windows, but the glass can be broken (60% chance of alerting ogres in the #6 FOYER). Nine **windows** surround the main set of **double doors**, spread across two floors.

The mansion's first floor is 5' higher than the cavern floor. The first floor windows are 9' off the ground; second floor, 19'. First floor, west windows lead to the #7 SITTING ROOM. First floor, east windows lead to the #8 OGRE BEDS. Second floor, west window lead to #9 SOUTH GUEST ROOM (these are the only curtains that are open). Second floor, east windows lead to #11 KELAGO'S ROOM. Second floor center leads to the upstairs hall, overlooking the #6 FOYER.

2 FERNS

This was once a garden but it has now been completely overgrown. 8 gnome statues (worth 10g each) squat in the shadows between the ferns, each one with a different mutation and an expression of ecstasy. **Huge ferns** (purple, green, and black) loom taller than a man and impede progress.

Hidden in the ferns to the east is a doorway leading to #27 TUNNEL, which leads to #24 FOLDED HALLWAY. However, if the folded hallway is still folded, the passageway simply narrows to a dead end.

A party moving with normal caution has a 50% chance of being attacked by the astral peafowl each time they move through the ferns. The flock has **1 astral peacock** and **6 astral peahens**. They have a nest, well-hidden in the ferns, that contains a single egg. The egg can be used to enhance divination or astral spells, or it can be sold for 300g.

Astral peafowl are omnivores who don't mind preying on living creatures. Usually, the male steps out of hiding, gives a warbling call to get everyone's attention, then spreads his fan, forcing onlookers into the astral plane. Then, the peahens launch their ambush, first attacking those who weren't affected by the tail fan attack. The male peacock will remain still during all of this, ensuring that everyone's view of his tail feathers is not broken. The male peacock has 8 HP.

Astral Peafowl HD 1 AC 12 MV human
Talons 1d6 Int 3 Mor 5 Cha 12

***Tail Fan** – male astral peacocks can fan their tails, revealing an indescribable vista of cosmic infinity. Treat this as a gaze attack that birds are immune to. Anyone who sees it must make a save or their souls will be forced into the astral plane while their bodies are paralyzed. Astral spirits are invisible and incorporeal, but they can float around and possess living creatures. Possession in this way requires a successful Cha check by the astral person and a failed save by the creature they are trying to possess. A successful possession ejects the occupying soul. It is impossible to return to a body whose eyes are still gazing upon the eerie infinity of the peacock's tail fan. If you are possessing a body that is not your own, you can make a Charisma check to leave it, otherwise, you are stuck there.

This is a hazardous way to astrally project, and every minute that you are outside of a body requires a save vs death to avoid attracting the attention of powerful astral leviathans which will promptly swallow your soul like krill. Whenever a body is left unoccupied for more than a minute, there is a 5% chance each minute that an opportunistic demon or spirit will slip into the body. Proper astral travel precautions can minimize or eliminate all of these risks. (Consult a licensed astrologer.)

3 SHACK

This shack contains **fishing equipment**. (One of the ogres, Wrongus, is an avid fisher.) Bolted to the wall is a **three-eyed shark**, imperfectly taxidermied. It's gruesome mouth holds 12 fishing hooks, each worth 10g. Other items of interest:

- 2 fishing poles, hung on the wall.
- Fishing net, hung on the wall.
- Blood-soaked table that reeks of fish guts.
- Box with 2 empty vials and 2 vials full of stinking black liquid. (These are potions of *polymorph into shark*.)
- Galoshes.

Fishing is possible off the dock. It requires baited hooks, or nothing will be caught. There is a 50% chance every 10 minutes spent fishing that a fish will bite. Hooking the fish is automatic. If you hook a fish, roll a d10: [1] Zombie carp. [2] Ghost carp (invisible flesh and visible bones). [3] Underdark dolphin (cries like a baby). [4] Lying fish (claims to grant wishes, moronic and deceptive). [5] Nightmare squid (ink can be used as wizard ink). [6] Owlbearfish (feathered, beaked, sinuous, stats as an owlbear). [7] Sepulcher fish (poisonous spikes, save or take 2d12 damage). [8] Ichthonian spawn (HD 1, knows a few words, fully amphibious). [9-10] The hook breaks.

4 STAIRS

Huge stairs are flanked by a pair of (nonmagical) **gargoyles wearing festive hats**. One gargoyle holds a red cloak in its claws. Anyone who stands on the ground within 5' to the east of the stairs notices the door to #5 PIT.

5 PIT

Anyone who approaches within 5' of the east side of the stairs notices the outline of a semi-secret door. Behind this door is a **small room**, 5' square. In the middle of this room is a hole in the ground 4' wide. It smells faintly of **feculent rot**. This leads to the garbage dump and cesspool of the mansion, 70' down.

This roughly circular cesspool is 80' in diameter, and filled with **3' of filthy water**. In the center of the room is a **small island** made from heaped filth and bones (mostly fish bones). On top of this island, someone has constructed a shitty **imitation of a dinner table**, complete with guests (human, fish, and bat skeletons) and rusted plates atop a table-sized plank. One of the skeletons wears a brass bracelet worth 50g.

A otyugh named Slorum lurks among the trash heaps here. She is well fed and oddly intelligent, and spends her days playing with her dolls (the imitation dinner party) and frolicking in the poop. She will hide beneath the trash, observing the intruders for a while. She will only attack if the party messes with her dolls.

For every 10 minutes of digging through the muck, roll a d6: 1 platinum coin, 2 rusted spear, 3 softly glowing skull, 4 oversized crab fork, 5-6 save vs disease (filth fever, 1d6 Dex).

Hidden in the darkness of the ceiling is a hole that leads to the #20 BATHROOM, 80' above. It is currently blocked by a heavy slab, requiring a combined Strength of 18 to move. Without moving the heavy slab, there is only room for a man to stick an arm and a head out of the toilet (although a halfling could wriggle through).

Otyugh HD 7 AC leather MV human
Tentacle/Tentacle x 2/Bite 1d6/1d6/1d8 + disease
Int 8 Mor 7
*Disease – filth fever, 1d6 Dex / day, purulent cough

6 FOYER

Rococo style. Red carpet, white pillared walls. A **piano creature** sings baritone opera atop its crabbed feet. 25' off the ground, an enormous **crystal chandelier** hangs, worth 1000g (or 100g if shattered). A **coat rack** holds two reddish cloaks and one black cloak.

Two mutant ogres dressed as butlers stand guard here: Oggaf has three arms while Zamzam has two heads (and wears two top hats). Both ogres will be polite, and will bow deeply when they notice the PCs. They believe that the party is expected (because nothing is unexpected here).

They will want to know everyone's names so they can go announce them to Grandfather, who is certainly expecting them at dinner. If the party complies, the party will be invited to please wait a moment in the sitting room to the west, where there are refreshments.

The party is allowed to move about freely, as long as they behave themselves. Under no circumstances will the party be allowed into the #8 OGRE ROOM. The party will only be allowed up the stairs if Grandfather has given them permission (for example, if they've arranged to stay the night).

The piano creature can only communicate through song. It was once a human, and anyone looking under the lid will see a mess of organs and piano strings. The piano will only become aggressive if attacked or if anyone plays it poorly. It enjoys partnering with a master pianist (such as Grandfather, who it reveres). It will also attack if someone bump into it during a fight (if they roll a natural 1 near it).

Ogre HD 4 AC leather MV human
Gloved Backhand 1d10 Int 5 Mor 9
*Oggaf has a second attack for 1d6.

Piano Full of Guts HD 6 AC chain MV tortoise
Bite 1d8 + swallow Int 7 Mor 7
*takes double damage from bludgeoning or fire.

7 SITTING ROOM

Four couches (leather, lace, canvas, and fur) sit here. In the corner of the room is a **fountain** of sparkling water, with 4 glass cups stacked near it (10g each). A **coffee table** holds skin-bound folios filled with pictures of skinned cats, surrounded by pure gibberish.

If the couches are observed for more than a moment, you'll see that they are breathing—slowly inhaling and exhaling. If the room is totally silent, the party will be able to hear the couches whispering gossip back and forth. The gossip is housewife-stuff, mostly regarding house staff, guests, and Grandfather's weight gain. They bleed when stabbed. If killed, they stop breathing and whispering. Nothing else will alter their behavior.

The water in the fountain is crisp and refreshing. Anyone who drinks it automatically fails all saves against *command* spells for the next 3 days.

8 OGRE BEDS

Three enormous beds. Racks of ogre-sized **butler uniforms**. One of the beds has a large object under the sheets—this is well-cuddled, taxidermied bear with no eyes and a blue nightgown.

In one corner is a **3' tall candle** shaped like a woman from the waist down. The candle is halfway burnt down, so presumably it once depicted a full size woman of wax. Nearby is a picture **book** depicting farm animals and the noises they make. Under one of the mattresses is 22g and some poorly drawn ogre pornography. It smells like armpits and starch in here.

9 SOUTH GUEST ROOM

This is a perfectly normal bedroom done in the Rococo style. **Bed, nightstand, empty chest, unlit oil lamp.** If the party sleeps over, this is where they'll stay.



10 NORTH GUEST ROOM

This is where **Lady Nathema** and her **two bodyguards** are staying. She is the second-in-command among the Tusk Clan. She is here to buy a black wind fruit in exchange for 1000g. There is only a 50% chance that they are here; if they aren't, they'll be at the #12 FEAST HALL.

She is a berserker and an amateur sorceress. She is also second in command among the Worm Tooth Clan, and has the loyalty of all its shamans.

The room has a **huge bed**. Two **bedrolls** are rolled out on the floor. **Travel clothes** are piled on the nightstand. In the corner, beneath a cloak, is a **paper-covered treasure chest** (wrapped like a Christmas present).

The paper is painted: thick brushstrokes of blue paint in the shape of eyes. If the paper is protective; only Grandfather or Nathema know how to remove the paper safely. This is the symbol of Nine Eyes Against Chaos, a symbol of chaos that protects against chaos (since it is often its own worst enemy).

All 1000g coins in the chest are cursed. When the paper is removed, the coins will grow legs and fangs. They'll spend one round scrabbling on the inside of the chest before bursting out in a horrible swarm. Only Lady Nathema or Oshregaal can calm the coins after they've begun to swarm.

Cursed Coins HD 3 AC unarmored -4 MV human
Bite 1d6 + poison Int 1 Mor 12

***Poison** – midas venom, save or the bitten area turns to gold for 1 day. Golden flesh continues to function normally, but it is much heavier, and each patch of gold occupies an inventory slot.

***Swarm** – All damage is reduced to 1, except for damage that affects an area. Swarms always fail their saves against area spells. Torches deal 1d4 damage.

Lady Nathema HD 3 AC chain MV human
Bastard Sword 1d8 Int 13 Mor 12

Tusk Power – First attack each day is made with +2 to hit and +2 damage.

***Spells** – *sleep*

***Mutation** – can spit bone spikes (as arrows).

Tusk Clan Bodyguard HD 2 AC chain MV human
Bastard Sword 1d8 Int 10 Mor 12

Tusk Power – First attack each day is made with +2 to hit and +2 damage.

11 KELAGO'S ROOM

This is where Kelago lives. She is Oshregaal's older sister, although she doesn't look it; she stopped aging half a century ago, and now appears to be in her mid-thirties. She appears human, except that her arms have an extra joint in them. Her long, black, braided hair hides a stinger-tipped tentacle that emerges from the back of her head. She has a 75% chance to be in this room; otherwise she has joined her brother at #13 FEAST HALL.

She sleeps in a **living bed** that resembles a giant crab, with a spongy, pink top and a cluster of black eyes on the "backboard". If there is combat in the room, the bed will attack after it spends one turn rousing itself. **Piles of clothing** are stacked in the corners. Most of this is hers, but some belongs to her victims (like a particular pile made only of men's shoes) The floor is a mess of crumb-covered **plates and dirty cups**. The walls are covered with **knives**. Only the center of the room is cleared enough to suffice as a work space.

Three headless tortoises (no discernable front or back) move slowly through the mess. They have mouths on the bottoms of their bodies, and their backs are hinged to open like chests.

She makes living furniture. It's her career and her passion. Right now she is halfway through the process of turning a 13-year-old boy into a chair. The party is invited to sit and watch, of course, as long as they sit quietly and don't interrupt.

The process involves a great number of specialized knives (103, to be exact), many of which Kelago invented herself. Bones are grown and shaped. Faces are smoothed. Panicked brains are made calm and unaware. Upholstery is alloyed to flesh. Blessedly, the boy is completely insensate at this point, except for a few involuntary gasps.

She loves her brother, and the feeling is mutual. It was she who urged him into an early retirement, and the two sometimes spend the evening fishing at the docks, discussing chaos, the apocalypse, and their childhoods. If she is killed, Oshregaal will abandon this lifestyle, mourn briefly, then return to the surface world with a redoubled desire to grind the other clans into dust.

Her other desire is for beautiful people to willingly volunteer to become furniture ("How can unwilling flesh become great furniture?") and would be very grateful for a willing subject.

- Tortoise #1 holds a vial of wizard ink (100g), a potion of *ooze form*, and a potion of *hole*.
- Tortoise #2 is filled with 750g and 3 yellow snakes (Dex check or be bitten, take 2d10 Con damage, save vs poison for half).
- Tortoise #3 holds her spellbook, which contains her memorized spells + *hide from ooze*. The spellbook is alive, has a single eye on the cover, and is capable of crawling like a slug. It's sufficient to learn the biomancer school of wizardry.

Lady Kelago HD 5 AC unarmored MV human

Braid Stinger 1d6 + poison Int 15 Mor 7

***Poison** – save vs poison or take another 2 damage per round for 1d3 rounds. Then, gain a random mutation if you fail a Con check.

***Spells** – *acid arrow*, *infantilize*, *regeneration*, *invisibility*, *charm person*

Crab Thing Bed HD 4 AC chain MV human

Claw/Claw 1d6/1d6 Int 6 Mor 9

***Sleepy** – It takes a full turn to wake up.

12 GRANDFATHER'S ROOM

Instead of a doorknob, this room has a **metal hand** extending from the door. The door will only unlock when the metal hand is given a firm handshake. Inside is an opulent bedroom covered in **dust**.

Three huge mirrors sit on the other 3 walls. A **nightstand holds a book** on chaos theory, along with Oshregaal's original notes (worth 50g). The drawer holds three sticks of meditative incense, which calms wind when it is lit.

In the center of the room, there is an **enormous circular bed** made of black wood, with a raised canopy resembling a wicker bird cage, with a line of runes scribed around them. (Someone who reads runic can recognize symbols for "imprisonment" and "death" among them). Sitting on the bed, are a pair of **zombie concubines** (HD 2), facing opposite directions.

When the zombie concubines notice the players, they will try to warn them away with hisses and snarls (as they are incapable of speech). If removed from the bed, they will seek to return to it. They will take no other action, and if they party kills them, they will look relieved. They wear silken lingerie (worth 2 x 50g).

The circular bed has four bedposts, each with a small emerald facing out. (worth 4 x 100g). Hanging above the bed, from the inside of the bird cage dome, is incense brazier with four more emeralds on it (again worth 4 x 100g). These last four emeralds can only be pried off by someone standing on the bed.

The bed is, of course, a trap. Anyone who gets onto the bed is instantly cursed (no save) and realizes:

- They are cursed.
- They will die if they lose contact with the bed.

If they ever stop touching the bed, they must save vs Death. If they succeed, they are no longer cursed. If they fail, they die. An hour later, they will rise as an NPC zombie and seek nothing except to return to the bed.

It's possible to carry a cursed player around on the bed (but don't tell the players that). All of the hallways and doors are wide enough.

13 FEAST HALL

At the far side of the **huge table** sits **Grandfather Oshregaal**, feasting with **12 tusk people**. An **imp** paces back and forth across the table, chained to the butter dish that he carries. There is a 50% chance that **Lady Nathema and her two bodyguards** will be here (instead of the #10 NORTH GUEST ROOM). There is a separate 25% chance that **Lady Kelago** will be here (instead of #11 KELAGO'S ROOM) The wall behind Oshregaal is draped with **red curtains**, and hides the door to #14 SECRET CIRCLE.

The feast's centerpiece is a roasted piercer, complete with chisels to get at the succulent flesh inside. Additional dishes: translucent fish stuffed with cheese and rat souls, candied cerebrospinal fluid, fried cave crickets, edible candy oozes, and apples. The candy oozes are still oozes, and must be soaked in ethanol for a minute to neutralize their acid.

The food is not harmful, except for the wine. The wine will heal 1d6+1 HP and then cause a random mutation if the drinker fails a Con check. Grandfather will encourage eating, and pretend to be insulted if people refuse. No one cares if the party fills their packs with food—there is plenty to go around.

Lord **Oshregaal** is sort of like a leather-covered blob of pure fat, covered in spools of perfumed silk (worth 100s) and Pieces of spoiled food are lodged between his fat rolls. He wheezes when he talks. But this is deceiving—his flabby paws can bend iron, and while his waddle is slow, he can fly as fast as a horse.

Oshregaal is the heart of this dungeon. The thing to understand about him is this: **he doesn't give a fuck** about anything except his sister and himself, and he will not be worried about himself until he actually takes damage. For this reason, he will only fight to subdue the party, rather than kill them. (Subdued parties are fed to the flying fusion ooze in #21 SEALED ROOM).

The other thing to understand about him is that he will **never let the PCs leave (to the south)**. He almost functions as a one-way gate. If need be, he will use his tusk men, mutant ogres, or especially his *mass command* power to make the party remain. He won't try to kill them unless he thinks his life is genuinely in danger (unlikely) and would rather tie them to their chairs and feed them cave fish until they promise to be good. He will invent reasons to keep them there, and is a consummate liar.

Reasons why you can't leave yet:

- You haven't even eaten anything.
- You haven't told any stories.
- You insult me by not staying the night.
- You haven't given me a gift.
- You haven't seen my library.
- I'll tell you why later.

If the party is, of course, free to explore the rest of his mansion (to the north) if they give a good excuse (such as "I wish to wander your mansion and gaze upon your wonders.") He'll send the imp as a chaperone.

Grandfather doesn't wait for an invitation to speak. Things that he might say.

1. Say something ominous, eerie, or vaguely threatening.
2. Expound on the true nature of chaos, and invite others to pontificate as well.
3. Laugh uproariously for slightly too long. His tusk people will join in.
4. Eat something with surprisingly speed and voracity (possibly a tusk man) then spend a full minute licking his fingers with sensual glee.

If the players hang out with Oshregaal for any length of time, he'll invite them to put a drop of blood in his cup. He won't tell them why, except to say that they'll enjoy the result. The tusk people and any other guests will all contribute a drop. After he has collected the blood of everyone who is willing, he'll send a couple of tusk men to carry the cup to #15 KITCHEN (more details there). The blood will be used to make the favorite meal of Oshregaal, who will then serve everyone their own blood homunculus a few minutes later, as part of the meal's grand finale. He will then invite the party to make a toast to Chaos.

If the PCs truly piss him off, he will order all 12 tusk people to drag the party to #21 SEALED ROOM and seal them in. If the PCs hang out with him long enough, Grandfather Oshregaal will invent some late night entertainment. Possibilities: poetry contests, eating contests, orgies.

If the party agrees to spend the night, Grandfather will insist that at least two people stay up with him at all times, telling him stories. At least one of these people must sit on his lap. (He is very trusting.)

He'll also tell the person the story about how someone tried to assassinate him by sitting in his lap, and how he twisted the lads head right off and swallowed it.

Here's the point of all this: Oshregaal essentially functions as a one-way gate into the inner dungeon (rooms #15 and beyond). Entering the dungeon is easy, but leaving it is difficult, unless you want to leave two of your party members behind, sitting on Grandfather's lap.

Note: leaving the dungeon is difficult, there are 3 ways to do it: Unfold the #24 FOLDED HALLWAY, the cesspool beneath the #20 BATHROOM, or teleport from #14 SECRET CIRCLE. And there's the option of killing Oshregaal, which is also very difficult, but not insurmountable. There is a magic sword in #17 that could wound him, and the portrait in the #19 could potentially capture him in the first round of combat. His *mass command* ability is potent, but stopping your ears with wax can give a +4 bonus to save against it. And of course, the party has an ally in #26 SCRIBE, who also possesses a magic weapon.

The **12 tusk people** are nearly comatose. Their brains have been blasted by so many uses of Grandfather's *mass command* that they exist in a daze, constantly repeating the same futile action. One tusk man is stabbing a piece of piercer repeatedly with a fork, and has been for the last hour. One tusk woman is wolfing down a belly's worth of what looks like fish stew, vomiting it back up, and then repeating the process. Despite this apparent stupefaction, they will respond appropriately if they witness an obvious threat (such as someone drawing a sword). And of course, they obey Grandfather fanatically.

The **imp** is named Pazuzu. He and Grandfather share a mutual hatred, but the imp is bound to obey him. He will curse Grandfather's name at every opportunity, and blames him for everything that has happened to him. He will fly into a rage whenever butter is mentioned. The terms of his agreement forbid him from acting against Grandfather in any way, or giving clues about the dungeon. If he chaperones the party, he will attack them as soon as they start breaking or stealing things. The terms of his contract prevent him from fleeing, and so he will fight to the death, unhappily. He is a liar.

Lady Nathema is more fully detailed in #10 NORTH GUEST ROOM. If she is here (50% chance) she will be discussing the purchase of more black wind fruit in exchange for gold and slaves. She also wants to apprentice under Grandfather.

If she is not there currently, she will arrive later, in time for dinner. Over the course of the meal, she will become gradually infuriated by Grandfather's constant stubbornness and crude jokes. In the morning, they'll conduct their trade (1000g for one black wind elixir) and she'll leave in a huff. (That is, unless the players interfere.)

Grandfather Oshregaal HD 10 AC leather Fly human
Claw/Claw 1d8/1d8 Int 16 Mor 7

Immune to poison and non-magical weapons.

Mass Command – At will, can give a single-word *command* to as many targets within hearing range as he wants. Targets must be able to hear the command.

Tusk People HD 1 AC leather **Move** human

Utensil 1d4 Int 9 Mor 12

HPs 1, 8, 6, 1, 8, 7, 7, 3, 5, 3, 8, 4.

Tusk Power – First attack each day is made with +2 to hit and +2 damage.

Shaman – Any tusk man with 7 HP is a shaman, and is marked by the cow skull that they wear and the red string wound around their scrimshaw tusks. Shamans can pick a target to look at each round (no save). If that target hurts them directly, the damage is mirrored back at them.

Imp HD 2 AC plate Fly bird

Stinger 1d4 + poison Int 12 Mor 5

Immune to fire.

Half Damage from non-magical weapons.

Poison – save or take an additional 1d4 damage each turn for 2 turns.

Invisibility – at will.

14 SECRET CIRCLE

This room is hidden behind the red wall of curtains.

The room is illuminated by **5 glowing skulls** that float in the air near the ceiling. A **bookshelf** contains **4 books** of powerful sorcery. A **small cabinet** hangs on the wall. And a huge **circular floor rune** dominates the center of the room.

The books on the bookshelf are Oshregaal's spellbooks, and they are powerfully cursed. If a book is opened, the book teleports back to Oshregaal's bookshelf. If the person who opened the book fails a save, they are stunned for 1 hour, lose all pigmentation (they become black-and-white), and their most recent memories (in the form of 1d6 x 100xp) are then transformed into a red book, which also teleports onto Oshregaal's shelf. If a person is reduced to 0xp by this, they die, and their entire body is turned into a book. A person can regain their lost XP by reading their own book. (If a player falls victim to this, be sure to ask them what the title of their book is.)

Each book actually contains 1d6+3 common spells, 1 unique spell, and a great deal of information about chaos magic. However, each book is powerfully warded, and can only be dispelled by plot-level solutions. (Basically, each book requires a rare reagent or mini-quest to open safely.)

The cabinet contains two potions of *mutation*. It also contains a scroll of *activate portal*.

The circular floor rune is actually a portal ring (and any spellcaster will recognize it as such). If the party stands in the center of the ring and reads the scroll, they will be teleported out of the dungeon.

Where? The DM should add up all of the interesting places that she would be comfortable running at the moment, and then pick one at random.

15 KITCHEN

A **mutant ogre** named Wrongus is busy cooking food for the feast. He wears a tall chef's hat, which conceals a stunted leg that grows from the crown of his head. A couple dozen **bundles of fresh spices** hang from the ceiling beam. **4 barrels** (half of them are wine, the other 2 are water) and fresh-caught stack of translucent cave fish. Wrongus is drinking from a bottle of **brandy pudding** and stirring an **enormous cauldron**, which holds the stew. There's also a shelf full of candy oozes, struggling to escape their jars.

The stew is the grand finale of Oshregaal's meal. If blood is added to the stew, a homunculus will form in the broth. The homunculus will be a perfect imitation of their genetic donor, except only 1' tall. These homunculi are flawed, and will die within an hour from various congenital defects. They are floppy and weak, and can only crawl. Dead homunculi will spoil in 1 day. Oshregaal will only serve this meal once (the ingredients are rare).

Wrongus is expecting tusk men to bring him Oshregaal's cup containing all of the blood. He will add it to the stew, and a few minutes later, fill up tureens with stew, and add a squirming homunculus to each, and send them back to #13 FEAST HALL, where they will be served to the appropriate guest.

Yes, your party members will have a chance to eat little 1'-tall versions of themselves. This is actually very beneficial to consume your own homunculus, and will function as a potion of *cure moderate wounds* and if the person is missing any body parts, they will regrow a mutant version of that limb. If you eat someone else's homunculus, it functions as a potion of *cause moderate wounds*.

DM Tip: This is the best time to serve your players some food at this point to your players in real life. Beef stew? A nice steak? Everyone likes steak.

Ogre HD 4 AC leather **MV** human

Frying Pan 1d12 Int 5 Mor 9

16 SPIDER

This door is locked. The lock to this door has a spider motif. It is unlocked by the key in the #19 LIBRARY.

There are only two things in this room. A statue of a spider, which is real, and Chariadulscha, who is not.

Chariadulscha, also known as He-Who-Counts, is a "dead" god of Zala Vacha (a commune of dispossessed gods). He is as dead as gods can get. He exists only as an immaterial shade, lacking the least divinity.

He can no longer affect the world in any way. Mostly he wants to be left alone in his hatred, but if the PCs pester him, he'll chat.

Since he is basically a sentient hallucination, he can appear as different things to different people, in two places at once, etc. His preferred forms are a tiny spider and a naked, squatting old man.

The one thing he can give is information, but never for free. In exchange for one honest answer, he will require someone to swear that they will sow Chaos on the surface world. This can be burning down an orphanage, altering the text of a holy book, or ruining the truce between two clans. Let the players suggest their own things. They will have 9 days to do this task.

Whoever makes this promise will be marked with a spider tattoo on their cheek. Every day it will crawl closer to their eye. On the ninth day, the spider tattoo will reach the player's eye, and Chariadulscha will devour their soul and possess their body. If the promise is fulfilled, the spider tattoo will crawl to a less obtrusive body part and become a non-magical tattoo.

17 TROPHY ROOM

Three taxidermied beasts stand on pedestals. Three taxidermied humans stand inside glass cases. A single torches burns on the west wall, 10' off the ground. In the center of the room is an enormous candle, 6' tall and 3' wide. Looking at the candle makes your gums bleed profusely, and a painful buzzing behind your eyes. The carpet is plush and red.

- Taxidermied mammoth, hair still braided in the tribal patterns of the Doom Braid clan.
- Taxidermied basilisk, missing its eyes. Mice live inside it.
- Taxidermied walrus, embroidered with necromantic runes for unlife.
- A death knight of Kel Dravonis, wearing full plate and clutching a sword that looks like polished lead.
- A berserker of the Sacred Root Clan, naked except for his axe and six black arrows lodged in his back.
- A shield maiden of the No Heart Clan, with shield and spear, decapitated. Her head is at her feet, atop a pile of gold coins (500g in all).

The candle is actually a **holocaust candle**, formed by the combined body fat of an entire village slaughtered simultaneously. If anyone touches the candle, the fat in their body will begin to ignite, dealing them 2d8 HP damage and an equal amount of Con damage, save for half. If the candle is ever lit (gods forbid), a similar effect occurs on all creatures illuminated by the candle within 50'.

The items in the cases are exactly what they appear to be, except for the sword. It is a magical sword called the **Grey Grin Blade** (details in appendix B).

Getting the armor, sword, or coins will probably require breaking the cases open (they weren't built to be openable). When the glass is broken, these bad things happen:

- All fire in the room turns a deep crimson.
- The door catches on fire. It will not be consumed by the flames. It can be extinguished by anything that would normally extinguish a burning door.
- The burning door will not catch the carpet on fire, but if this does happen, it will create enough fire to create 2d6 more shadow children.
- The holocaust candle has shadows equal to the number of light sources in the room (the door and the wall torch, at the very least). A shadow child crawls out of each of these shadows. They will jump on top of things and shoot arrows.
- The walrus comes to life and tries to kill people.

Walrus Revenant HD 6 AC leather **Move** dwarf
Tusks 1d10+2 Int 1 Mor 12

*Clumsy – This beast gets -4 to hit.

Shadow Child HD 2 AC leather **Move** human
Arrow 1d6 Cha Int 13 Mor 7

*Shadowstuff – Half damage from all non-magical sources.

*Shadow Dependence – Shadow children are cast by a particular light source on an object. The moment that light source no longer has a line of sight to the object, they disappear.

*Shadow Arrows – Arrows damage Charisma, not HP.

On a miss, the arrow vanishes. On a hit, the target's shadow is pinned to the wall, and the target is immobilized until the arrow is removed. These arrows are permanent and should be considered loot. The arrows disappear the first time they miss.

Note: Charisma damage is represented by damage to your shadow self. If you have damaged Charisma, your shadow will no longer mirror your actions perfectly. For example, you might run down a hallway, but your shadow will struggle to keep up, visibly clutching its side as it runs. You might see blood dripping from your shadows arm when you aren't bleeding.

18 STAIRWELL

This is a two-story room. The staircase spirals around the exterior of this room. On the first floor is a statue of a tirapheg. Once the party goes past the statue, it will quietly activate and begin hunting them. They will leave the room safely, but the next time they enter the room, the statue will be gone. From now on, all wandering monster checks will be against the tirapheg. It is the only wandering monster in the mansion, and it will hunt alongside its phantoms.

Tirapheg HD 3 AC leather **Move** dwarf
Claw x 3 1d6/1d6/1d6 Int 10 Mor 8

*Phantom Clones – At will, creates 2 semi-illusory copies of itself. These copies have identical stats and abilities, and vanish when destroyed.

19 LIBRARY

This is a two-story library, open in the middle. All of the bookshelves are built into the wall. A stairwell runs up and down the west wall.

The books are mostly philosophy, with a smattering of anatomy and insect books. On the second floor, north side, there is a **locked case** styled in a spider motif. Between the narrow bars, scrolls and folios can be seen.

On the first floor is a **desk** with an oddly curved **lamp**. A **pair of sheet-covered paintings** hang on the north wall, one portrait and one landscape. A spot on the south wall is curiously bereft of bookshelf, exposing a **blank section** of the wall.

The desk is locked. The lamp is attached to the desk, and has a flexible neck, so that it can be swiveled to point in whatever direction you wish, much like a spotlight. It is styled to look like a tulip atop a narrow stalk. The lamp is currently turned off and pointed at the desk. It turns on with a touch. When the lamplight is shined at the desk, the desk unlocks, revealing a blank spellbook, a vial of wizard ink, a letter opener, a compass, and a spider-shaped key.

The blank spot is a secret door. It will open when lamp-light is shined on it, and close when lamp-light is not.

The spider key unlocks #16 SPIDER and the locked case in this room. The book case contains six scrolls, a potion of *spider climb*, and a mummified cat, clutching a pen. The spells on the scrolls are *candle of truth*, *speak with dead*, *invisibility*, *call to familiar spirit*, *summon*, and *dominate rat*.

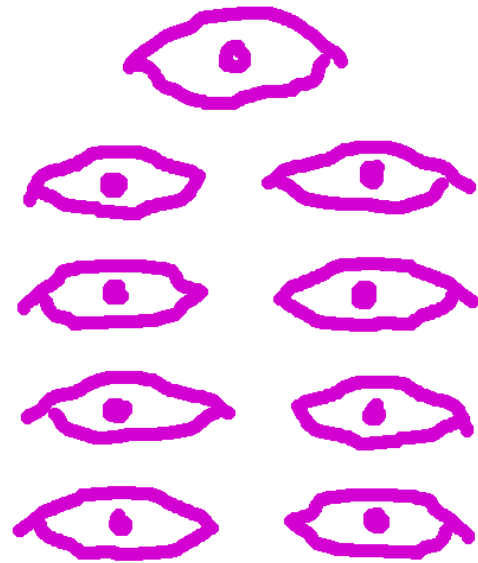
If uncovered, then landscape painting reveals a picture of a pig jumping into a pond. If uncovered, the portrait painting reveals a horrible old man, who will reach out of the painting and attempt to touch someone.

The portrait painting is a trap, and the person trapped in the painting can reach out (4' reach). Anyone they touch must save or replace them inside the painting.

If the horrible old man succeeds in escaping the painting, he will begin attacking people with a feces-encrusted bastard sword with cloth scraps tied around the blade. He's a level 2 fighter named Xax, naked and half-mad from the years of isolation inside the painting. He can be reasonable when calm. He came here years ago to kill Oshregaal, and knows Oshregaal's abilities (immune to non-magical weapons, *mass command*).

20 BATHROOM

Single stone bench with a hole in the middle of it. The hole is big enough for halfling to squeeze through, but not a human, unless the heavy stone lid is lifted (requires combined 18 Str). The chute leads to a cesspool in #5 PIT.



21 SEALED ROOM

This room is sealed by four iron spikes driven around the door and the Nine Eyes Against Chaos carved into the door. Gurgles and slurps can be heard beyond the door.

In the center of this room is a **circular pit**, 20' across and 20' deep. This is where Oshregaal disposes of those he has no further use for.

At the bottom of the pit is a flying fusion (sort of a schizophrenic shoggoth). It is quiescent and requires 2 full rounds to rouse itself to activity. If the PCs truly piss Oshregaal off (a difficult task) they'll be taken here and throw in this pit, and the resultant fused creatures will become his loyal servants.

Flying Fusion Ooze HD 8 AC leather Fly dwarf
Psuedopods x2 1d8+swallow Int 6 Mor 9

***No Acid** – Swallowed creatures take no acid damage.

***Fusion** – 1/round, if it can fuse two swallowed creatures into one creature, which then becomes loyal to the Ooze (as *domination*), then spit that creature out. Fused creatures use the higher of the constituent creature's stats, abilities, and spells. If the fusion ooze is killed, fusion slaves become free-willed. Use an opposed Charisma roll to see which of the constituent minds dominates. If this happens to two PCs, the resultant creature is played by whoever controls the dominant mind. If it is willing, the creature gets a second save to separate itself, if it fails, the transformation is permanent, and it is up to the DM to adjudicate this monstrosity.

22 NURSERY

There is a **sleeping baby** in this room, sleeping in a rustic **wooden crib**. There is also a **cabinet**.

If the crib is examined, it will be revealed to have tiny runes carved on it. A player who knows runic will recognize the symbols for "immutability" and "control". It is actually a stasis-crib. Anyone sleeping on it will not age nor wake up until they are removed from the crib.

The baby is a god baby. Oshregaal has kept it in stasis thus far, and has vague plans for its eventual mutation.

If removed from the crib, the baby will age one year each day (up to a biological age of 18 years) and gain 1 HD each day (up to a maximum of 12 HD). It will also advance as a fighter, wizard, cleric, and thief of equal level, with the best features of each class. It can also cast *dominate creature* once per day per HD. At 3 HD, it will take only half damage from non-magical sources. It will also gain intelligence and acquire languages at an incredible rate.

Currently, the baby is a blank slate. It will adopt the morality of those around it, and base its world view on what it witnesses for the first 18 days of its life. If it is raised by saints, it will be a righteous godling-creature. If it is raised by murder-hobos, it will probably grow up to think that rampant murder and theft is okay, and that any act is permissible as long as one is strong enough to accomplish it, and will probably seek to enslave or kill the murderhobos that raised it. Either way, if it is allowed to grow to adulthood, it will change the shape of the campaign setting, possibly starting its own cult or dominating an existing institution.

The cabinet is very well made, the doors fit together perfectly. It contains diapers, baby, formula, and a six black cloaks. One of the cloaks holds a rebreather bladder (allows survival in airless environments for 1 hour, requires an alchemical lab to refill). If the cloaks are removed, it will be revealed that the cabinet extends several feet back into the wall, and the back of the cabinet has a small seam running vertically through it and a pair of knobs, nearly identical to the doors on the front of the cabinet.

If the back of the cabinet doors a small, sealable vent will be revealed. There is a similar vent on the back wall of the cabinet.

In fact, the cabinet is also an airlock that leads to the next room. Here is how to use it:

Get inside the cabinet and close the door behind you. Close the vent on the front door. Open the vent on the back door. Allow the pressure inside the cabinet to equalize. Your ears will pop and you will begin to suffocate. This is normal. At this point, you may open the doors in the back of the cabinet.

Because there is a near vacuum on the other side of the door, it is impossible to pull the inner doors open. The only other way to get into the next room is to smash the inner doors, but this is a very bad idea.

If the doors are smashed, all the air in the nursery will be sucked into #23 TREE as the air explosively decompresses. Anyone in the nursery will take 1d6 damage. If they fail a Con check, they are deafened as their ear drums are blown out. They get another Con check a week later to begin regrowing their ear drums. If they fail this second Con check, they will remain deaf. People in the nursery can prevent being sucked into #23 TREE if they make a Dex check. The baby and the crib will be sucked into #23 TREE, but the baby will take no damage. (Although, it'll probably get eaten by the tree unless someone saves it.)

23 TREE

This is where the **black wind tree** grows. The whole room is nearly **airless**. There is an **alchemical contraption** holding a **vial of golden liquid**—this is a black wind mutagen, freshly distilled from the fruit of the tree. There is also an **iron chest**, bolted to the wall. The whole thing is tended to by a **pair of tusk people**, mutated to survive in the airless environment. The tusk people wear cow skull gas masks, and two intestine-tubes run into their noses from a cow stomach on their back (looks like a gelatinous hunchback beneath their black robes).

If the room is a total vacuum, a person can survive in there for as long as they can hold their breath. If the party smashed their way the airlock-cabinet, there will be a thin atmosphere in there (enough for headaches, but not mechanical penalty). However, this makes the fight with the tree much more difficult (see below).

If the party smashed their way through the cabinet, the shockwave will destroy the alchemical contraption and the attached vial, and knock the tusk people to the ground.

The iron chest is locked and trapped. A person triggering the trap is allowed a save to avoid getting stuck by a poison needle: 2d12 Con damage, save for half. The chest contains a black wind elixir (a rich golden honey where black specks appear and disappear), a potion of *ooze control*, and a potion of *antigravity*.

Anyone drinking either of the black wind elixirs gains +1 Strength permanently, grows tusks, automatically fails the save against any spell cast by a chaos wizard or demon, and can use Tusk Power: make an attack with +2 to hit and +2 to damage, but get a cumulative -1 to hit for the rest of the day.

The black wind tree is a pillar of flesh that runs from the floor to the ceiling. It's a single fleshy trunk composed of bundles of fused, stunted appendages. Golden polyps (unripe fruit) hang off the side of it. It writhes and gnashes constantly.

Tusked Alchemists HD 1 AC leather **Move** human
Science Glaive 1d8 Int 9 Mor 12
Tusk Power – First attack each day is made with +2 to hit and +2 damage.

*wear a rebreather bladder to survive in airless areas.

Black Wind Tree HD 5 AC chain **Immobile**

Bite 1d8 + swallow Int 13 Mor 12

***Wind Control** – Creates buffeting winds that make all projectile attacks within 200' useless, except for huge projectiles (ballista bolts, etc).

***Windstorm** – Each object within 50' is subject to horrific winds. Each creature can attempt a Strength check at a -4 penalty to resist being blown around. If they fail this check, roll a d4: [1] pulled towards tree, who can attempt to bite them if it hasn't already bitten something else this round, [2] blown backwards, taking 1d6 damage as they collide with a wall or another person who rolled this result, [3] knocked prone, [4] disarmed and knocked prone.

***Wind Dependency** – These abilities require wind.

24 FOLDED HALLWAY

If this is your first time using non-Euclidean spaces, you may want to read this section multiple times.

This hallway has two conformations. The first is a square hallway that functions pretty much the way you'd expect a square hallway to function. This is the "unfolded hallway". The NW and SW corners each have **half of a Nyarlathotep statue** in them (see #24a).

Currently however, the hallway is in its "folded". The entire west quadrant of the hallway has been removed from reality, and the north quadrant and the south quadrant have been joined at their west end.

This creates a three-sided square. All of the hallways are straight. All of the corners are exactly 90 degrees. But there are only three corners, and only 3 sides. When the hallway is folded, the two halves of the Nyarlathotep statue are joined.

24a NYARLATHOTEP

Built into the walls of this corner is a large statue of a squatting humanoid with a tentacle for a head. This is Nyarlathotep, a concept-god of hopelessness and twisted space-time. He perches on his podium like a gargoyle and holds up his two palms, which have been smoothed and lightened by the passage as if by many hands. Anyone examining the statue will see a small seam running through the statue that continues through the whole corner, from the inside corner to bisect the statues (i.e. the outside corner). The seam has some offsets, though: it looks like two nearly-identical halves of a statue were forged separately, then joined.

Standing in front of the statue, one gets a terrible sense of pressure, and passing in front of it sends sharp pains through

your head, as if your skull were being twisted.

This statue is what has been keeping the folded hallway folded. If two palms of living creatures are ever touched to Nyarlathotep's two palms, the folded hallway will unfold.

Anyone standing directly in front of the statue when this happens is instantly torn in half, and scattered across the fourth hallway. (The trick is to have two people stand to each side and press the palms; a single person pressing both palms would necessarily be standing in front.)

After unfolding, the two halves of the statue will be in two different corners, revealing Nyarlathotep's cross section in vivid detail (he is full of people). Anyone standing to the left of the statue ends up in the SW corner. Anyone standing on the right ends up in the NW corner. This allows access to #27 TUNNEL.

25 IDOL

This door is lockable but unlocked. The lock resembles a circle of fangs. (This is one of the many symbols of Suza, one of the fallen goddesses of Zala Vacha. She is also known as She-Who-Drinks.)

In the center of this room is a **circular pit** with a raised **platform in the center**, easily accessible with a 10' jump (successful on a Dex check). On the platform is a 9' tall **metal woman idol with ruby eyes**, holding an (empty) goblet. Each ruby eye is worth 500g.

The rubies are actually plugs. If a ruby is removed the gas inside the statue will begin to escape. Anyone prying it out with a dagger will be hit full in the face, and the room will fill with gas in 5 rounds. Anyone exposed to the gas must make a Con check or be blinded and paralyzed for 1d6 minutes.

In the pit are 9 crocodile-leeches. They will attack anything that enters the water. If one of the rubies is taken from the statue, they will begin crawling out. It takes them a full round to climb out of the pit, but 1d6 of them will arrive each round after that.

Crocodile-Leech HD 3 AC leather **Move** dwarf

Bite 1d8 + attach Int 6 Mor 9

26 SCRIBE

Here is a **writing desk**, a **painting** of Oshregaal when he was younger, a trio of **astral peacock feathers** hung on the wall (make you feel slightly detached from your body when you look at them), and **the scribe**, Plum.

Plum is a vat-spawned clone who appears to be a body double of a certain empress, long dead. Her skin is dark purple and her hair is teal. She has been working for Oshregaal for 13 years, and plans to kill him. Oshregaal periodically wipes her memory, so she knows little about the dungeon (or anything, really). She has been communicating

with herself via lengthy notes, compiled in a big folder labeled "memory".

She is intelligent and empathetic, but also very naïve. She is armed with a crystal sword (counts as a sword +1, shatters forever the first time a natural 1 is rolled). If the sword is held up to the sun, a beam of light will point the way to the Obsidian City, where Plum was created. Plum has forgotten her origin. She is level 1, and would make a good replacement PC.

The desk contains forged signet rings of local nobility and a great deal of letters, detailing clandestine business deals, mostly dealing with illicit trade in drugs, slaves, or black wind elixir. A false bottom in the drawer hides Plum's folder of notes to herself (includes vague plans to kill Oshregaal, including stopping up her ears to make her immune to the command spell) and a bag containing 200g. She also has a bit of wax that she intends to stop up her ears with (to give her +4 to resist Oshregaal's *command* spell), but she only has enough wax for herself.

27 TUNNEL

If the #24 FOLDED HALLWAY is unfolded, this is just a brick-lined tunnel that leads from downstairs to #2 FERNIS.

If the #24 FOLDED HALLWAY is still folded, this will not be accessible from indoors. From outdoors, it will be a brick-lined tunnel that narrows until it completely closes.

APPENDIX A – BESTIARY

Astral Fowl HD 1 AC 12 MV human

Talons 1d6 Int 3 Mor 5

Astral Peafowl HD 1 AC 12 MV human

Talons 1d6 Int 3 Mor 5 **Cha** 12

*Tail Fan – male astral peacocks can fan their tails, revealing an indescribable vista of cosmic infinity. Treat this as a gaze attack that birds are immune to. Anyone who sees it must make a save or their souls will be forced into the astral plane while their bodies are paralyzed. Astral spirits are invisible and incorporeal, but they can float around and possess living creatures. Possession in this way requires a successful Cha check by the astral person and a failed save by the creature they are trying to possess. A successful possession ejects the occupying soul. It is impossible to return to a body whose eyes are still gazing upon the eerie infinity of the peacock's tail fan. If you are possessing a body that is not your own, you can make a Charisma check to leave it, otherwise, you are stuck there.

Crab Thing Bed HD 4 AC chain MV human

Claw/Claw 1d6/1d6 Int 6 Mor 9

*Sleepy – It takes a full turn to wake up.

Black Wind Tree HD 5 AC chain **Immobilized**

Bite 1d8 + swallow Int 13 Mor 12

*Wind Control – Creates buffeting winds that make all projectile attacks within 200' useless, except for huge projectiles (ballista bolts, etc).

*Windstorm – Each object within 50' is subject to horrific winds. Each creature can attempt a Strength check at a -4 penalty to resist being blown around. If they fail this check, roll a d4: [1] pulled towards tree, who can attempt to bite them if it hasn't already bitten something else this round, [2] blown backwards, taking 1d6 damage as they collide with a wall or another person who rolled this result, [3] knocked prone, [4] disarmed and knocked prone.

*Wind Dependency – These abilities don't work in a vacuum, obviously.

Crocodile-Leech HD 3 AC leather **Move** dwarf

Bite 1d8 + attach Int 6 Mor 9

Cursed Coins HD 4 AC unarmored MV human

Bite 1d6 + poison Int 1 Mor 12

*Poison – midas venom, save or the bitten area turns to gold for 1 day. Golden flesh continues to function normally, but it is much heavier, and each patch of gold occupies an inventory slot.

*Swarm – All damage is reduced to 1, except for damage that affects an area. Swarms always fail their saves against area spells. Torches deal 1d4 damage.

Flying Fusion Ooze HD 8 AC leather **Fly** dwarf

Pseudopods x2 1d8+swallow Int 6 Mor 9

*No Acid – Swallowed creatures take no acid damage.

*Fusion – 1/round, if it can fuse two swallowed creatures into one creature, which then becomes loyal to the Ooze (as *domination*), then spit that creature out. Fused creatures use the higher of the constituent creature's stats, abilities, and

spells. If the fusion ooze is killed, fusion slaves become free-willed. Use an opposed Charisma roll to see which of the constituent minds dominates. If this happens to two PCs, the resultant creature is played by whoever controls the dominant mind. If it is willing, the creature gets a second save to separate itself, if it fails, the transformation is permanent, and it is up to the DM to adjudicate this monstrosity.

Imp HD 1 AC plate **Fly** bird

Stinger 1d4 + poison Int 12 Mor 5

Immune to fire.

Half Damage from non-magical weapons.

Poison – save or take an additional 1d4 damage each turn for 2 turns.

Invisibility – at will.

Lady Nathema HD 4 AC chain MV human

Bastard Sword 1d8 Int 13 Mor 12

*Spells – *sleep*

*Mutation – acid blood, damaging her in melee with slashing or piercing deals 1d4 damage unless you make a Dex check.

Lady Kelago HD 5 AC unarmored MV human

Braid Stinger 1d6 + poison Int 15 Mor 7

*Poison – save vs poison or take another 2 damage per round for 1d3 rounds. Then, gain a random mutation if you fail a Con check.

*Spells – *acid arrow, infantilize, regeneration, invisibility, charm person*

Ogre HD 4 AC leather MV human

Weapon 1d12 Int 5 Mor 9

*3-armed mutant ogres have a second attack for 1d6.

Grandfather Oshregaal HD 10 AC leather **Fly** human

Claw/Claw 1d8/1d8 Int 16 Mor 7

Immune to poison and non-magical weapons.

Mass Command – At will, can give a single-word command to as many targets within hearing range as he wants.

Targets must be able to hear the command.

Otyugh HD 7 AC leather MV human

Tentacle/Tentacle x 2/Bite 1d6/1d6/1d8 + disease Int 8 Mor 7

*Disease – filth fever, 1d6 Dex / day, purulent cough

Piano Full of Gutst HD 6 AC chain MV tortoise

Bite 1d8 + swallow Int 7 Mor 7

*takes double damage from bludgeoning or fire.

Shadow Child HD 2 AC leather **Move** human

Arrow 1d6 Cha Int 11 Mor 7

*Shadowstuff – Half damage from all non-magical sources.

*Shadow Dependence – Shadow children are cast by a particular light source on an object. The moment that light source no longer has a line of sight to the object, they disappear.

*Shadow Arrows – Arrows damage Charisma, not HP. On a miss, the arrow vanishes. On a hit, the target's shadow is pinned to the wall, and the target is immobilized until the

arrow is removed. These arrows are permanent and should be considered loot. The arrows disappear the first time they miss.

Tirapheg HD 3 AC leather **Move** dwarf
Claw x 3 1d6/1d6/1d6 Int 10 Mor 8

*Phantom Clones – At will, creates 2 semi-illusory copies of itself. These copies have identical stats and abilities, and vanish when destroyed.

Tusked Alchemists HD 1 AC leather **Move** human
Science Glaive 1d8 Int 9 Mor 12

*wear a rebreather bladder to survive in airless areas.

Tusk Clan Bodyguard HD 2 AC chain MV human
Bastard Sword 1d8 Int 10 Mor 12

*Mutation – spit bone spikes (as arrows).

Tusk People HD 1 AC leather **Move** human
Utensil 1d6 Int 9 Mor 12

Shaman – Any tusk man with 7 HP is a shaman, and is marked by the cow skull that they wear and the red string wound around their scrimshaw tusks. Shamans can pick a person to look at each round (no save). If that person hurts them, the damage is mirrored back at them.

Walrus Revenant HD 6 AC leather **Move** dwarf
Tusks 1d10+2 Int 1 Mor 12

*Clumsy – This beast gets -4 to hit.

APPENDIX B – NEW WEAPONS AND ITEMS

Note: Biomancer spells listed in Appendix C.

Adamantine Shield Ring – When worn on a finger, the whole hand and forearm becomes as durable as adamantine, allowing you to use your own hand as a shield, stick it into fire, etc. If you are using it as a shield, and the attacker rolls a natural 2, you can choose to either break their weapon in half or disarm them.

Grey Grin Blade – This sword +1 is made from alchemical lead. Alchemical lead has the property of being very light while retaining all of its mass. (It is light to pick up, but heavy to swing.) Presumed lost, his sword was once the property of a death knight from Kel Dravonis. If the death knights of that place hear it has been rediscovered, they will be eager to recover it—the sword is sacred family property. Whenever this sword does max damage (6 on a 6-sided die) in a significant fight, one of the wielder's fingers turns grey and they get -1 to all reaction rolls (up to a max of -6).

Once they've gotten this result 6 times, their hands and forearms will be gray and their entire body will appear haggard and unhealthy. They will be *charmed* by the blade, unwilling to give it up, and willing to do anything to recover it if it is lost.

Once they've gotten this result 12 times, their entire body will be gray, and they will be accompanied by a permanent

unseen servant effect. Additionally, the sword can ignore armor 1/day (treating the target as if it were unarmored).

Potion of *Antigravity* – Reverses the effect of gravity on the drinker for 2 hours.

Potion of *Hole* – When poured out, it makes a hole 6" wide on a surface not thicker than 1'. Has no effect on surfaces thicker than 1'. Works on any surface, not just floors.

Potion of *Mutation* – Drinker gains a mutation. No save.

Potion of *Ooze Control* – allows you to control an ooze for as long as you concentrate on it. The ooze gets a save at -4. Lasts 10 minutes.

Potion of *Ooze Form* – a bit like gaseous form, except you become a viscous liquid and can enter bodies of water. Lasts 10 minutes.

Potion of *Jaunt* – If you run at a wall and slam into it at full speed, you don't slam into it. Instead, you teleport 5 feet forward. You can be shunted a couple of feet, but if there is no open space within that range, you die instantly.

Potion of *Regeneration* – You regain 1 HP every 10 minutes for the next two hours.

Potion of *Soul Distillation* – Instantly kills the drinker and refills the vial with their soul distillate. Anyone drinking the soul distillate instantly dies and transforms into the original drinker. Among other things, this can be used to rid a character of any mutations they might have.

Scroll of *Activate Portal* – Everything atop a teleportation circle is teleported to the circle's set destination.

Scroll of *Poison Bolt* – If you are suffering from the effects of a poison, you can cure it while simultaneously throwing the poison at a target who must then save against it, if struck.

Scroll of *Summon Swine* – Summons a pig that will obey simple commands (come, go). Vanishes after 10 minutes.

APPENDIX C – BIOMANCERS AND THEIR SPELLS

Biomancers are a subtype of wizard who dabble with mutations, potions, and ooze. A wizard may begin play as a biomancer, or they may become one by stealing at least one spell out of the spellbook of a biomancer (if they haven't already chosen a school).

Perks of Being a Biomancer

When you drink a potion, you gain the effects as normal. Then, you have a 50% chance to be able to recycle the potion, and will excrete the potion through whatever orifice you prefer, good as new. You have 10 minutes to excrete the potion.

Drawbacks of Being a Biomancer

Whenever you receive magical healing, you have a 1-in-6 chance to gain a mutation. The *regeneration* spell doesn't trigger this.

Cantrips (usable at will)

- Put slight muscles in a plant for a few minutes. This doesn't let them uproot themselves or make attacks. Most plants will use this opportunity to wiggle happily or reach toward the sun.
- Temporary, cosmetic changes to animals, such as changing the color or shape of a body part. This has no mechanical effect, and lasts a couple of hours.
- If you wish, your appearance will no longer age. Once you activate this, you will always *look* the same age.

Spell List

1. Acid Arrow
2. Alter Self
3. Animate Potion
4. Extract Venom
5. Hide From Ooze
6. Infantilize
7. Monsterize
8. Mutate
9. Regeneration
10. Spider Climb

Legendary Spell: Ooze Control

Acid Arrow

R: 50' T: creature D: 0 rnd

Target takes 1d6 damage. Unless they spend a turn washing it off, they take another 1d4 damage over the next 2 turns. Boost: +2d6 initial damage, +2d4 damage on subsequent rounds.

Animate Potion

R: touch T: potion or liquid D: 2 hr

You turn a potion into an obedient homunculus (HD 0). It is tiny (1' tall) and feeble (Str 1), but it can go where you direct and even bring you small items, such as keys. The potion can be delivered by touch or by "drinking" the homunculus. Despite the name, this spell works on any liquid except water.

Extract Venom

R: touch T: creature D: 0

You pierce a creature with a sharp object and draw all of the venom out, which then pools in your hand or a vial. If you use this to remove the poison from a poisoned creature, that creature gets a new save with a +4 bonus (but this spell doesn't automatically cure them). You can also use this to draw all of the poison out of a venomous creature. Unwilling venomous creatures get a save. Note that this spell doesn't work on all poisons, just venoms (organic, mechanically delivered poisons, usually from things with fangs or stingers).

Infantilize

R: touch T: creature D: 10 min

Target saves or becomes an adorable child version of itself. Creatures lose 1 HD (-4 max HP, -1 to hit, -1 to save). Player characters have their Strength dropped to 5 (unless it was already lower). The target is now so adorable that all who see it must make a save the first time they try to harm it. If they fail this save, they hesitate, wasting their action.

Monsterize

R: touch T: creature D: 10 min

Target saves or becomes a horrible monster version of itself. Monsters get +1 HD (+4 max HP, +1 to hit, +1 to save). Player characters have their Strength raised to 15 (unless it was already higher). The target also flies into a rage, and becomes incapable of tactics, kindness, or retreat, even if urged by friends.

Mutate

R: touch T: creature D: permanent

Target saves or gains a random mutation. If the creature chooses to fail its save, roll two random mutations, and the caster chooses which one is gained.

Ooze Control

R: 50' T: ooze D: 10 min

If an ooze fails a save at a -4 penalty, you can direct its actions. This requires constant concentration. If you take damage (or anything else that would end a *sleep* spell) you lose concentration and the ooze immediately breaks free.

Regeneration

R: touch T: creature D: 2 hr

Target regenerates 1 HP every 10 minutes. If a unicorn horn or green troll heart is consumed during the casting, the recipient also regrows all missing limbs and body parts.