

Find a random creature skull. This skull will have red and blue runes inscribed upon its surface which slightly glow and throb, as if powered by some inner force. If any of the company picks up the skull (or handles it in any way (even by means of a stick, gloves, weapon, spell etc.) the following will happen:



%Roll: Results:

01-08: Death. Avoid vs. "Death", or die instantly. Magic-resistant items may protect. Once the skull is touched, a Black Skeleton will form down from the skull, creating an opponent for the company to fight to the death.

09-16: Gain the ability to cast one random Druid's spell (which can be invoked once per day).

17-26: Two runes will transfer from the skull, one appearing upon each hand of the one who picks this skull up. Roll below for the power and ability that each of these runes possess:

%Roll: Results:

01-10: Atrophy touch: Anything character touches will slowly decay into ruin.

11-20: Healing touch: Anything character touches will slowly regenerate.

21-30: Elixir touch (1 time per moon (as Potion, Elixir).

31-40: Depending upon character's align, gain the friendship of one holy or UnHoly creature.

41-50: Character will change into random creature. This can be any creature in the game.

51-60: Gain the natural ability of one random creature in the game.

61-70: "Revealed by the eye". This means the one who touches skull has fallen to the trap of a Jahthein and now will be forever in that Jahthein's mind -- for good or ill.

71-80: Gain the ability to discern good from evil (70% chance (31+ roll).

81-90: Withered roots: The one who touches this skull will become impotent, never to have the blessings of posterity.

91-00: Gain the natural ability of body regeneration. Regeneration will bring one back from the dead (check for a Dithinoth). Damage will heal at up to 30 D.P. per turn.

27-34: Gain the ability to cast one random Healer's spell per 24 hours.

35-44: Skull begins to wither. The one who has touched the skull must roll initiative, or be withered also. Magic-resistant items may protect. Withering will be in the form of 1-D100 points of damage in every area of the body (best of 3 rolls for damage in each area).

45-52: Gain the ability to cast one random Magician's spell (which can be invoked once per day).

53-62: Random level disease strike immediately upon the one who touches this skull. Roll below for the level of the disease:

%Roll: Level of disease:

01-70: 1

71-90: 2

91-00: 3

See: "Disease" in the D section of the Basic Rules Book.

63-70: Gain the ability to cast one random Psychic's spell once per day.

71-80: Skull pulsates wildly. Within 24 Hrs time, the entire company will have up to 10 encounter checks, the most dangerous of three rolls each. No less than 3 encounters will occur.

81-85: Mental-strength increases up to 25 points, yet no less than 8.

86-90: All characteristics drain away to 5, with the exception of vision and hearing. This will last until this curse can be removed.

91-92: Intangibility: The one who touches this skull will gain the ability to become intangible, as a Phantom, three times. The duration of the intangibility will be 1 hour.

93-95: Gain the permanent ability to withstand the draining attack from any creature one per day.

96-00: Skull transforms into a bird (black raven). This raven speaks to the one who has touched the skull and states in a cracked and broken voice, "You are chosen". Then it flies away. The one who has touched the skull and brought the raven forth will then be caught up in a plot of no little importance, dealing directly with the well-being of a prince or princess. G.M.: Take this one from here; do not make it too involved unless the adventuring group is not on an adventure of real importance at present. The answer to this riddle is in the bird (the riddle will be interpreted and set in motion by the G.M.). The creature must be caught and forced to tell the truth (this bird will die rather than speak the meaning of its words).