

THE PAINTED WASTELANDS PLAYER'S GUIDE



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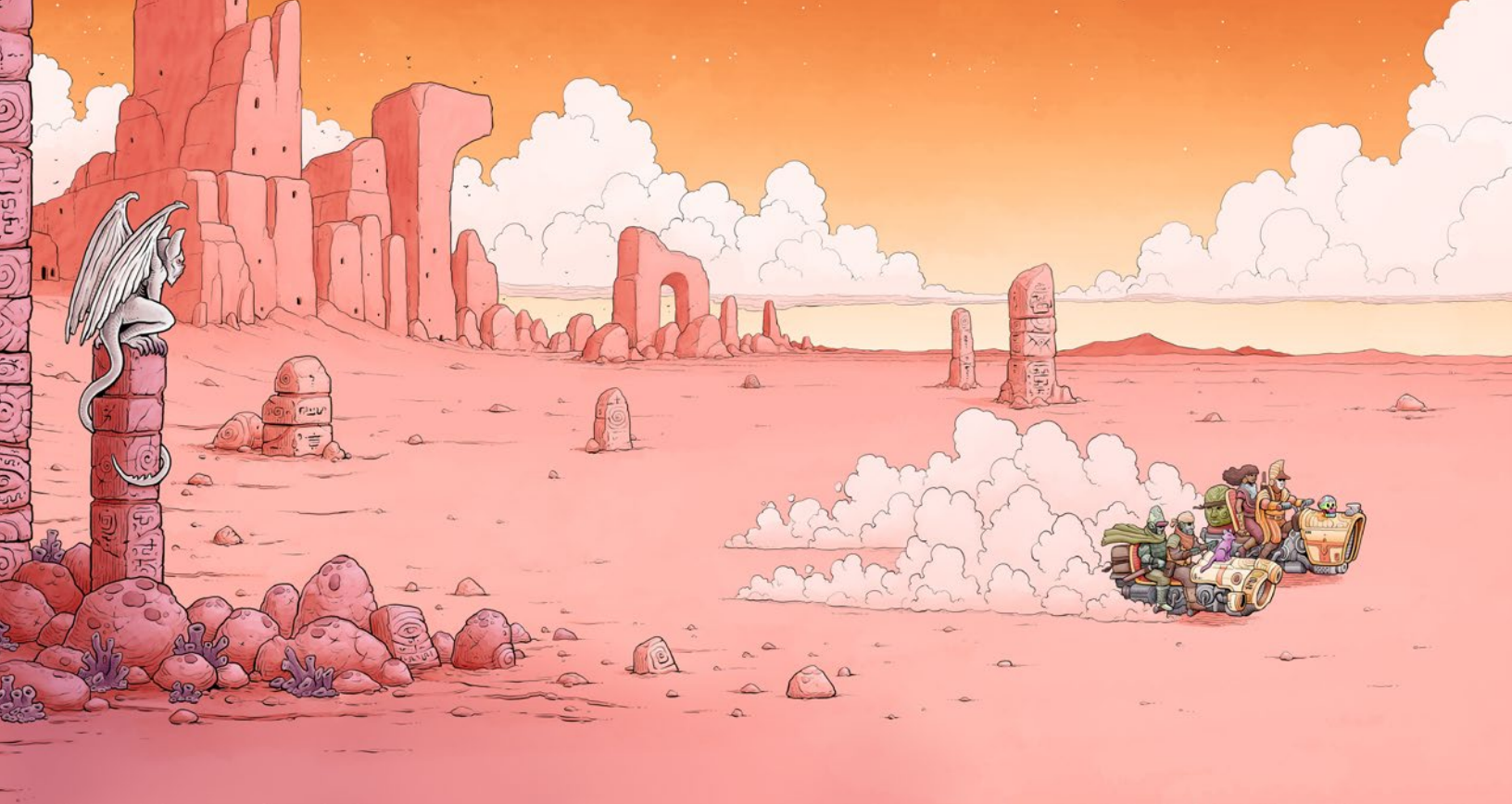
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YOU ARE A LOST DREAMER!

Welcome traveler, to the Painted Wastelands! You are trapped in a pastel-colored dream world filled with desert weirdos and living nightmares. This campaign is set in a world developed by comic artist Tim Molloy. For 20 years, he has explored this strange space through paintings, watercolors, and the bizarre adventures of a bumbling necromancer named Mr. Unpronounceable.

This is a campaign setting unlike any other you've experienced. There are no elves and dwarves here, instead you will find a strange world filled with alien life forms rubbing elbows (or whatever they call elbows on their world) with sorcerers. Everything is layered in a thick ectoplasmic haze.

The Painted Wastelands adventure begins with the assumption that the players are lost creatures spat out from their home dimensions. Perhaps they were elves and dwarves from your home campaign, now they are fish out of water in the Painted Wastelands. *The Painted Wastelands Player's Guide* is meant to offer guidance on how you can play as one of the weirdos from this world. This book shows you how to create a character who belongs to the Painted Wastelands.

What? I can't play an elf or a dwarf?! Take a deep breath. Although elves and dwarves are not found in large communities in the Lower Ethereal Hierarchy, players can still create these types of characters. Just don't act shocked when you're the only gnome on this plane of existence. Lots of characters from other realities (or even your own campaign setting) can find themselves lost in the Painted Wastelands. There is room for almost every type of critter imaginable in this setting, there is literally an endless supply of unique creatures.

RECOMMENDED READING AND VIEWING

Before you develop your Painted Wastelands character, we recommend some books and movies to get you into the proper mindset.

- * *Mr. Unpronounceable Comics* by Tim Molloy.
- * *The Zothique Cycle* by Clark Ashton Smith
- * *The Gormenghast Trilogy* by Mervyn Peake
- * *The Dark Tower* by Stephen King
- * *Frank* by Jim Woodring
- * *The Dream-Quest of Unknown Kadath* by H.P. Lovecraft
- * *The Incal* by Jean Giraud and Alejandro Jodorosky.
- * *Arzach* by Moebius
- * *The Three Stigmata of Palmer Eldritch* by Philip K. Dick
- * *Ubik* by Philip K. Dick
- * *The Bas-Lag Trilogy* by China Mieville
- * *Hero of Dreams* by Brian Lumley
- * *Night Warriors* by Graham Masterton
- * *Little Nemo in Slumberland* by Windsor McKay
- * *Uzumaki* by Junji Ito
- * *Weaveworld* by Clive Barker
- * *Naked Lunch* (1991)
- * *Jodorosky's Dune* (2013)
- * *The Holy Mountain* (1973)
- * *In the Mouth of Madness* (1994)
- * *The Isle of the Dead (Die Toteninsel)* by Arnold Böcklin



PART ONE

CULTURES OF THE PAINTED WASTELANDS

This section follows the **Character Races (Optional Rule)** section of the *Advanced Fantasy Player's Tome for Old School Essentials*.



ONEIRI

These mysterious wanderers come out of a region they call the Glitch Lands. They once ruled an endless empire, but it was mostly absorbed by the Liminality. Now they wander the Painted Wastelands trading rumors and trinkets for ectoplasm.

REQUIREMENTS: MINIMUM WIS 12
ABILITY MODIFIERS: -1 CON, +1 CHA
LANGUAGES: DREAMTONGUE, COMMON, ONEIRISH, AND THE SECRET LANGUAGES OF DREAM CREATURES.

AVAILABLE CLASSES AND MAX LEVEL

- * **Assassin:** 10th
- * **Cleric:** 11th
- * **Fighter:** 7th
- * **Illusionist:** 7th
- * **Nightmare Slayer:** 11th
- * **Oneiromancer:** 9th
- * **Ranger:** 9th
- * **Thief:** 11th

CONSUME ECTOPLASM

Oneiri feed off ectoplasm. When they consume it (through smoking, drinking, eating, etc). It heals 1d8 hp and 1d4 Ability damage. Oneiri cannot eat normal food unless it has been infused with ectoplasm. If they do so they must **save versus poison** or lose 1d3 CON for 8 hours.

INFRAVISION

Oneiri have infravision to 90' (see **Darkness** in the *Old School Essentials Advanced Fantasy Player's Tome*).

DREAMSTEED

Oneiri have a pet dreamsteed, summoned forth out of the nether of the Glitch Lands. It is loyal and bound to this individual Oneiri. It will never allow anyone else to ride it. When the Oneiri dies, the dreamsteed will return to the Glitch Lands to fade away forever.

Dreamsteed. Dromedary-like creatures. **AC** 7 [12], **HD** 2 (9hp), **Att** 1 x spit (1d4); **THACO** 18 [+1], **MV** 240' (80'), **SV** F1, **ML** 7, **AL** N, **XP** 20.

SPEAK WITH DREAM CREATURES

Oneiri keep good relations with the various creeps and creatures of the Painted Wastelands. This includes creatures like the Laughing Spider and Nightmares who don't normally communicate with mortals. The Oneiri know the secret languages of such creatures.

STARTING EQUIPMENT

Soft pastel colored robes, ectoplasm generator, 1d8x10 ectos, and a staff.

The Oneiri are long limbed and thin, usually 6' or 7' tall. They wear pastel dust-colored robes and usually shield their faces from the desert with intricately carved masks. They often are seen riding their dromedary-like Dreamsteeds back and forth along the desert.

SPECIAL TRAITS

Roll on this chart twice to determine your Oneiri's unique appearance.

D12	ONEIRI TRAITS
1	Haze of Ectoplasm. You're constantly surrounded by puffs of ectoplasmic smoke.
2	Pleasant Smell. The gentle aroma of incense and sandalwood surrounds you.
3	Robotic Voice. Your voice is plagued by static and emits from a voice modulator.
4	Fantastical Pipe. You begin play with a long-stemmed pipe for smoking ectoplasm.
5	Howdah. You begin play with an awning or umbrella that provides shade from the unforgiving sun.
6	Glitch Native. Your form glitches back and forth from time to time. +1 save versus spells against effects from the Teeming Edge.
7	Sorcerous Ways. Your alien mind is slippery and oblique. +1 save versus spells against mind-affecting spells.
8	Dreamtongue Polyglot. You can understand all forms of Dreamtongue, even ancient and forgotten dialects.
9	Abnormally long limbs. Your arms are unusually long.
10	Mask. You wear a wooden mask carved from the oak of dreams and lies. You can never take this mask off.
11	Secret Royal. You are a distant relative of the Oneiri King Forgotten to the Ages. Technically, you could be the next in line for the throne, if there was a throne to be had.
12	Stolen Dreams. Your sleep is black, without any joy or rest. Someone stole your dreams. You are on an honor quest to get them back. Nothing will stop you until you catch the dream thief.



PART TWO: CHARACTER CLASSES

CLASSES IN THE PAINTED WASTELANDS

All classes found in the *Advanced Fantasy Player's Tome* by Necrotic Gnome can be found in the Painted Wastelands, even Elves, Dwarves, and Svirfneblin. This part of the Lower Ethereal Hierarchy is dumping ground for the detritus of the cosmos. There's no reason you couldn't find anything out here.

CAT

Cats are complex creatures, well known for their aloof nature. They are travelers who can journey between planes of reality with a single jump.

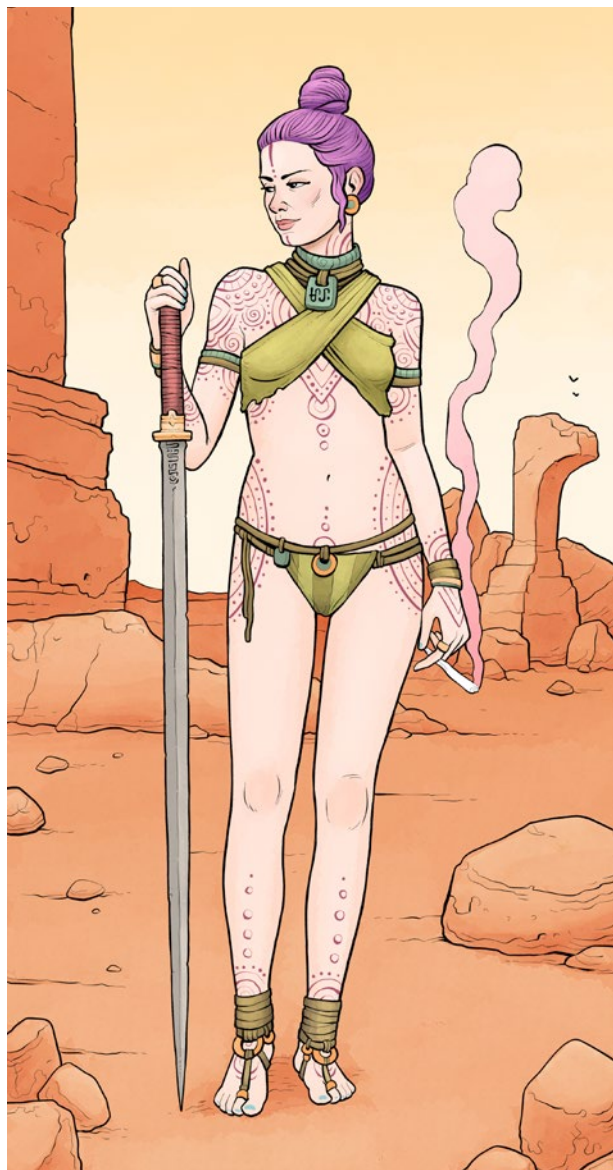
REQUISITE:	MINIMUM DEX 9
PRIME REQUISITE:	DEX
HIT DICE:	1D4
MAXIMUM LEVEL:	8
ARMOR:	LEATHER, NO SHIELDS
WEAPONS:	NATURAL ATTACKS
LANGUAGES:	MEOWSPEAK, COMMON



NIGHTMARE SLAYER

Nightmare Slayers are a group of death-dealing warriors who patrol the Lower Ethereal Hierarchy searching for Nightmares. They specialize in hunting, killing, and resisting these horrors.

REQUISITE: MINIMUM DEX 9
PRIME REQUISITE: CON AND DEX
HIT DICE: 1D8
MAXIMUM LEVEL: 14
ARMOR: LEATHER, CHAINMAIL, SHIELDS
WEAPONS: ANY
LANGUAGES: DREAMTONGUE, COMMON, AND THE PROFANE SPEECH OF NIGHTMARES



NIGHTMARE SLAYER SKILLS

Nightmare Slayers can use the following skills with the chance of success shown on the skill table.

- * **Climb Sheer Surfaces (CS):** A skill roll is required for each 100' height to be climbed.
- * **Track Target (TT):** The Nightmare Slayer is skilled in tracking monsters and creatures that they are hunting.
- * **Hide in Shadows (HS):** The Nightmare Slayer must be motionless—attacking or moving while hiding is not possible.
- * **Move Silently (MS):** A Nightmare Slayer may attempt to sneak past enemies unnoticed.

LEVEL	CHANCE OF SUCCESS			
	CS	TT	HS	MS
1	88%	25%	10%	20%
2	89%	33%	15%	25%
3	90%	33%	20%	30%
4	91%	33%	25%	35%
5	92%	40%	30%	37%
6	93%	45%	35%	40%
7	94%	50%	40%	42%
8	95%	55%	45%	44%
9	96%	60%	50%	46%
10	97%	65%	55%	48%
11	98%	70%	60%	50%
12	99%	75%	65%	50%
13	99%	80%	70%	50%
14	99%	85%	75%	50%

COMBAT

Nightmare Slayers can use all types of weapons and can use leather armor, chainmail, and shields.

REMOVE CURSE

There are many horrible ways to be cursed in the Lower Ethereal Hierarchy. Nightmare Slayers can utilize secret and esoteric meditation techniques to remove these curses. This takes one turn per character to be cured. Each subject may make a second **save versus poison** to end the effects.

Using magic items: As spell casters, oneiromancers can use magic scrolls of spells on their spell list. They can also use items that may only be used by arcane spell casters (e.g. magic wands).

Aura: The Oneiromancer can only have one aura spell active at one time. These spells usually last for 24 hours and their duration ends once the terms have been met.

COMBAT

Oneiromancers can only use daggers and are unable to use shields or wear any kind of armor. Optionally, oneiromancers may wield a staff in combat.

TRAVELER

Oneiromancers begin play with +1 Lucidity. At 1st level, Oneiromancers have a +5 bonus to understand Dreamtongue. At 6th level they have a +10 bonus to understand Dreamtongue.

AFTER REACHING 11TH LEVEL

An oneiromancer may build a great tower or dream palace. 1d6 level 1-3 apprentices arrive to study under the oneiromancer.

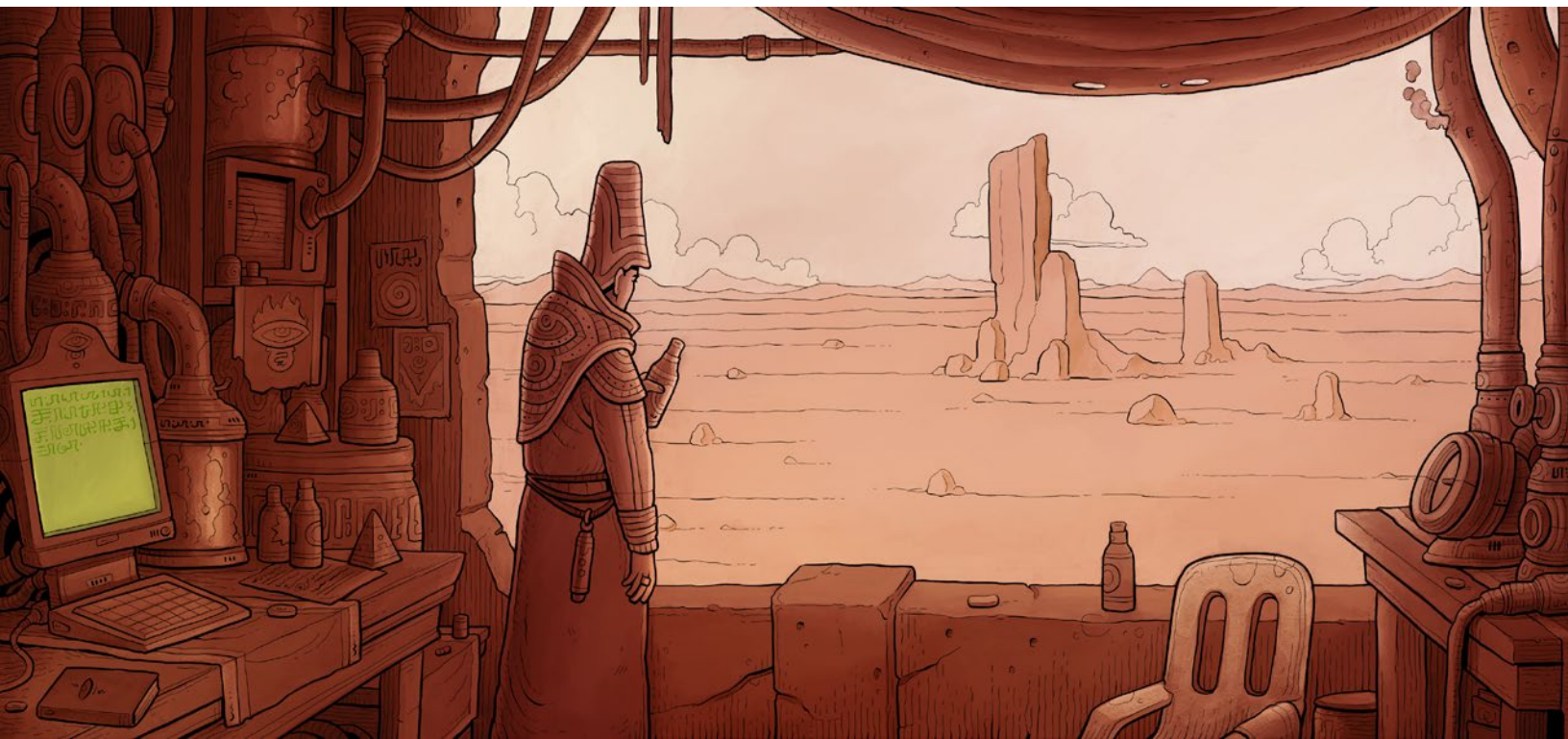
SPELLS

LEVEL	1	2	3	4	5	6
1	1	-	-	-	-	-
2	2	-	-	-	-	-
3	2	1	-	-	-	-
4	2	2	-	-	-	-
5	2	2	1	-	-	-
6	2	2	2	-	-	-
7	3	2	2	1	-	-
8	3	3	2	2	-	-
9	3	3	3	2	1	-
10	3	3	3	3	2	-
11	4	3	3	3	2	1
12	4	4	3	3	3	2
13	4	4	4	3	3	3
14	4	4	4	4	3	3

ONEIROMANCER LEVEL PROGRESSION			
LEVEL	XP	HD	THACO
1	0	1d4	19[0]
2	2,500	2d4	19[0]
3	5,000	3d4	19[0]
4	10,000	4d4	19[0]
5	20,000	5d4	19[0]
6	40,000	6d4	17[+2]
7	80,000	7d4	17[+2]
8	150,000	8d4	17[+2]
9	300,000	9d4	17[+2]
10	450,000	9d4+1*	17[+2]
11	600,000	9d4+2*	14[+5]
12	750,000	9d4+3*	14[+5]
13	900,000	9d4+4*	14[+5]
14	1,050,000	9d4+5*	14[+5]

SAVING THROWS				
D	W	P	B	S
13	14	13	16	15
13	14	13	16	15
13	14	13	16	15
13	14	13	16	15
13	14	13	16	15
11	12	11	14	12
11	12	11	14	12
11	12	11	14	12
11	12	11	14	12
11	12	11	14	12
8	9	8	11	8
8	9	8	11	8
8	9	8	11	8
8	9	8	11	8

*Modifiers from CON no longer apply.



ONEIROMANCER SPELLS

LEVEL ONE SPELLS

- * Charm Person
- * Detect Dream
- * Dream Servant
- * Dreamlore
- * Dream-Sharing
- * Mystic Dust
- * Oneiric Recall
- * Precipice of Death
- * Prescient Shot
- * **Read Magic**
- * Robes of the Oneiromancer
- * Sleep

LEVEL TWO SPELLS

- * Alluring Dream
- * Conjure Ectoplasm
- * **Detect Magic**
- * Dream Servitor
- * Dream Steed
- * Dreams of Milk and Honey
- * Forged from Dreamstuff
- * Knife of Dreams
- * Leaves of the Lotus-Eaters
- * **Levitate**
- * Ray of Enfeeblement
- * Ward Dreams

LEVEL THREE SPELLS

- * Activate Portal
- * Conjure Drugs
- * Consecrate Blessed Shrine
- * Desecrate Cursed Shrine
- * Dream Eater
- * Dream Warrior
- * Entangling Ectoplasm
- * **Fear**
- * **Fly**
- * Precognitive Dream (Aura)
- * Sweet Dreams

LEVEL FOUR SPELLS

- * Channel Void Emissary
- * Construct Homunculus
- * Deeper Sleep
- * **Dispel Magic**
- * Dream State
- * **Hallucinatory Terrain**
- * Living Nightmare
- * Mind Palace
- * Monstrous Form
- * Psychic Defense
- * Reverse Gravity
- * Soul Deflagrate

LEVEL FIVE SPELLS

- * Amnesia
- * Blissful Dream
- * Clone
- * Conjure Unreality Elemental
- * Déjà Vu
- * Ghostform
- * Insight
- * **Looking Glass**
- * **Maze of Mirrors**
- * Scared of the Dark
- * Sphere of Nothingness
- * **Telekinesis**

LEVEL SIX SPELLS

- * Commune with Void Emissary
- * Conjure Greater Dream Worm
- * Cruel Fate
- * **Dream Quest**
- * Ectoplasmic Evolution
- * Flesh to Steel (Steel to Flesh)
- * **Invisible Stalker**
- * **Manifest Dream**
- * Possibility and Probability
- * Something from Nothing
- * Trapped in a Neverending Dream
- * **True Seeing**

Spells that are in bold are found in *Old School Essentials: Advanced Fantasy Player's Tome*.

DREAM-SHARING

Duration: if all participants are asleep. Up to 8 hours.
Range: 120'

Sharing a Dream: Up to 1d6+1/level willing participants must be asleep and within range of the spell. Using the caster as a conduit they all have the same dream and can interact or speak with one another. The dreamer must **save versus spells** if they wish to change their appearance, clothing, or summon dream objects. When preparing this spell, the caster may identify their willing participants, allowing them to dream-share no matter how far away they are as long as they are on the same plane of reality.

Breaking into a Dream: The caster and 1d6+1/level participants can break into someone's dream against their will. The target must be asleep and **save versus spells** or their dream is invaded and manipulated by the caster and their allies.

Suggestion: At 3rd level, the caster may plant suggestions in the subconscious minds of dreams they are invading.

Harmful suggestions: Suggestions that are obviously harmful to the subject cause the spell to automatically fail.

Saving Throw: A **save versus spells** is allowed to resist the suggestion. If the save fails, the subject will follow the caster's suggestion upon waking up.

Reasonable Suggestions: A suggestion that is worded in such a way to make it sound very reasonable incurs a -2 penalty to the saving throw.

MYSTIC DUST

Duration: Instant

The caster sends forth a small handful of pastel-colored powder into the face of an enemy.

Effect: **Save versus spell** or the victim completely forgets the last minute/level in time.

ONEIRIC RECALL

Duration: Instantaneous
Range: Touch

The target can recall every dream they've ever had. This helps them understand their deep subconsciousness better and grants +3 Lucidity for 1d8 rounds.

This can also be used as a weapon. **Save versus spells** or the target touched remembers every nightmare they ever had and are frozen in fear for 1d3 rounds.

PRECIPICE OF DEATH

Duration: Instant
Range: 60'

The caster accesses necromantic magic to drag a living creature closer to the brink.

Death Knell. Target must **save versus spells** or take 1d8 damage. If the target is missing hp, it takes 1d12 damage instead.

PRESCIENT SHOT

Duration: Instant
Range: 100'

The caster unleashes a bolt of magical energy. The caster has dreamt of this moment for years; they know exactly what they must do to make the shot. They cannot miss.

The Perfect Shot. The caster's bolt bounces off walls, skips across the floor, and somehow hits the target no matter how well they hide. Even if the target is invisible, the caster cannot miss. The target takes 1d4 damage.

Higher Levels. The caster gains +1 bolt / 2 caster levels.

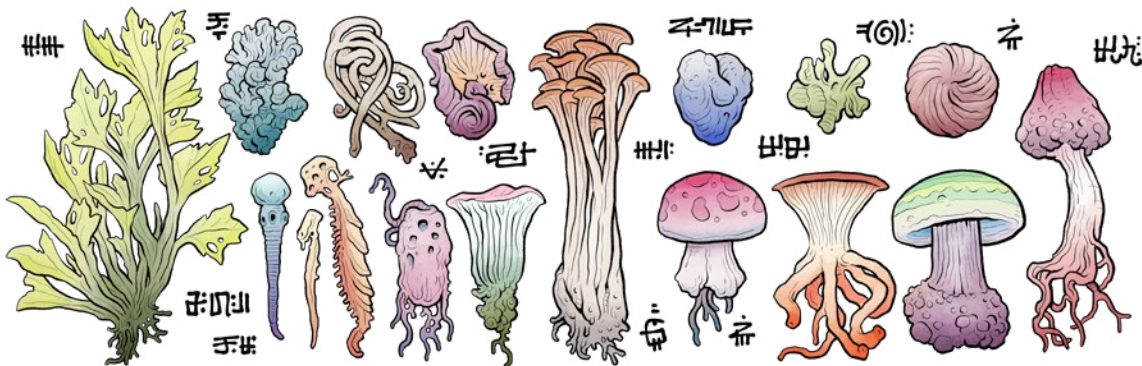
ROBES OF THE ONEIROMANCER

Duration: Permanent, as long as they are worn, dissipate into ectoplasmic cloud when taken off.

Range: Appears on the caster's body.

Conjures clothing of any color and style from thin air.

Higher Level Casters: If the caster is higher than 8th level, they can create clothing sufficient for up to 12 humans.



DREAMSTEED

Duration: 3 hours per level

The caster conjures a mount composed of dreamstuff; the Oneiri Tribespeople call them Dreamsteeds.

Dreamsteed. AC 7 [12], HD 2 (9 hp), Att 1 x spit (1d4), THACO 18 [+1], MV 240' (80'), SV F1, ML 7, AL N, XP 20

DREAMS OF MILK AND HONEY

Duration: Permanent if eaten, fades after 6 rounds

Range: Appears in the caster's presence

Summon food from raw ectoplasm and dreamstuff.

Volume: The caster conjures enough food for twelve humans and twelve mounts for one day.

Higher level casters: If the caster is higher than 8th level, food sufficient for an additional 12 humans and mounts is produced.

FORGED FROM DREAMSTUFF

Duration: Concentration, up to 2 turns per caster level

Range: Appears in the caster's presence

The caster conjures nonmagical inorganic objects out of the ectoplasmic firmament of reality. These include weapons, shields, adventuring gear, rope, or counterfeit money.

KNIFE OF DREAMS

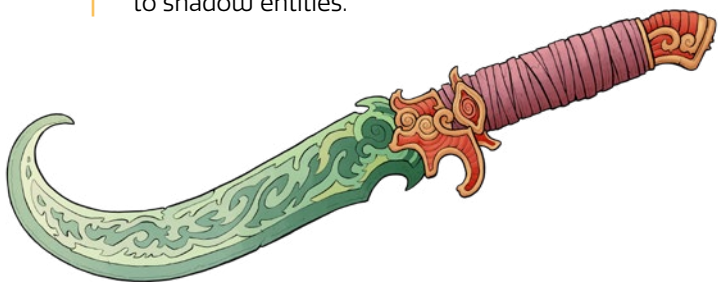
Duration: 6 turns per level

Range: Touch

Over the course of one turn, the caster weaves raw ectoplasm and dreamstuff into a magical weapon.

Melee weapon: The weapon can be small enough for a gnome-sized creature or large-enough for a human sized creature. The weapon deals the same amount of damage as a regular weapon, and it grants +1 to hit and damage rolls. It deals an additional 1d12 damage to shadow entities.

Ranged Weapon: This weapon shoots ammunition made of dreams and nightmares. It grants +1 to hit and damage rolls, it deals an additional 1d12 damage to shadow entities.



LEAVES OF THE LOTUS EATERS

Duration: 2 turns

Range: Appears in the caster's presence

The caster taps into the ephemeral plane of the 7th hierarchy to summon a handful of the intoxicating leaves of the lotus flower.

Eat the Leaves. If a character eats the lotus leaves it puts them into a euphoric state of pleasure. They are immune to mind-affecting, or mind-reading spells like *charm*, *hold*, *sleep* and *fear* effects. Lasts for 1d4 hours, after the effects expire **save versus poison**. On a failure, the target suffers -1 INT until they consume lotus leaves again or after 1d4+4 days, whichever comes first.

Drink the Leaves. The caster may make a refreshing tea from the lotus leaves. Drinking the tea grants +1 INT for 1d6 hours. After the effect expires **save versus poison**. On a failure, the target suffers -2 to all **save versus spell** rolls until they consume lotus leaves again or after 1d4+4 days, whichever comes first.

Smoke the Leaves. The caster may smoke the lotus leaves in a pipe, water pipe, or fancy rolling paper. Smoking lotus leaves grants +1 CHA for 1d6 hours. After the effect expires **save versus poison**. On a failure, the target suffers -2 to all **save versus death** rolls until they consume lotus leaves again or after 1d4+4 days, whichever comes first.

WARD DREAMS

Duration: 24 hours

Range: 20' Radius Circle

For the duration of this spell, creatures who rest within the blessed radius marked on the ground in chalk, ink, paint, blood, or scratched into the ground are protected from wandering monsters and nightmares.

While sleeping inside the circle of protection, use the following random encounter table instead of the one found in Dreamlands Adventuring (see p. 8):

- 2 Sleepless Night
- 3-5 Sweet Dreams
- 6-12 Nothing Happens

RAY OF ENFEEBLEMENT

Duration: Concentration

Range: 60'

A ray of enervating energy shoots from the caster to the target. The target's melee attacks only deal half damage for the duration of this spell.

DESECRATE CURSED SHRINE

Duration: Permanent

Range: 10'

The caster spends time, money, and a small piece of their soul to construct a shrine. Most Oneiromancers choose a hidden location for their shrines lest another sorcerer try to destroy its cursed blasphemies. The caster can spend money to improve the shrine by purchasing offerings to outer cosmic entities like rotten food, spoiled wine, and pornographic magazines. The spell must be cast each day and offerings worth at least 100 ectos placed at the same location over the course of seven days to complete the blessed shrine's development. Each day the shrine gains a new effect. At the end of seven days, the shrine has all the effects listed below.

- 1 Caster can hear all conversations that take place within 360' of the cursed shrine.
- 2 All plant life within 360' of the cursed shrine shrivels and dies. Animals avoid this place.
- 3 Other spellcasters who walk within 360' of this cursed shrine must **save versus spells** or suffer 3d6 damage.
- 4 All water within 360' becomes toxic. Anyone who drinks it must **save versus poison** or die.
- 5 Meditating at this shrine with a knife coated in blood for 3 hours curses the blade. The next creature attacked must **save versus poison** or die. Then the blade evaporates.
- 6 If a homunculus is constructed at the shrine, it has +1 HD.
- 7 The shrine slowly drains the ectoplasmic life force of the area within a 1-mile radius. Creatures feel weak and colors begin to fade in the area. Over the course of a week the shrine absorbs a maximum of 1d6x100 XP. Any creature can destroy the shrine to get the experience points.



DREAM EATER

Duration: 6 turns
Range: 60'

The caster selects a target and consumes part of the dreams. The effect is even more powerful if they are asleep.

Consume Dreams: The target must **save versus spells** or suffer -1 to all attack rolls and saving throws for the duration of the spell as part of their psyche is consumed. The caster gains +1 to all attack rolls and saving throws for the same amount of time.

The Target is Asleep: If the target is asleep, the effects of the spell lasts for 24 hours. The caster can only benefit from eating 1 target's dreams at a time.

DREAM WARRIOR

Duration: Concentration
Range: 240'

The caster summons dream warriors to fight for him. 1d4+1 myrmidons armed with shields and swords appear out of ectoplasmic mist to serve the caster. Add 1 extra warrior per caster level.

Dream Warrior. AC 6 [13], HD 1 (4 hp), Att 1 x weapon (1d6), THACO 19 [0], MV 120' (40'), SV D13 W14 P13 B16 S15, ML 8, AL N, XP 10



ENTANGLING ECTOPLASM

Duration: 1 turn
Range: 160'

Ectoplasm reaches forth out of the thin spaces of reality and solidifies, entangling creatures caught within the area of the spell.

Saving Throw: Each creature in the affected area must **save versus spells**.

If the save fails: the creature is entangled and cannot move.

If the save succeeds: the creature can move through the entangled area at half its normal movement rate.

PRECOGNITIVE DREAM (AURA)

Duration: 24 hours
Range: Self

The caster has an intense premonition while they are sleeping. This spell is normally cast before the caster goes to bed for the night, or while taking a nap before they go adventuring. During the dream they read a comic book that predicts their future. The Caster can only choose one of these options.

The Golden Path. For the duration of the spell the caster may choose a single attack roll to enhance. It occurs just like it did in their dream. The caster rolls 2d20 and chooses the higher number to represent their attack roll. After this is used, the spell's duration ends.

A Single Choice. For the duration of the spell, the caster may choose a single attack roll from an enemy to prevent. They saw every potential future where the enemy wounds them and found the only way to prevent their death. The enemy rolls 2d20 and chooses the lower number to represent their attack roll. After this is used, the the spell's duration ends.

SWEET DREAMS

Duration: 24 hours
Range: 20' radius circle.

For the duration of this spell, creatures who rest within the blessed radius marked on the ground in chalk, ink, paint, blood, or scratched into the ground have a perfect night's sleep. The party is blessed by pleasant and enjoyable dreams. They enjoy a restful and deep sleep that restores their strength. Heal 1d3 Ability damage and 1d6 hp.

There are no random encounters while sleeping. The caster is alerted to the presence of enemies who step within 50' of the area marked on the ground.

LEVEL FOUR SPELLS

CHANNEL VOID EMISSARY

Duration: Concentration up to 2 turns per level
Range: Self

The Dreamer becomes a conduit for a being from the Liminality called a Void Emissary. The smoky figure appears out of the ectoplasm and unites with the Dreamer, granting them temporary gifts. The Dreamer gains the following stat line for the duration of the spell:

Void Form: AC 2 [17], HD As Caster, Att 1 x lightning bolt (1d8), THACO 12 [+7], MV fly 120' (40'), SV D8 W9 P10 B10 S12

- * **Mundane damage immunity:** Can only be harmed by magical attacks.

DEEPER SLEEP

Duration: 1d8 hours
Range: 240'

The caster unleashes a powerful sleep spell. Save versus spells or fall asleep. The spell may target either:

- * A single creature with 10+1 Hit Dice.
- * A total of 5d8 Hit Dice of creatures of 4 HD or lower each.

When targeting creatures of 4 HD or less, the following rules apply:

- * **Weakest first:** Targets with the least HD are affected first.
- * **HD:** Treat monsters with less than 1 HD as having 1 HD and monsters with a fixed hit point bonus as having the flat HD.

CONSTRUCT HOMUNCULUS

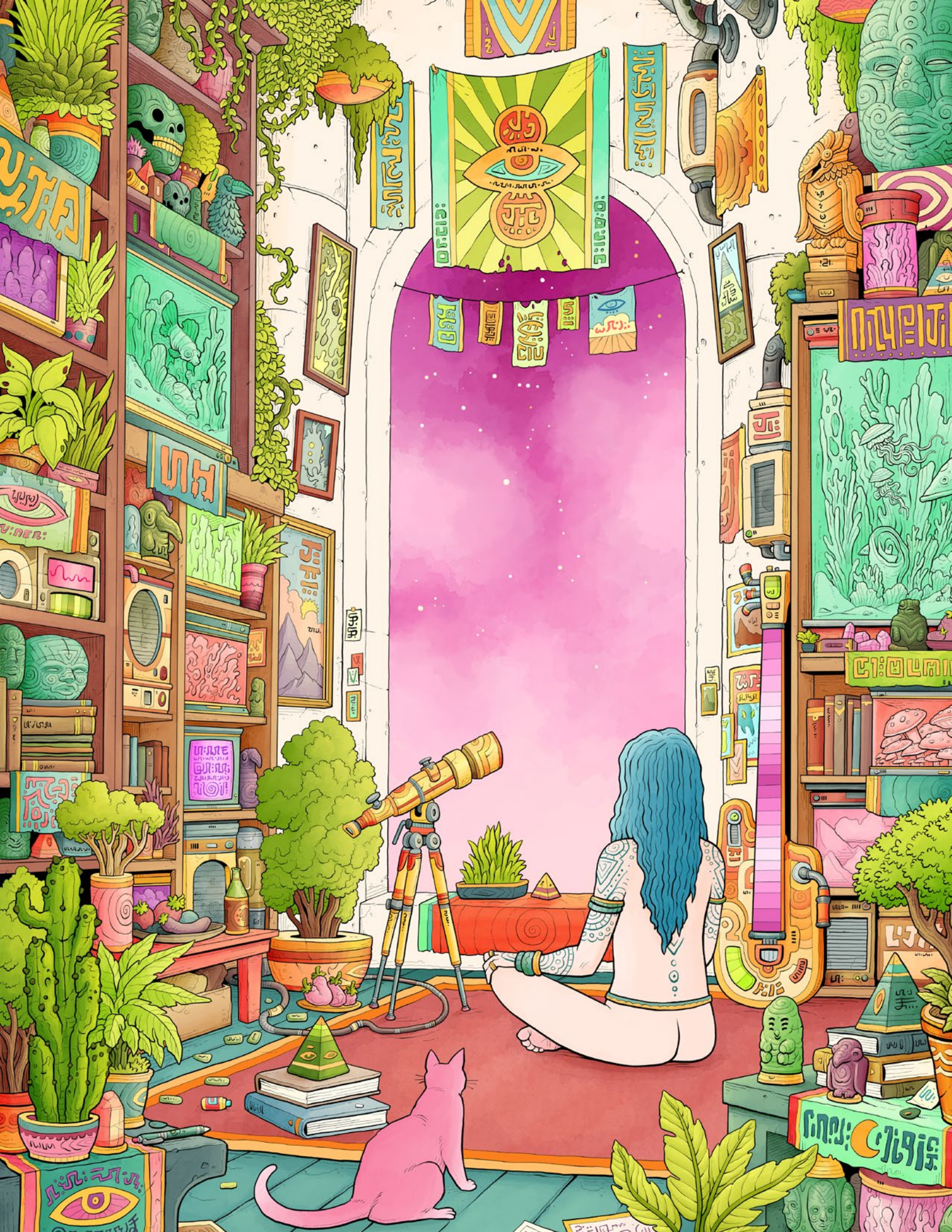
Duration: Permanent

A homunculus is a sorcerer's helper that is crafted through this complex ritual. The oneiromancer must purchase the proper ingredients which include earwax, a quantity of the caster's blood, and a unicorn's liver. The ingredients cost 2,000 ectos (or 20,000 gp on other planes of reality). The caster must also sacrifice 500 XP in the construction process.

Homunculus: AC 5 [14], HD 2* (9hp), Att 1 x warbling shriek (1d4), THACO 18 [+1], MV 30' (10'), SV D11 W12 P11 B14 S12, ML 9, AL As creator, XP 25

- * **Unholy Communion:** The caster can consume some of the flesh of the homunculus to produce phantasmagoric visions. If they do so, the homunculus takes 1 damage and the caster's spells become more potent. For the next 1d12 hours, saving throws made against the caster's spells are made with a -2 penalty.
- * **Telepathic Link:** The creator can telepathically control the homunculus and see/hear through its eyes/ears.
- * **Control Range:** 480'. Will never deliberately move further away from creator.
- * **Upon death.** The creator suffers 2d10 damage.





MONSTROUS FORM

Duration: 1 round per level
Range: Self

The caster appears like a nightmarish monster. The caster can choose to appear as a specific monster or as a completely new nightmare.

Saving Throw: Every creature viewing the caster may save versus spells.

If the save succeeds: The subject views the nightmare as it really is, a faint shadowy illusion hanging on top of the caster's form like a suit. This subject is unaffected by any attacks from the nightmare monster.

If the save fails: The subject perceives the caster as a nightmare. The caster may use any attacks the monster normally would have and inflict no damage.

PSYCHIC DEFENSE

Duration: 12 rounds
Range: Touch

This spell protects the caster and anyone they touch from mind affecting spells. The caster and up to 1 creature per level is unaffected by *charm*, *hold*, *fear*, and *sleep* spells. Any creature attempting to read their minds using telepathy must **save versus spells** or suffer 3d6 damage from the psionic blowback.

REVERSE GRAVITY

Duration: 1 round
Range: 100' radius

The caster makes gravity reverse itself in the area. All creatures caught within the area (except the caster) must **save versus spells**. On a failure they fall upwards up to 40' over the course of 1 round. They fall again when the spell wears off.

If the targets hit a ceiling, they stop and take fall damage. They can save versus death to avoid the damage each time they would fall and hit something. Thieves, acrobats, and assassins can make skill checks to avoid fall damage. Cats are immune to this spell because they always land on their feet.



SOUL DEFLAGRATE

Duration: Instant
Range: 60'

A creature's soul is instantly and permanently destroyed.

Living creature targeted: It must **save versus spells**; on a failure its soul is destroyed. A creature can live without a soul, though life is empty and grey. This creature cannot be resurrected.

Undead creature targeted: It must **save versus spells**; on a failure the undead creature falls into a heap or melts away without a soul to animate its corpse.

LEVEL FIVE SPELLS

AMNESIA

Duration: 1d4 rounds + 1
Range: Touch

The caster delves deep into the recesses of the target's mind and makes them forget everything they know about themselves. The target must **save versus spells** or forget everything about themselves. They lose all XP, forget their name, and any spells they've prepared. The target is a completely blank level 0 character. The caster can also choose to limit how much a character forgets. For example, they could limit the terms of the spell to the last day, or year.

BLISSFUL DREAM

Duration: 1d4 rounds
Range: 240'

The caster unleashes a pleasant daydream upon their enemies. **Save versus spells** or the targets peacefully put away their weapons and enjoy the beauty of the world. The spell may target either:

- * A single creature with 10+1 Hit Dice.
- * A total of 5d8 Hit Dice of creatures of 4 HD or lower each.

When targeting creatures of 4 HD or less, the following rules apply:

- Weakest First:** Affects targets with the least HD first.
- HD:** Treat monsters with less than 1 HD as having 1 HD and monsters with a fixed hit point bonus as having the flat HD.

CLONE

Duration: 12 hours
Range: Touch

The caster creates a perfect clone of any creature out of ectoplasm. The duplicate appears to be the same as the original. It has all the real creature's levels or HD and abilities. The caster cannot create a clone that has more HD than themselves. The creature always remains under the absolute command of the caster. It cannot gain more levels. If reduced to 0 hp it reverts into a cloud of ectoplasm. At the end of the spell's duration, the clone evaporates.

CONJURE UNREALITY ELEMENTAL

Duration: Permanent (until dismissed or slain)
Range: 240'

A 16 Hit Dice unreality elemental – a being formed from the raw unreality of the Teeming Edge – is summoned from the Liminality to do the caster's bidding.

Materials: The summons requires a large volume of ectoplasm and cosmic foam.

Concentration: Is required to command an elemental.

Dismissing: While control over the elemental is maintained, the caster may dismiss it at any time, sending it back to the Liminality.

Disruption: If the caster moves at more than half speed or their concentration is disturbed, the command over the elemental ends.

Dispelling: The unreality elemental may be dispelled by *dispel magic* or *dispel evil*.

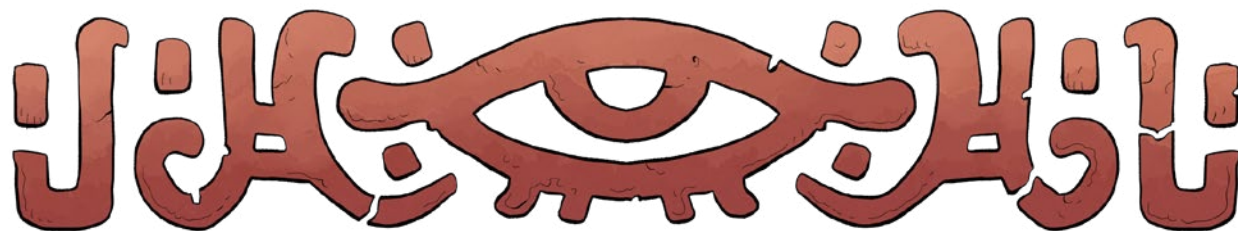
Unreality Elemental. AC -2 [21], HD 16* (72hp), Att 1 x blow (3d8); THACO 8 [+11], MV fly 360' (120'), SV D2 W3 P4 B3 S6, ML 10, AL N, XP 2,300.

- * **Mundane damage immunity:** Can only be harmed by magical attacks.
- * **Spell deflection:** When targeted by a spell, **save versus spells**, on a success redirect the spell back to target the caster.

DÉJÀ VU

Duration: 4 rounds
Range: Self

The caster turns back time up to 4 rounds for everyone else but the caster. The caster retains all the memories made by the alternate timeline. Everything that just transpired during those 4 rounds (like allies dying, or successful attacks) is rerolled. The caster transported themselves to a completely parallel timeline and swapped places with their counterpart. It is the same in every way as the timeline they just left except that the clock is 4 rounds behind.



GHOSTFORM

Duration: 1d4+1 rounds

Range: Touch

The caster and up to 6 other creatures become ethereal ghosts.

Fly: Gain a fly speed of 30'.

Corrupting Touch: If a character hits a living character with a melee attack, the target takes 1d6 damage.

Incorporeal: The caster and allies can move through other creatures and objects without difficulty.

Undead: Make no noise, until they attack. Immune to effects that affect living creatures. Immune to mind-affecting or mind-reading spells.

INSIGHT

Duration: Concentration

Range: Touch

The caster touches a single target and delves deeply into their mind. The process takes 1 turn/target's INT. Once completed without interruption, the caster knows everything the subject knows.

- * Speak and read the same languages as the subject.
- * Know all the same spells the subject knows (although they are not prepared).
- * Know how to perform all the same skills at the same probability of success.
- * Know the names of everyone the subject knows.
- * Know their deepest darkest secrets, passwords, and hidden thoughts. Even repressed thoughts that have been hidden from the subject.

SCARED OF THE DARK

Duration: Concentration

Range: 60'

The caster summons magical darkness at a point within range. A 15' radius sphere blocks all light and magical sight. Creatures with infravision can't see through the sphere. The sphere cannot be placed on an object and cannot move for the duration of the spell.

The Night is Filled with Horrors: Anyone caught within the 15' radius sphere must **save versus spells** or suffer 1d8 damage every round they spend in the sphere as the claws of unseeable nightmares rip at their flesh. Anyone trying to flee the sphere must **save versus spells**, on a failure the claws hold their ankles and prevent them from leaving.

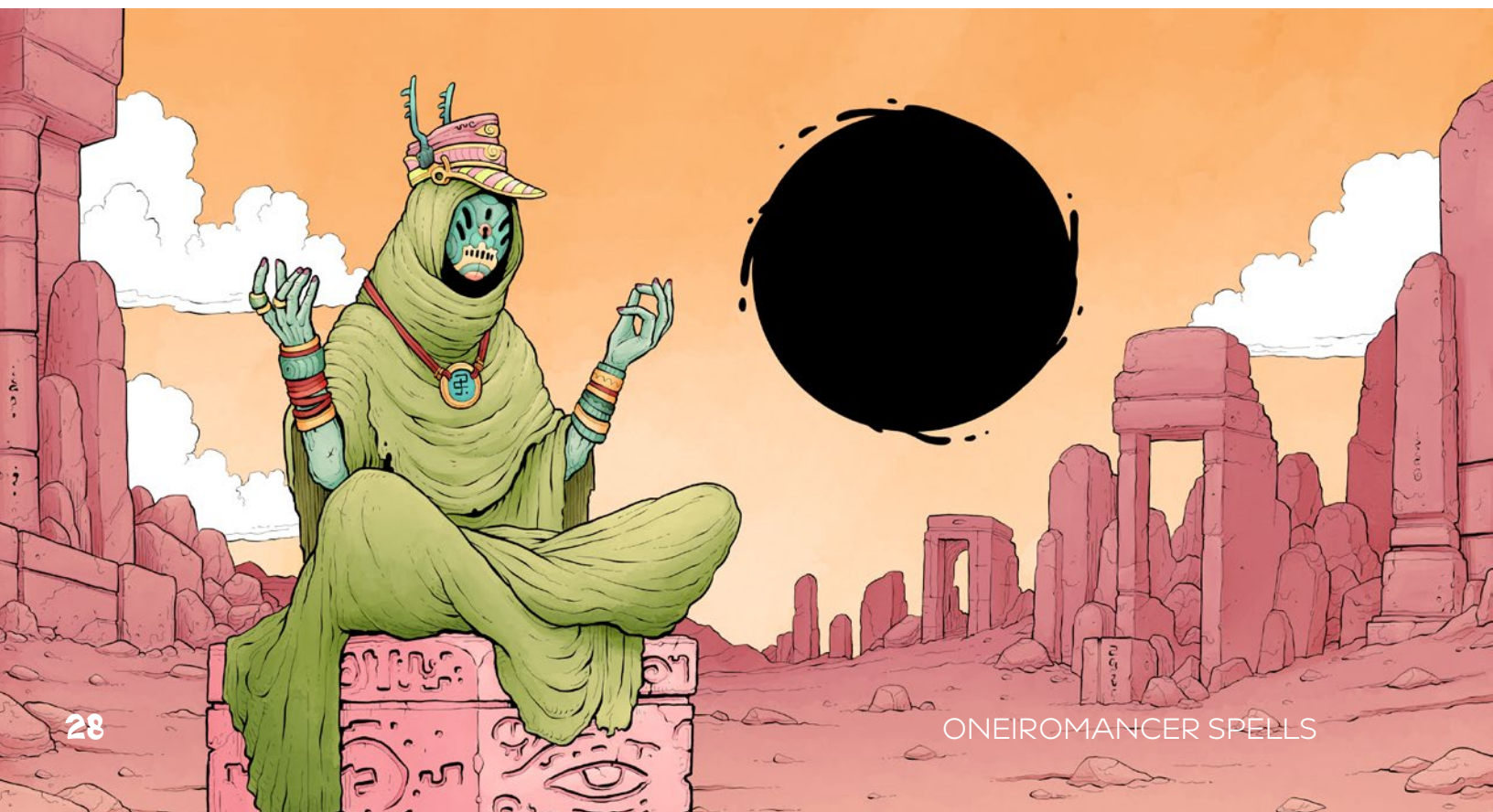
SPHERE OF NOTHINGNESS

Duration: Concentration

Range: 50'

The caster summons a 2-foot diameter hole of unreality that destroys anything it meets. It converts something into nothing. The caster can control the sphere if they concentrate. The sphere levitates up to a number of feet equal to 5 x your caster level.

Anything that touches the Sphere of Nothingness is destroyed. Creatures and magic items must **save versus spells**, on a failure they are destroyed. On a success they take 2d10 damage.



LEVEL SIX SPELLS

COMMUNE WITH VOID EMISSARY

Duration: 1 turn

Range: Self

The caster calls upon the void emissaries from beyond the Liminality for aid.

Sacrifice: To supplicate the Void Emissary being contacted, the caster must sacrifice something valuable. More valuable sacrifices increase the Void Emissary's response. The response of the Void Entity is determined by rolling 2d6, adjusted by the value of the sacrifice (as judged by the referee):

Very Precious: +1

Extremely Precious: +2

Priceless: +3

2-6 The Void Emissary is unenthusiastic. A minor confusing vision is sent that has little or nothing to do with anything at all.

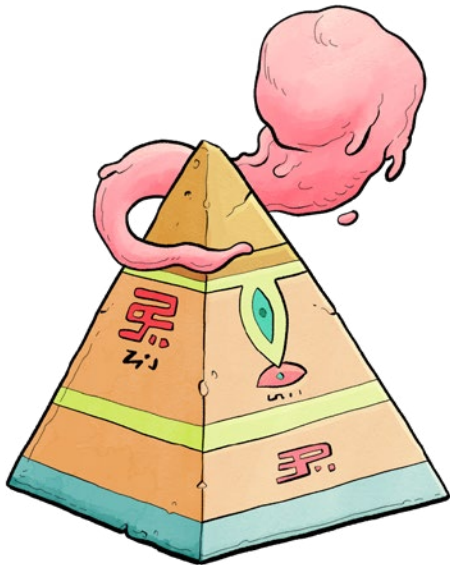
7-9 The Void Emissary sends 20 dream warriors in the form of Void Acolytes wielding silver Katanas. They serve the caster for 8 rounds before disappearing.

Dream Warrior. AC 6 [13], HD 1 (4 hp), Att 1 x weapon (1d6), THACO 19 [0], MV 120' (40'), SV D13 W14 P13 B16 S15, ML 8, AL N, XP 10

10+ The Void Emissary arrives themselves to destroy the enemies of the caster or otherwise provide aid. They fight for the caster for 8 rounds before leaving.

Void Emissary. AC 2 [17], HD 8* (36 hp), Att 1 x lightning bolt (1d8), THACO 12 [+7], MV fly 120' (40'), SV D8 W9 P10 B10 S12, ML 10, AL N, XP 1,200

- * **Mundane Damage Immunity:** Can only be harmed by magical attacks.



CONJURE GREATER DREAM WORM

Duration: Permanent (until dismissed or slain)

Range: 240'

A 15 Hit Dice giant dream worm is summoned from the Liminality to do the caster's bidding. Concentration: 1s required to command a great worm.

Dismissing: While control over the worm is maintained, the caster may dismiss it at any time, sending it back to its plane of origin.

Disruption: If the caster moves at more than half speed or their concentration is disturbed, the command over the worm ends. It is henceforth, a free willed entity and will immediately try to kill the caster and any who get in its way.

Dispelling: A conjured great worm may be dispelled by *dispel magic* or *dispel evil*.

Greater Dream Worm: AC 6[13], HD 15* (67hp), Att 1 x bite (2d8), 1 x mind blast (see below), THACO 9 [+10], MV 60' (20')/burrow 60' (20'), SV D8 W9 P10 B10 S12, ML 10, AL N, XP 2,300

- * **Swallow Whole:** A bite attack roll of natural 20, or 4 or more than the target number required, indicates that a human-sized (or smaller) victim is swallowed. Inside worm's belly: suffer 3d6 damage per round (until the worm dies); may attack with sharp weapons at -4 to hit; body digested in 6 turns after death.
- * **Mind Blast:** Targets in a 60' cone (20' at the end) must **save versus paralysis** or be paralyzed for 1 turn.
- * **Ridable:** The giant worm can be used as a mount.

CRUEL FATE

Duration: Instant

Range: 240'

Up to 4d8 HD of creatures within a 60' cube area must **save versus death** or die, instantly. Their deaths are ironic and sad, just as you envisioned it in your dreams. A meteor strikes them and crushes them all. A car smashes through the wall and squishes them. It is a very C death.

Restrictions: Undead and creatures with greater than 7 HD are unaffected.

ECTOPLASMIC EVOLUTION

Duration: Concentration

Target: Self

The caster warps reality around themselves and temporarily shapeshifts. The caster takes on two of the following transformations for the duration of the spell. Once per turn the caster can swap transformations.

- * **Wings:** Caster grows wings, or their hands becomes wings. They can fly 180' (60').
- * **Scales:** The caster is treated as wearing full plate armor.
- * **Claws:** The caster gains a new melee attack. 2 x claws (1d6).
- * **Gills:** The caster can breathe underwater for the duration of the spell.
- * **Horse Legs:** The caster grows a set of 4 horse legs like a centaur. Gains MV 180' (60')
- * **Mermaid Tail:** The caster grows a fish tail. They can swim 180' (60').
- * **Crab Claw:** The caster's arm becomes a giant crab claw. 1 x pincer (2d6).
- * **Dog Nose:** The caster sprouts a dog nose on their face. Can track by scent. Once started, very difficult to put off the trail.
- * **Cat's Eyes:** The caster's eyes become yellow with slit pupils. Gain Infravision 90'.
- * **Mole Claws:** The caster's arms become giant shovel like claws. Can burrow through solid stone at 10' (3') or soft earth at 60' (20').
- * **Frog Legs:** The caster's legs become long frog legs. Can jump up to 20' high and 50' forward to attack.
- * **Spider Climb:** The caster's hands and feet become sticky. They can climb up sheer surfaces at their movement speed.
- * **Octopus Camouflage:** Surprise on a 1-3 due to camouflage.
- * **Undead:** Temporarily become undead. Make no noise, until you attack. Immune to effects that affect living creatures. Immune to mind-affecting or mind-reading spells.
- * **Bull Strength:** Gain +1 STR for the spell's duration.
- * **Squid Tentacles:** Can attack up to 50' away with a melee attack. Can grab objects up to 50' away.
- *



FLESH TO STEEL (STEEL TO FLESH)

Duration: 24 hours/caster level

Range: 120'

This spell transforms living flesh into metal, and vice versa. Turns one creature into a metal statue, including all gear and any items currently held. A **save versus paralysis** is permitted to resist the transformation.

Self: The caster can cast this spell on themselves to transform part of their body into metal. An arm or leg is treated as a mace (1d6 damage). Their skin is treated as full plate armor. The duration of the spell changes to Concentration.

POSSIBILITY AND PROBABILITY

Duration: 24 hours

Range: Self

The caster has an intense premonition while they are sleeping. This spell is normally cast before the caster goes to bed for the night, or while taking a nap before they go adventuring. During the dream they have a vision of the future.

For the duration of this spell the caster may choose a single randomized result table or randomized roll (like random encounters, random numbers of enemies, and random amounts of treasure). The caster forces the referee to roll twice and choose the best result. The caster gets to know what each result means before choosing the outcome. After this is used, the spell's duration ends.

SOMETHING FROM NOTHING

Duration: 24 hours/caster level

Range: 60'

The caster summons a mystical door. Once opened, the door opens to a pocket dimension 90 cubic feet in volume. (30' on all sides). The pocket dimension can appear anyway the caster wishes. When the spell ends, the door disappears, and any creatures or objects inside the demiplane remain trapped there.

Each time the caster casts this spell, they can create a new demiplane, or create a door that connects to a demiplane you created with a previous casting of this spell. Finally, a caster can cast this spell to add an additional 90 cubic feet to their demiplane.

The magical door can be dismissed and resummoned at will by the caster for the duration of the spell. This allows them to access the demiplane no matter where they are.

TRAPPED IN A NEVERENDING DREAM

Duration: Permanent

Range: 100'

The caster can make any spell they have cast affect a creature permanently. Auras and spells with a concentration duration are unaffected by this spell.

Targeted enemies **save versus spells**. On a success the spell is not permanent.

The caster may end this effect at will.





PART THREE

FAITHS OF THE PAINTED WASTELANDS

The Painted Wastelands is home to several strange faiths. There are two major faiths, and a bucketful of minor fading gods and goddesses found in the **Area 0403: Cave of Retired Gods of The Painted Wastelands**.



PART FOUR

EQUIPMENT

A lot of the same adventuring gear available in the *Advanced Fantasy Player's Guide* is available in the Painted Wastelands. Yet, nothing is every what it appears. Use these alternate descriptions for adventuring equipment.

Backpack: A bindle or sack made from the tanned hide of a nightmare. Comes in vibrant colors and carries your junk while keeping your hands free. Holds 40 pounds or 400 coins. 50 ectos.

Crowbar: A piece of 2-3' long bitanium ripped off the side of a jet bike. Useful for forcing doors to open. 100 ectos.

Grappling Hook: A rusty robot's claw or a taxidermized animal paw. Can be used for anchoring rope. 250 ectos.

Hammer (small): An ancient tool made from alien metals and a sturdy handle. Used for construction. 20 ectos.

Holy Symbol: A divine spellcaster is required to own a holy symbol of their deity. 250 ectos.

- * **The Sect of the Bleeding Eye:** A medallion cast from precious metals. A stylized eye on a disc with blood droplets. When the caster casts spells, blood drops off the item as a form of ritual stigmata.
- * **The Void Cult:** Void cult members always wear masks with a spiral. They can never again allow others to see their faces. Silvery Katanas also serve as holy symbols.

Holy Water: Water that has been blessed by a holy person. If blessed by the Bleeding Eye, it is thick red blood. If blessed by the Void Cult, it is a jar of nothing (still works the same as holy water). 250 ectos.

Lantern: A container with bioluminescent fungus or an ectoplasm powered flashlight. Casts light in a 30' radius. 100 ectos.

Mirror: A piece of polished reflective metal. Useful for looking around corners or reflecting a gaze attack. 50 ectos.

Oil Flask: Rendered fat from a hideous monster. Smells like burnt french fries. Can be used to fuel lanterns for four hours or can be lit on fire and thrown. 20 ectos.

Pole, 10': A long pole made from rusty metal. Useful for poking and prodding suspicious items in a dungeon.

Rations: Dried lizard meat or dried fruit. Plastic bags of pork rinds and chips are popular as well. Canned meat harvested from questionable sources is popular. 150 ectos for 7 days of food.

Rope: Made from natural fibers and can hold the weight of approximately three human-sized beings. 10 ectos.

Sack (large): Stolen from a giant. Can hold up to 60 pounds or 600 coins. 20 ectos.



Sack (small): Rainbow fabric woven from alpaca hair. Can hold up to 20 pounds or 200 coins. 10 ectos.

Stakes and mallet: A wooden mallet and three 18" long stakes. Possessing these tools is considered an unforgivable faux pas in vampire communities. 30 ectos.

Thieves' tools: Intricate and ornately designed ratchets, screw drivers, and lock picks. All the tools needed to pick locks. 250 ectos.

Tinder box: Either a box of strike anywhere weather-proof matches or a fancy ectoplasm powered lighter. Using a tinder box takes one round. There is a 2-in-6 chance of success per round. 30 ectos.

Torches: Dried out cactus arms (most of the needles have been removed). Burns for 1 hour clearly illuminating a 30' radius. May also be used in combat. (Which looks really cool and impressive). 10 ectos.

Waterskin: A plastic jug made to hold 2 pints (1 quart) of fluid. Less than 10 ectos. You could probably find one in the garbage if you looked.

Wolfsbane: These herbs no longer grow in the Painted Wastelands, having been plucked to extinction during the Lycanthrope Panics.

Ectos: Gold and silver have no value in the Lower Ethereal Hierarchy. Ectos are paper bank notes that represent 1 ounce of raw ectoplasm. These are traded by merchants throughout the Painted Wastelands. The exchange rate is 1 silver piece = 1 ecto. Characters gain 1 XP per 1 ecto spent buying merch, paying to smoke ectoplasm, or eating the unique cuisine of the Sorcerer's Marketplace. Characters who sell merch, treasure, or other non-magical items at the Sorcerer's Marketplace gain 1 XP per 1 ecto value of the treasure.

BEASTS OF BURDEN

BEAST	COST	LOAD
Giant Lizard	350 ectos	250 lbs
Dreamsteed	2,500 ectos	300 lbs
Horse	800 ectos	500 lbs
Servitor	2,000 ectos	650 lbs

Load: The maximum weight the beast can carry at normal speed. Beasts can carry double this load at half speed.

There is a 1-in-6 chance the beast is a robot covered in flesh. If so, it has AC 6[13].

GIANT LIZARD

Large lizards that serve as beasts of burden in the desert. They also double as emergency snacks if needed.

Giant Lizard. AC 5 [14], HD 3+1 (14 hp), Att 1 x bite (1d8), THACO 16 [+3], MV 120' (40'), SV F1, ML 7, AL N, XP 50

- * **Cling:** Climb walls, trees, etc.

DREAMSTEED

Loping camel-shaped creatures used as beasts of burden by the Oneri Tribespeople.

Dreamsteed. AC 7 [12], HD 2 (9 hp), Att 1 x spit (1d4), THACO 18 [+1], MV 240' (80'), SV F1, ML 7, AL N, XP 20

- * **Spit:** The dreamsteed can unleash a glob of spit at a target 20' away, 1d4 damage. Save versus poison or take another 1d4 damage from the acid.

HORSE

It's a horse. Horses aren't common in the Painted Wastelands, but even a horse can get lost in their dreams.

Horse: AC 7[12], HD 3 (13hp), Att none, THACO 17 [+2], MV 90' (30'), SV F1, ML 6, AL N, XP 35

- * **Non-combatant:** Will flee if attacked.

DREAM SERVITOR

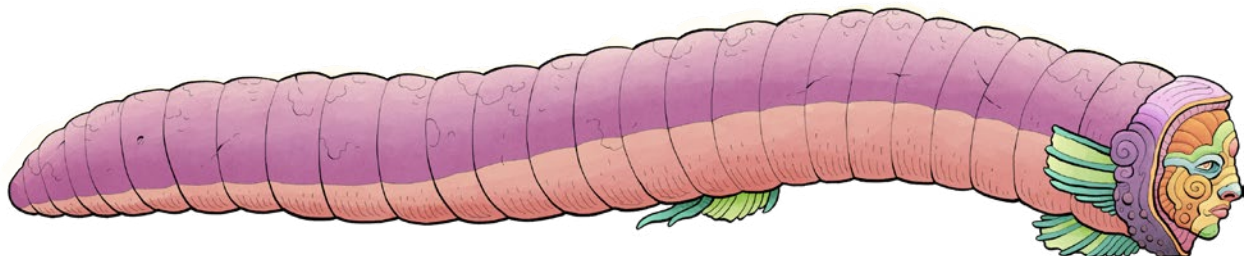
These floating creatures are often shaped like fish or other freaky animals. See **Dream Servitor** spell (p. XX) for more.

Dream Servitor: AC 5[14], HD 4 (18hp), Att 1 x slam (1d6), THACO 16 [+3], MV fly 60' (20'), SV F1, ML 12, AL N, XP 75

- * **Dream Construct:** Immune to effects that affect living creatures (e.g. nonmagical poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).

D6 RANDOM SERVITOR TRAITS

- Jellyfish.** The servitor is shaped like a giant jellyfish. It gains: 1 x tentacle (1 plus poison). **Save versus poison** or die.
- Fish.** The servitor is shaped like a fish. It can carry up to 6 human sized creatures on its back. It gains fly 150' (50').
- Tortoise.** The servitor is shaped like a tortoise. It gains AC 2[17] and up to 6 human sized creatures can climb inside its shell through a hatch door.
- Spider.** The servitor is shaped like a giant creepy spider. Gains climb 60' (20') and can shoot sticky webs at a target 60' away. Creatures caught in the webs are entangled and unable to move. The webs can be destroyed by fire in two rounds. All creatures in flaming web suffer 1d6 points of damage.
- Sting Ray.** The servitor is shaped like a floating sting ray. Gains 1 x stinger (1d8 plus poison). **Save versus poison** or take an additional 1d8 damage.
- Giant Worm.** The servitor is shaped like a giant undulating worm. It gains no special abilities or attacks.



VEHICLES

VEHICLE	COST	LOAD
Jet Bike	10,000 ectos	500 lbs
Jet Conveyance	20,000 ectos	12,000 lbs
Truck	9,000 ectos	18,000 lbs

Ram Them! Vehicles can run over a target, but doing so is not without risk. If the target is smaller or has less HD than the vehicle, ramming only deals 1 damage to the vehicle and 1d6+5 damage to the target. If the target is larger or has more HD than the vehicle, it deals 1d6+5 damage to the vehicle and the target.

Crummy (Optional Rule): The quality of this vehicle is exceptionally low. The vehicle is rusted, ancient, or jury rigged with mostly incompatible after-market parts. It is 50% cheaper than usual. When using a crummy vehicle, a WIS check is needed to start the motor. On a failure, the vehicle doesn't start. When it doesn't start, roll a d20. On a 1 a part on the vehicle breaks permanently. The vehicle cannot operate again until it is repaired by a craftsman. A crummy broken vehicle can be sold for 25% of its value as scrap.

JET BIKE

Jet bikes run on ectoplasm. It requires 1 oz of ectoplasm per day of operation or sacrifice 1 ecto into the fuel receiver. Mid-tier jet bikes cost about 10,000 ectos, but luxury models can cost up to 400,000. There is a shifty salesman who sells very crummy jet bikes for as low as 1,000 ectos.

A jet bike can carry 2 people. **AC** 7[12], **HD** 3 (13hp), **Att** ram (1d6+5), **THACO** 17 [+2], **MV** 360' (120') flying, **Miles/Day** 100

JET CONVEYANCE

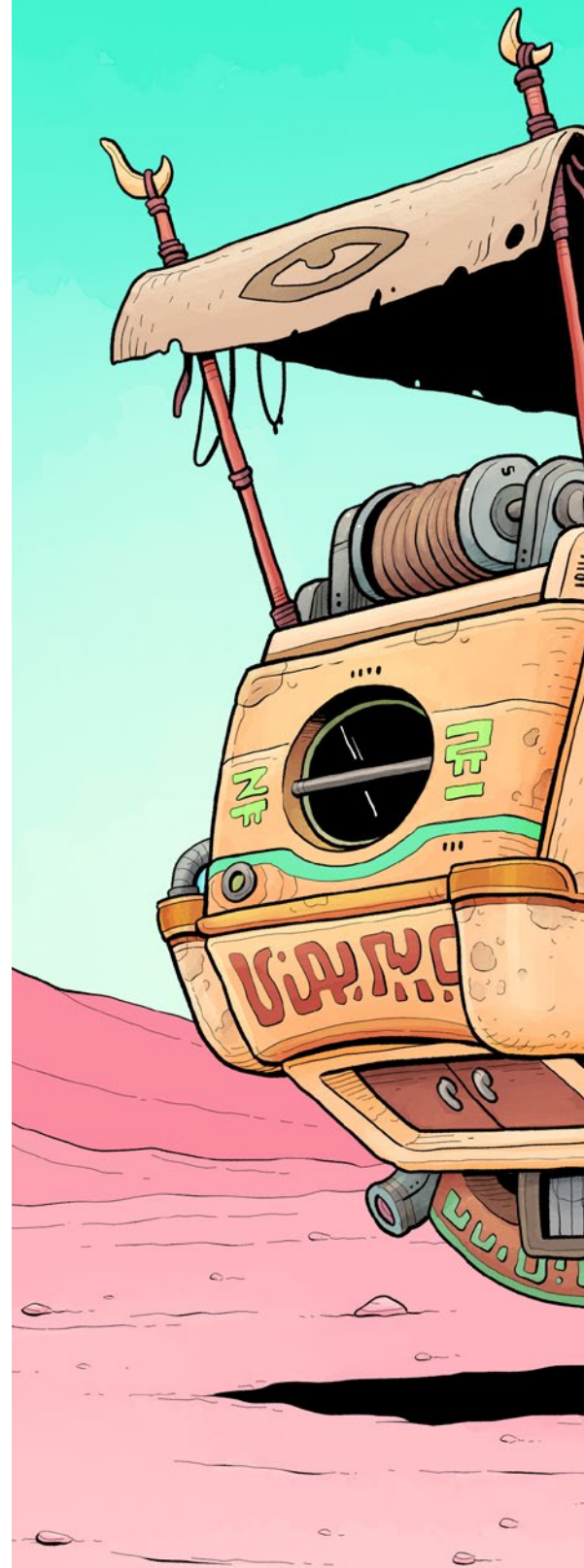
Powered by ectoplasm and advanced alien technology. It requires 15 oz of ectoplasm per day of operation or sacrifice 15 ectos into the fuel receiver. It is a van with a sliding side door and roomy interior.

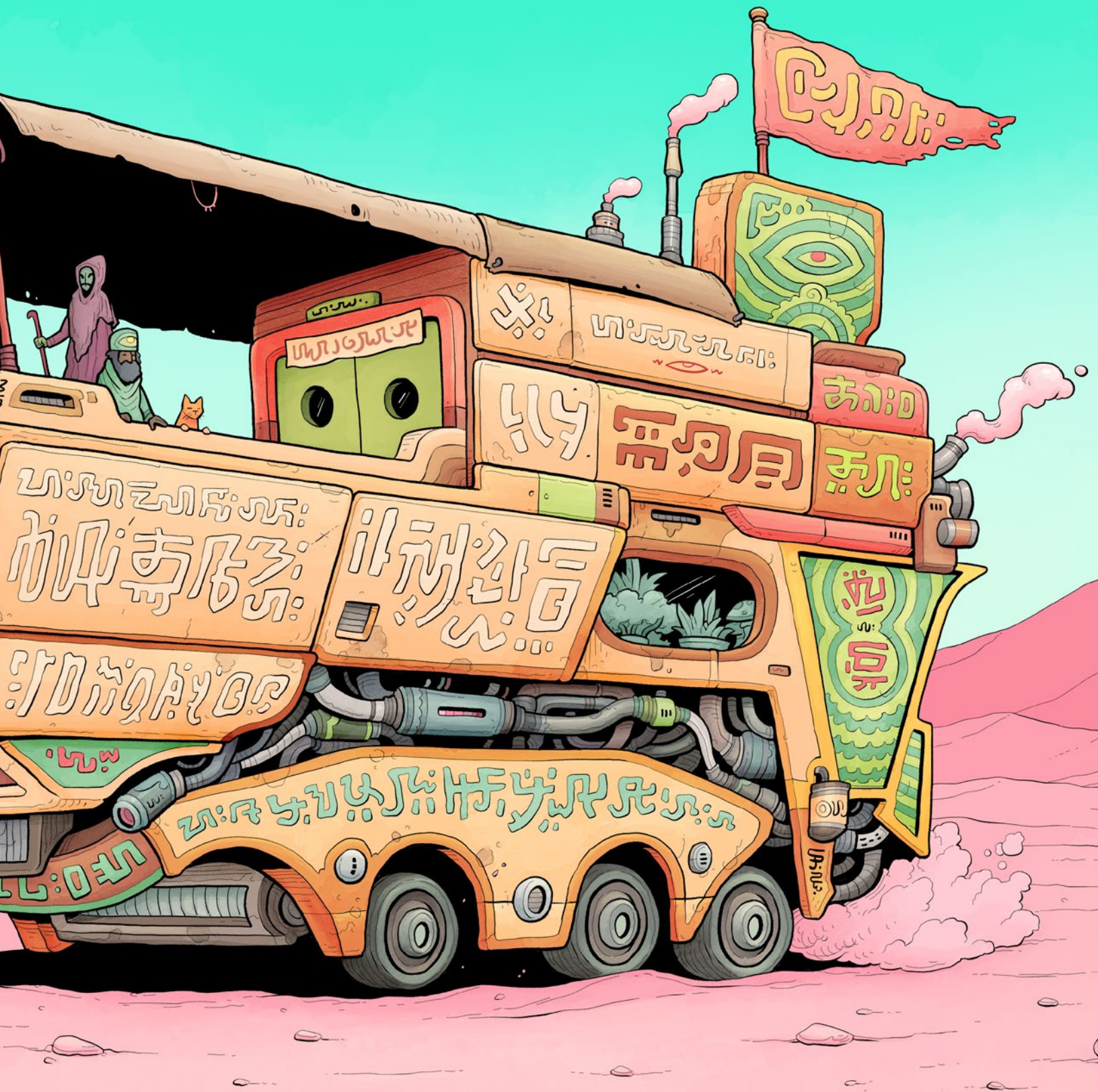
A jet conveyance can carry 8 people. **AC** 5[14], **HD** 7 (31hp), **Att** ram (1d6+5), **THACO** 13 [+6], **MV** 360' (120') flying, **Miles/Day** 100

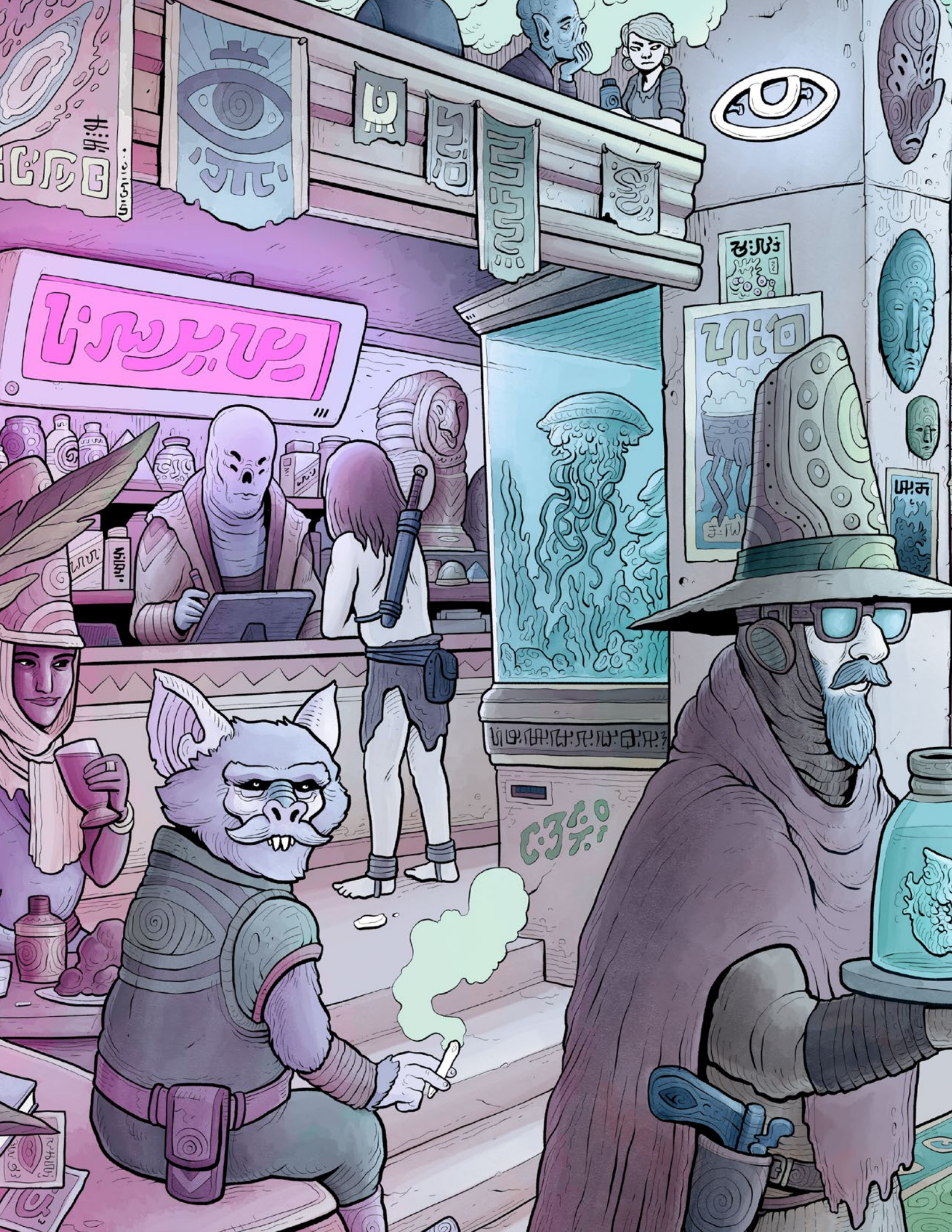
TRUCK

A sturdy and wheeled vehicle with an open topped portion perfect for carrying heavy loot. Powered by ectoplasm and forgotten sorcery. It requires 5 oz of ectoplasm per day of operation or sacrifice 5 ectos into the fuel receiver. It can also tow a trailer, allowing it to carry an additional 5,000 pounds.

A truck can carry 3 people in the cab and 5 people in the bed. **AC** 5[14], **HD** 7 (31hp), **Att** ram (1d6+5), **THACO** 13 [+6], **MV** 360' (120'), **Miles/Day** 100









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