



is for Breath Weapon

When the elder Dragon rears its mighty head, every seasoned adventurer knows what's sure to come next: the breath attack. No other weapon has the same knack for decimating an entire party in one fell swoop. Will it be roiling blooms of searing Flame or hoary blasts of immobilizing Frost? The players hold their breath in anticipation until the first vile winds belch forth. Foul deed! An almond-scented verdant smoke jets across the lair obscuring all the exits. Their rings of elemental resistance are worthless against a poison cloud. With an evil chortle, the judge declares, "Save or die!" and then the coughing begins...

Roll d12 B-1: TWELVE PARTY-WIPING BREATH ATTACKS

- 1 Grave wind: A gloomy miasma, buzzing with corpulent flies, creeps along the ground. The putrid stench of decay invades your nostrils as bilious saliva claws its way up your esophagus. The reeking air eats away at the flesh of all living creatures that remain within its area of influence. Corpses touched by the miasma are tainted by the curse of undeath. Mindless zombies arise in the following round to feast on the flesh of the closest living creature.
- 2 Beast breath: A swarm of vicious critters bursts from the lips of the monster in a torrential outpouring of feathers, fur, or scale: 1 – winged skulls; 2 – a murder of crows; 3 – rot grubs; 4 – venomous snakes; 5 – diseased sewer rats; 6 – rabid bats; 7 – angry bees. The attacking swarm harries a target for 1d4 rounds of combat inflicting ongoing damage and debilitating conditions. Tougher swarms may warrant a place in the initiative order until dispersed.
- 3 Heat ray: A pink nimbus flares around the beast's muzzle, just before a concentrated beam of crimson light fires in a straight line. The ray burns with the heat of a dying star, searing a smoking hole through anything caught in its path. Non-magical shields and armor literally melt when struck by the awesome light, leaving excruciating rivulets of molten metal that burn into the wearer's skin. The intense heat radiates 5' in all directions from the target, possibly setting adjacent creatures' possessions ablaze (20% chance to ignite one random flammable item).
- 4 Spore cloud: A powdery fungal brume wafts forth in slow motion. As the microscopic spores come to rest on a surface, tiny stalks sprout and rapidly mature into clusters of mushrooms — milk caps, stinkhorns, earth stars, and more. Inhaling the spores has a powerful soporific effect. Those who succumb to the magical torpor experience vivid hallucinations of the Fairy Queen's court. If the sleeper is not removed from the area, endophytes work their way into the skin over the course of a day seizing control of the nervous system. Encrusted in toadstools, the host rises in a dream-like state to serve as thrall to the Mushroom King.
- 5 Blizzard blast: A flurry of snow and hail blows in an enormous cone. Targets within the blast are flash frozen inside blocks of ice. A critical hit shatters the ice block like glass, including the victim inside. Due to the similarity of effect, spells or magic items that reverse petrification also work against a supercooled victim.
- 6 Charged air: A most strange effluvium blankets the area, stinking of ozone. The adventurers' hair bristles and stands on end, but otherwise they feel no ill effects. The effluvium builds up a massive imbalance of electric charge within its zone. Melee and touch attacks are arrested 6 inches before contact by an arc of electricity that inflicts a painful electric shock and hurls the attacker backwards.
- 7 Swirling vortex: The creature inhales so deeply that a swirling funnel forms, careening wildly from side to side. Anything hit by funnel is quickly sucked into the creature's mouth. Boulders, people, and even entire pools of water are no match for the bucking vortex. The creature generally attacks by spitting items in its mouth back at enemies, though it has been known to make a quick morsel of lightly armored adventurers.
- 8 Arc of slime: Rearing its head from side to side, disgusting mucus spews from this damned thing's gullet in revolting globules. The slime quickly hardens into a glue-like substance that holds fast, immobilizing targets until they can free themselves.
- 9 Stench smog: A rank fetor billows from this creature's nostrils in a repulsive wave. Any targets caught in the path suffer a -1 penalty to all attacks and must resist the urge to immediately flee the zone.
- 10 Corrosive steam: Hot steam shoots forward in a white plume. Metal weapons and armor touched by the corrosive vapor weep tears of rust; one random non-magic metal item carried by the target completely disintegrates in 1d3 rounds.
- 11 Alchemical ray: A wide beam of brilliant green light harmlessly passes through all physical objects. One type of metal worn or carried by the target is transmuted into another random metal. Roll a 2d4 twice on the following list. The first roll determines the affected metal. The second roll determines the transformed metal. 2 – gold; 3 – silver; 4 – copper; 5 – iron; 6 – lead; 7 – steel; 8 – vaedium. The weight of the transmuted metal may drop the owner to the ground.
- 12 Must of ages: A moldering wind blows with hurricane force. When the wind subsides, all targets are aged 2d3 years and immediately gain appropriate badges of age (e.g. grey hair, wrinkles, or dementia).

