

GLIPKERIO'S GAMBIT

New Random Encounters

NEW RANDOM EVENTS

1. Lady Blackbird's Nest

Erosion has formed natural stairs leading to a huge abandoned nest overlooking the pass. Searching it reveals 20 gp, 35 sp, and a silvered dagger inscribed "Lady Blackbird". Speaking the name as if it were a question causes the blade to glow dimly. Observant PCs will notice a devilkin watching them jealously. If the blade is taken, the devilkin will prepare an ambush later to seize it from them, viciously focusing on the PC who stole the dagger!

2. The Forked Path

The trail splits. One path is a sheer, icy climb requiring (DC 12 Strength check). There's an easier path, but there are strange, claw marks in the large stones that litter the trail. This trail is inhabited by the former devilkin pack leader, kicked out of his position because he was too crazed for the others. He is larger than the others (10 HP) and smart enough to roll boulders down on trespassers, trying to knock them off the mountain (D6 damage).

3. Dead Birds

Dead birds suddenly rain from the sky, splattering across the trail. Moments later, shrieking d6 devilkin descend upon the corpses, frantically grabbing and devouring them. PCs who remain still or kick birds away from them may avoid notice. Nearby is a small crack in the rocks that PC can squeeze through, though larger characters may struggle and get stuck! Resourceful PCs might even collect a few birds for later to distract the Devilkin!

4. The Avalanche

A lone Devilkin fawn lies in the snow here, clearly caught in a wolf trap. It acts sad and desperate, and chitters hopefully at the PCs. However, if they approach, they hear the screech of metal against stone from above, and a huge sheet of ice breaks loose. PCs must make a DC 15 Agility check or suffer 3d3 damage from sharp ice shards. Observant PCs may notice the two "cultists" (Glipkerio's duplicates) who set off the trap disappearing into a crack in the rocks.

5. "Go Back"

Broken sticks have been carefully arranged across the trail to spell GO BA K (with the C missing, though two sticks nearby are clearly intended to form the letter). If the PCs reassemble the message, they hear a disembodied cackle from nearby. The sticks fly up and try to impale anyone nearby (Reflex Save or d3 damage).

6. The Frozen Hands

A dozen severed hands, frozen at the elbow, protrude from a snowbank with their fingers pointing in different directions. Most point back down the mountain, but three point to a large boulder down a steep slope nearby. Down the slope, buried in sharp rocks, is a dead pilgrim, killed by Glipkerio as he made his way up the mountain. She is old and wrinkled. In her pack is a useful healing draught. However, disturbing her corpse eerily makes the frozen hands point towards a random PC.

7. The Crimson Trail

The path narrows, forcing PCs to walk in a single file line against the mountain face, or else plummet dozens of yards to the sharp rocks below (3d6 damage). If the PCs have annoyed the Devil but not killed at least 8 of them at this point, then the remainders will use this opportunity to attack, trying to drag the PCs off the cliff.

8. The Talking Dwarf

The severed head of a dwarf pilgrim rests atop a rock, rasping, "You-ooo go-ooo noooooow." If questioned, all he can say is "Glip," "Keri" or "Oh" but rarely in that order. If the head is taken with the PCs, it is a helpful warning system. It will moan and scream at Devilkin or Snow Apes, but be silent when the duplicates of Glipkerio are nearby. If the PCs take the head into the temple, this dwarf will get resurrected by the Fates. His name is Morrie, a cleric-in-training, and he will be eternally grateful to the PCs and make a useful hireling.

These unofficial new encounters for the Dungeon Crawl Classics' adventure Glipkerio's Gambit is written by J.C. Connors. For free adventures, VTT assets, and more, check out 1shotadventures.com