

Dungeon #71 Web Enhancement

Randy Richards presents the unpublished parts from the Dark magic in New-Orleans adventure, a MotRD adventure. It's a good source of additional MotRD material (all 2nd Edition, of course).

New Orleans City, Night Encounters

01 Jolly roger (1): INT 9; AL CE; AC 4; MV 9, sw12; HD 6+2; hp 16; THAC0 15; #AT 1; Dmg 1-6; SA laugh to death; SD hit only by +2 magic weapons or better, spell immunity; SZ M; ML 19; XP 2,000; RMC3/64

02-20 Spider Gang (1-2): INT 13; AL CE; AC 9; MV 12; HD 3; THAC0 20; #AT 1; Dmg by weapon; SZ M; ML 17; XP 45; blowgun, using spider poison type A in darts.

21-30 Shot Tower Gang (1-8): INT 11; AL NE; AC 9; MV 12; HD 1; THAC0 20; #AT 1; Dmg by weapon; SZ M; ML 9; XP 15; knife/pistol

31-40 Yellow Harry Mob (1-8): INT 11; AL LE; AC 9; MV 12; HD 2; THAC0 20; #AT 1; Dmg by weapon; SZ M; ML 14; XP 15; repeating rifle

41-50 Rat, normal (1-100): INT 1; AL N; AC 7; MV 15; HD 1/4; THAC0 20; #AT 1; Dmg 1; SA disease; SZ T; ML 3; XP 7; MM/300

51-71 Centipede, huge (5-30): INT 0; AL N; AC 9; MV 21; HD 1/8; hp 1;

THAC0 20; #AT 1; Dmg 0; SA poison; SZ T; ML 6; XP 35; MM/426

72-92 Opium dealer [human] (1-4): INT 9; AL LE; AC 9; MV 9; HD 1; THAC0 20; #AT 1; Dmg knife; SZ M; ML 5; XP 15; MM/196

93-94 Ghost [yellow fever victim] (1): INT 14; AL LE; AC 0/8; MV 9; HD 10; hp 40; THAC0 11; #AT 1; Dmg. age 10-40 years; SA magic jar; SD hit only by magic or silver weapons; SZ M; ML 19; XP 7,000; MM/130

95-99 Wharf rat [were-rat] (1-4): INT 11; AL LE; AC 6; MV 12; HD 3+1; THAC0 17; #AT 1; Dmg. by weapon; SA surprise; SD hit only by magic or silver weapons; SZ M; ML 11; XP 270; MM/326

00 Weregator [hybrid form] (1): INT 9; AL N; AC 1; MV 6, sw12; HD 5+3; THAC0 15; #AT 21; Dmg 3-12/1-12 (mouth/tail); SA surprise; SD hit only by magic or silver weapons; SZ L; ML 9; XP 65; new monster

Southern Louisiana Swamp Encounters

01-06 Toad, giant (1-12): INT 1; AL N; AC 6; MV 6, hop 6; HD 2+4; THAC0 17; #AT 1; Dmg 2-8; SA jump attack; SZ M (5'); ML 7; XP 120; MM/345

07-12 Snake, poisonous (1-2): INT 1; AL N; AC 6; MV 15; HD 2+1; THAC0 19; #AT 1; Dmg 1; SA poison; SZ S; ML 8; XP 175; MM/320

13-18 Centipede, huge (5-30): INT 0; AL N; AC 9; MV 21; HD 1/8; hp 1; THAC0 20; #AT 1; Dmg 0; SA poison; SZ T; ML 6; XP 35; MM/426

19-24 Crustacean, giant [crayfish] (1-2): INT 0; AL N; AC 4; MV 6, Sw12; HD 4+4; THAC0 15; #AT 2; Dmg 2-12/2-12; SA Nil; SD surprise; SZ L (8'+); ML 13; XP 175; MM/50

25-30 Wasp, giant (1-20): INT 0; AL N; AC 4; MV 6, Fl 21 (B); HD 4; THAC0 17; #AT 21; Dmg 2-8/1-4 (poison 5d6); SA poison with paralyzation; SZ T; ML 9; XP 420; MM/204

31-40 Stirge (3-30): INT 1; AL N; AC 8; MV 3, Fl 18 (C); HD 1+1; THAC0 17; #AT 1; Dmg 1-3; SA blood drain; SZ S (2' wingspan); ML 8; XP 175; MM/332

41-46 Plant (intelligent), shambling mound (1-2): INT 5; AL N; AC 0; MV 6; HD 8; hp 32,19,12; THAC0 13; #AT 21; Dmg 2-16/2-16; SA suffocation; SD see description; SZ L; ML 17; XP 6,000; MM/293

47-56 Alligator (1-8): INT 1; AL N; AC 5; MV 6, Sw 2; HD 3; THAC0 17; #AT 2; Dmg 2-8 (mouth)/1-12 (tail); SA surprise; SZ L 5' long; ML 9; XP 65; MM/49

57-62 Frog, poisonous (2-12): INT 0; AL N; AC 8; MV 3, sw9; HD 1; THAC0 19; #AT 1; Dmg 1; SA poison; SZ T; ML 6; XP 65; MM/119

63-65 Dog, bog hound (1-4): INT 3; AL NE; AC 5; MV15; HD 2+2; THAC0 19; #AT 3; Dmg 1-1-4/1-4; SZ M; ML 15; XP 65; MC2/42

66-72 Bear, black (1-3): INT 3; AL N; AC 7; MV 12; HD 3+3; THAC0 17; #AT 3; Dmg 1-3/1-3/1-6; SA hugs; SZ M; ML 9; XP 175; MM/17

73-74 Mud man (2-12): INT 0; AL N; AC 10; MV 3; HD 2; THAC0 19; #AT 1; Dmg nil; SA hard mud; SD hit only by magic weapons; SZ S (4'); ML 19; XP 175; MM/260

75-85 Spider, large (2-20): INT 0; AL N; AC 8; MV 6, web15; HD 1+1; THAC0 19; #AT 1; Dmg 1; SA web, poison; SZ T; ML 7; XP 175; MM/326

86-87 Mist, vampiric (1): INT 8; AL NE; AC 4 (8 when substantial); MV 12 (6 when substantial); HD 3; THAC0 variable; #AT 1; Dmg 1-8; SA blood drain; SD hit only by magic weapons, only affected by air spells and lightning bolt; SZ M; ML 13; XP 270; MM/254

88-00 Animal, small (roll 1d12)

1- egret	2- muskrat	3- opossum	4- pelican
5- snake (poisonous)	6- white tailed deer	7- raccoon	8- snake (harmless)
9- mink	10- squirrel	11- owl	12- rats

New Orleans Newspapers

The Daily Picayune
The Daily States
The Daily Item
The Daily Times
The Daily Mascot
The Daily Times-Democrat
The Daily Telegraph (from London)
The Washington Post

Restaurants (French)

Antoine's, 713 Rue Saint Louis
Maylie's, 1001 Poydras St.
Tujaque's, 823 Rue Decatur
La Louisiane, 725 Custom House St.

The Night Life

Absinthe House Bar, 238 Rue Bourbon
Arlington's Annex Bar, corner Basin &
Custom House (see the Blue House
hereafter).
Crescent Billiard Hall, corner Canal St.
& Saint Charles
The Blue House, in Storyville.
Featuring "ladies of the evening". A
listing of available women can be
obtained at Arlington's Annex Bar,
in "The Blue Book".

Churches

First Presbyterian, Lafayette Square
Saint Patrick's, Camp St.
Christ Episcopal, corner of Canal &
Dauphine St.
Immaculate Conception, Baronne St.,
Catholic
Saint Louis Cathedral, Jackson Square,
Catholic
Saint John the Baptist, Dryades St.
The Mortuary Church, 401 N.
Rampart, used for yellow fever
victims.

Milestones in History & Technology

1682, Sieur de La Salle claims
Louisiana
1764, first Cajun French arrive from
Canada
1789, Saint Louis Cemetery #1
established
1803, U.S. purchases Louisiana
territory
1804, Dark magic first introduced to
Louisiana
1805, New Orleans incorporates as a
U.S. city
1815, Battle of New Orleans vs. the
British
1816, Saint Louis Cathedral built
1840, daguerreotype sketches become
a fad
1853, yellow fever epidemic kills
8,000
1861, Louisiana secedes from the
Union
1871, a massive flood covers New
Orleans
1872, first Rex, king of Carnival
(Mardi Gras)
1876, first telephone installed in New
Orleans
1878, yellow fever epidemic kills
5,000
1881, electric lighting first introduced
to the area
1885, asphalt paving of Saint Charles
Ave.
1890, New Orleans population
242,039
1893, electric streetcars arrive (Saint
Charles line)
1904, sewer system built, illnesses
decrease

Places of Interest

Saint Louis Cemetary #1, corner of Esplanade & Howe St., near Bayou St. John's end.
The Fair Grounds race track, corner of Esplanade & Ducayet St.
Charity Hospital, 1532 Tulane Ave.
Custom House, 423 Canal St., post office & U.S. courts
Parish Prison, corner of Saint Ann and Marais
U.S. Mint, corner of Esplanade & Decatur St.
2nd District Ferry, wharf in front of French Market, to Algiers across the River.
Saint Charles Theater, corner Saint Charles & Poydras
French Opera House, corner of Rue Bourbon & Rue Toulouse
Saint Louis Hotel, corner Saint Louis & Chartres
The Red Stores, corner N. Peters & Saint Phillip, part of the French Market
The French Market, riverfront near the wharf
Saint Anna's Asylum, 1823 Prytania St., for destitute women and their children.
D. H. Holmes, Canal St., dry goods store
City Hall, 545 Saint Charles St.
Criminal Courthouse, Loyola Ave.
Commercial Bank, Magazine St.
Audubon Park (city park), Carrollton annex at Bayou Metairie
Robert E. Lee monument, Lee Place at Saint Charles St.
Cotton Exchange, corner of Carondelet & Gravier
The Pickwick Club, corner of Canal & Carondelet
The Howard Library, 615 Howard Ave.

Sword of the First Mate, Cutlass Sword +2

This sword was used by first mate of the infamous French pirate Jean Lafitte. Lafitte befriended several Indian tribes in the New World. It was this friendship that prompted his oath of protection for American soil against the Spanish. As a reward for his efforts, adepts of the tribe enchanted several of Lafitte's blades.

France's war with Spain motivated the queen to allow Lafitte's safe passage through French controlled waters. However, during one close call, the sword was lost at sea during a boarding attack of a Spanish vessel. The sword used its self-telekinesis ability to travel to the nearest land mass. Many years later, it was found by a beachcomber on the shores of Biloxi, Mississippi. A traveling merchant purchased the sword from the lucky man. Doctor John in turn bought the sword from him, neither person realizing what they had stumbled upon.

The sword gives a +1 to all attacks, both to hit and damage. If used while on a ship, the sword gives a +2 instead. If used against a crew of a Spanish ship, the sword is +3. Only Jean Lafitte himself can unlock more power, for if used by him or one of his direct descendants, the sword is always +4, and glows with an ambient light on command (15' radius).

The cutlass is not intelligent per se, but if immersed in water, it will automatically move itself to the nearest land mass. As a result, it gives the holder the ability to swim at the same rate it can move (MV Sw 3) and breathe water.

~Randy