

# The Table of Chaos

## Source Unknown

*"You enter a large circular room, jeering malformed skulls push from the rocks, the candles suspended in their eyes seem to dim as you enter, as if dreading your presence here. The air is cool but dry and swirls around you as it circulates through the deep dungeon, keeping the castle free of mold and other such irritants, although with the castle being on this plane of existence what could grow anywhere? As you step closer there is a grating sound as a circular platform raises from the floor, and as you watch, a large stone slab rises from the floor, large gems surface from the stone like water, and glow with an eerie inner light that draws you to it, beckoning you to touch one..."*

### DM's Note:

This is a tool for you. Not your players, unless you are a kind and gentle DM. But I think not. Otherwise you wouldn't be here would you? The table below is for you the DM to be able to roll for NPCs' special abilities to give your players something to murmur about after a gaming session. You must roll the percentile dice to get a number. Read what is next to the number and it will tell you what they get and what that special ability does.

### Olik's Notes:

While these effects are pretty cool and interesting, the original manuscript mentions nothing of the duration of these bestowed abilities/effects, and neither does it mention anything about any limits to how many times this table may be "used" by each person or creature touching it. Therefore, the following is advised:

1. There should be a time-limit to how long the effects will last, and I would suggest of a couple of days or weeks at most.
2. It is also advised that each person or creature touching one of these stones will not be affected by them more than one to three times (per period of time, as outlined above). Subsequent touches on the stones will not have any effect on the character, or perhaps a little jolt of energy (1 hp damage) would be in order.

Also, a bunch of speeling missteiks were corrected...

### Table: The Table of Chøs

Roll 1d100 and consult the table below to find the effect on the creature touching one of the stones.

1d100	Result
1-2	Resistant to Heat and Fire — Half damage from Normal and Magical Fire.
3-4	Resistant to Cold — Half damage from Normal and Magical Cold.
5-6	Deformity — Has a deformity of some sort, such as missing fingers or an extra limb.
7-8	Albinoism — Lacks melanin, has pale, white hair and red eyes, and is sensitive to the sun.
9-10	Ultravision — Can see normally in normal or magical darkness, blinded if exposed to bright light.
11-12	Danger Sense — Never surprised, first initiative, +2 to hit for first round, gets tingly feeling at nape of the neck.
13-14	Paranoia — Thinks everything and everyone conspires against him and his perfection; -3 to reaction adjustment.
15-16	Consuming Greed — Must try to steal anything valuable; non-thieves with this ability have a good chance of ending up in prison.
17-18	Magic Talent — Natural talent for magic and recieves one more spell per level, a +10% chance of learning a spell, and followers at 7 <sup>th</sup> level instead of 9 <sup>th</sup> .
19-20	Magical Resistance — Granted 5% Magic Resistance against all magic, whether bad or good.
21-22	Spell Magnet — Spells cast near character has a base chance of 5% per spell level that the spell will affect him and not the designated target. NPC attracts spells.
23-24	Pyscopathicism — Gains power by killing innocent people. Must murder 10 people to gain 1 HP until loss in battle.

25-26	Pain Tolerance — Takes half damage from all weapons and spells that cause physical harm.
27-28	Resistance to Metal — Takes half damage from metal weapons.
29-30	Homophobic — Cannot tolerate the presence of gay people.
31-32	Homosexual — Likes members of the same sex.
33-34	Night's Healing — If a character can rest 8 hours without being disturbed he is healed of all damage.
35-36	Weapon Aversion — Cannot use a weapon efficiently, and -6 to THAC0.
37-38	Repulsion — Other characters view character as filthy and will not pass reaction rolls.
39-40	Weapon Expertise — Can use a weapon as a master; +2 to hit, +2 to damage.
41-42	Scribe Sense — Can read almost any language; 5% chance per level gained.
43-44	Megalomania — Believes he is the most important person that ever existed.
45-46	Vampiric Hunger — Must feed on the blood of another living person once a night or lose 1d6 HP permanently or until fed.
47-48	Invisibility to Undead — Is invisible to Undead, but they can still hear him.
49-50	Perfect Silence — Can, if he concentrates, walk perfectly silently at half movement rate.
51-52	Aura of Malevolence — Other characters view NPC as a fiend if a save vs. spell is failed.
53-54	Monsterism — If in combat, comes under the effects of an uncontrollable Tenser's Terrible Transformation if a save vs. spell is failed.
55-56	Superb Hearing — Can roll a save vs. spell to be able to hear everything going on around him; deafened if a loud noise is made.
57-58	Immunity to Magical Weapons — Can only be harmed by normal weapons.
59-60	Depression — Has been known to fall into deep bouts of hopelessness.
61-62	Defoliation — Destroys all plant life if he stays in one area too long.
63-64	Shape Change — Can Shape Change, like the spell, once a day.
65-66	Animal Affinity — Can change one or more body parts to resemble that of an animal(s), locomotion, movement rate, and AC.
67-68	Lycanthrope — Has been cursed with Lycanthropy.
69-70	Anemic — Continues to take damage of 1HP per round if not bandaged.
71-72	Poison — Touching the character's skin may cause death; type F poison.
73-74	Animate Dead — Can Animate Dead 3/day.
75-76	Trollish Fortitude — Regenerates 3HP per round, can re-attach lost limbs etc, -6 to CHA.
77-78	Iron Skin — Has tough skin; natural AC of 0, -3 to CHA.
79-80	Warp Wood — Character's mere presence warps good wood into twigs.
81-82	Aura of Decay — Character's presence slowly decays everything around him.
83-84	Circle of Silence — Can, if concentrating, erect a field of silence around him where no sound can be heard; acts as if a Silence 15ft Radius was cast.
85-86	Earth Child — Can shape rock and stone as if made of clay.
87-88	Blindness — Is blinded at birth; excellent hearing.
89-90	Disease Touch — Character causes Mummy Rot if touched, save vs. death at -2 to avoid.
91-92	Advanced Decay — If character dies, he immediately reverts to dust and can only be raised by a Resurrection spell.
93-94	Sacred Place — If in danger of dying, he will be teleported to a place special to him.
95-96	Enhanced Abilities — NPC gets 1d4 points added to one attribute.
97-98	Silver Tongue — NPC has been taught to charm others by merely speaking to them.
99-100	Superb Theft — Character is a natural thief; +20% on rolls, only 20% if not a thief.