



EASTER EGG

AN EASTERLY SURPRISE FOR CHARACTERS OF ALL LEVELS BY CHRISTIAN KENNIG

With this easter special for Dungeonslayers you can give your players some extra candy, preferably around the easter season.

On a march through the forest each character gets the chance to find a colorful magical egg in the brushwood which produces wondrous effects. To find ones Egg, a PC makes a check (1x/Level MND+RE+perception). As soon as a PC succeeds on one of his checks he will find his Egg. (Each character can only find one Egg). If none of the checks succeed the character won't find his egg.

To see which kind of egg the PC has found and which magical bonus it gives, the player rolls on the following tables (without telling which effects the egg has, only the color and looks of the egg are told to the player)

1. TYPE OF EGG

D20	Egg type
1-5	Monochrome
6-10	Speckled
11-15	Dotted
16-20	Striped

2. PRIMARY COLOR

D20	Color	Bonus*
1	White	HP + Level/2
2-4	Red	Melee Attack+1
5-7	Green	Ranged Attack+1
8-10	Blue	Defense+1
11-13	Yellow	Dodge+1
14-16	Orange	Targeted Spell+1
17-19	Purple	Spellcasting+1
20	Black	Speed+0.5m

* Bonus, while carried on person

If the egg isn't just monochrome but rather speckled, dotted or striped one rolls on the third table to find out the secondary color.

3. SECONDARY COLOR

D20	Color*	Speckled	Dotted	Striped
1	White	HP + Level/2	HP + Level/2	Talent egg <i>Hero's Luck +I</i>
2	Red	Strength+1	Body +1	Dragon egg
3	Red	Strength+1	Body +1	Explosion egg
4	Red	Strength+1	Body +1	Magic egg <i>Fireball</i>
5	Green	Reflexes+1	Agility +1	Speedy egg
6	Green	Reflexes+1	Agility +1	Talent egg <i>Acrobat +I</i>
7	Green	Reflexes+1	Agility +1	Talent egg <i>Hunter +I</i>
8	Blue	Toughness+1	Body +1	Watter egg
9	Blue	Toughness+1	Body +1	Swimming egg
10	Blue	Toughness+1	Body +1	Air egg
11	Yellow	Dexterity+1	Agility +1	Talent egg <i>Lucky Devil +I</i>
12	Yellow	Dexterity+1	Agility +1	Gold egg
13	Yellow	Dexterity+1	Agility +1	Talent egg <i>Scoundrel +I</i>
14	Orange	Reason+1	Mind+1	Glowing egg
15	Orange	Reason+1	Mind+1	Talent egg <i>Education +I</i>
16	Orange	Reason+1	Mind+1	Talent egg <i>Fire Mage +I</i>
17	Purple	Aura+1	Mind+1	Talent egg <i>Ravager +I</i>
18	Purple	Aura+1	Mind+1	Talent egg <i>Cooldown +I</i>
19	Purple	Aura+1	Mind+1	Spellchange egg
20	Black	Speed+0.5m	Speed+0.5m	Magic egg <i>Terror</i>

* If the secondary color is the same as the primary color the primary bonus is ignored, but the primary bonus is doubled.

STRIPED EGGS:

DRAGON EGG After D20 days a small dragon will hatch from the egg (determine color with table), which will grow up after many long years. The small useless dragon prefers to sleep on the shoulder of the PC and grants the base color bonus of the egg through his mere presence (which was destroyed in the hatching process).

EXPLOSION EGG Explodes on impact (damage D20; no Defense, radius 5m, thrown WB +1). Wondrously the player always bumps in to a new explosoin egg after D20 days.

GOLD EGG Bearer smells with MND+RE gold in RE meters (even through walls).

GLOWING EGG The stripes on this egg glow permanently (Light Spell).

AIR EGG Permanently emits breathable air (useful when diving).

SPEEDY EGG The running speed of the bearer is increased to x3 instead of x2.

SWIMMING EGG The bearers swimming speed equals his running speed.

TALENT EGG Grants the bearer a talent, independent of his capability of learning it.

WATER EGG This egg emits fresh water if held in hand (1l/minute).

SPELLCHANGE EGG Grants the bearer one action free Spellchange a day.

MAGIC EGG Once a day this egg grants the bearer the use of one spell, independent of level and class restrictions (even Fighter and Scout can activate the spell with their value in Spellcasting / Targeted Spell).

TRANSLATION BY ANDREAS BÖSCHE AND SANA D.