

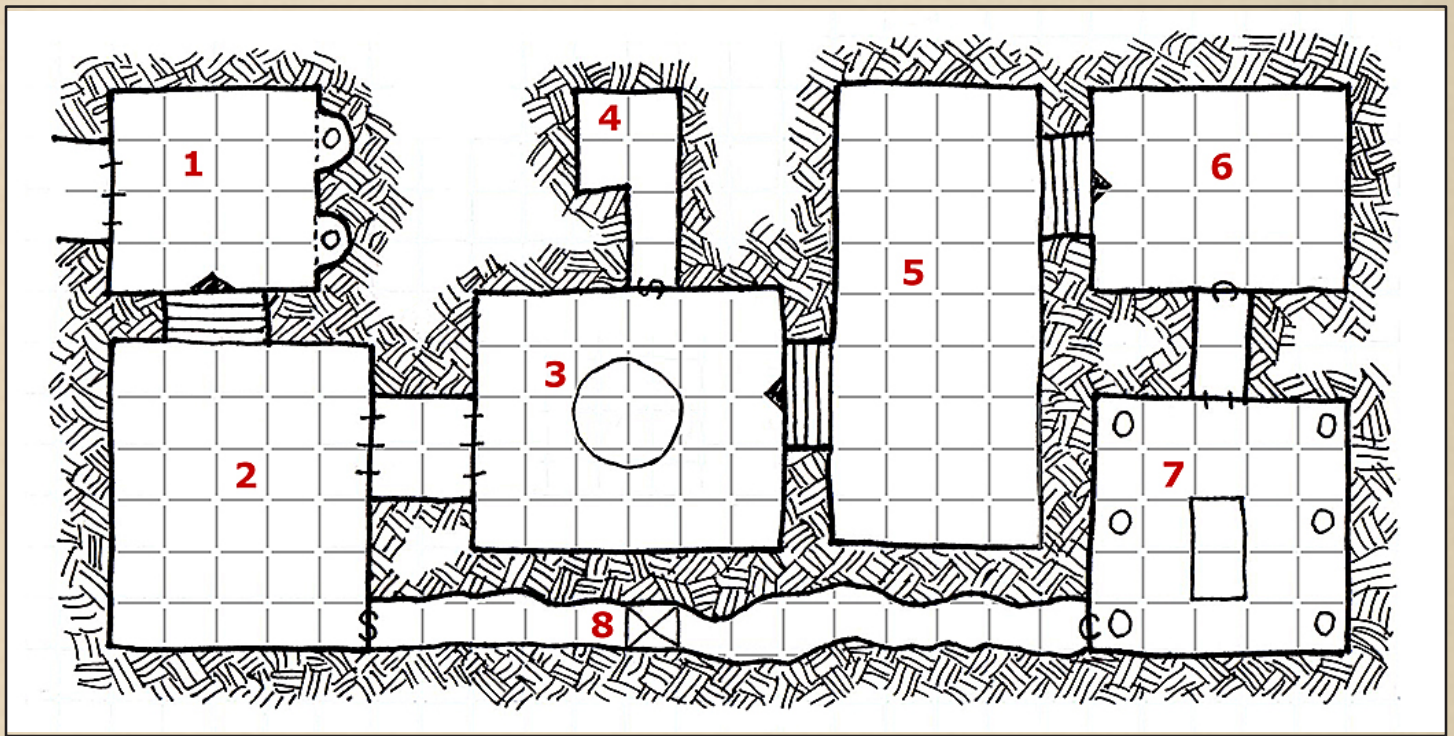
# BUSINESS CARD DUNGEON



Wintertree Software  
[www.wintertreeredux.com](http://www.wintertreeredux.com)

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# BUSINESS CARD DUNGEON



The front of my business card looks like you would expect: the company logo, my name, contact information, etc. The back, however, is a bit different. There you find a dungeon map and a URL. The URL is the one at the bottom of this page, where you can download the TableMaster tables (they work with the free demo) to stock the dungeon. The map is the one you see above. That's definitely not something you find on the ordinary business card!

This booklet contains that map (there is a full-page version at the end that you can print) and those tables, edited slightly to look better for humans and dice. With this, you can create a unique dungeon every time.

The monsters and treasure are not specific to any game system. As the GM, you know what an orc or a skeleton's stat block should look like for your game. Likewise, the treasure values are given in generic "gold pieces" but those might be silver pennies, credits, or anything else you use. Define as needed. This is a generic dungeon meant to be useful to as many people as possible, so making it specific to one game system would have been too restrictive.

To create your dungeon, you can either roll for each room in advance and write down the results, or just roll the details for that room when the party enters it. It all depends on your personal style.

And, of course, you can always go to [wintertreeredux.com](http://wintertreeredux.com), download the TableMaster demo and the business card dungeon tables, and automate the whole creation process!

(map note: "C" is a concealed door; "S" is a secret door; the big X is a trap)

table download: <http://www.wintertreeredux.com/tables/card0382.zip>



# USING THE TABLES

Each room has a brief description and one or more tables. Some of these will direct you to further subtables, for example to describe the subject of a statue.

Because these tables were originally created for the TableMaster demo version, there is a fairly severe length limitation per room. There is, of course, no reason why you couldn't use the detail tables, such as faint sounds or dungeon dressing, from one room to add interest to another room that does not have such a table.

One entertaining option would be to reroll everything if the party returns to a room they cleared earlier. New room description, new monsters, new treasure, etc. That will get them questioning their mapping skills, and possibly their sanity!

## WHAT IS THIS "TABLEMASTER" THING ANYWAY?

TableMaster, in its simplest form, rolls things up on tables. Everything you can imagine, on any table you can dream up. You can also buy various Table Packs of pre-written tables, use those, or modify them as desired. We call it the "Spare Time Generator" because it does the trivial parts of worldbuilding and gamemastering: it can create all the details you would otherwise have to spend hours rolling, thinking up, or devising.

TableMaster features a scripting language called TBL with which you can do far more than simply roll a d20 and pick an item from a list. TBL is a full-blown programming language (you can write a bubble sort in it!) intensely specialized for writing gaming tables. It has commands like ".roll", for instance.

You don't have to know anything about programming – just write tables. Name your table, tell it what to roll, and list the results. All of the tables in this package, with a few changes in formatting but not in content, are straight from TableMaster.

You can download a free demo on the Wintertree website: <http://www.wintertreeredux.com>

## ROOM 1

The main entrance to the dungeon is to the west, and a wide stairway leads down through an archway to the south. Roll on the Walls, Doors, and Monster tables.

### Walls:

Roll 1d6

- 1-3 Rough stone walls
- 4 Walls with traces of former murals
- 5-6 Mortared stone walls

### Floor:

Roll 1d10

- 1-4 Dead leaves and similar debris
- 5-7 Nothing notable
- 8-9 Gnawed bones and old bloodstains
- 10 The remains of a smashed statue

### Monster:

Roll 1d10

- 1-4 The niches to the east contain two living statues which attack when the party approaches within 15 feet.
- 5-7 1d4 goblins lurk here, hiding in the shadows behind the statues in the eastern niches.
- 8-9 A pile of debris in the southwest corner conceals 2d6 large centipedes which attack anyone who approaches the southern stairs. The statues in the niches to the east are just statues.
- 10 Although the party hears faint sounds in the distance, the room is empty. The statues in the niches to the east are just statues. Roll on the Faint Sounds table.

### Faint Sounds:

Roll 1d4

- 1 Whistling
- 2 Groaning
- 3 Growling
- 4 Scratching



## ROOM 2

This large room has a high ceiling (2d6+12 feet). Stairs lead up through a wide archway to the north. A pair of double doors is visible in the northern part of the east wall, and a secret door is in the southeast corner. Roll on the Walls, Doors, Monster, and Dungeon Dressing tables. The doors have a 50% chance to be locked.

### Walls:

Roll 1d6

- 1-3 Rough stone walls
- 4 Walls with traces of former murals
- 5-6 Mortared stone walls

### Doors:

Roll 1d6

- 1-3 Wooden doors
- 4-5 Iron-banded wooden doors
- 6 Iron doors

### Monster:

Roll 1d10

- 1-2 2d4 goblins are sleeping in piles of moldy furs, with one of their number on guard.
- 3-6 1d6+1 blobs of killer ooze are stuck to the ceiling and will drop on the party by surprise.
- 7-9 There are signs of a massive fight here, with bloodstains on the floor, but nothing is alive.
- 10 1d6 orcs, having heard the party enter, are waiting in ambush against the north wall.

### Dungeon Dressing:

Roll 1d6

- 1 The party finds a burned-out torch stub on the floor.
- 2 There are exceptional numbers of spiderwebs near the ceiling.
- 3 There is a smear of some sort of ichor, still sticky, in the southeast corner.
- 4 A snapped-off piece of a broken blade lies in the shadows in the northwest corner.
- 5 There is a notable smell of mold in here.
- 6 Water drips from random spots in the ceiling, making tiny plinking noises.

## ROOM 3

The most notable feature of this room is a large circle. There is a double door on the east and a secret door in the north wall. Roll on the Circle table.

### Circle:

Roll 1d4

- 1 A magic circle is drawn on the stone slab floor. Roll on the Magic table.
- 2 A pool of water in the center of the rough stone floor. Roll on the Water table.
- 3 A ring of mushrooms in the center is growing in the dirt floor of the room. Roll on the Monster table.
- 4 A pool of stagnant, scummy water in the center of the floor. Roll on the Scummy Water table.

### Magic:

Roll 1d6

- 1-3 2d4 cloaked figures stand silently around it, holding torches that burn with smoky greenish flames (they are orcs).
- 4 The circle contains a minor demon, which is extremely angry after being here for 1d10+5 years. It cannot affect anything or be affected unless the circle is broken.
- 5-6 The circle contains a large pile of humanoid bones. 1d4 huge centipedes are lurking under the bones.

### Water:

Roll 1d4

- 1 The water is actually deadly poison.
- 2 The water fully heals the first person who drinks it.
- 3 The pool contains a small water elemental which will attack when anyone approaches within 5'.
- 4 The pool contains 2d10 piranhas which are nearly invisible against the sides.

### Monster:

Roll 1d6

- 1-3 2d4 goblins are lurking in the corners of this room, waiting to ambush the party.
- 4 Several fairies are dancing in the ring of mushrooms, but vanish in flashes of light when anyone enters the room.
- 5-6 A statue of an ancient elven nature goddess stands in the center. It will answer one yes/no question per week for a non-evil party, or attack the party if an evil character comes within 10'.



### Scummy Water:

Roll 1d4

- 1-2 1d3 green oozes are hiding under the scummy surface of the pool and will attack when anyone approaches within 5'.
- 3 An orc assassin is hiding in the pool, breathing through a hollow reed that is very difficult to detect without bright light.
- 4 Hundreds of tiny biting insects swarm up from the water when disturbed, doing minor damage to all characters in the room.

### ROOM 4

The short corridor behind the secret door leads to this room. It contains a monster guarding a treasure. Roll on the Monster and Treasure tables.

#### Monster:

Roll 1d6

- 1 2d3 living skeletons.
- 2 An injured vampire who has retreated here to recover.
- 3 Hundreds of small grubs which burrow into any exposed flesh, doing 1 point of damage each. Each person will be infested with 2d6 of them.
- 4 A suit of armor which animates and fights as a warrior two levels (or 20%) higher than the highest-level member of the party.
- 5 2d4 living swords which attack the party, becoming junk when defeated.
- 6 An invisible, ghostly creature which attacks via magic.

#### Treasure:

Roll 1d10

- 1 A chest with 1d100x10 gp worth of old coins and a few small gems worth 1d20x10 gp.
- 2 A chest full of old clothes, with a map showing the secret doors in this dungeon at the bottom.
- 3 A magical skeleton key that can open any lock, but breaks after a single use.
- 4 A crate full of worm-eaten, moldy parchment scrolls, among which can be found 1d3 magical scrolls.
- 5 Several moldy sacks spilling debased, nearly worthless coins, 1d6 of which are worth 1d10x10 gp each to a coin collector.
- 6 An elaborate gilded throne, made of carved wood with enamel inlays, that is too big to get through the door.
- 7 A pile of junk in which is buried a minor magic item (GM's choice).
- 8 A painting of a former ruler of the kingdom, worth 1d20x100 gp.
- 9 A burlap sack full of loot (candlesticks, religious statuettes, etc.) stolen from a local abbey, worth 1d10x100 gp, or a reward of 1d10x10 gp plus a favor owed if returned.
- 10 A small wooden box containing hand-painted wooden tiles, carved playing pieces, etc., for some sort of game.



## ROOM 5

There are wide stairways leading up in both the southwest and northeast. There is a glowing ball of light floating in the northwest. Roll on the Walls, Floor, and Light tables.

### Walls:

Roll 1d6

- 1 Damp stone walls.
- 2 Slime-covered stone walls.
- 3 Stone walls covered with what were once disturbing carvings but which have been chipped and defaced.
- 4 Plaster walls with a large scorch mark on one side which has exposed the stone underneath. Roll on Side.
- 5 Walls with rust stains and a few scraps of rusted chain hanging from them.
- 6 Smooth stone walls, still showing traces of paint in a geometric pattern.

### Side:

Roll 1d4

- 1 north
- 2 east
- 3 south
- 4 west

### Floor:

Roll 1d4

- 1-2 Natural stone
- 3 Stone tiles
- 4 Dirty, irregular stone

### Light:

Roll 1d4

- 1 An electrical entity that will attack the party with lightning when they enter the room.
- 2 The light of a giant firefly which will attempt to flee, but attack if cornered.
- 3 A corpse-light floating above the place where a zombie lurks under the floor. The zombie will burst forth and attack anyone who walks near its grave.
- 4 A globe of magical light which does not move on its own, but which can be bagged and carried; it will give light as bright as a torch for 1d6 weeks.

## ROOM 6

This room has a wide staircase leading down in the center of the west wall. There is a concealed door in the south wall which can only be located when the covering over it is removed. Roll on the Door Covering and Monster tables.

### Door Covering:

Roll 1d6

- 1 A pile of trash and debris
- 2 A moldering tapestry
- 3 A partially-collapsed wooden platform
- 4 A large plaster statue of some unknown person
- 5 A thick mass of spider webs, containing dozens of hand-sized spiders,
- 6 An illusion of a normal wall

### Monster:

Roll 1d6

- 1 1d4+2 well-armed orc warriors leap to attack when the party enters the room.
- 2 A hostile sorcerer and his apprentice are investigating the room, having teleported here, and do not wish to be disturbed.
- 3 Spiderwebs on the high ceiling conceal a spider as big as a sheep and her 2d20 hand-sized spiderlings. She will drop on a random party member and attack; the young will only fight if the mother is killed.
- 4 What appears to be a large, crudely-carved statue of a humanoid being is actually a sleeping earth elemental; it will attack if touched or disturbed.
- 5 Bones scattered around the floor will reassemble themselves into skeletons within a minute and the resulting 2d4 skeletons will attack everyone in the room.
- 6 1d3 of the shadows in the room will attack the party as soon as they are at least halfway across the room.



## ROOM 7

There is a door in the center of the north side of this square room, which has a concealed door in the southwest corner. Ranged around the walls are six statues. In the center is a slab-like sarcophagus with a monster on top of it. It contains treasure. Roll on the Floor, Statues, Monster, and Treasure tables.

### Floor:

Roll 1d6

- 1-3 Stone-flagged floor
- 4-5 Rubble-strewn floor
- 6 Black and white tiles

### Statues:

Roll 1d6

- 1-3 Living statues which attack anyone who approaches the central slab. Roll on Statue Subject.
- 4-5 Suits of armor which animate when the door is closed.
- 6 Skeletons of ancient warriors which come to life and attack when anyone is within 10'.

### Statue Subject:

Roll 1d6

- 1-2 Ancient kings
- 3-4 Animal-headed deities
- 5-6 Horned, fanged demons

### Monster:

Roll 1d4

- 1 A juvenile dragon
- 2 A powerful undead warrior in magical stasis
- 3 A gargoyle waiting very patiently for prey
- 4 A shapeshifting monster which has taken the form of a dead goblin

### Treasure:

Roll 1d4

- 1 The goods buried with an ancient warrior, including a fine chainmail hauberk, a +1 sword, and a gold-banded drinking horn.
- 2 The goods buried with an ancient wizard, including an incorruptible silk robe, a crystal ball, and an emerald ring.
- 3 The mummy of a long-ago aristocrat, wearing 1d20x100 gp worth of jewelry, and holding a minor magic item. Disturbing the remains may bring bad luck.
- 4 A bandit's cache, which has 5d20x10 worth of coins and 1d50x100 gp worth of gems.

## ROOM 8

At the marked point in this secret passage there is a trap.

### Trap:

Roll 1d6

- 1-3 A pit trap, 1d6x10 feet deep. Roll on Pit Contents.
- 4 An enormous bear trap hidden under a thin layer of soil.
- 5-6 A pressure-sensitive stone which causes a liquid to spray on a person who crosses it. Roll on Spray Type and Person Number.

### Pit Contents:

Roll 1d6

- 1 A few inches of muddy water
- 2 Spikes
- 3 Poisoned spikes
- 4 Hundreds of live scorpions
- 5 An additional 1d6+2 feet of water and a swarm of 5d10+10 piranhas
- 6 An angry giant honey badger which has been trapped down here for the past day and is not happy about it

### Spray Type

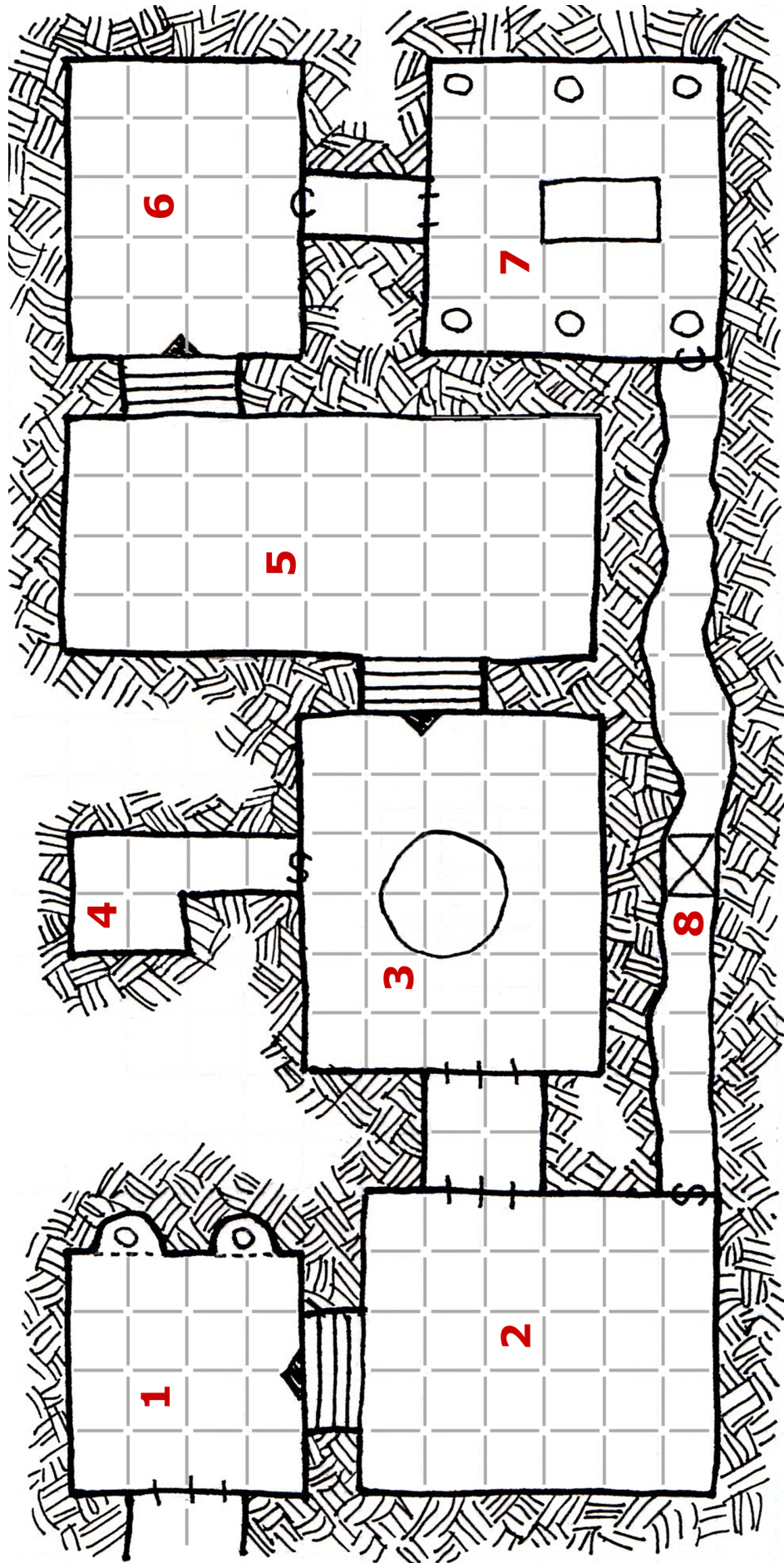
Roll 1d6

- 1 Poison
- 2 Shrinking potion
- 3 Acid
- 4 Itching liquid (-3 modifier to every action until thoroughly washed)
- 5 Liquid fire
- 6 Nauseating liquid

### Person Number

Roll 1d6

- 1-3 The first person to cross
- 4-5 The second person to cross
- 6 The third person to cross





# WINTERTREE SOFTWARE CATALOG

## SOFTWARE

### TableMaster and Table Packs

These are currently only available through the Wintertree website, [www.wintertreeredux.com](http://www.wintertreeredux.com); they will be coming to DriveThruRPG in 2020.

#### TableMaster

TableMaster is the original "spare time generator." It's a program that allows you to roll up as many things as you want on any random generation table you can dream of. Tables, after all, are just programs that execute on a system made of humans and dice; what TableMaster does is allow you to hand that off to your computer instead, in a form that looks almost identical to the original table. And not just simple things like NPC descriptions or encounters; with TableMaster, you can set up tables that are far too large for any sane person to use manually. You can use it with any genre, and any game system -- even those that don't actually have any tables involved. There are also seven Table Packs, each with dozens of pre-written tables for TableMaster, and more coming soon.

#### Table Packs

There are currently 7 different Table Packs for use with TableMaster, or 8 if you count Fantasy Deluxe separately:

**Fantasy 1** - Wilderness and urban tables: Inns, city encounters, pursuit obstacles, castle descriptions, and more.

**Fantasy 2** - Underground and treasure tables: Caverns by the mile, gems and jewelry, dungeon details, mysterious pools, tomb dungeons, and many others.

**Fantasy 3** - Character-related tables: Names of all sorts, competitors at tournaments, character backgrounds, descriptions of people, etc.

**Fantasy Deluxe** is a combination of all the tables from Fantasy 1, 2 and 3.

**Science Fiction** - Mysterious artifacts, star systems, rumors, newspaper headlines, patrons' requests, and dozens of other far-future and space-traveling tables.

**Apocalypse** - Descriptions of caches, bandit gangs, old artifacts, ruined towns, strange mutants, and many other tables to describe and detail a post-holocaust world.

**Zombie** - This won't help you survive a zombie apocalypse, but will definitely help you GM one. It can give you descriptions of people, isolated houses, vehicle failures, communities of survivors, and dozens more tables for zombie-themed campaigns.

**Adventure** - The newest Table Pack, this is focused on pulp adventures from the 1920s and 1930s. There are lost cities and strange creatures, mysterious murders, events and rumors, and many more things to challenge crimefighters, explorers, investigators, reporters, and more.

#### TableMaster Deluxe

This is a package of **TableMaster** plus all seven **Table Packs**, available together at a discount.

## CRYPTER

CRYPTER is a cryptographic assistant. It does various things involving encryption and decryption. It can do character shifts, either plain ones such as Caesar's cipher and Rot-13 or keyword-based ones like the famous Vigenère cipher. It can use substitution tables, and even create random ones and save them. Its substitution tables allow the use of any variant of the Pigpen fonts. It even has a special mode for the "secret decoders" that were once popular as premiums for the fans of radio shows in the 1930s and



1940s, such as Captain Midnight and Orphan Annie. In post-encryption processing, it performs changes in capitalization styles (including the reverse capitalization that the Dancing Men ciphers require), can break text into groups of arbitrary length, and more.

The user manual has a brief history of cryptography, a discussion of each of the modes Crypter offers, worksheets for creating Pigpen substitution tables, and even an Alberti cipher disc that you can print out and assemble. The package also includes the Pigpen Regular font and substitution tables to use it for many different pigpen cipher variants and substitution tables for a number of the "secret decoders".

## TextJiggler

TextJiggler is a handy little free program which changes the capitalization of text. It can do so in many different ways, all easily set in the interface, including random capitalization, alternating, and even special forms for the Wintertree hieroglyphic fonts, Medu and Glyphic. This makes it easy to use fonts which have variant characters in upper- and lowercase, such as the dMixed dice font from Wintertree. The hieroglyphic mode makes it trivially easy to set the correct capitalization so that short characters in Medu and Glyphic stack correctly; TextJiggler is virtually essential to getting those to look authentic.

# Fonts

## Dice Fonts

All dice fonts include black and white versions of the sharp, rounded, and minimalist styles (six total). Except for the fonts with pips, these fonts contain the full alphabet, punctuation, etc., in polyhedral dice shapes. In addition, some also include flat versions or versions with dice-style numbers.

**dFour** – 4-sided tetrahedral dice, including both 3D and flat (triangular) versions, including d4-style numbers, in both corner and side-centered numbering.

**dSix** – 6-sided cubic dice, including both 3D and flat (square) versions.

**dSix with Pips** – 6-sided cubic dice with dots, symbols, etc.

**dEight** – 8-sided octahedral dice.

**dTen** – 10-sided polyhedral dice, including a version with dice-style numbers.

**dTwelve** – 12-sided dodecahedral dice, including a version with dice-style numbers.

**dTwelve with Pips** – 12-sided dodecahedral dice with dots instead of numbers.

**dTwenty** – 20-sided icosahedral dice, including a version with dice-style numbers 11-20, 00-90.

**dMixed** - all 6 polyhedral dice styles combined in one alphabetic font.

**PolyDice** – bundle of the dFour, dSix, dEight, dTen, dTwelve, dTwenty, and dMixed dice fonts.

## Gaming Fonts

Useful "technical" fonts for gaming-related purposes.

**EasyHex** - characters to quickly create dozens of styles of hex paper, with a complete reference manual showing all 92 styles and how to use them. Also includes a bonus megahex.

**EasyGraph** (coming soon) - characters to create various types of graph and graph-like paper.

**Map Symbols** (coming soon) - symbols and features to put on your EasyGraph maps.

## Alphabetic Fonts

Wintertree alphabetic font packages contain multiple forms of the fonts, such as normal, calligraphic, weathered, outlined, bold, italic, and combinations of these. Which forms are included are specific to each font. Many also contain documentation giving historical information, character maps, etc.



## Historical Fonts

**Albrecht** - An ornate blackletter ("gothic") font, in regular and bold, based on the one used in Albrecht Dürer's prayerbook. Also includes a bold form. Contains a complete character set, with accented characters and special symbols.

**Etruscan** - The closest ancestor to our own, Etruscan was a transition between the Greek and Latin alphabets. Contains Etruscan, the actual Etruscan alphabet, and Zichner, the modern alphabet using symbols from Etruscan. Includes weathered and outline forms.

**Hieroglyphica** - Medu, Egyptian hieroglyphs, including determinatives; Glyphic, a readable English font based on hieroglyphic characters; and Hieroclipic, a dingbat font of pictorial characters from the other two fonts. The first two allow easy cartouches and proper stacking of short characters. Also includes an outline form.

**Lycian** - An interesting Greek-like alphabet from ancient Anatolia. Includes Lycian, an authentic Lycian font, and Lycinic, a font using Lycian letters or modifications of them for the Roman alphabet. Includes regular, calligraphic, weathered, and outline forms.

**Ogham** - An early Irish writing system using inscribed lines on a staff; it looks a bit like an ancient barcode. Includes normal and weathered versions, vertical and horizontal, plus a manual giving background information, tree and color correspondences, and a character map.

**Oukoine** - Oukoine, a non-standard ancient Greek alphabet; Oukoinik, the modern alphabet using symbols from Oukoine. Includes calligraphic and outline forms.

**Runes** - Futhark, authentic runes in several styles; Futhark Stones, the same enclosed in stone-shaped outlines; Runik, a readable English font based on runic characters; and Runik Stones, the same in the stone shapes. Includes weathered and outline forms.

**Ugaritic** - Based on the letters made to be written on clay tablets in ancient Ugarit, with a few tweaks to make it usable for English (adding vowels). Includes weathered and outline forms.

**Sabaeen** - If there was in fact a Queen of Sheba, Sabaeen is the alphabet she would have written in, because Sheba was ancient Saba. Again, there are a few tweaks (adding vowels again) to make it usable for English. Includes bordered and outline forms.

## Esoteric Fonts

**Celestia** - Celestial, a Renaissance-era esoteric alphabet based on Hebrew letters; Astral, a modern alphabet created in the style of Celestial; The Stars Are Right, a version of Astral with stars in place of the circles found in Astral and Celestial; and Astran, the modern alphabet formed of characters similar to those of Celestial or Astral. Includes weathered, calligraphic, and outline forms, depending on the font.

**Crowley** - The Alphabet of Daggars devised by early 20th-century occultist Aleister Crowley. While it is a simple substitution cipher, its appearance is striking, especially with the weathered face included here. Includes regular, weathered and outline forms.

**Enochian** - Claimed to be the "alphabet of the angels" by John Dee, the famed 16-century astrologer and adviser to Elizabeth I, this is a striking-looking mystical font. Includes plain, weathered, calligraphic, and outline forms.

**Grimoire** - A collection of three mystical fonts, including the Renaissance-era Theban and the Alphabet of the Magi, and Magehand, a font created specifically for gaming use.

## Cipher Fonts

**Babington** - The cipher used for letters between Mary, Queen of Scots, and Thomas Babington, who was plotting to assassinate Mary's cousin Elizabeth I and replace her on the British throne with Mary. Also includes Babington Alien, a somewhat modified version. Includes calligraphic forms.

**Blaise** - Based on a cipher from the book *Traicté des Chiffres, ou Secretes Manieres d'Ecrire* by Blaise de Vigenère. Includes Blaise, the original; Blaise Block which is suitable for disguised borders and decorations; and Blaise Round with a nonhuman or alien alphabet appearance. Includes many different forms with very different appearances, from page borders to the writing on those pages.



**Cowboy** – A substitution cipher using classic cattle brands for a dramatic and unusual appearance. The documentation provides a reference list of the historical sources of the brands. Includes plain, bold, weathered, and outline forms.

**Dancing Men** - The famous cipher from the eponymous Sherlock Holmes story, in all of its different versions.

**Gold-Bug** – The famous cipher from the Edgar Allan Poe short story "The Gold-Bug" which was responsible for interest in cryptography among the 19th-century public and several prominent cryptographers.

**Illuminati** – One of many ciphers ascribed to the supposed secret organization, this has a nice mix of symbols between upper- and lowercase.

**Nug-Soth** - Perfect for your ancient inscriptions, this is a variant on the classic pigpen cipher which has become associated with the works of H.P. Lovecraft. Includes plain, calligraphic, ichor, and gouged (outline) forms and a manual with information on its history and a character map.

**Pigpen** - Multiple forms of a cipher attributed to the Freemasons, Civil War spies, Rosicrucians, and quite a few other groups. Includes Pigpen, which uses the standard grid, Pigpen Square which uses an all-square grid, and Royal Arch, another square-grid version using lines instead of dots.

## Symbols

**Braille** (coming soon) - Braille, the familiar patterns of dots; and BrailleRod, a version with bars connecting dots in a way that makes it look more like an alien alphabet. Several versions of each.

**Morse** (coming soon) - Railroad Morse, the original Morse code; Continental Morse, the version used in Europe; Navy Morse, used briefly in 1912; and International Morse, the familiar Morse of today. Also Morse Cipher, four different styles of cipher text which are actually International Morse.

## Decorative Fonts

These are fonts that are intended for use as clipart, symbols, etc., rather than for any type of writing.

**DarkCity** - A font for creating fantasy and historical city skylines in several styles, now allowing lighted windows and more. Includes an 18-page manual with complete usage instructions, and a file in .DOC format with examples for easy customization and experimentation.

**Royal Proclamation** - A font that can be used for creating illuminated letters for proclamations, documents, certificates, and more, with multiple colors.

If you are interested in unusual fonts from many different origins, keep an eye on the Wintertree Software offerings on DriveThruRPG; there are many more fonts in preparation.

# “THINGS” COLLECTIONS

## 1001 Things

These are TableMaster-generated listings of ready-made items, descriptions, etc., that you can keep in your physical or electronic GM notebook and have them instantly at hand when you need them for your game.

**1001 Awkward Art Objects** - Not all treasure is conveniently portable! Descriptions of a thousand and one things that are large, fragile, or otherwise difficult to take back to town.

**1001 Perplexing Potions** - Descriptions of container, appearance, and label of a thousand and one potions, to confuse the players who think they know what a healing potion looks like.

**1001 Hopeful Hirelings** - Brief descriptions of the personalities and motivations of an entire army of NPCs who are looking to sign on with the adventurers.

**1001 Perilous Places** – Ominous, evocative, and interesting names for places adventures might happen, things might be hidden, or those blank spots on the map tha500t need to be filled.



**1001 Battered Books** - A thousand and one books for a fantasy world, with title, description, and more. (Available in 5005 Things #1 bundle on DriveThruRPG only)

**1001 Things Sampler #1** – 10 each of Art Objects, Potions, Hirelings, Places, and Books.

**1001 Interesting Islands** - South Pacific style islands described in detail, from size and vegetation to resident castaways, pirates, special features, and the always-popular volcanoes.

**1001 Ancient Altars** - Mysterious altars, including descriptions and effects, results of making offerings at them, etc.

**1001 Flowing Fountains** - Magical fountains, describing the fountain itself, the water, and what effects the water has.

**1001 Fantastic Fungi** – Mushrooms large and small, detailing size, shape, color, texture, and even smell, plus effects if they have any.

**1001 Dangerous Doors** - When is a door not just a door? When it's one of these, with materials, description, and particularly special features. (Available in 5005 Things #2 bundle on DriveThruRPG only)

**1001 Things Sampler #2** – 10 each of Islands, Altars, Fountains, Fungi, and Doors.

**1001 Mystical Magic Names** - Names for magic items to use to describe a newly-found item or spark a GM's creativity to invent interesting new ones.

**1001 Special Stones** - They orbit around the user's head and have magical effects. These have an extremely wide variety of descriptions and effects.

**1001 Curious Coins** - A treasure should have more than just "gold pieces". Here are descriptions and values for 1001 different coins, some of them magical, some of them collectible, and some of them counterfeit!

**1001 Awesome Adventure Titles** – Evocative names to give an adventure to set the mood and spark the GM's creativity.

**1001 Slithering Slimes** – Names, descriptions, attack types, vulnerabilities, and more for innumerable slimes, goos, blobs, and other ambulatory dungeon muck. (Available in 5005 Things #3 bundle on DriveThruRPG only)

**1001 Things Sampler #3** – 10 each of Names, Stones, Coins, Adventure Titles, and Slimes.

**1001 Instant Inns** – Descriptions of inns and taverns, ranging from the décor to special events to the innkeeper's personal problems.

**1001 Strange Swords** - Swords of all types, giving materials, decoration, hilt style, blade engravings if any, etc.

**1001 Typical Townsfolk** – Quick descriptions of people and what they're doing to fill in the empty spaces of your cities and towns.

**1001 Perilous Pools** (coming soon) - Mysterious pools of water with strange magical effects.

**1001 Passable Portals** (coming soon) - Various sorts of portals, including their description, activation, and destination.

**1001 Militaristic Mercenaries** (coming soon) - Mercenary companies, with specialty, reputation, and current status.

**1001 Capacious Containers** (coming soon) - Chests, boxes, coffers, and all sorts of other things that contain things.

## 101 Things

These are similar to the 1001 Things line, but each entry is considerably longer and greater in detail. They are particularly useful during game preparation.

**101 Intriguing Item Histories** - The histories of items, magic or otherwise, including who made the item and why, what happened to it, what famous people interacted with it, what is believed to have happened to it, and how, if at all, it is remembered.



**101 Deadly Dragons** - No more color-coded dragons! Each of these dragons is unique.

**101 Remote Regions** (coming soon) - Provinces, regions, whatever you want to call them, they all need geographical details, populations, specialties, and reputations.

**101 Tough Tribes** (coming soon) - Barbarian tribes with details of everything from their leaders and relations with other tribes to their tribal symbols.

## OTHER PRODUCTS

**Hieroglyphic Borders** - A set of PDF files of several paper styles with hieroglyphs around the edges, useful for making borders for your handouts, game materials, character sheets, etc.

**Runic Borders** - A set of PDF files of several paper styles with runes around the edges, useful for making borders for your handouts, game materials, character sheets, etc.

**Classic Cipher Disc** - Print and assemble your own Alberti cipher disc. From the 15th century to the 20th, cipher discs were a quick and easy way to encrypt and decrypt secret messages. (after all, they didn't have CRYPTER) Now you can make one of your own; instructions for assembly and use for two types of ciphers included. (requires a paper fastener for the center hole)

**The Adventurers and the 1001 Things** - A compilation of the little scenes at the beginning of each 1001 Things listing. The adventures of Kalthras the cynical wizard, Jarmak the rogue with amphibian tendencies, and more.

**Hex Paper** - A collection of PDFs of hex paper made with the EasyHex font, in several styles and sizes, ready to print out and use.



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