

# Gozmo Zalandros

A Monthly Monster

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for  
Labyrinth Lord

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# Gozmo Zalandros

The being known to the ancient world as Γόζμω Ζαλάνδρος began his arcane career as a lowly apprentice. Exactly which famous archmage first took him as a pupil is a matter of some dispute, and it is not entirely clear if Gozmo Zalandros himself even remembers his one-time master. This first period of tutelage did not last long. He quickly learned to summon demons and so conjured himself new mentors, and in due time, Gozmo was himself one of the most feared and respected archmages in all the civilized lands.

## Wizard-God of Decapitation

After devouring the heart of Shud-Háladar, the great, multicoloured god-serpent of the Crystal Mountains, Gozmo himself ascended to the ranks of the heavenly host. Now, he journeys widely beneath the Mountains of the Moons, through the intestines of the World-Boar, and across the snowy Plain of Discarded Thoughts, waging constant warfare against the Fire Titans and the ancient Elvish gods.

As a nominal deity, Gozmo has attracted a cult of worshippers, though it has not been numerous since antiquity. His temples—of which there are even a few that stand in ruins, abandoned—are squat, domed affairs, copiously decorated by colourful mosaics and stone busts of his priests and anyone else who cares to donate money. His priests are blessed with some small portion of his prodigious and spectacular abilities. They dazzle audiences of the faithful with death-defying stunts of decapitation and self-surgery, but are also known for much darker pursuits.

It is whispered that those who worship Gozmo are building an army of the undead in secret catacombs, far below the earth. Legions of grey-skinned compilations of corpse-parts, assembled almost at random, are said to wait in secret for the time when Gozmo declares war on all of elvenkind, and not just their gods.



## Gozmo Zalandros

No. Enc.:	1
Alignment:	Chaotic
Movement:	180' (60')
Armour Class:	Plate & shield
Hit Dice:	8
Attacks:	2 hands and 1 spell
Damage:	2d6
Save:	F8
Morale:	12
Hoard Class:	XV / H
Special:	+1 or better weapon to hit
XP:	1750xp

Gozmo has not entirely abandoned the material plane—he still has a physical body, even though it has become greyish, rubbery, and about as hard as stone from the magic coursing through its undead sinews. Gozmo demands tribute from all other wizards he comes across. The penalty for refusing is, of course, decapitation. He can read the minds of any who commune with him, and his worshippers are expected to aid him in his war against the elves and titans.

In combat, Gozmo's body attacks with its huge, bloody hands, while his head casts spells. When confronted by elves or fire titans he rages almost incoherently before attacking. If he finds adventurers who have magical items or know powerful spells, he demands they turn these over to him, and will use violence to get what he wants.

Gozmo can cast Reattachment, Crazy Wizard Eyes, and Decapitation as many times as he wants, plus Recapitation once per day, and the following spells once each per day:

**1st Level:** All cleric and magic-user spells.

**2nd Level:** All cleric and magic-user spells.

**3rd Level:** Cure Disease, and all magic-user spells.

**4th Level:** Neutralize Poison, Speak with Plants; Charm Monster, Dimension Door, Hallucinatory Terrain, and Wall of Ice.

**5th Level:** Create Food; Cloudkill, Contact Higher Plane, Hold Monster, Telekinesis, and Teleport.

## Treasures

Gozmo Zalandros keeps a collection of magical items hidden inside his own flesh. Roll 1d8 to determine the best pieces:

- 1 Crystal ball that shows the beginning of time in its depths.
- 2 Horn whose blast can knock down any wall.
- 3 Knife that cuts stone and steel like butter, but never flesh.
- 4 Living ropes of gold and platinum that dance to music.
- 5 Magical beans that turn into dragons, forests, and soldiers.
- 6 Pieces of hallucinatory incense that attracts dream lice.
- 7 Shards of a scrying mirror that can unerringly find an artery.
- 8 Two entwined, squirming centipedes made entirely of ruby.

## Clerics of Gozmo Zalandros

Chaotic clerics may choose to devote themselves to Gozmo Zalandros. His cult and temples are few and far-flung, but they are not wholly isolated from society, and retain some measure of respect in human lands.

Gozmo has enemies, however. Reaction rolls for elves always suffer a -2 penalty if a party includes a cleric of Gozmo. Additionally, if a cleric of Gozmo attempts to turn undead and fails, all undead immediately target that cleric on their attack. Undead who know a cleric worships Gozmo will bear a grudge and continue to target them before all others.

The advantage of being a priest of Gozmo is that he grants his priests the ability to prepare additional, special spells:

### Reattachment

**Range:** Touch

Level 1

**Duration:** Instantaneous

This spell allows the caster to reattach a severed body part other than a head or brain. If the severed part is damaged at all, it acquires a greyish, rubbery texture, but otherwise functions as normal. This spell does not restore hit points.

## Crazy Wizard Eyes

**Range:** Unlimited

Level 3

**Duration:** 6 turns

This spell allows the caster to remove one or both eyes and continue to see through them. Additionally, these eyes can move along the ground or float through the air up to 120' per turn but cannot pass through solid objects. If an eye is not returned to the caster's socket before the spell wears off, the Reattachment spell must be used, or the eye remains severed. Eyes returned before the spell is over heal any damage suffered and function exactly as they did before the spell was cast.

## Decapitation

**Range:** Unlimited

Level 3

**Duration:** Special

This spell allows the caster to remove their head, which grows tiny arms and legs and can move around on its own. The caster's body produces a cloud of ectoplasm from the stump of its neck. In effect, this allows the caster to operate with two bodies, one of which is a walking head. The caster can see, hear, and speak with both heads and move around in both "bodies" at the same time, but can still only cast one spell at a time. Damage done to either affects the caster, but the head's AC is equal to chainmail. The spell ends when the caster's head is replaced.

## Recapitation

**Range:** 180'

Level 5

**Duration:** Special

This spell allows the caster to combine portions of flesh that have never been attached before. It will affect 1d3+1 living (or undead) targets and any number of severed pieces. The spell lasts until dispelled or surgery is used. Unwilling victims of this spell are allowed a saving throw vs. spells—a successful save means the spell has no effect.