

Unearthed Arcania

By the members of the ADND-L mailing list
and the internet community.

An accessory for the 2nd edition
Advanced Dungeons & Dragons
Fantasy Roleplaying game.

Special Thanks

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Lastly, thanks go out to TSR and Wizards of the Coast for allowing us enthusiasts to contribute our own creations to the AD&D game.

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REVEALING NEW ARCANA

Foreword by E. Gary Gygax

It was with considerable reluctance that I went to the Unearthed Arcana site at the request of Brenton Miller. Simply put, Brent contacted me about doing a foreword for the new netbook being readied. While there were many reasons for my hesitation, and a large one was my having something less than enthusiasm for yet another creative demand, my principle concern was with the nature of the site. Of course, once I got there, I discovered to my great delight there was no need for trepidation. Indeed, had my concern been founded, you would not be reading this.

Thankfully, this is not a place to endlessly worry what I wrote or debate some minutia found in the UNEARTHED ARCANA supplement. It is a place for *you*, the creative and thoughtful game participant, to add your own arcana to the library of lore for the AD&D game.

That such contributions are necessary seems evident. When it was I who directed the shape of the game, there was a continual search for improvement, so that rules would be better, options expanded, and so forth. Second edition, regardless of my opinion of motives or value, continued the changing nature of the game. Wizards of the Coast has stated that a third edition of AD&D is now underway, so the policy of maintaining the AD&D game as non-static and changing continues. Chess is a game played on a board with clearly defined limits, known pieces, and thus rules can be graven in stone. RPGs have no boundaries save the extent of the imagination of the participants, are directed by game masters, and so they can never have absolutes.

Some ideas are better than others. When I wished to air a new idea I had for the AD&D game, I had the luxury of publishing it in DRAGON Magazine. Reader input then helped me to assess what was proposed and make such changes as were necessary. That was done with the intent of inserting the new material into the game. Thus UNEARTHED ARCANA was published.

Here you have the forum for presenting your own ideas as to how the fantasy role-playing game in general can be made better in some way. I believe that be the matter a small thing or large, such opportunity, and the realization through publication here, is a tremendous benefit for all concerned. I urge all participants to take

advantage of the opportunity presented in all ways. Share your creative thinking, read and utilize such material offered as suits your game environment, and tell other enthusiasts about this netbook. Imagine a readership numbered in the tens or even hundreds of thousands! Quite possible, don't you think?

In any event, I can't resist contributing a couple of things to the forum. One brief one is my own, the other drawn from a recent email, and far more thought provoking than my own small matter...

Demihumans vs. Giants: Dwarves get a +4 in defense when being attacked by giants, ogres, and other hulking members of the Giant Class. Gnomes and halflings should have received this same benefit, and it was purely a matter of overlooking this omission on my part that they didn't. Why did I blow it? Because at the time, I wasn't playing either race of character, and no other gamer gave me a kick to call my attention to the fact that both were small and likely as hard to strike as any dwarf. Gnomes and halflings don't get the bonuses to fight, but they surely deserve them in defense.

Next, I submit for consideration the thoughtful analysis of an astute enthusiast. I take the liberty of so doing because I found the suggestions compelling, and as they were directed to me, I feel free to share them here, giving readers the benefit of knowing the author's name, Jared Milne. Here is the substance of what Jared had to offer in regards to demihumans in the AD&D game, UNEARTHED ARCANA presentation, that consider the underlying assumption that humans predominate and so must be assumed to have greater potential for development than do the demihuman races:

Demihuman Level Limits: Here are three possible solutions that should not throw things totally out of whack. Note that Unlimited (U) scope is rearranged in places. I was a little puzzled by each demihuman race getting U as thieves, while in some cases not getting them in classes that would fit them better, i.e., Gnome Illusionists, Dwarf Fighters, and Elf/Half-elf rangers. Halflings could keep U as thieves,

because I thought it fit them well (that's what comes of reading *The Hobbit*, I guess). The current limits for those classes would go into the thief column.

1) Rearrange as above, but also switch gnome and half-elf assassin and fighter limits. All else stands. I can't really see gnomes following an assassin class, as most of them are NG or LG in alignment. But then this doesn't take PCs into account. What is your opinion on this?

2) Instead of giving Us to the requisite race/class combinations, why not keep them at 15, but they can progress *no further*. As for the other limits, take 2nd Edition stuff and tone it down by 2, 3, or 4 times. Here is what such things would look like:

Dwarf: F 15, C 6, T 7, A 5
Elf: C 7, F 8, M-U 15, R 10, T 6, Cav 13, A 9
Gnome: F 8, I 15, T 8, C 7, A 6
Half-elf: B 12, C 15, F 9, M-U 7, D 8, T 6, R 9, A 6
Halfling: F 6, C 6, T 15, D 8

Under no circumstances can a demihuman advance beyond 15th level. They can, however,

progress beyond if single-classed and possess scores of 16 or more in their prime requisite: 16, +1; 17, +2; 18, +3. % scores for fighters' strength allow another +1 at 18/50, +2 at 18/76, and +3 at 18/100. Note that if you do use this, the race and sex limits still apply, so a gnome fighter could not work beyond 12th level.

3) Allow demihuman fighters to obtain XP beyond their maximum level, but NO additional HP or saving throws. They can only progress in THACO, and then only to 6, which is 2 worse than a human can attain. Humans, of course, can continue without restriction in any class of their choosing.

There you have it. Of course I am enthused about this netbook, for I believe in all that it stands for. That I to this day continue to engage in this sort of creative discourse and rule creation seems indicative of the nature of the RPG game form and its participants. Both are imaginative; each requires stimulation. Here you have the vehicle to serve those needs.

Gary Gygax
March, 1998

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BOOK I PLACES OF INTEREST

NATIONS

NAVES

by Benjamin Franz <franz@ymail.yu.edu>

Name of Location: Caliphate of Naves

Area: 150 x 80 miles

Population: 25,000,000

Cities (with population): Umal'Laba: 13,500,000; Rafiah: 1,500,000; Medjama: 2,800,000; Nesra: 3,200,000; Ulrathbadjma: 3,700,000

Languages Spoken: High elven, dwarven, common, Erabin, Khazadjma (pidgin dialect mixing dwarven with Erabin, used by metal smiths). Translators of other languages are often available for hire in the cities of Medjama, Ulrathbadjma, and Nesra.

Coinage: Ob (1 copper); Obi (10 Ob); Oba (10 Obi); Kop (10 Oba); Kopta (10 Kop)

Government Type: Caliphate, a highly bureaucratic system ruled by the Caliph, a hereditary ruler. Beneath the Caliph are five viziers (Foreign Policy, Military, Currency & Trade, Science/Magic, and Religion), each of which is served by two scribes. The 10 scribes are responsible for the recording and dissemination of all decrees of the Caliph and the viziers. Each city is served by two pols, who are responsible for taking the information from the scribes and announcing it through the city. Pols are also responsible for municipal administrative duties such as tax collection and census taking. Finally, the judiciary consists of 101 attabis, elders selected from their communities. Should a case come before an attabi court, the severity of the case will determine the number of attabis who will pass judgment in the dispute. For instance, a common dispute between citizens is adjudicated by three attabis, a dispute involving jurisprudence by 13 attabis, a dispute with a government agency or official by 39 attabis, a dispute with a vizier by 71 attabis, and a dispute with the Caliph is adjudicated by all 101 attabis.

Major Religions: Idjm (monotheistic worship of the god, Idjma, a Lawful Neutral deity). Other

religions are tolerated, although no churches or temples other than those dedicated to Idjma are allowed in the country. Navesi believe that those who worship other deities are actually worshipping Idjma, as he is the essence of all that is divine.

Industries: Fishing, trade (import: coal, gems, and other precious minerals; export: animals, oil, spices, etc.), shepherding animals, warehouse supplies, agriculture (some wheat, spelt, oats, and potatoes).

Calendar: Unlike many countries, the citizens of Naves use a lunar calendar to mark the passage of time. There are twelve months in a Navesi year, and each month begins with the New Moon. Thus, a year in Naves is usually shorter than a year in areas which adhere to a solar calendar. The names of the twelve months in the order they occur each year are: Istan, Radanna, Radanna Verr, Ewendin, Ewendin Ver, Sallar, Ost-Sallar, Sallar Ver, Agraran, Urmiya, Pullerin, and Debistan. Throughout the year, commerce is only conducted in Naves during the day, which lasts from sunrise to sunset; however, during the month of Agraran, no business is conducted during the day, and all Navesi fast during the day, waiting until sundown to break their fasts. Navesi who wish to do so may conduct business at night during Agraran, and many do.

Description: Naves is situated on the southern coastline of a large desert. The borders are defined by a wide mountain range 80 miles into the desert, but generally no one lives beyond the southern coastline. The weather in Naves tends to be very warm and dry. During the summer months, it becomes unbearably hot; in the winter, it rains occasionally. Originating in the mountains, a few waterways snake their way through the sands until they reach the open sea. These freshwater rivers provide the water for public fountains, basins, bathhouses, etc.

The people of Naves tend to be rather similar in physical appearance. They are of average height (5'7" - 5'11") and dark complexion. Their general hair color is dark brown or black, and their usual eye color is hazel or brown. As the Navesi are deeply religious people who are well steeped in the ways of the Prophet (Messalam),

they dress very modestly. Women cover their hair but not their faces; men tend to cover only their torsos and groins, and they wear small hats instead of the full-length kafias (headdresses) favored by the women. The Navesi tolerate outsiders (infidels) such as dwarves, elves, and anyone else who is different from them, provided the infidels adhere to the guidelines established by the Prophet (see below).

As a people, the Navesi have three primary interests: Business, Religious Art, and Knowledge. These three interests have defined their culture almost explicitly. From the large volume of trade, to the great works found in Umal'laba, to the many Universities they have erected, the Navesi desire to be the best in their three principle areas of interest. Thus, they have earned a reputation as a very competitive people. Because they do tend to succeed in their endeavors, they are very proud of their abilities. Visitors to Naves should refrain from making negative comments regarding Navesi achievements, as the Navesi are not renowned for being kind to strangers who have insulted them.

Settlements: There are five major cities in Naves, all stretched along the coastline. Other than these, there are no significant settlements, as the dangers of the desert discourage the existence of small settlements and villages.

Umal'Laba is the capital of the country and the location of the throne of the Caliph. In addition to being the bureaucratic center of the country, Umal'Laba is also home to three renowned cultural artifacts: the Antar, a great colossus; the Massur of Maki, a prestigious university; and the Mulla'lah'wiba, an ancient temple of Idjma. No infidels are allowed within Umal'Laba, and any discovered there are imprisoned and subsequently put to death for violating the will of the Prophet. The capital's militia is lead by an 11th-level jannisary (see the *Classes* section of *Book 2: Denizens & Powers*).

Rafiah, located 25 miles east of Umal'Laba, is renowned primarily as the home of the Medical College of Naves. The college, a complex of dozens of marble-constructed buildings and gardens, occupies a low plateau at the north end of the city. The remainder of the city engages in trade, primarily in goods related to medicine and food. Tourism is also a high-income business for residents of Rafiah, as the city is the closest most outsiders can get to Umal'Laba. The city militia is headed by a 7th-level jannisary.

Medjama, located 35 miles east of Rafiah, is a commercial port exporting and importing major stock and warehouse items such as food, coal, oil, and weapons. Much of the city is occupied by large warehouses, as Medjama serves as the primary trading post between Naves and other countries. Most any product, Navesi or foreign-made, can be found in Medjama, although some items will be more difficult to find than others. There is an adventurers' guildhouse in this city. Its militia is headed by an 8th-level jannisary.

Ulrathbadjma, located 40 miles west of Umal'Laba, is often called the "City of Knowledge" because of the large number of colleges and universities within its borders. In fact, all such institutions other than the Massur of Maki are located here, and young Navesi who are unable to get into the capital's university spend at least some of their early adult years in Ulrathbadjma, where they pursue higher education in a variety of fields and trades. Many scientists, wizards, and inventors can be found throughout the city, and Ulrathbadjma boasts the largest number of infidel residents of any of the cities of Naves. Although it is unusual, particularly learned infidels are occasionally allowed to serve as instructors, particularly in language and foreign history courses. Ulrathbadjma's militia is headed by a 9th-level jannisary.

Nesra is located approximately 35 miles west of Ulrathbadjma. While the other four cities of Naves are remarkably clean despite their proximity to the dusty desert, Nesra appears to be dirty, its stone walls and wooden structures ragged and wind-blown. A small thieves' guild is rumored to exist in the city, although the local jannisaries have been unable to identify any of its members. Land-based commerce from countries to the west passes first through Nesra, and the city consequently appears a little more disorganized than the other cities of the caliphate. The city militia is headed by a 5th-level jannisary who was appointed following the recent assassination of the previous leader.

Notable Sites: Other than the cities themselves, there are three major structures of renown in Naves. All three of these are located in the capital city, Umal'Laba.

(1) The Antar (colossus). Legend has it that at one time a mighty giant strode from the storm clouds and defended Naves from an invading fleet. To commemorate the event, this statue was constructed over 200 years ago by the Navesi

stonemasons' guild. Many believe that if Umal'Laba is ever threatened with invasion, the Antar will come to life to protect the city.

(2) The Mulla'lah'wiba ("House of the Sweet Singer"). This ancient temple was the first to be dedicated to the worship of the all-merciful Idjma. Centuries old, the building is rumored to have been built by dwarven and elven jewelers and metalsmiths who spent over a decade detailing the uniquely designed building. This rumor is not often repeated in Umal'Laba, however, as the government has decreed that no non-humans were ever allowed within Umal'Laba.

(3) The Massur of Maki (state university). The Massur of Maki is the oldest and most prestigious university in Naves. Studies on all subjects, current as well as antiquated, take place here. To enter the university as a student, an applicant must be a native of Naves and must gain the recommendation of the Caliph. Graduates of the university are the pool from which prime government positions are filled, and thus citizens from throughout the country are eager to be accepted into the institution, although few of them actually are accepted. The university consists of three large, connected buildings, the yards between them filled with gardens, statues, and fountains dedicated to former caliphs, viziers, and other well-respected leaders of the past.

History: Naves was founded 500 years ago when Messalam, the Prophet, led a handful of his followers across the northern mountains into the desert now known as Naves. The group was fleeing persecution by a malevolent tyrant in a land Navesi now refer to as Ha ArzbilwahHararam ("the land beyond the mountains"). Apparently, this despot-ruled nation no longer exists, as now the barren lands north of the mountains are inhabited primarily by gnolls and kobolds, although some unusual ruins do hint of a previous civilization in the area.

Messalam led his followers along one of the freshwater rivers that cuts through the desert to its delta at the southern coast. There they established the first settlement of Naves in the location later to become Umal'Laba. Messalam appointed Umal to serve as the first Caliph of Naves, and through the following five centuries, Umal's descendants have continued to serve and preserve the caliphate.

Understanding that resources were scarce in the desert, Umal urged his people to initiate commerce with neighboring countries, particularly those in the lands to the west. The other cities were formed soon after Umal'Laba, each established where one of the larger flows of the desert's unusual river fell into the ocean.

Despite this focus on trade with outsiders (or perhaps because of it), Messalam was wary of outsiders, and, under the guidance of Idjma, he instituted guidelines for outsiders seeking to live in or trade with Naves. These guidelines are:

(1) Any outsider who enters the capital, Umal'Laba, must first earnestly convert to Idjm or be put to death.

(2) Infidels in Naves must abide by the traditions of their host. (For example, there is no drinking of wine in public places, and eating meat from any animal that was declared impure by the Prophet is prohibited.)

(3) Outsiders shall make no advance on any citizen of the Caliphate. Marriage between a citizen of Naves and an outsider is forbidden.

The Caliphate of Naves is a strong, self-sufficient kingdom. As it continues to grow, new ways of living in the desert are being innovated. Soon, the Navesi hope to build their first land-locked city.

Important Figures: In Naves, no one is more important than the current *Caliph Harun Al-Saudi At-Attabi Umal*. He is the youngest Caliph to date, having recently ascended to the throne at the age of 30. He is a wise and peaceful man who only wishes peace and prosperity for the Navesi and all the infidels they trade with. He is an avid lover of the arts and his attention has contributed to the successful careers of many muezzinim. The Caliph has been trying to reach out to the world beyond AL-Mamya, sending emissaries to all foreign nations they can find. As the walls of solitude fall down, the Navesi remain in full support of the Caliph, for he walks in the way of the Prophet.

Malik ibn janah Al-Wiba-Idjma'i is the highest ranking priest and leader of the church of Idjm, the 15th priest to serve in this position. It is reputed that Idjma blesses his most faithful servant with longevity beyond ordinary humans. Malik has served as high priest for the past 35 years, and though he looks barely over 40, he is 72 years old. A compassionate man, Malik is well known for his concern for the welfare of Naves's children, and he has been known to visit schools within Umal'Laba to encourage the young people

of the nation. Malik also tends a large greenhouse filled with exotic plants; it is here that he usually receives visitors to his home in southwestern Umal'Laba. Malik is a fervent supporter of Harun's Caliphate, and he keeps a wary eye on Harun's uncle, Jamal.

Jamal Al-Saudi At-Attabi Umal is the first Pol of Umal'Laba and the uncle of the current Caliph. Jamal had his eyes set on the throne until his older brother produced a son; thereafter, there was a great rift between the two brothers, and some quietly speculate that Jamal might have contributed to his brother's death. Jamal is 60 years old, a strong, unusually tall man with a sneer of dissatisfaction always present on his face. His eyes are penetratingly black. He knows that Harun recognizes the threat he presents, so he is wary of the Caliph, but it is sure that his anger still seethes within him, and he is likely to make another attempt to take the throne for his own.

Flora and Fauna: The animal life in Naves tends to be domestic herd animals such as camels, sheep, and cattle. The plant life in the cities is scarce, usually just vines or potted plants. In the gardens, they feature many varieties of cactus and vine. In the desert, there are many types of cactus

to be harvested. Some even supply water, fruit, and salt. Fruit-bearing palm trees are frequently found along the coast where the desert meets the sea.

In the desert are several different species of creatures, and most Navesi are wary of the dry, dusty land north of their cities. Those who do venture there have reported seeing salt-spitting sandworms, packs of jackalweres, and powerful, giant lizards. Occasionally, outsiders will arrange hunting safaris leading out from Nesra to track down the creatures of the desert. Some of these are successful, but just as many end in the deaths of the hunters.

A flock of nocturnally active pegasi lives in the eastern part of the desert. This small herd is supposed to have been beloved by the Prophet, and it is decreed that they will never be harmed or even touched by anyone. These pegasi are seldom seen during the night, and no one is certain what happens to them during the day.

Recently, a great roc has nested in the desert on the dunes several miles northwest of Umal'Laba. While the bird presents a potential danger to the citizens, the Caliph and his viziers have decided to leave the bird undisturbed for the time being lest it decide to attack the city.

ESTABLISHMENTS

ANGRY THOM'S TRADING POST

by Chris Knudson <cknudson@gocougs.wsu.edu>

Angry Thom's Trading Post is intended to serve as a base of operations for adventuring parties on the fringes of civilization or out in the wilds. It can be placed in any suitably remote location, preferably hills, badlands, or any other rough and isolated terrain. This article is written with the assumption that the trading post rests within some lightly forested hills above a great valley. The valley below (or whatever area surrounds the trading post in your campaign) should be populated with a large number of potential adventure sites and ruins that could be explored by PCs or other adventurers.

Angry Thom's sits upon a large hill overlooking a trade road that connects two large kingdoms or empires that are many weeks' travel apart. The road passes through the foothills surrounding the valley--passing through the valley floor has proven too dangerous for merchant caravans--just the place for intrepid adventurers and dungeon crawlers. The proprietor of the Trading Post is a gent named Thomas Agantir (see the entry for Thomas "Angry Thom" Agantir in the *Characters* section of *Book II: Denizens & Powers*).

Overview

The entire structure has some form of wall all around its perimeter, ranging from stone walls 5 feet thick and 12 feet tall, to simple, wooden fences that keep herd animals in and wolves out. There are several barns and stables, as well as private cabins for adventuring parties to lease (one month minimum; payment in advance). The merchant store is well guarded and carries a wide variety of survival gear. There are few luxuries to be had. Anything really exotic or rare must be acquired directly from Thomas, if he can get it at all, and the price will depend on how well he likes the buyer.

Prices are 2-3 times regular costs, sometimes more. Where else are visitors going to get their goods with the nearest town several days, if not weeks, away, through unprotected wilderness? (Think of the Alaskan gold rush--eggs \$1 each, picks & shovels for \$100, buckets \$25 etc.)

A retired gnome fighter has set up a small brewery and supplies the needs of Thomas and the Inn. His brews are never quite the same twice, as he cannot help tinkering with them constantly. On rare occasions, he will come up with something grand, with almost magical qualities; just as often, it will be something vile and retched that even the orcs won't drink.

A few retired adventurers act as guards for the Trading Post, and everyone is expected to man the defenses if necessary.

History

Thirty-five years ago, Thomas Agantir founded this trading post. He built it atop a defensible hill overlooking a trade road and a great valley. He established a camp and spent many years exploring the area, gathering treasure, and developing good relationships with several adventuring parties. There was little planning beyond the initial walled inn and the firbolg-sized stronghold. The rest of the sprawling structures have sprung up haphazardly as necessity or whim struck Thomas.

Thomas built his trading post to serve as a resting place and supply area for the many bands of explorers who travel through the area, either just passing through or looking for adventure. People of all races, even goblins and orcs if they behave themselves, are welcome at Angry Thom's Trading Post.

Structures Within the Compound

1) **Thom's Stronghouse:** The first, permanent structure was Thom's Stronghouse. This building is made up of large stones and stands over 30 feet tall. It contains only two floors, each almost 15 feet high. The entrance is reached by climbing the deep steps to the second floor and the only door, which stands over 10 feet tall. There are no windows on the first floor, and only 3 on the second floor. Few adventurers are invited into Thom's private residence.

The Inn

The first building built after Thom's stronghold was the walled inn. The basic design is an "H"-shaped building with wings connected by a wide gallery which houses the tavern. The exterior of the Inn is entirely made of large, stone blocks. Each wing is connected by a five-foot wide stone wall that is 10 feet tall with a wooden battlement on top. A large gate pierces the wall

in front of the tavern, and a postern gate gives entrance to the rear courtyard. The inn was built with the help of a small tribe of hill giants who learned it was better to live with their new neighbor than to be the object of continuous attacks by the adventurers who stay there.

2) Tavern: This structure is housed in the central gallery which is two stories tall. The front portion is open to the ceiling, and the back has two floors. The lower floor serves as a storage and preparation area for food. The upper area is an open walkway with several linen closets along the back side connecting the two wings and may be reached by a sturdy, wooden staircase that rises from just left of the bar. The floor of the tavern is flagged with flat slate and covered with fresh straw. The large, swinging doors at the entrance stand over ten feet tall to permit the owner easy access. His private chair is hewn from the trunk of a bronzedwood tree and intricately carved. The quality of the beer is highly variable as the gnomish brewer is always tinkering with his recipes. There is a 30% chance mead will be available, though expensive.

3) Wings: Each of the two wings of the inn is three stories tall and contains three dozen rooms suitable for two medium-sized beings to share. At one end of each floor is a bathing room (with a winch system to bring hot water up from the kitchen) and separate gaurderobe (a type of indoor latrine) for waste.

4) Kitchen: Behind the tavern is the kitchen. This low, stone structure is separated from the rest of the inn. Several years ago, the kitchen in the tavern burned almost all of the wooden interior of the inn to ash, so now it is located away from the rest of the building. The food served here is of average to good quality, with meat available most days and tasty breads served warm every morning.

5) Stables. There are two stables for horses and mules, and a separate stable for more exotic mounts. This last one is behind the inn and separated from the caravan corrals. One of the stable boys has a reputation for working miracles on injured animals (and people). Two large barns store feed and hay, as well as some dry goods.

6) Warehouses. A pair of warehouses is available for caravans and adventurers to store their goods. Each one has several, separate, locking closets to ensure their safety. Only Thom

has the keys, and he may even *wizard lock* the main entrances.

Grain Silos

A set of grain silos supplies the kitchen and brewery.

Water Cisterns

There are two water cisterns in the outer compound, as well as a smaller one by the inn's kitchen.

7) Cabins. There are six cabins available for parties to lease by the month, paid in advance. Each of these wooden buildings has room for up to eight medium-sized persons (but it will be a bit crowded).

8) Guard House. The guard house is on the far corner from Thom's stronghouse. Several retired adventurers live in this four-story tower. The view from the top takes in a large part of the road below and far into the valley beyond. A pair of guards is always stationed here with a horn and several large crossbows that are reset with every watch change.

Businesses

Several businesses have been set up by retired adventurers or enterprising individuals. Thom gets a portion of each sale and has the right to remove any items he thinks should not be available without careful consideration of the purchaser.

9) Nix's Brewery: As already mentioned, a Gnome named Snixstipple (better known as Nix) has set up a brewery of varied quality. He works closely with the miller (**10**) who also serves as a butcher and game dresser.

11) Merchant's Store: The merchant's store sells just about everything an adventurer might need. He also carries a few luxuries such as hard candies, pipes, and smoking pouches. His supply of weapons is small and tightly controlled by Thom. Magic items are not for sale here, and his prices are very high. Most prices are at least 2-3 times those in the PHB, and rare or high demand items will be much, much more. Those who complain of highway robbery are quietly reminded that they are quite some distance from the highway and all prices are approved by the master of the compound and complaints are to be logged with Thom. The quality of all his merchandise is good to high. Most adventurers

swear by the iron rations sold here. They are reputed to last for well over six months and are actually palatable. Skeletons of missing adventurers have been found with packages of yet edible hardtack still in their pouches.

12) Blacksmith: The blacksmith primarily spends his time shoeing horses and repairing wagons. He is capable of putting a new edge on weapons and making minor repairs, but he cannot make weapons or repair plate armor. He can fix chain mail, but it is quite expensive, as drawing the wire interrupts his regular work. He also has harness and tack available and serves as the local barber.

Mead Brewery: A bee keeper has built several hives nearby after finding out about Thom's love of mead. The brewer keeps the barrels of mead in the cellar of the brewery to age. Around the compound can be found a few farmers and a shepherd. They primarily provide for the needs of the inn and are paid quite well for their produce. Note: the brewery is not listed on the map. DMs are encouraged to place it where they wish.

THE PITT

by Brenton Miller <brent@the-desk.com>

Whether a campaign is just beginning or ending, the adventure always seems to lead to a tavern or an inn. What better place for the PCs to interact with people, boast about their heroic efforts, and find new adventure?

And what is a town without a tavern, anyway? Probably abandoned. Almost anywhere there are people to be found, some enterprising citizen will set up a tavern in hopes of collecting the money of fools, or even the not so foolish. Foolhardy might be an even more appropriate word, and there are usually an abundance of foolhardy adventurers eager to find that next interesting port of call which might eventually lead them to the seediest of locations.

For instance, a tavern called the Pitt.

The Pitt is a seedy tavern that belongs on the working-class side of town. It can be placed as the only tavern in a small town, or it can be in the older section of a larger city. Much of the information here is left vague for the DM to flesh out to fit his particular campaign.

Overview

The Pitt is a filthy place where the grimmest, lowest members of society hang out. The air reeks of stale beer, harsh liquor, and a variety of unpleasant human odors. The food is edible, but on a failed Constitution, a person might be outside in a hurry, retching, or might even be retching boldly on the tavern floor. The tables and chairs are old and cracked, some of the older ones rotted and pitted, and one might occasionally collapse right under a person, but seldom are slivers gotten from them for the atmosphere is too dank for the wood to become that dry and brittle. There are no windows, not even on the door, and the room is generally dark, even on the brightest days, with only a half-dozen cheap torches to provide lighting. Besides the torches, the walls are unadorned, and the floor is uncovered dirt, packed solid from years of use.

The only source of heat in the place is a fire pit in the center of the tavern, with a two-foot tall wall of stones stacked up and circling it. This pit, which the tavern is named for, is ten feet in diameter and is the main focus of entertainment most nights, for the patrons will often douse the flames and stage a variety of contests within it, ranging from wrestling matches (between humans, humanoids, and sometimes more exotic creatures), to animal or creature fights or races, to other physical types of games. All contests are usually bet on, with Ringer, the Pitt's proprietor (see below), usually siding with the favorites. Generally, Ringer takes a cut of the betting profits, so he comes out ahead even if his own bets lose.

Those who frequent the Pitt are usually people most others consider to be the poor class. The common worker, such as dock laborers or warehouse workers, stragglers, drifters, and the bawdiest of adventurers are found here. Despite this, the atmosphere around the Pitt is a friendly one, an almost familial collection of people. The patrons of the Pitt are all too willing to welcome strangers, no matter what social classes they appear to be from. Because of this, there are seldom fights at the Pitt (other than those scheduled for entertainment). If a brawl does ensue, it usually results in a few bruises among the brawlers, but no bloodshed. If things start to get out of hand, Ringer puts a stop to it, and the Pitt regulars will usually help Ringer stop such fights.

Important People

A man named Ringer is the proprietor of the Pitt. He is a dour-looking fellow with a fat gut that sticks out far enough to balance an ale mug on. In fact, he often does this for the amusement of others, if properly provoked. The rest of him is fairly flabby, his eyebrows are wide and protrude outward slightly, and his black hair is thin and always matted to his skull by heavy perspiration. He usually wears a white shirt, tight around his massive gut, with sagging, short sleeves and yellow stains under the armpits. He is an otherwise easy going fellow unless angered. Then he turns red-faced and launches spittle when he shouts.

No one knows too much about Ringer, except that he was supposedly once a fine jeweler of some renown in another city, until he had a falling out with some powerful people. The name Ringer was given to him by the patrons of his tavern as a joke about the craft he used to perform. No one has yet thought to ask him his real name. Ringer, while usually dour, becomes downright surly when people try to question him about his past.

Ringer, 0-level human male: AL NG; AC 10; MV 12; HP 5; THAC0 20 (15); #Att 1; SA axe throw; SD nil; MR nil; SZ 5'9"; Str 12, Dex 8, Con 13, Int 9, Wis 10, Cha 10. Ringer keeps a rusted, old hand-axe behind the counter for emergencies and can throw it very well (THAC0 15).

Another person of import at the Pitt is a woman named Pella, who works for Ringer at the Pitt as a serving maid. Usually called "Pel" by the regulars at the Pitt, Pella is a buxom, bawdy, and slightly rotund woman with thick, curly, auburn hair. She usually wears a coarse, brown dress, loosely tied at the bodice. Despite her plumpness and her less-than-average looks, Pel is liked by all the Pitt's regulars due to her friendly, outgoing nature. She has a charming wit, sparkling brown eyes, and a casual way of conversing with people. Approaching her forties, Pel is often teasingly called "mom" by the patrons of the Pitt, because she so often offers advice and a sympathetic ear to anyone who needs them. The only item of mention Pel owns is a tarnished brass locket that she wears around her neck on a cheap metal chain.

Pel was born and has grown up in the town where the Pitt resides. Her father was a warehouse worker who made an honest living, though barely earning enough to support his family of a wife and five children, Pel being the eldest of three girls and two boys. Pel's mother died when she was twelve, dying from illness

only weeks after a hard delivery of a new son. Due to this, the duties of the household fell to Pel, and she was largely responsible for raising her younger siblings. Unpossessed of any outward beauty, Pel had few suitors in her life and has thus never married. When she was twenty and her younger brothers and sisters became old enough to start taking care of themselves, Pel took a job as barmaid at the Pitt, where Ringer has treated her well for the last 18 years.

Pella, 0-level human female: AL NG; AC 10; MV 12; HP 4; THAC0 20; #Att 1; SA nil; SD nil; MR nil; SZ 5'3"; Str 9; Dex 8; Con 11; Int 9; Wis 12; Cha 13.

A few more of the regular patrons of the Pitt are Berk, Bordell, and Ginny, all of whom can be found in the *Characters* section of *Book 2*:

Denizens. The DM is, of course, encouraged to populate the Pitt with a variety of characters, most of whom will be seedier sorts.

Wining and Dining at the Pitt

In general, the food and drink at the Pitt are of sub-standard quality. While no one has yet died from the food or drink, many have become sick enough they might have preferred death. Ringer never professed to be the world's greatest cook, nor does he claim to purchase the finest beverages. Not to mention, his storage and serving areas are not the most sanitary places. Ringer also poorly rotates his stock, so certain packages of food or casks of ale can sit around for quite a while before being used.

PCs new to the Pitt will have to roll Constitution checks each time they try a meal or order a new drink. On a failed check, the PC will become ill (50% chance of retching) and will remain so for the rest of the night, until he has a few good hours of sleep. After a week of hanging out at the Pitt, a person's stomach becomes more accustomed to the sub-grade food and drink, and thus a Constitution check at +3 need only be made once for the entire night of eating and drinking.

Below are a few of the common items that can be ordered at the Pitt. The prices are relative to those listed in the Player's handbook, but slightly lower. The DM should feel free to modify the costs to fit into the monetary system of his own world, keeping in mind the prices at the Pitt should be lower than average. The DM is also encouraged to add more varieties of food and drink to the menu, but keep in mind that Ringer's talents are limited and the patrons know this.

Beverages

Beer, 1cp per tankard: Few people are brave enough to try this swill, and those who do usually do so because it is all they can afford. Make Constitution checks at -2 when drinking this.

Ale, the regular stuff, 3cp per tankard: This is the most common drink at the Pitt, and as it stands, the safest, probably due to the fact it is usually quite watered down. Constitution checks at +1.

Ale, the good stuff, 5cp per tankard: Occasionally, there is that foolish person who tosses the regular stuff aside, spitting it back at Ringer in disgust, failing to realize his fortune. So, Ringer will usually give in to such a person's demands and serve him ale from the "special" cask he keeps. This ale is unwatered and thick, but is also more potent, meaning a Constitution check at -1.

Mead, 1sp per tankard: How Ringer gets his mead is a mystery, but a mystery imbibers of this particular swill are unwilling to seek the answer to, deciding it is best not to know. Constitution checks are at normal.

Wine, 2sp per glass: So far, it is believed that to this day no one has ever purchased a glass of wine at the Pitt. Apparently, no one is brave enough to discover how well this fragile beverage survives storage in Ringer's cellars. If one is brave enough to try a glass, he makes a Constitution check at -3.

Food

Bread and cheese, 3cp per serving: This is probably the safest food to eat at the Pitt, though the bread often seems a little damp, and occasionally, one will find mold growing on the bottom of the loaf. Constitution checks at +1.

Spiced potatoes, 3cp per plate: Unlike similar dishes served at finer taverns, this is a plate of usually overcooked, greasy potatoes. Merely looking at them has caused some people to retch. Those brave enough to taste them make Constitution checks at -1.

Beef, 5cp per portion: This is an incredibly greasy portion of beef, from which part of the cow people don't usually ask. It is often tough and chewy, and sometimes the smell alone will make a person sick. Constitution checks at normal.

Ham steak, 5cp per steak: If one thought nothing could be greasier than the beef, he didn't try Ringer's ham steak. Served in steak form because that's the safest way it can be made, the ham is particularly nauseating, requiring a Constitution check at -2.

Full meal, 1sp: To call anything Ringer serves a meal would surely offend the finer chefs of the world. Most of the regular patrons simply order a meal by asking for "The Works." Served with either beef or ham, the meal comes with potatoes and bread. Constitution checks are at -2.

SITES

THE HALL OF ANCIENT DREAMING

by Shaun Hatley <drednort@alphalink.com.au>

This cave can be found hidden away just below the peak of a mountain. It is unknown to most people, although some people might have found it by accident in the past, perhaps not knowing what it was. There are legends about this cave in the villages that lie near the mountain, but very few people really believe it exists.

The mouth of the cave seems like any other, naturally formed, perhaps by erosion, perhaps an ancient lava channel rising from the planet's core. This belief persists if the cave is subjected to cursory examination. Inside, it seems to be an entirely normal cave with one major exception that may be noticed by someone experienced in the ways of animals. There are no signs that any creature has ever dwelt inside, not even so much as a small animal seeking shelter here. PCs should find it odd that no creature has ever sought to make a dwelling within the cave. Note: If a DM dislikes the thought of an empty cave and wishes to place a guardian of some sort here, then some sort of neutral creature should be used, for example, an amethyst dragon or a stone, crystal, or similar golem.

If the cave is examined closely, a rough hewn but distinctly man-made passage may be found near its base. This passage runs straight for a distance of about 500 feet into the depths of the mountain. It seems ancient, perhaps hundreds, maybe even thousands of years old.

At the end of the passage, a wondrous discovery awaits: a large, rectangular hall, 300 feet long, 100 feet wide, and 30 feet tall. The walls here are a sheaf of pink, black, and gray marble. White marble pillars carved in the shape of greatly elongated faces stand on each side of the hall at ten-foot intervals. The faces are turned slightly so that each face appears to be looking at the same point: the precise center of the hall. At this point lies a granite altar, eight feet long by four feet wide, at a height of three feet above the marble floor.

Carved into the side of the altar in an ancient language are the words: BEWARE THE SUBSTANCE OF YOUR DREAMS. YOUR LIFE IS HELD IN BALANCE. It is unlikely the PCs

will be able to read this message unless they happen to be versed in this ancient language or use magic. The DM should select an appropriate language from the campaign world he is using.

If a character sleeps on the altar for a night, he will have particularly vivid dreams which may reveal part of the future to him. Normally this will be a piece of information that relates directly to whatever quest he is on, or that relates to his aims in life. Only those who have some element of neutrality in their alignments (Neutral Good, True Neutral, Neutral Evil, Lawful Neutral, or Chaotic Neutral) will have true dreams. Those of other alignments will have dreams that are utterly false and misleading. The altar and the entire hall will register as true neutral in alignment if alignment is detected for. The altar seeks to preserve and restore balance in the world, and if it can, it will make the dreams of the person sleeping upon the altar guide him to a path that will help to accomplish this goal.

The existence of this hall may be revealed to players in many ways. Perhaps they find rumors of it on a quest. Perhaps they learn of it from a great Sage. Perhaps they are driven into the cave seeking shelter from a blizzard. But if it is found, it may provide them with valuable information needed to accomplish their goals.

History

The Hall was built in the early days of the world as a meeting place for the powers (Gods) of Neutrality. They were not pleased. It was clear to them that the world was not going to be a truly neutral place as they had hoped and had prepared for. Instead, it would contain both good and evil, and the best they could hope for was to achieve neutrality by a balance between the two extremes.

Part of their preparations for the neutral world they had envisaged was the creation of life. They had brought forth a number of "children," incredibly powerful creatures of pure neutrality who would be able to rule the world. But these children were very sensitive to Chaos and Law and could not last long in a world where these existed. The Powers loved their children as much as any parent and wished them to live. So they used their remaining strength to shield the Hall from the influence of Law and Chaos, Good and Evil, and placed their children into a deep sleep within it to await the day when True Neutrality would rule the world. These children

are the columns that today stare at the center of the hall. They are in a deep hibernation and they will not emerge from this until such time as Neutrality rules the world, even if that day is millennia from now.

The children sleep but are not totally unaware of the world around them. They know what happens in the hall, and they are the source of the dreams that people sleeping within

it may have. Their minds are vastly different from those of humans or demi-humans, and so the dreams they bestow are not complete or easily interpreted by men. And the children wish to wake, which is why they use what little influence they have to guide the dreamer towards a neutral path in the hope that this will lead to a neutral world.

BOOK II DENIZENS & POWERS

RACES

FELINIANS

by John Grigsby <whtknt@aol.com>

Felinians are furred, catlike humanoids. They have four-fingered (three fingers with an opposable thumb) hands at the ends of their long arms, and their digits end in sharp claws. Surrounded by a thick mane, their faces are catlike, their eyes a mixture of human and feline with slit pupils set above feline muzzles. They have narrow mouths filled with small, sharply pointed teeth and two extended canines. They are about equal in height to humans, but tend to average about 15 pounds lighter. Their ears sit atop their heads, like those of a cat, and give them heightened hearing. Most often, only the uppermost portion of the ears can be seen above the mane. The average life span of a felinian is only about 25-30 years.

Eye color varies, but most felinians have green, blue, or gray eyes. Their bodies are covered in a soft, downy fur, the coloring of which varies widely and with breed. It is very unusual for a felinian to have a coat of only a single hue. The fur on their heads and necks tends to be thicker and longer, and usually begins to form a mane of sorts as the felinian reaches adulthood (about age 5). Felinian fur is also slightly thicker in the groin area. Felinians have little modesty and seldom wear clothing.

Most felinians are born with a tail, but many are not. If present, this appendage is not prehensile and is not strong enough to be used in combat. The loss of the tail has little effect on the felinian, and some prides bob the tails of their young in a religious rite as a mark of passage. For those who have them, the tail is a great source of pride and is usually lavishly cared for, often braided and well brushed. Felinians are quiet and peaceful and tend to keep largely to themselves. They do not necessarily shun contact with other races, but their natural shyness is difficult to overcome. Once befriended, however, a felinian is fiercely loyal, ready to give his or her life for a companion. In battle,

they are very nearly fearless, often willingly giving in to what they term the "blood fever," a sort of berserk rage that overwhelms them in times of emotional trauma. As a whole, the race is a peace-loving folk, but they can fiercely and viciously defend themselves or those in their care.

Felinian tribes (called "prides") tend to live in areas with little human habitation. In fact, they prefer to live separated from other races, though they regularly establish trade with other races. The reasoning behind this is not that they consider themselves superior, but rather that their shyness makes it difficult for them to interact and associate with other beings. Among some humans, they have developed an undeserved reputation as dangerous monsters or beast-men.

Humans speculate that the felinians are descended from the great cats, perhaps through a whim of the gods or through magical intervention. The felinians themselves scoff at these theories and often become very offended by the merest suggestion that this might be true. The quickest way to anger a felinian is to call him or her a "felinoid," a term that makes a reference to this theory.

Felinians generally think of themselves as an offshoot of the elven race adapted to living in a variety of environments. Though their thick fur provides additional protection from extremes of cold, they do not suffer in extremes of heat any more than a normal human does, because of the fact that they perspire through their tongues. A felinian in areas of extreme heat will pant to cool off. Contrary to human opinion, felinians have no objections to water and many are proficient swimmers. They bathe as most humanoids do, not in the manner of cats.

As noted above, felinian society includes no taboos against nudity. Felinians view nudity as a natural state of being, and the only reason an individual might wear clothing is for protection or for the convenience of pockets. Nudity in felinian society is not automatically connected with sex, and, in fact, an individual would likely be shocked to learn his or her state of nakedness was causing a reaction or embarrassment among

other people. Felinians who spend a lot of time in other societies usually adapt to cultural standards regarding the wearing of clothes.

Felinians are an omnivorous race, existing primarily as carnivores, but supplementing their diets with fruits and vegetables. Though uncommon, it is not unheard of for a felinian to become strictly herbivorous. In any case, they view cannibalism as grotesque, and find the thought of eating the flesh of a sentient being repulsive. They generally cook their food, though they can and do also eat it raw. Herbs are often used to add flavor and spice to meals.

Felinians are a tree-dwelling race, often building lavish tree houses. A felinian village usually consists of buildings built on raised platforms between 25 and several hundred feet off the ground. Branches thick enough to support the weight of several large humans span the gaps between platforms, though sometimes rope and plank bridges are built to serve the same purpose. As all felinians are proficient climbers and jumpers, most villages do not have ladders or methods of access for ground-dwellers, though those towns located on trade routes often provide ground-level buildings and rope ladders for such purposes.

Felinians get along well with most other races. Elves tend to view them as distant, perhaps very distant cousins, and treat them with kindness and respect. Dwarves view them in a better light than they do elves, because of the felinians' reputation as fierce warriors. Gnomes tolerate them, while the felinians gaily fascinate halflings. Contrary to popular folklore, the felinians have no natural enemies. Interbreeding between felinians and other races is impossible, as they are sterile outside of their own race.

A felinian character can choose to be a fighter or thief. The idea of a multi-classed character is foreign to them, but some felinians, on very rare occasions, do dual-class (as humans) as fighter/thieves. A felinian healer (see below) cannot be dual-classed.

Because of limited contact with other races, most felinians speak only their native tongue. If from a trade village, the character will have had more opportunity for contact with other races and may choose from common, halfling, dwarf, elf, and gnome. The actual number of languages the character knows is limited by his or her Intelligence (see *Table 4* of the *PHB*) or by the number of proficiency slots he allots to languages

(if that optional system is used). Felinians do not have a written language, and all history is maintained through oral tradition.

Felinians have a few natural abilities that translate well into nonweapon proficiencies. These skills occur naturally in all felinian characters, and training in the use of these abilities is the duty of every felinian family unit. All felinians have the nonweapon proficiencies of Alertness, Jumping, and Tumbling. Even Felinians who choose to be fighters, as opposed to thieves, can Hide in Shadows and Move Silently as a ranger of equal level. As their claws help them in this capacity, all felinians (even non-thieves) gain a +15% bonus to their chance to Climb Walls when attempting climbs on surfaces where their claws would be of assistance (ice or trees, for example).

All felinians possess enhanced night vision, the ability to see in normal (not magical) darkness as though in daylight (so long as a light source is present), out to a distance of 90 feet. Felinians do not possess infravision. They also have nictitating membranes to protect their eyes from excessively bright light or foreign substances such as dirt or moisture.

The fur of a felinian provides some protection from excessively cold temperatures, allowing them to suffer no ill effects from natural temperatures down to -20 degrees F. They suffer normal effects from magical cold of any kind.

Felinians are susceptible to a condition they call "blood fever," a rage which builds in them when they become angered or enraged. They have little control over this state and will automatically begin to rage whenever insulted, angered, or threatened. The onset of the blood fever can be prevented with a successful Wisdom check. If this fails or if the character chooses to succumb, the rage will begin after five rounds, during which the character can fight or perform other activities. Once the fever has begun, a successful Wisdom check (which may be made at the beginning of each round) will bring the character out of it. While in the fever, they have little control over their actions and may attack friends or allies if they get too close. When the rage begins, the character's eyes begin to glow a deep green, his or her fangs lengthen, and a low growl issues forth from his or her throat.

Characters in a rage gain the following benefits:

- +1 to hit, +3 to damage, +10 hp, and -1 bonus to AC (e.g., AC 4 drops to AC 3).

- Immunity to these wizard spells: *charm person, emotion, fear, friends, hypnotism, sleep, irritation, ray of enfeeblement, scare, geas*; and these priest spells: *command, charm person or mammal, enthrall, cloak of bravery, remove fear, symbol*.
- +4 saving throw bonus against these wizard spells: *blindness, Tasha's uncontrollable hideous laughter, hold person, charm monster, confusion*; and these priest spells: *hold person, hold animal*.
- The *finger of death* will kill a felinian in rage instantly, unless he or she makes a successful saving throw. If the save is successful, the 2d8+1 points of damage are not suffered until the fever has ended.
- While under the fever, a felinian is immune to KO results from punching and wrestling attacks and takes only half-damage from bare hand (non-claw) attacks.

Characters suffering from the blood fever have the following disadvantages:

- Oblivious to pain. The DM takes note of the character's current hit points when the rage begins, reducing them as damage is suffered. The player is not told how much damage the character has suffered until he or she falls over dead or the rage ends.
- The character must continue to fight each melee round until all opponents have been killed or incapacitated. Any enemy in range must be attacked; if none are in range, the felinian moves to the nearest enemy and resumes attacking.
- Cover cannot be sought from missile attacks.
- If an ally does something that could be interpreted as an attack (shoves the felinian to move him or her aside, etc.), only a successful Intelligence check will prevent the felinian from turning on the ally.
- Temporarily unaffected by the priest spells *bleed, cure light wounds, aid, cure serious wounds, cure critical wounds, heal, regenerate, and wither*.
- The *taunt* spell (or the Kender ability) is automatically successful and causes the felinian to abandon any current opponent and rush to attack the taunter.
- Once the rage is over, all advantages are lost, including the 10 bonus hit points; this could drop the character to a negative hit point total or even kill the character.

- After the fever subsides, the felinian has a -1 to attack rolls, -3 on damage rolls, and a +1 penalty to AC for as many rounds as the fever lasted.

Felinians can, and indeed prefer to, attack with their claws and teeth. Many choose to specialize in this form of attack. In combat, their claws do 1d4 points of damage (plus Strength bonuses) and their bites do 1d6 points of damage (plus Strength bonuses).

Felinians have a penalty of -2 to their initial Wisdom scores, though they do gain a bonus of +1 to both Strength and Dexterity. Because of their wide range of special abilities, felinians suffer a -15% penalty to earned experience points.

Healers

Every few generations, a female felinian is born with unblemished, snow-white fur, the sign of a healer. Always female, healers are rare and are always the descendants of established healers. Felinian healers are well respected by the rest of their race, and the birth of a potential healer is seen as a good omen for the pride.

Healers are considered fighters, although they may not wear any armor heavier than leather (and most wear no armor at all) and may use only their natural weapons in combat. Felinian healers must be of good alignment, and they must possess a minimum Wisdom score of 14 and a minimum Constitution score of 13.

Unlike priests, the power of a healer is empathic in nature and stems from a psionic-like ability unique to the felinian race. By touching the victim of a wound, a healer can transfer damage from the body of the victim to herself, and then heal the damage at an accelerated rate. Healers are not priests or shamans, and they have no access to clerical spells, nor any power over undead.

To transfer a wound, the healer need only touch her target. By doing so, she is able to transfer hit points to the victim on a one-for-one basis, losing one from her own current hit point total for each hit point she gives to the victim. She can willingly allow her hit points to drop to zero, at which point she must make a successful Wisdom check or be rendered unconscious. If the healer attempts to transfer hit points from a victim after the healer has reached zero hit points, she must make a successful Wisdom check prior to each transfer. If she fails any of these checks, she becomes unconscious for as many turns

as hit points she has lost during the transfer. While she is unconscious, her body will begin to heal itself of the damage it has absorbed from the victim as described below.

As the hit points are transferred from the victim to the felinian healer, the wounds disappear from the body of the victim and appear in the equivalent locations on the healer. One hit point is transferred for each round of contact between the healer and the victim. The process of absorbing damage leaves the healer as fatigued as if she had suffered the wounds herself, while the victim is similarly relieved of a like degree of his or her fatigue.

Once the transfer is completed, the felinian healer's body will begin to heal the transferred wounds at an accelerated rate, regenerating one point of damage per turn. Only damage transferred from others can be healed in this manner. Likewise, while ordinary wounds can be healed through first aid, rest, and magic, transferred wounds are unaffected by magical healing (though they can be helped along by Healing/Herbalism and rest). Though this ability cannot restore life to the dead, death can be staved off by the absorption of enough damage to prevent further hit point loss to a victim who is at a negative hit point total. Once the transfer has been stopped and the healing process begun, the healer cannot perform a wound transfer again until all previously transferred wounds have fully healed.

Felinian healers also possess the ability to exchange life forces with a victim, thereby

bringing the dead back to life. This ability requires a ritual of no less than six hours in length and a Wisdom check at 1/2 normal proficiency. If unsuccessful, the healer is rendered unconscious until a successful Constitution check is made (one check may be attempted each turn), and the victim remains dead. Only one attempt per victim may be made. Failure indicates that the victim's body has refused to accept the healer's life force.

If successful, the healer is rendered permanently and irrevocably dead, though the revived character will retain some of her memories (but none of her special abilities). A character revived in this manner is treated as though affected by a *raise dead* spell. Unlike the priest spell, elves can be brought back by using this method. Note that, as with a *raise dead*, the recipient is required to make a resurrection survival check. Failure indicates the victim remains dead and the healer's sacrifice has been in vain.

This ability can be used only on a body that has been dead for no more than one day for each level of experience the healer possesses. Traditionally, a healer will only attempt this ability with the closest of friends or loved ones. Use of this ability is very rare, even among the race, and almost unheard of among outsiders. It has been speculated, though never attempted, that a carefully worded *wish* spell might undo the effects of the life force transfer.

TABLE 1: AGE

Starting Age		Middle Age	Old Age	Venerable	Maximum
Base	Variable				
3	1d3	12 years	16 years	24 years	24+1d10

BOOK II: DENIZENS & POWERS

TABLE 2: HEIGHT AND WEIGHT

Height in Inches		Weight in Pounds	
Base	Modifier	Base	Modifier
64/63	2d10	110/90	6d10

TABLE 3: THIEVING ABILITIES

Skill	Felinian
Pick Pockets	-10%
Open Locks	-15%
Find/Remove Traps	-10%
Move Silently	+20%
Hide in Shadows	+10%
Detect Noise	+10%
Climb Walls	+15%
Read Languages	-20%

CLASSES

THE IRON KNIGHT, WARRIOR CLASS

by Ed S. Filho <edmosf@ism.com.br>

ABILITY REQUIREMENTS:

Strength 14,
Constitution 10, Wisdom
9, Charisma 16

PRIME REQUISITES:

Strength, Constitution

RACES ALLOWED: Iron
elf

ALIGNMENTS ALLOWED:
Lawful neutral

The iron knights are specialized fighters devoted to the protection and preservation of the kingdom of the iron elves. They must be Lawful Neutral in alignment. Iron knights use the same THAC0, experience table, and spell progression table as paladins; however, they cannot turn undead, and receive their spells from different spheres of access. Instead of healing and divination, iron knights can cast spells only from the spheres of law, combat, ward, war, and protection.

In all their dealings, iron knights adhere to the laws of the kingdom of the iron elves. To them, the laws of their homeland supersede any others, and even in other countries, when in doubt, they will follow the mores of their own country. The main concern and objective of this chivalric order is to protect and safeguard the kingdom, its laws, and its inhabitants.

All iron knights are members of the Supreme Order of the Code, which is presided over by the ruler of the iron elves. This order is then divided into 12 battalions, each led by a lawmaster, an iron knight of 20th level. "The Code" refers to a large tome that details the allegiances and history of the iron knights. Copies of the Code, generally excerpted or abridged, are available throughout the kingdom of the iron elves, but it is considered blasphemous to allow any outsider to read the text.

Iron knights are well disciplined; disobedience within their ranks is not tolerated. Any iron knight suspected of undermining the discipline of the order is brought before a

military tribunal and allowed to plead for mercy. Thereafter, the criminal is executed in front of his or her battalion with his or her own weapon. Only the ruler of the kingdom can overturn the decision of the tribunal, but no one remembers any ruler's having done so. In the recent past, a display of cowardice in battle has been interpreted by the tribunal as undermining the discipline of the order.

Role: Outside of the kingdom of the iron elves, iron knights are rarely encountered. At the bidding of their ruler, they may accompany diplomatic missions to other nations. They may also be sent on missions to retrieve magical items or treasure desired by the ruler. Only in the most unusual circumstances will an iron knight travel through foreign lands unaccompanied by another iron knight.

Weapon Proficiencies: Iron Knights begin with 3 weapon proficiencies and gain an additional proficiency slot every 3 levels of experience. They suffer a -2 penalty when using any weapon in which they are not proficient. Typical weapons used by iron knights are long bows, javelins, spears, short swords, long swords, and tridents.

Nonweapon Proficiencies: An iron knight gains a bonus nonweapon proficiency in Ancient History (Iron Elves), along with 4 initial nonweapon proficiency slots. He or she gains another nonweapon proficiency slot for every 4 levels of experience. Many choose Riding, Land-based (horse) as one of their nonweapon proficiencies, although horse-riding is not required of all iron knights.

Equipment: While they are within the kingdom of the iron elves, clothing and accommodations are provided by the state. Iron knights are expected to provide their own weapons; these are generally weapons they have earned enough money to purchase, or weapons they have received from family members who no longer require them.

Special Abilities:

(1) The iron knight may employ any henchmen of any lawful alignment; good and evil are of no importance to the knight. An iron knight will cooperate with characters of non-lawful alignment as long as they don't get in the knight's way; such cooperation will not be of long duration.

(2) An iron knight receives a +2 bonus to all saving throws vs. spells, rods, staves, or wands.

(3) An iron knight is surrounded by an aura of protection within a 10' radius similar to that of a paladin. Any summoned or specifically chaotic creatures suffer a -1 penalty to their attack rolls when making an attack within or into the area under the iron knight's protection.

(4) Upon reaching 9th-level, an iron knight will attract 1d6 iron elven 0-level fighter followers, who will act as squires. Through training, these followers may become iron knights themselves, provided they can prove themselves worthy of the honor.

(5) Iron knights can detect the presence of chaotic intent just as a paladin can detect evil intent.

Special Hindrances: Like paladins, iron knights do not accumulate wealth. Instead, any treasure or income acquired in excess of what the iron knight needs for general sustenance is donated to the state treasury. In the rare instance that an iron knight adventures away from the kingdom of the iron elves, he or she must still set aside that portion of income which belongs to the state, and he or she is responsible for protecting that treasure until it can be delivered to the kingdom.

Iron knights have no ability to turn or control undead, they do not use holy swords, and they do not gain bonded steeds.

Wealth Options: 4d4 x 10 gp to start.

JANNISARY, WARRIOR CLASS

by Benjamin Franz <franz@ymail.yu.edu>

ABILITY REQUIREMENTS:

Strength 13,
Intelligence 12, Charisma
10

PRIME REQUIREMENTS:

Strength, Charisma

RACES ALLOWED:

Human, Half-Elf

ALIGNMENTS ALLOWED:

Lawful good

Jannisaries are members of a special subclass of warrior that serves as soldiers and keepers of the peace in lawful and just societies. As a group, the jannisaries of a particular society report directly to that society's ruler, although a strict hierarchy of command exists within the jannisaries themselves. Because they bring a sense of security and maintain moral order, jannisaries tend to be well-liked among the

populace. Additionally, the ranks of the jannisary are generally open to most citizens of the society, and it is usually deemed an honor for a family to have a relative serving their country as a jannisary.

Following rigorous training, jannisaries are swift, strong, and quick-witted. With experience, they become master fighters and premiere strategists. Only humans and half-elves may become jannisaries. To do so, the aspirant must have minimum ability scores of 13 for Strength, 12 for Intelligence, and 10 for Charisma. Just like a paladin, Strength and Charisma are the prime requisites for a jannisary. Also like a paladin, all jannisaries must be Lawful Good in alignment. Both males and females can become jannisaries.

TABLE 4: JANNISARY EXPERIENCE LEVELS

Level	Experience	Hit Dice (d10)
1	0	1
2	2000	2
3	4000	3
4	8000	4
5	16,000	5
6	32,000	6
7	64,000	7
8	125,000	8
9	250,000	9
10	500,000	10
11	750,000	10 + 1
12	1,200,000	10 + 3
13	1,500,000	10 + 5
14	1,800,000	10 + 7
15	2,100,000	10 + 9
16	2,400,000	10 + 10
17	2,700,000	10 + 11
18	3,000,000	10 + 13
19	3,300,000	10 + 15
20	3,600,000	10 + 17

Role: As described above, the jannisaries are the soldiers and peace-keepers of their society. They have sworn allegiance to the ruler of their society and will come to his or her aid or service when commanded to do so. Such service might include being sent as an emissary to a foreign government or being sent to lead an exploratory mission into previously unknown areas.

The jannisary is trained to be both a protector and a leader, and he or she is perfectly comfortable leading a group of any sort, usually with an understanding but stern manner. At all

times, a jannisary is an extension and reflection of his or her country. As such, the jannisary always behaves with nobility and fairness, and he or she would never willingly betray country or ruler.

Equipment: Jannisaries obtain clothing, weapons, armor, and related equipment from their country's central armory at no cost; however, they are responsible for keeping the equipment in excellent condition and paying for any necessary repairs. If the central armory is inconvenient, such as occurs when a jannisary is in another city of the country or outside the country, then the jannisary must send for and await delivery of the desired equipment or use other means to obtain it. When he returns to the city which houses the central armory, the jannisary must give an accounting of all equipment obtained from other sources, and that equipment must be turned in to the armory if the jannisary has no immediate need for it.

Special Abilities: When determining saving throws, the jannisary may use the warrior or the priest saving throw, choosing the most beneficial for his or her level.

At 3rd level, the jannisary gains the ability to detect undead and extra-planar creatures within a radius of 10' per level of the jannisary. The jannisary must concentrate to use this ability, and, therefore, can perform no other action during the round. The ability does not reveal any information about the origin of the creature or creatures detected other than that they are undead or extraplanar in origin.

At 6th level, the jannisary gains the ability to detect evil intent up to 30' away by concentrating on locating evil in a particular direction. This is like the paladin ability save for the range.

At 9th level, the jannisary gains a +1 bonus to attack and damage rolls when fighting a great ghul or ghul-kin; additionally, he or she gains a +1 bonus to saving throws vs. spells and magical effects from these devious creatures. The jannisary will recognize a great ghul or ghul-kin on sight, even if it is hiding behind an illusion. This bonus reflects focused study on these particular creatures and how to defeat them.

Upon reaching 12th level, the jannisary undergoes a cleansing ritual which ends with his or her receiving a vision of some object or being to be sought. Typically, the vision is of a unique magical item or rare magical creature. Pursuing this quest becomes the jannisary's motivation for the remainder of his or her life. Usually, the

jannisary's ruler will give him or her leave to follow this quest, but the jannisary is expected to come to the ruler's aid if a call for such is made. The jannisary's responsibility to the ruler and the state always supersede his or her personal goals. Furthermore, the jannisary is aware that it is pursuing the quest, not completing it, that is of importance, and while many jannisaries go to their graves without ending their quests, none of them feel unfulfilled when they do so.

Jannisaries do not accumulate wealth, as the betterment of the state is sufficient compensation for their loyalties. Within their own countries, they are often treated to free meals by the citizenry (although non-jannisary companions will be expected to pay for their food). When outside of their countries, jannisaries frequently find they must hire themselves out as bounty hunters or armed escorts to earn gold for sustenance; they will, of course, never knowingly hire themselves to suspicious or criminal employers.

Wealth Options: A jannisary begins with 1d4x10 gold pieces.

STALKER, WARRIOR CLASS

by David Kilpatrick <stflame@bellsouth.net>

Stalkers are the anti-thesis of the ranger. They exist only to hunt. Their preferred prey is a sentient race. The stalkers are a secretive group that have no other belief beyond a "survival of the fittest" philosophy. Rank among the stalkers is simple: the strongest are in charge. When stalkers begin their profession, they must choose a preferred prey, much like a ranger chooses a species enemy. They must also choose a preferred hunting ground. Stalkers differ from rangers in that their preferred prey must be sentient, though not necessarily humanoid, and they may choose an urban environment as a preferred hunting ground.

Stalkers use **Table 5: Stalker Experience Levels** for level advancement.

ABILITY REQUIREMENTS:

Strength 16,
Constitution 14, Dexterity
14, Intelligence 13

PRIME REQUISITES:

Strength,
Constitution, Dexterity,
Intelligence

RACES ALLOWED: (The number in parenthesis, if any, indicates the race's maximum level as a stalker.) Human, Elf (15 - unlimited for Drow), Half-elf, Half-orc (12), Rakasta*, Lupin*, Orc (10). Stalkers may not multi-class. (*Rakasta and Lupin can be found in the Savage Coast AD&D campaign setting.)

ALIGNMENTS ALLOWED:
Lawful evil

Role: Just as the forces of good have watchdog groups for the forces of evil, the forces of evil have a watchdog group for the forces of good. Stalkers fill this role. They serve the function of culling the herds of good, so that when the final battle comes, it will be a glorious one: the ultimate trial of predator and prey. Stalkers are not just mindless killers, however, as they live by a code of honor. The tenets of this code are as follows:

- (1) Weak or unarmed prey is not worth killing.
- (2) Kill or be killed, with the exception that a creature who defeats a stalker and survives may go free. These survivors are thereafter considered "Honored Prey," and no stalker will ever hunt that creature as long as that individual never attempts to harm a stalker. Honored prey acquire an aura around them only a stalker can recognize. This aura is undetectable by anyone other than a stalker.
- (3) Creatures bearing young are not prey.
- (4) Outnumbering prey is no sport. Outsmarting or overpowering prey is a different matter. The stalker must be somewhat challenged.
- (5) Sentient, intelligent prey can be hunted, but not eaten.
- (6) Children may not be prey.
- (7) The only reason for hunting is the thrill of the hunt.
- (8) Death is a better alternative than any dishonor.

Weapon Proficiencies: Stalkers start with 5 weapon proficiencies, then gain 1 weapon proficiency every 3 levels. They may not specialize. Stalkers must choose 3 of the following weapons as part of their initial weapon

proficiencies: net, bola, spear, javelin, hand crossbow, scimitar, quarterstaff, or machete.

TABLE 5: STALKER EXPERIENCE LEVELS

Level	Experience	Hit Dice (d10)
1	0	1
2	2,250	2
3	4,500	3
4	9,000	4
5	18,000	5
6	36,000	6
7	75,000	7
8	150,000	8
9	300,000	9
10	600,000	9+3
11	900,000	9+6
12	1,200,000	9+9
13	1,500,000	9+12
14	1,800,000	9+15
15	2,100,000	9+18
16	2,400,000	9+21
17	2,700,000	9+24
18	3,000,000	9+27
19*	3,300,000	9+30
20	3,600,000	9+33

*This is the maximum level a stalker may obtain unless one wishes to take over leadership of all stalkers, i.e., retire from adventuring. To obtain levels 21 and higher, a stalker must perform what is called the "Great Hunt." During this hunt, a neutral location will be chosen (mountain, valley, or other area). Ten mid-level stalkers will clear the area of all sentient beings, either by peaceful means or more forceful methods, if necessary. When the Great Hunt begins, the current Grand Hunt Master or Mistress will be given from dawn until noon to stalk the area and prepare for what is to come. At noon, the challenger will enter the hunt area and begin to stalk the current master or mistress as if he or she were the challenger's preferred prey. This hunt is to the death; only one survives to take or keep the mantle of Grand Hunt Master or Mistress.

Nonweapon Proficiencies: Stalkers gain the following nonweapon proficiencies automatically: hunting, set snares, tracking, and camouflage. They start with 2 free slots that may be filled from the general or warrior skill lists. In addition, they may choose skills from the rogue category at no penalty. New slots are gained at a rate of 1 every 4 levels.

Equipment: Stalkers start with hide armor and a hunting mask. They also may never own or use bows, crossbows, or firearms. Hand crossbows are permitted.

Special Benefits/Abilities: Stalkers backstab as a thief of the same level, and they

also gain certain thieving abilities as shown on **Table 6: Stalker Thieving Abilities.**

Special Hindrances:

(1) Stalkers must be lawful evil. If their alignment ever changes, they lose all stalker abilities and gain the status of "Dishonored Prey" among other stalkers, making them targets to be killed on site.

(2) Stalkers may not use shields or wear armor other than leather, hide, scale mail, or chain mail.

(3) Stalkers may ride a mount, but may not fight while mounted.

(4) Stalkers must hunt their preferred prey at least once a year. Those who do not engage in the hunt of their preferred prey annually lose one rank in the group hierarchy. The Grand Master or Mistress is exempt from this rank loss, as are those who are unable to hunt for valid reasons, such as injury (although injury carries its own stigma among stalker society).

(5) Stalkers must never reveal their identity as a stalker and must always masquerade as something other than what they are. Failure to follow this rule will draw the wrath of other stalkers and that of good aligned individuals. Preferred disguises include posing as rangers or fighters.

(6) Stalkers never gain followers. Instead, they train a stalker 1d6 levels below them. They must choose this pupil by duel. 1d4+1 young stalkers will approach the elder stalker and engage the elder in a duel. All of the potential pupils face the elder simultaneously, and the first young stalker to score a successful hit against the elder stalker is the chosen pupil. After that hit, the new pupil will turn on his peers and fight beside the elder to the death. No magical weapons or armor are allowed in this combat, nor are missile weapons that have no melee function. All other weapons are allowed.

(7) Stalkers never use lethal poison, but non-lethal toxins are acceptable.

(8) Stalkers view magic as the tool of the weak, and as such, they will never knowingly use a weapon of greater than +2 enchantment, nor will they employ armor of greater than a +1 enchantment. Hide armors that grant natural bonuses greater than +1, however, are acceptable. Other magic items are looked upon as useless, except potions, which are viewed as useful but unnecessary, and will not be used unless some extreme situation warrants it. (Treat as a ranger to determine what can be used under these

circumstances.) Exact details of this usage are left to the DM.

TABLE 6: STALKER THIEVING ABILITIES

Stalker Level	Hide in Shadows	Move Silently	Climb Walls
1	10%	15%	10%
2	15%	21%	15%
3	20%	27%	20%
4	25%	33%	25%
5	31%	40%	31%
6	37%	47%	37%
7	43%	55%	43%
8	49%	62%	49%
9	56%	70%	56%
10	63%	78%	63%
11	70%	86%	70%
12	77%	94%	77%
13	85%	95%*	85%
14	93%	95%*	93%
15	95%*	95%*	95%*

*Maximum percentile score.

Wealth Options: 1d10+100 gp to start.

Special Items:

Hunting Mask: Stalkers start with a mask they traditionally wear during the hunt. It is normally a face-covering mask made of wood painted a dull white. In the center of the mask, between the eye holes, is a small circle with a blood stain from a drop of the preferred prey's blood. This white mask serves as a mark for the young stalker, making it harder for them to blend into their surroundings. Because of the mask's color, young stalkers are motivated to improve their skills.

At 9th-level, a stalker may construct a new hunting mask from the skull of his or her preferred prey. This new mask will grant the stalker who made it infravision for 60' and will extend the range of infravision of races possessed of such already by an additional 30' feet. These infravision abilities are only gained when the mask is worn. In addition, any race not normally gifted with infravision must spend approximately one month wearing the mask for at least 2 hours per day to adjust to the new sight. Until they adjust to the sight, all attacks are made at -2 while wearing the mask.

When stalkers create their masks, they begin by removing the facial bones of their preferred

prey and soaking them in purified water for one week. Later, on the night of the next full moon, they consecrate the mask, first with the blood of their preferred prey, then with a drop of their own blood between the mask's eye slits, and finally by carving a naming rune onto the forehead of the mask. The rune serves to identify the stalker to other stalkers and to link the stalker's mind with that of the Grand Hunt Master/Mistress. This link only activates when the stalker dies, gains a level, or does something to earn the status of Dishonored Prey. The mask also activates if the Grand Hunt Master/Mistress does any of the above things so that all stalkers will know.

Additional Information

Young stalkers are chosen by older stalkers based on certain earmarks and traits, such as hunting ability, fairness, and other desirable traits (this is left open to the DM). When a suitable number of prospects have been located, the older stalker will approach them and reveal everything about the stalkers. When he or she is finished, the prospects are given the choice of joining or being put to death.

Society: The stalkers of a given area will meet once a month in a mead hall or similar setting to laugh, drink, carouse, socialize, and catch up on group business. Mock duels will be held, games will be played, and a grand old time will be had by all. At midnight, however, all will don their masks, hold a knife or dagger in their right hands, then form a circle. The highest ranking stalker will then take a chalice filled with pure water and pass it around. Then, each member will, in turn, take his knife and prick a finger, squeezing one drop of blood into the water. After this, the chalice will be passed around a second time, and everyone will drink from it. This ceremony represents their vows and continued belief in the great cause. Once this ceremony is complete, the stalkers will adjourn to their respective lives. If a stalker is unable to attend this meeting for any reason, he must inform his superior as to his reason for absence. Hunting is not an excuse.

The group of stalkers in a given area is called a cell, and their leader will always be of at least 2 levels higher than the next highest level member in the group. The mead hall meetings take place in either the home of the wealthiest

stalker in the area, or in a remote area owned by a stalker (abandoned barn, etc.).

The headquarters of a cell is the residence of the Grand Hunt Master/Mistress. Meetings will never occur here unless a unified cell undertaking, such as open warfare or forming hunting parties for rogue members, is about to begin.

Stalkers believe that man shall bend no knee to any god. Instead, they believe that in the end, the strength of man and steel, not magic and divinity, will prevail. Thus it is that stalkers use so little in the way of magic. Stalkers look upon clerics as nothing more than slaves or puppets to their beliefs.

Beliefs:

- (1) Stalkers look on clerics as nothing more than slaves or eager puppets to their beliefs.
- (2) Stalkers look on mages as horse fodder.
- (3) Thieves are viewed as dishonorable scum.
- (4) Bards are viewed as weaklings.
- (5) Paladins are viewed with the respect due their fighting abilities and codes of honor. They are also considered a good prey, chiefly because they are believed to be slaves to a god, and the killing of one is viewed as the release of an honorable person.
- (6) Rangers are looked upon with contempt, but also with a measure of respect for their abilities.
- (7) Stalkers follow the LE alignment because they neither regret nor have any qualms about killing (thus the evil aspect), yet their stringent rules and society are markedly lawful in nature. Order and discipline have always been the hallmarks of stalker society and will always be.

SHIFTER, UNIQUE CLASS

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ABILITY REQUIREMENTS:

Constitution 15,
 Wisdom 12

PRIME REQUISITES:

Constitution

RACES ALLOWED:

Human, Elf, Half-elf

ALIGNMENTS ALLOWED:

Any chaotic

Shifters are characters who have the ability to change their physical forms at will. They are generally nature oriented, and only humans, elves, and half-elves can be shifters. Shifters must be chaotic in alignment, although they can be good, neutral, or evil. Shifters have a certain magical nature, and to become one, a person must be initiated by a high level shifter. This makes shifters uncommon.

Constitution is the prime requisite of a shifter, since changing one's basic, physical structure is strenuous. Wisdom is also important, as shifters must have a certain spiritual equilibrium to be able to change their shapes. A shifter with a Constitution of 16 or more gains a 10% bonus to the experience he earns. A shifter also gains bonus hit points based upon Constitution just as a fighter does (+3 for 17, + 4 for 18). Constitution also gives a bonus to the number of forms a shifter can assume and to the number of shift points one has.

Shifters are fairly hardy fighters, though they are limited to common types of weapons (basic swords, staves, daggers, etc.). They generally prefer to shift into a form in a fight. They also generally avoid using metallic implements, preferring natural materials, since these are easier to transform. For this reason, shifters almost never wear metallic armor. They will, however, frequently wear leather armor, and they can use shields. Shifters make saving throws and determine their THAC0s as a priest does.

Weapon Proficiencies: Shifters start with two weapon proficiencies and gain one for every five levels of experience.

Nonweapon Proficiencies: Shifters cannot use nonweapon proficiencies because of the time and effort required for learning, practicing, and maintaining different forms. (Note: A creative player can imitate most nonweapon proficiencies by shifting.)

TABLE 7: SHIFTER EXPERIENCE LEVELS

Level	Experience	Hit Dice (d8)
1	0	1
2	1,600	2
3	3,200	3
4	6,400	4
5	16,000	5
6	32,000	6
7	64,000	7
8	120,000	8
9	224,000	9
10	464,000	9+1
11	740,000	9+2

Special Benefits/Abilities: Shifters possess an innate ability to change their forms. This ability is called "shifting," hence their name. In addition to this transformation ability, which is described in detail below under **Shifting**, shifters have the following abilities:

- (1) Animal empathy, just as the Ranger ability (See the Players Handbook, p. 29)
- (2) Can always recognize another shifter, no matter what form is being assumed.
- (3) Has a 5% per level (95% max.) chance of recognizing any polymorphed entity.
- (4) Has a +2 save (+4 with Constitution 16 or higher) against being polymorphed, petrified, or physically transformed in some other way.
- (5) At 8th-level, a shifter can imitate another individual (Cost: 12 ShP).
- (6) At 10th-level, a shifter can initiate another person to make him a shifter.

Wealth Options: 3d6x10 gp to start.

Shifting

There are two types of transformations a shifter can perform: fixed-form shifts and free-form shifts. In a fixed-form shift, the shifter changes into a "memorized" form and takes on all the non-magical attributes of that form. This transformation is complete, with the exceptions of

the character's mind and hit points. He can use all of the natural abilities of the new form. For example, if a shifter becomes a red dragon, he would not get its breath weapon, but he would get its natural attacks (bite, claws, etc.).

Shifters start out with the ability to shift into two distinct forms, not counting Constitution bonuses (see **Table 9: Constitution Bonuses**). They must first "bond" with those forms before they can shift into them. To bond with a being, the shifter must be in contact with it for 1 turn minus one round for every level above first. Once the time required reaches one round, one segment of time per level is subtracted. The bonding never takes less than one segment. See **Table 8: Shifting Allotted** for the number of shift points and bonded forms a shifter has at each level.

During the time the shifter is in contact with the being, he is in a state of meditation, busily "memorizing" the being's basic nature. The creature, if unwilling to be touched, receives a saving throw vs. polymorph.

It is possible to bond with a creature that has only recently died. The creature must have been dead less than one half of an hour (30 minutes). If it has been dead longer than that, there is no chance of bonding. If the shifter attempts to bond with a dead creature, there is a chance the bonding will not work properly. There is also a chance that a shifter attempting this will die. The chance of a successful bonding is 70% minus 2% for every minute the creature has been dead. Whether the bonding is successful or not, the shifter must make a system shock check to survive the attempt. Failure results in the character's death. The shifter also loses that bonding "slot" whether the attempt was successful or not.

A bonding costs the same number of points it would cost to shift into the creature being bonded. Once transformed, a shifter can maintain the new form indefinitely, until another transformation is performed. All transformations have a cost, including reverting to the shifter's natural form, although reverting to the natural form costs only half the points of the original shift. They have a limited number of fixed forms they can shift into, based on level and constitution bonus.

A shifter does not have to return to his or her true form before changing into another shape. The cost of shifting is, however, calculated from whatever form the character is in at the time of the transformation.

A free-form shift is very different than a fixed-form shift. There is no "memorized" model

on which the shift is based, although parts of the shift may be based on a bonded model. Free-form shifting is actually more strenuous than fixed-form, since there is no specific model for the change. A free form shift is limited only by the character's imagination and his or her shift point limit. A shifter could turn his hands into tiger claws and grow giant eagle wings, turn his arms into bone swords, harden his skin, or transform into a squishy pancake to slither under a door. A shifter could also change into the semblance of another humanoid or more bizarre creature. Free form shifts do not last for an indefinite time and require a cost to maintain. If not maintained, the shifter will revert to his or her natural form.

The maintenance cost of a free-form shift is one half of the shifting cost per turn maintained. There is no maintenance cost for the first turn, nor is there any cost to revert to natural form when performing a free-form shift. Shifting from a fixed-form costs half as many points as it would cost to change into that form from the character's natural form.

TABLE 8: SHIFTING ALLOTTED

Level	Shift Points	Total Bonded Forms
1	2	2
2	4	3
3	7	3
4	11	4
5	16	5
6	22	5
7	29	6
8	37	7
9	46	7
10	+10	8
11	+10	8+1

TABLE 9: CONSTITUTION BONUSES

Constitution	Bonus Form	Bonus Points
15	0	0
16	1	1 per 2 levels
17	2	1 per level
18	3	2 per level

Cost of Shifting: The most important factors in the cost of a transformation are the amount and type of mass to be shifted. Both the quantity and type of mass have an affect on the cost. The base cost is for a change of mass of no less than 50% and no more than 200% of the character's total mass.

For every decrease in mass of 50%, there is an additional 1 ShP (Shift Point) cost for fixed-form and 2 ShP for free-form transformations. For example, if a shifter wanted to change to something between 1/8th and 1/16th his mass, it would cost an additional 3 ShP. The reverse is true for every 100% increase in total mass.

When performing a free-form shift, the severity of the change, as well as the mass involved, has an impact on the cost of the transformation. A minor change, such as changing pigmentation, hardening the skin, or slightly altering facial features (smaller ears, bigger nose, etc.) costs 1 ShP per change. Minor changes are primarily cosmetic. If there are more than two minor changes, the shift is considered a major one. Changing from one humanoid form to another would cost a maximum total of 6 or 7 shift points (not counting shifting items on the character's person).

A major change involves a change in the character's basic nature. For instance, growing wings or changing his or her arms to bone swords or tiger claws would be major changes. If there are more than two major changes, it is considered a drastic change.

A drastic change would be a change to something really bizarre. For instance, turning into a squishy pancake to slither under a door or growing huge bat wings, tiger claws, and a lizard tail would be a drastic change.

If part of a free-form shift is into a shape that is part of a bonded form for the shifter, subtract 1 ShP from the cost of the change. For instance, if the shifter has a bonded form of a tiger and shifts his hands to tiger claws, the additional cost would be only 4 ShP (2 ShP for the base cost plus 3 ShP for major change minus 1 ShP for the bonded form).

Shifting Other Materials: If the shifter is carrying any organic material that he wishes to shift into the new form, then he must spend 1 ShP if the weight is under 10 pounds, and 2 ShP for every 10 pounds thereafter. The costs are doubled for free-form shifts.

The cost for shifting inorganic material is high, which explains why shifters generally avoid carrying minerals and metals. If the shifter is carrying less than 1 lb. of mineral matter, he must pay 1 extra ShP for a fixed-form shift and 2 extra for a free-form shift. If he is carrying 1 or more pounds, the cost is 2 extra ShP per pound for a free-form shift and 4 extra ShP per pound for fixed-form.

Shifting magic items is possible but incurs an extra cost. The shifter must pay 2 ShP per magic item possessed for a free-form shift, and 3 ShP per item for fixed-form. Whether a shifted magic item can be used while in the new form is entirely up to the DM.

TABLE 10: SHIFT COSTS

Shift	Fixed Form	Free Form
Base cost	1	2
Each 50% decrease	1	2
Each 100% increase	1	3
Organic materials (under 10 lbs.)	1	2
Organic materials (every 10 lbs.)	2	4
Inorganic materials (under 1 lbs.)	1	2
Inorganic materials (every 1 lbs.)	2	4
Magic Item	2	3
Each minor change	N/A	1
Each major change	N/A	3
Drastic change	N/A	7
Each part of change to a bonded form	N/A	-1

Recovering Shift Points: The process of recovering shift points is similar to the way mages and priests recover their spells, but instead of memorizing or praying for spells, a shifter must spend the time resting. Shifting is very strenuous and thus requires sleep and rest. (See **Table 11: Shift Point Recovery** below)

Time Required to Shift: Shifting requires concentration and takes a certain amount of time. At first-level, it takes a full round to make a shift. It takes one segment less per level over the first. At 10th-level, it takes only 1 segment to make a shift.

In combat, a shift counts as the player's action, just as casting a spell counts as a mage's action. When transforming, a shifter does not gain his Dexterity bonus for armor class. Regardless of how quickly a shifter can change, he can shift no more than once per round while engaged in combat.

TABLE 11: SHIFT POINT RECOVERY

Activity	Time (hours)							
	1	2	3	4	5	6	7	8
Sleep	0	1	3	6	15	30	50	90

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Rest	0	0	1	2	4	12	25	40
Light	0	0	0	1	1	3	9	20
Activity								
Moderate	0	0	0	0	1	1	1	2
Activity								

KITS

HEDGE WIZARD, WIZARD KIT

by Leah Watts <llwatts@aol.com>

ABILITY REQUIREMENTS:

Intelligence 13,
Constitution 13

PRIME REQUISITES:

Intelligence,
Constitution

RACES ALLOWED: Any

ALIGNMENTS ALLOWED:
Any

What happens when a person with mage potential cannot get training in magic for some reason? In most cases, that person will go through life never knowing of his potential. However, some people are exposed to magic in a way that reveals their talent. Of these people, some have the determination to study magic on their own, and these self-taught mages are called hedge wizards.

Players should be encouraged to work up a character background that explains how the character discovered his talent and why he was not formally trained. Perhaps the character found great-uncle Johann's spell notes and discovered she could read them, but the family is ashamed of great-uncle Johann and is horrified at the thought that another of their line has inherited "the curse." A character might have been apprenticed to a mage who died before teaching more than the basics, and no other mage was willing to accept the character as a student. In a culture that places social restrictions on mages, families hoping to improve social status may refuse to allow their children to be mages. Alternatively, a magocracy may limit training in magic in order to horde political power.

Characters must have Intelligence and Constitution scores of 13 to take this kit. Self-training in something as complex as magic is stressful both mentally and physically, and characters with lower scores wouldn't be able to accomplish it. Hedge wizards should start play slightly older than other starting characters of their race, since they haven't been able to concentrate on mage studies. For example, if most human mages in a campaign start play at 24 to 26

years old, a human hedge wizard would start at 27 to 29 years old.

There are two ways to abandon this kit. The first method is for a hedge wizard to be accepted as a "special student" by a magic academy or noted mage at least 5 levels higher than the hedge wizard. Once accepted, the hedge wizard's reaction penalty drops to -2 (see Special Hindrances below). After six game months (or 1/2 game year), the penalty drops to -1. After one game year, the character is no longer a hedge wizard. (It is up to the DM whether adventuring can occur during this year. Mentors may want to see their new apprentices "in action" and may send them on special missions, or they may want them to concentrate on their studies.)

The second method is simpler: If a player makes a concerted effort to prevent the hindrances of this kit from affecting him, the DM should rule the kit abandoned.

Any race can become a hedge wizard, including those races that normally don't have mages. This kit would be a good one to use if a player and DM are experimenting with nonstandard race and class combinations or new character races. After all, it's not hard to explain why none of the magic academies will accept your halfling character as an apprentice. Level limits are as normal for the race or determined normally if the race doesn't usually have mages.

Role: This kit is meant for use in worlds with strong mage guilds or magic academies. It should not be used in worlds where every mage has to scrape up training on her own. The kit is open to characters of any social class. While many will be from the lower classes, it's just as likely that a noble child will be forbidden mage training if her family has other plans for her life and career. Also, despite the name, hedge wizards are just as likely to come from urban areas as rural.

Hedge wizards exist outside mage society. While this is the source of their special hindrances, it also means they can be found almost anywhere. The mage advisors of many thieves' guilds are hedge wizards, using the thieves to gain the magical knowledge they cannot gain by other methods. Other hedge wizards can be found in carnivals or circuses, entertaining crowds with cantrips and minor illusions. No major ruler will accept a hedge wizard as a court mage, but some petty lordlings with more pretensions than resources will hire one. Merchant families may hire a hedge wizard for duties they don't want

the local mage guild to know about, or simply because a guild-affiliated mage is more expensive.

Special note: The differences between hedge wizards and peasant wizards must be emphasized. While many hedge wizards come from the lower classes, they are not necessarily supporters of the lower classes. For every hedge wizard who wants to improve life for commoners, there's at least one who intends to *fireball* her way into the nobility. Hedge wizards may accumulate as much treasure as they wish and are not required to donate any of it to charity.

Hedge wizards differ also from witches. A witch's magic is extraplanar in origin—either directly from her teachers or indirectly through apprenticeship to other witches. Hedge wizards use normal human or demihuman magic. Casting methods and components are just like those of any other wizard. Hedge wizards suffer no negative reactions because of superstition that a standard wizard would not also suffer. It would be slightly easier to aim a mob at a spellcaster who doesn't have a guild medallion around her neck. However, it would be extremely simple for the local authorities to prove the hedge wizard was not a witch.

Secondary Skills: Any allowed, but it is suggested the chosen skill be one the character could get a job with. She probably was supporting herself with that skill while learning enough magic to start adventuring.

Weapon Proficiencies: Hedge wizards were not able to devote themselves totally to the study of magic. It is possible for them to have received more weapon training than the average wizard. Hedge wizards receive an extra weapon proficiency at first level. In addition to the normal wizard weapon list, they can learn to use any one-handed weapon that weighs 5 pounds or less. Short bows may be used with the DM's permission.

Nonweapon Proficiencies: Bonus—reading/writing (wizard's primary language), spellcraft. Recommended: It is suggested that at least one slot be spent on a job-type skill for the reason given under "Secondary Skills" above.

Hedge wizards receive two bonus slots at first level that *cannot* be spent on any skill that appears on the wizard proficiency table, even if it appears on another table as well. In addition, none of the bonus NWP slots gained through a high Intelligence score may be spent on such wizardly NWPs.

Equipment: A hedge wizard has no special restrictions on equipment.

Special Benefits/Abilities:

(1) Hedge wizards, because they do not have a mentor, are better at self-training and research. They receive a +10% bonus to research spells (new or existing). If the optional training rules are used, hedge wizards can self-train for a new level. Use the character's Wisdom -2 to determine the base time. (The Wisdom penalty simulates trying to learn with no feedback from a mentor—it's very easy to get on a wrong track.) The DM should cut training expenses, as bribing a librarian to let one in after hours shouldn't be as expensive as hiring a higher level mage.

(2) Hedge wizards have far more practice with cantrips than regular wizards. A 1st edition hedge wizard starts play with a complete book of cantrips as well as her spell book. A 2nd edition character has the *cantrip* spell in addition to her normal starting spells. Hedge wizards have a bonus first-level spell per day that can be used only for cantrips. They receive an additional bonus cantrip every three levels—a 4th level hedge wizard would have her regular spell capacity plus two spell slots for cantrip casting. At 10th level, a hedge wizard can use cantrips to disrupt spell casting. The opponent wizard must be at least four levels lower than the hedge wizard and is allowed a save vs. spell to resist disruption. Other hedge wizards, priests, and characters casting priest spells are immune. Characters using magic items are also immune unless activation of the item requires more than one or two syllables.

Special Hindrances:

(1) Hedge wizards receive a -15% penalty on attempts to create magical items, including potions, because of a lack of early training in the principles involved. (Regular spell books are *not* magical items.)

(2) Combat oriented spells are jealously guarded secrets and are extremely difficult to "stumble upon." Therefore, a hedge wizard cannot start play with any spell that causes direct loss of hit points. Spells such as *light*, which have combat uses but do not directly injure an opponent, are allowed. Once the character is in play, combat spells can be gained in the usual manner. Combat spells cannot be gained as the bonus spell for going up a spell level, unless there's a very good reason for the spell to be available (such as a captured spell book). DMs are free to place other spells in the "combat spell" category (the *Power*

Word spells should definitely be classified as “combat”), but should provide a list for player reference.

(3) One of the fastest ways known to start a mage duel is to call another mage a hedge wizard. Wizards who do not have this kit will look down on those who do. In game terms, a known hedge wizard will have a -3 reaction adjustment from other wizards and will be treated as if he were 3 levels lower than he actually is. (Hedge wizards under 4th level would be treated as either 0-level apprentices or non-spellcasting charlatans, depending on the situation.) The exceptions are:

- Other hedge wizards.
- Peasant Wizards, if the hedge wizard in question is a supporter of the lower classes.
- PC wizards, unless roleplaying considerations dictate otherwise and all involved players can keep the interaction strictly between their characters. (This hindrance has the potential to turn into player against player feuding. The DM should be ready to take action if it does.)
- If the Savage Wizard or Anagakok kits are available, the DM will need to decide if the adjustment applies to them. Most likely, it should not. Their methods of gaining magical learning are so different from “civilized” schooling that they wouldn’t perceive a problem.
- Non-mages may have the adjustment, depending on the campaign. If it is comparatively easy for non-mages to identify academy graduates or mage guild members, or if non-mages see the hindrance in action, then the adjustment should be in effect. (An innkeeper who sees a fifth-level mage ordering a sixth-level hedge wizard around will naturally assume the first mage is more powerful.) Admittedly, there are times when being underestimated can be an advantage. The DM will need to be sure the disadvantages show up in play.

(4) Hedge wizards advance in levels more slowly than standard wizards. A hedge wizard requires 10% more experience points than does his standard wizard counterpart to achieve a new level.

Wealth Options: Hedge wizards receive the standard (1d4 + 1) x 10 gp in starting money and can spend it any way they want.

Preferred/Barred Schools: Most hedge wizards will be mages, rather than specialists. It’s tough enough learning magic outside formal

training; voluntarily cutting oneself off from one section of magic would stack the deck too much against the character. If a player wants to run a specialist hedge wizard, the character background should include an explanation of how the character managed to find enough magical knowledge in the specialist area to make it as far as first level. For example, if all the gypsy spellcasters in the character’s country were illusionists, a hedge wizard who received early training from a gypsy could also be an illusionist.

PHILOSOPHER, PRIEST KIT

by Bil Boozer <bilboozer@gsu.edu>

A philosophy, according to the *Complete Priest’s Handbook*, is “a compelling idea or set of ideas which can capture the imaginations of communities or whole civilizations.” Unlike deities, philosophies are not cognizant beings that decide whether to imbue followers with powers. Unlike forces, philosophies do not exist as physical phenomena. Instead, philosophies are comprised of the thoughts of intelligent creatures who fervidly believe they have identified the meaning of existence. It is generally only in literate societies that philosophies are broadly believed enough to grant priest-like powers to their most devoted believers.

ABILITY REQUIREMENTS:

As standard priest

PRIME REQUISITES: As standard priest

RACES ALLOWED: Any

ALIGNMENTS ALLOWED:
Any

Philosophers are specialized priests of a particular philosophic belief system. They believe their philosophy describes or identifies the single truth or meaning to existence and other philosophies are incomplete or incorrect. The philosopher kit is not related to the philosopher personality described in the *Complete Priest’s Handbook*.

A philosopher takes every opportunity to demonstrate the truthfulness of his or her philosophy. This is particularly the case when he or she is trying to convince nonbelievers, but it is also a common behavior when the philosopher is among those whose beliefs he or she wishes to

reinforce. The nature of the particular philosophy will dictate how intrusive the philosopher behaves, but unless humility is characteristic of the philosophy, the philosopher will typically have some observation to make regarding just about everything that happens.

Role: The primary responsibility of a philosopher is to enlighten others about his or her philosophy. Consequently, many philosophers serve as teachers at colleges in cities or monasteries, teaching the tenets of the philosophy to aspiring students. Philosophers also teach by providing appropriate examples to those observing them.

As he or she reaches higher levels, the philosopher is expected to apply acquired knowledge to refine or expand the nature of the philosophy. Typically, this is done through the publication of a philosophical tract which must meet the approval of existing high-level philosophers. If no such philosophers exist or are available, then the tract must be accepted as an enlightened work by a significant number of the philosophy's believers.

Philosophers are prone to traveling from settlement to settlement to spread their ideas, and often they are accompanied by followers devoted to the philosophy. At all times, the philosopher behaves according to the tenets of his or her philosophy. While non-philosopher followers may have doubts or confusion about the philosophy and stray from it on occasion, this lapse is not allowed at any time to the philosopher.

Philosophers, particularly those adhering to ancient philosophies, have been known to travel seeking artifacts related to the founding and development of their philosophies or looking for evidence which supports the veracity of their philosophies.

Spheres of Influence: Major and minor access to spell spheres is determined by the philosophy adopted by the character.

Secondary Skills: In campaigns making use of secondary skills, the philosopher must take Scribe as a secondary skill. All philosophers must be able to read and write.

Weapon Proficiencies: Required: None. Recommended: Any appropriate to the philosopher's philosophy. (See *Special Benefits* below.)

Nonweapon Proficiencies: Bonus proficiency: Reading/Writing. Recommended: Etiquette;

Languages, Ancient; Languages, Modern; Oratory; Religion.

Equipment: The philosopher must always wear the raiment of his or her philosophy openly. For each philosophy, this raiment will vary generally from culture to culture. Additionally, philosophers must always have copies of written tracts regarding their philosophies. These tracts are distributed through the course of the philosopher's travels, generally one or two copies per settlement.

Special Benefits: The philosopher may expend any weapon proficiency slots on the nonweapon proficiencies of Languages, Ancient or Languages, Modern. Additionally, the philosopher receives a +1 reaction bonus for each level of experience (up to a maximum of +5) when encountering followers of his or her philosophy.

When the philosopher reaches 5th level, he or she gains a 0-level human follower who is a believer in the philosopher's philosophy. When the philosopher reaches 6th level, this follower becomes a 1st-level character in any appropriate player character or specialist class and progresses normally thereafter. This follower is in addition to followers normally received when the priest reaches 9th level.

Special Hindrances: Just as philosophers gain a reaction bonus when meeting fellow believers, they are penalized -1 for each level of experience (up to a maximum of -5) when encountering followers of antagonistic philosophies or most worshipers of deities. Even worshipers of deities with goals similar to those of the philosophy will generally resent the philosopher's atheism, even if the philosopher adheres to a religious philosophy. (The first "atheists" of the real world were Jews and Christians, so labeled by the Romans because they refused to believe in the Latin pantheon of gods.)

The philosopher with at least three levels of experience must spend at least one month each year performing instructional service at an established school or in a location appropriate to such tuition. Instructional service typically involves lecturing to audiences, but other activities, such as translating philosophical treatises, may also be considered instructional. The philosopher is provided room and board for his or her services but receives no monetary payment, as all fees collected from students go toward supporting the school and its administration.

In lieu of instructional service, the philosopher of 6th or higher level may attempt to establish a school in a city or area where none exists. The success of this venture will depend on the philosopher's personal Charisma, the population of the city or area, the existing beliefs of that population, and luck. Establishing a school requires four to seven months. Once the school is established and the philosopher has enlisted a qualified administration and faculty, the philosopher is free to travel for two years without returning to perform instructional service. After the two-year period, however, the philosopher must return one month per year as before.

At all times, the philosopher must carry copies of essential philosophical tracts describing the tenets of his or her philosophy or recounting parables which teach lessons pertinent to the philosophy. He or she distributes these tracts to nonbelievers encountered in his travels, usually giving out one copy for every 500 people in a particular settlement (to a maximum of three per settlement). It may be necessary for the philosopher to teach some members of the settlement to read if leaving the treatises is going to accomplish any good. If the philosopher runs out of these tracts, he or she must obtain more immediately, either by returning to purchase them from their source or by creating new ones.

Wealth Options: The philosopher gets the standard 3d6x10 gp starting gold.

THE SUN PRIEST, PRIEST KIT

by Timothy S. Brannan < tbrannan@usa.net >

ABILITY REQUIREMENT:

Wisdom 14

PRIME REQUISITE:

Wisdom

RACES ALLOWED:

Human or half-elf

ALIGNMENTS ALLOWED:

Lawful good, lawful neutral, or neutral good

Sun Priests are priests of life, light, law and order. They are dedicated to the service of the various gods of law and weal, and were created by

the gods of good to combat the forces of evil. The various orders of the Sun Priests worship the gods of the sun, dawn, or even the moon.

Sun Priests promote the destruction of the forces of Darkness. Preaching to the faithful or converting the believers is of secondary importance. Sun Priest philosophy is summed up by, "Destroy all that is evil; protect all that is good." Sun Priests are lawgivers, protectors of life, and enemies of evil and darkness. They believe that the only way to force darkness out is through the doctrine of lawful good. Lawful neutrals and neutral goods, however, are also accepted. Precious metals, such as silver and gold, are revered not only for their value, but also for their effectiveness against the undead and other evil creatures. Good dragons are seen as divine, gold, silver, and platinum dragons above all.

A Sun Priest must be human or half-elven and must have a Wisdom score of 14 or higher. High scores in Strength, Constitution, and Charisma are helpful. No bonus experience points are gained for high Wisdom.

Instead of the normal priest advancement tables, Sun Priests use **Table 12** for experience levels advancement and **Table 13** for spell progression.

Role: Sun Priests fill the niche of avenging priests. Like the sun itself, they represent life, light, and power. But also, like their deity, they are unrelenting adversaries (think of the sun beating down relentlessly on the desert). Their purpose is to destroy evil in whatever form it may take. Sun Priests find the undead especially abhorrent, because not only are they evil, they are an aberration of the life Sun Priests protect.

Unlike other priests, Sun Priests do not spend time preaching to the masses. They believe deeds, not words, honor their god. To this end, they are more combative and militaristic than other priests. They are not pacifists.

Sun Priests are not, however, all combat and glory. They love life, which is why they protect it so diligently. The picture of a reserved and quiet priest does not apply to the Sun Priest. Generally, they can be found laughing, enjoying food and wine, and, of course, adventuring. A perfect life for the typical Sun Priest would be a lifetime of destroying evil, then retiring to raise a household full of children.

Sun Priests, due to their outlook on life, are vegetarians. This is not the product of any cultural or ethical taboo for them, merely a personal choice. Some Sun Priests disdain killing

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in general. During combat, these priests must find other ways to subdue or neutralize opponents. This personal choice does not apply to creatures from the lower planes or to undead. Sun Priests also occasionally opt to forego the use of their weapons to rely more on their spells and special powers.

Under either condition, the priest gains no special benefit from his deity for making this choice. Conversely, those who do not choose to follow these paths receive no special hindrances.

If the Sun Priest's major role is to destroy evil, then their minor role is to protect life. To this end their god has granted them the ability to heal others and themselves. Their gods also allow Sun Priests to bless, in their name, life affirming ceremonies such as guidance ceremonies, marriage, and funerals (always cremations).

A Sun Priest is not a greedy person by nature; gold and silver are only as good as the purpose they serve. Undead are seen as the archetype of all that is evil, dark, and perverse. Undead, their demon masters, their human and demi-human servants, and all other forces of darkness are considered to be foes and must be destroyed.

Weapon Proficiencies: As with druids, Sun Priests are limited to their weapons of choice. Weapons are limited to only blunt weapons such as maces, morning stars, flails, staves, and hammers. Sun Priests may be allowed to use the various *sun blade* or *holy avenger* swords if they exist in the campaign. Other edged weapons are restricted by the Sun Priest's god. Sun Priests start with two weapon proficiencies at 1st level, then gain

Nonweapon Proficiencies: Recommended: Healing, Navigation, Spellcraft, Legend Lore (concerning undead).

TABLE 12: SUN PRIEST EXPERIENCE LEVELS

Level	Experience	Hit Dice (d8)
1	0	1
2	2,000	2
3	4,000	3
4	7,500	4
5	12,500	5
6	25,000	6
7	40,000	7
8	60,000	8
9	90,000	9
10	125,000	10
11	250,000	10+2

12	400,000	10+4
13	750,000	10+6
14	1,500,000	10+8
15	2,500,000	10+10
16	3,000,000	10+12
17	3,500,000	10+14
18	4,000,000	10+16
19	4,500,000	10+18
20	5,000,000	10+20
21	5,500,000	10+22
22	6,000,000	10+24
23	6,500,000	10+26
24	7,000,000	10+28
25	7,500,000	10+30
26	8,000,000	10+32
27	8,500,000	10+34
28	9,000,000	10+36
29	9,500,000	10+38
30 ¹	10,000,000+	10+40

¹This is the maximum level a sun priest can attain.

²This is the Sun Priest's Final Secret Journey.

Equipment: The Sun Priest may wear any type of armor. A preference will be made for metal armors of high quality with metal trim, particularly silver, gold, or platinum.

TABLE 13 : SPELLS USABLE BY LEVEL

Leve l	1	2	3	4	5	6*	7**
1	1	-	-	-	-	-	-
2	2	-	-	-	-	-	-
3	2	1	-	-	-	-	-
4	3	2	-	-	-	-	-
5	4	2	1	-	-	-	-
6	4	3	2	-	-	-	-
7	4	3	2	1	-	-	-
8	5	4	3	1	-	-	-
9	5	5	3	2	1	-	-
10	5	5	4	3	1	-	-
11	5	5	4	3	2	-	-
12	6	6	5	3	2	1	-
13	6	6	6	4	3	1	-
14	6	6	6	5	3	2	1
15	7	6	6	6	4	3	1
16	7	6	6	6	4	3	2
17	7	7	6	6	5	4	2
18	7	7	7	6	5	4	3
19	7	7	7	7	6	5	3
20	8	7	7	7	6	5	4
21	8	8	7	7	6	6	4
22	8	8	8	7	7	6	5
23	8	8	8	7	7	7	5
24	9	8	8	8	7	7	6
25	9	9	8	8	8	8	6
26	9	9	9	9	8	8	7
27	10	9	9	9	8	8	7
28	10	10	9	9	9	9	8
29	10	10	10	10	9	9	9
30	10	10	10	10	10	10	10

* Usable only by priests with 16 or greater Wisdom.

** Usable only by priests with 17 or greater Wisdom.

Special Abilities: A Sun Priest makes saving throws as a priest, but gains a +2 bonus vs. light spells and against attacks from creatures tied to the negative material plane. At higher levels, the Sun Priest gains the following abilities:

(1) At 2nd level, the Sun Priest can cast a *light* spell once per day per level in addition to his usual spells.

(2) At 3rd level and every three level thereafter (6, 9, 12,...), the Sun Priest must go on a "secret journey." This journey is one of faith and must be accomplished alone, in secret. It might be nothing more than a dedicated study of church tomes (a journey of understanding), of deep contemplation (a journey of enlightenment), of destroying some foe (a journey of vengeance), or anything else the player and DM agree upon. The

journey will last as long as necessary, and during this time, the Sun Priest will receive no experience points, nor can he partake in an ongoing adventure. The journey can be played out, or the priest may simply rejoin the adventures at a later date. The journey must be performed, or the Priest can not advance to the next level.

(3) At 4th level, the Sun Priest may heal 1d4 +1 hit points per level divided by two, rounded down. They may use this power upon themselves or another willing individual. When this power is used, it causes the priest's holy symbol to glow in proportion to the amount of hit points healed.

(4) At 7th level, the Sun Priest becomes partially immune to the special attacks of the various undead monsters. He is allowed a save vs. death magic to ignore these attacks. This includes the paralyzing attacks of ghouls, the wails of banshees, the aging of ghosts, the cold touch of liches, and the charm attacks of vampires. This does not include the energy draining attacks of wraiths, wights, or vampires, or the strength drain of shadows.

(5) When a Sun Priest reaches 10th level, he may cast a *digit of disruption*. This power destroys undead who fail their saves vs. magic, or causes 4d8 hit points of damage if they do save (magic resistance applies). This power also affects creatures from the negative material plane, though to a lesser extent, causing 6d8 points of damage (half if saved against). This power can be used once per day, affecting one creature in the priest's line of sight. After 10th level, one extra creature can be affected, and every third level beyond that, the power can be used one extra time per day (i.e., twice at 12th, three times at 15th, four times at 18th, and so on). A maximum of 20 different creatures can be affected at one attempt.

(6) At 14th level, the Sun Priest starts using **Table 14: Expanded Turn Undead Abilities** to determine success with turn undead attempts.

(7) At 16th level, the Sun Priest's 7th-level granted abilities become more potent, and he becomes completely immune to the special attacks of the undead. This includes the energy drain attacks by vampires and liches.

Special Hindrances: While Sun Priests may generally use any scroll or magic item usable by priests, they may not use those that duplicate reversed spells from the Sun or Necromantic spheres, such as *darkness* or *command undead*.

Spheres of Access: Sun Priests have a broad but exacting range of spells. They have major

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access to the following spheres: All, Combat, Healing, Positive Necromantic, Sun, and Protection. They have minor access to the sphere of Divination. Sun Priests can use all the priest spells available to them by sphere and level, plus some other secret spells that are only shared with a few non Sun Priests.

Organizations: Sun Priests have no singular church organizations as do druids. Their halls differ from country to country, but are always very bright places with altars made of silver or gold which are covered with designs of the sun. Holy days are the equinoxes and the summer solstice. Holy times are dawn, noon, and sunset. Sun Priests may vary from sect to sect. For example, a Greyhawk sun priest would worship Pholtus and be adorned in his colors. A Ridderholm sun priest would worship St. Werper and wear silver-colored armor and a blue or red cape (for the blue and red suns). An Aztec sun priest would wear rainbow colored feathers, and his hall would be a

Toltec pyramid. The ancient Egyptian priest is a good example of a primitive sun priest, one that worships Ra.

Between different sects of sun priests, there is usually friendly competition. After all, most are lawful good and working toward the same cause. Sometimes, however, this “friendly” competition can become very fierce. The rivalry of the sects of St. Cuthbert and Pholtus of Greyhawk is a good example. Sun Priests are on good terms with “regular” priests who share their views and other specific priests such as some moon worshipping priest and druids.

Paladins of Sun Priest orders will constantly be on quests to destroy all that is evil and protect all that is good. They exemplify the Arthurian ideal of the “knight in shining armor.” Sun Priest Paladins will be very dedicated to their causes, allowing little to interfere with them. Many are dedicated hunters of witches, demons, or undead.

TABLE 14: EXPANDED TURN UNDEAD ABILITIES

Type ¹	1	2	3	4	5	6	7	8	13	14	16	17	18	19	20	22	24	27	29	30
A	10	7	4	T	T	d	d	D	D	D	D+	D+	D+	D*						
B	13	10	7	T	T	d	d	d	D	D	D	D+	D+	D+	D*	D*	D*	D*	D*	D*
C	6	13	10	4	T	T	d	d	D	D	D	D+	D+	D+	D*	D*	D*	D*	D*	D*
D	19	16	13	7	4	T	T	d	d	D	D	D	D	D+	D+	D+	D*	D*	D*	D*
E	20	19	16	10	7	4	T	T	d	d	D	D	D	D	D+	D+	D+	D*	D*	D*
F	-	20	19	13	10	7	4	T	T	d	d	D	D	D	D	D+	D+	D+	D*	D*
G	-	-	20	16	13	10	7	4	T	d	d	D	D	D	D	D	D+	D+	D+	D*
H	-	-	-	20	16	13	10	7	4	T	d	d	D	D	D	D	D	D+	D+	D+
I	-	-	-	-	20	16	13	10	7	T	T	d	d	D	D	D	D	D	D+	D+
J	-	-	-	-	-	20	16	13	10	4	T	d	d	d	D	D	D	D	D	D+
K	-	-	-	-	-	-	20	16	13	7	4	T	d	d	d	D	D	D	D	D
L	-	-	-	-	-	-	-	20	16	10	7	T	T	d	d	d	D	D	D	D
M	-	-	-	-	-	-	-	-	20	13	10	4	T	T	d	d	d	D	D	D
N	-	-	-	-	-	-	-	-	-	16	13	7	4	T	T	d	d	d	D	D
O	-	-	-	-	-	-	-	-	-	20	16	10	7	4	T	T	d	d	d	D
P	-	-	-	-	-	-	-	-	-	-	20	13	10	7	4	T	T	d	d	d
Q	-	-	-	-	-	-	-	-	-	-	-	16	13	10	7	4	T	T	d	d
R	-	-	-	-	-	-	-	-	-	-	-	20	16	13	10	7	4	T	T	d

¹Refer to Table 14b below for the type of creature affected.

T Undead is automatically turned.

d Undead can be dispelled, destroyed, or damned; 1d12 HD affected.

D 7 - 12 (1d6 + 6) HD affected.

D+ 9 - 14 (1d6 + 8) HD affected.

D* 11 - 16 (1d6 + 10) HD affected.

*This power is ineffectual in areas of evil, such as altars of evil, the lower planes, Ravenloft, and others as determined by the DM.

TABLE 14B : UNDEAD BY TYPE

Type	Specific Undead
A	Skeleton
B	Zombie
C	Ghoul
D	Shadow
E	Wight
F	Ghost
G	Wraith
H	Mummy
I	Spectre
J	Vampire
K	Ghost
L	Lich
M	Special
N	Demi-Lich
O	Skeleton Warrior
P	Demon Lord
Q	Greater Demon
R	Demon Prince

CHARACTERS

BERK

by Brenton Miller <brent@the-desk.com>

Human male 3rd level fighter

ARMOR CLASS: 10
MOVEMENT: 12
HIT POINTS: 14
THAC0: 18
NO. OF ATTACKS: 1 (3/2)
MAGIC RESISTANCE: Nil
PSIONIC ABILITY: None
ALIGNMENT: Neutral good
SIZE: 6'
STR 17, DEX 9, CON 14, INT 10, WIS 10, CHA 9

Weapon Proficiencies: Short sword (specialized), dagger, punching/wrestling (specialized).

Nonweapon proficiencies: Blind-fighting; Etiquette (he rarely uses this talent these days); Heraldry; Survival.

Equipment: The only equipment Berk carries is a dagger of fair quality, which is an article from his past, and a bag with a few coppers in it. He still owns a short sword, also from his past, but he hides this under his sleeping cot in his apartment.

Combat/Tactics: Berk rarely fights with weapons, and it would take a very strong threat to force him to do so. Instead, he uses his immense girth and weight to overbear his opponents and pin them down, usually attempting to smother them into unconsciousness. Berk will fight for personal matters of honor, and will protect his friends, but will generally avoid a fight for any other cause, even other noble ones.

Special Abilities: Berk is an amazing arm-wrestler and gains a +4 bonus in all such contests.

Appearance: Berk is a greatly obese man, nearly bald, with light-brown, reddish hair growing only on the sides of his head above the ears. He keeps his hair cropped very close to his scalp. Wherever he is, Berk is usually drinking, eating, sweating, and being generally obnoxious.

Personality: Though his mannerisms are raw and uncensored, Berk is generally easy going and has a boisterous laugh that he uses often. Mostly quiet about himself and his past, Berk can usually be made to open up after a few tankards of ale are

poured into him. At these times, he usually speaks woefully of his past, degrading himself in the process, though he never provides specifics, such as where his hardships occurred or who was involved.

Locales Frequented: Berk can almost always be found at the Pitt (see the *Establishments* section of *Book1: Places of Interest*).

History: Berk was once a respectable mercenary who hired himself out to protect those in need. He failed to protect his charge once, who was killed while Berk should have been protecting her, and he was unable to bear the shame. He traveled far from where the incident happened to end up in his current town, where he constantly frequents the Pitt. Almost every evening, Berk can be found at the Pitt, drinking through the night. He always sits at the same table and becomes irate and confrontational if someone is sitting at his table when he arrives. Once, a person Berk confronted challenged him to an arm-wrestling match for rights to "Berk's" table. Berk promptly and quickly beat the man. It is now a great event at the Pitt to challenge Berk at arm-wrestling. In fact, he has made something of a lucrative career (by his standards) by taking bets. So far, he has never lost. Usually, Ringer will take bets against newcomers to his tavern, always counting on Berk to win.

BORDELL

by Brenton Miller <brent@the-desk.com>

Human male 2nd-level bard

ARMOR CLASS: 9
MOVEMENT: 12
HIT POINTS: 7
THAC0: 20
NO. OF ATTACKS: 1
MAGIC RESISTANCE: Nil
PSIONIC ABILITY: Nil
ALIGNMENT: Chaotic neutral
SIZE: 5' 11"
STR 11, DEX 15, CON 11, INT 14, WIS 10, CHA 15

Spells (1): 1st--*light*.

Bard Abilities: PP 40, DN 20, CW 50, RL 10.

Weapon Proficiencies: Short sword; dagger.

Nonweapon Proficiencies: Dancing; Etiquette; Heraldry; Local History*; Musical Instrument (lyre)*; Reading/Writing (common)*; Singing*, 3

open. *Denotes proficiencies granted by his bard class.

Equipment: Bordell usually wears a short sword, keeps his lyre with him at all times, and carries a brown leather pouch around his neck, tied with a leather strap. He never reveals the contents of his pouch, which contains what he calls “his valuables,” but he guards it obsessively.

Combat/Tactics: Bordell dislikes fighting (mostly because he always feels he’ll lose) and tries to avoid it by talking his way out of a fight, usually by belittling his opponent for resorting to physical violence. If forced to defend himself, he fights wildly with his short sword or dagger (never both) and will fight only long enough to escape, throwing chairs, tables, or any other object in the path of his opponents to help his retreat.

Appearance: Bordell is a lanky man over six feet tall, with a very slender build, long, stringy, black hair, and dark blue eyes. His cheekbones protrude, his eyes are usually sunken and tired looking, making them appear more black than blue, and he looks quite morbid and skeletal. He is usually found at the Pitt (or any other tavern), stretched out on the floor in the shadiest corner, his back propped lazily against the wall, while he strums quietly on his lyre. Mostly, he sings quiet, depressing songs that speak of lost love, corrupted heroes, or tragic defeats. People usually ignore him, but often someone will heckle the bard for an upbeat tune. Occasionally, Bordell will oblige, but while he might even stand up to dance and sing, the lyrics will usually still speak of something morose or even morbid.

Personality: Bordell has always been a pessimist, taking every situation at its worst. The way he tells it, nothing ever good has happened in his life, though in truth he has never really had it that bad. Bordell mostly feels sorry for himself, and if denied something he requests, he usually cuts the person down, complaining that that was exactly what he’d expect from the “selfish” person. He believes everyone is out for himself, and no one can be trusted. Bordell really doesn’t have any friends, since he pushes them away, and, at best, is difficult to get along with.

Locales Frequented: The Pitt (see the *Establishments* section of *Book 1: Places of Interest*), though every location is only temporary for Bordell.

History: Bordell is the spoiled third son of a wealthy merchant from a distant town. The

merchant, having started out poor, wanted a better life for his sons and so put them through school and paid to have them taught courtly manners and other talents that might help them earn favor with the nobler classes. He also encouraged all his sons’ talents, including Bordell’s natural gift for music. Bordell’s early teachers were amazed by the boy’s natural talent, but were discouraged by his lack of self-discipline. Bordell never strove to improve himself or his abilities. As Bordell grew older, his father tried to guide the boy, but Bordell misinterpreted his father’s interest as a heavy hand and continued to rebel, holding all authority figures in contempt. One day, he fell into an altercation with his father and marched away, promising he would never return. Over the next several years, Bordell has wandered, always seeking happiness and excitement, but usually ending up hurting and making miserable the ones he encounters. He currently resides in the town where the Pitt is located, but it is only a matter of time before he will move on again. Bordell usually moves on from a place once too much attention gets drawn to him, say if people begin bullying him or start wanting too much information from him.

GINNY

by Brenton Miller <brent@the-desk.com>

Human male (boy) 0-level

ARMOR CLASS: 10
 MOVEMENT: 6
 HIT POINTS: 3
 THAC0: 20
 NO. OF ATTACKS: 1
 MAGIC RESISTANCE: Nil
 PSIONIC ABILITY: Special
 ALIGNMENT: Neutral good
 SIZE: 3’ 10”
 STR 7, DEX 10, CON 10, INT 11, WIS 9, CHA 17

Weapon Proficiencies: None.

Nonweapon Proficiencies: None.

Equipment: Ginny’s only significant piece of equipment is his sack of multicolored marbles. Most look like normal marbles, but one stands out. It is a perfectly smooth, crystal-green marble that sparkles almost with an inner light. This is Ginny’s favorite, but he knows nothing special about it--it’s just a marble, he’ll say. The set of

marbles is the only item he possesses that belonged to his father.

Special Abilities: Ginny possesses a charm which is actually partially unnatural, stemming from a latent psionic power that no one, not even Ginny, is aware of. Anyone meeting Ginny must make a roll vs. charm magic or also be caught by Ginny's "natural" charm. A person so affected will enjoy the boy's company, will find himself unable to scold the boy, and will fiercely protect him from danger. (Note: if your campaign does not use psionics, just consider this ability an innate magical ability.) Even if a person succeeds at his save vs. charm, he must still make a normal reaction roll against Ginny's high Charisma. No one will be aware of a charm attempt coming from Ginny, unless he is attuned to such abilities, and even then he will know there is no conscious attempt from Ginny to charm him.

Appearance: Ginny has large, soft-brown eyes, fine, brown hair, though slightly greasy, and his clothes are nearly rags. Despite his ragged appearance, Ginny has a soft face of porcelain quality that appears innocent and untouched by the evils of the world.

Personality: Most people like Ginny and enjoy the boy's company, who in turn enjoys the company of the others. The boy seems to possess a natural charm with people. He is very unafraid of strangers and most other things, and he will almost always approach strangers. He is very talkative, but most people find this an endearing quality (perhaps resulting from Ginny's special ability).

Locales Frequented: Ginny frequently visits the Pitt (see the *Establishments* section of *Book 1: Places of Interest*) when he can escape from his mother, who usually doesn't watch him too closely, and he can often be found ordering ale from Ringer (the Pitt's Proprietor), who usually serves the boy a free tankard. If anyone asks, though, Ringer will explain that he only gives the boy sweet water.

History: Ginny has been on the streets all his seven years so far. His mother struggles, taking any opportunity she can find, to make a meager living for herself and her only son. Ginny's father disappeared before Ginny was born, and Ginny's mother never speaks of him. Neither Ginny nor anyone else seems to know who Ginny's father is or even if he's still alive somewhere.

KESTUS ARMIGER

by Brenton Miller <brent@the-desk.com>

Human male 3rd-level inquisitor paladin

ARMOR CLASS: 3
MOVEMENT: 12
HIT POINTS: 19
THAC0: 18
NO. OF ATTACKS: 1
MAGIC RESISTANCE: +2 on saves; spell immunities
PSIONIC ABILITY: None
ALIGNMENT: Lawful good
SIZE: 6' 2"
STR 14, DEX 17, CON 10, INT 12, WIS 13, CHA 10

Weapon Proficiencies: Blades (broad group); punching specialization; composite long bow.

Nonweapon Proficiencies: Animal training (griffon); etiquette; spellcraft; reading/writing (common); religion; riding, airborne (griffon).

Equipment: Standard adventuring gear; long sword; banded mail armor.

Combat/Tactics: Kestus will fight by the rules of fair and honorable combat if facing a foe who offers the same respect. Otherwise, he will do what he must, within the limits of his conscious and alignment, to win. In the case of evil wizards whom he is intending to bring down for their crimes, Kestus will use whatever strategy is available to him. Though he will never attack a foe from behind, he will use any protections and methods he has to avoid the wizard's spells and bring him down. A common method of attack for Kestus is to fly down on the back of Shaka, his griffon, and battle a wizard from the air. Kestus is unafraid to assault a wizard's tower in this manner. Also, while fighting grounded, Kestus's griffon will defend him in battle.

Allies/Companions: Shaka, a trained griffon.

Special Abilities: Because of his inquisitor paladin kit, Kestus has the following special abilities:

- *Detect evil intent* at will up to 60 feet away.
- *Detect evil magic* at will, being able to perceive the intensity, up to 60 feet away.
- +2 to all saving throws.
- Immunity to disease.
- *Aura of protection from evil*, 10-foot radius.

- *Dispel evil magic* once per day, with a base 100% chance of success, operating just like the third level priest spell otherwise.
- 83% immunity to illusions (will increase by 1% per level to a maximum of 95%).
- 90% immunity to all possession and mental control spells, including *charm*, *domination*, *hold person*, *hypnotism*, *magic jar*, and *suggestion*.

Special Hindrances: Also because of his specific inquisitor kit, Kestus does not have the following standard paladin abilities:

- Can't restore hit points by laying on hands.
- Can never learn or cast priest spells.
- Can't turn undead.
- Can't cure diseases in others.

Appearance: Kestus has jet black hair, short enough to look distinguished, yet just long enough that it can fall into playful disarray where loose strands will tease the edges of his brow. His eyes appear as pools of black water when stared into. Many people who look into Kestus's eyes find themselves forced to look away, unable to bear the look of invincible purpose hidden within those pools of black. He is clean shaven, but his features are often seen as "dark," because of the penetrating stare with which he regards others and the fact he speaks very little and very directly when he speaks at all.

He is fairly well muscled, his physique chiseled by the hours he spends daily honing his skills and the rugged lifestyle he inflicts upon himself, but mostly his physique is hidden beneath the banded mail he wears. The breast and shoulder plates of his armor, as well as the flaps of metal which extend down to protect his groin and backside, are blue, and he keeps them polished to a smooth shine as much as possible. Also polished blue are his knee-high, metal-plated boots. The chain mail sections of his armor which cover his arms and legs are silver, and these he also keeps polished. He likes to be an imposing figure when he rides down out of the sky toward his enemies on the back of his griffon companion, Shaka.

Kestus wears a simple, yet well-polished long sword at his side in a polished, blue sheath with shining, silver fixtures on it. On his opposite side, he wears a sheathed dirk that is a perfect complement to his sword.

Kestus's constant companion, Shaka, is a healthy looking, female griffon. She strides

along with a regal air, her head held up proudly, and she becomes anxious when forced to leave Kestus's side for any reason. The two seem to have an intangible link that bonds them together, and they are, for the most part, inseparable. Shaka's body is covered mostly in golden-hued fur. Her head and neck are covered with soft, white feathers, as are the undersides of her wings. A menacing, yellow beak is centered on her face between piercing, emerald green eyes.

Personality: Kestus is honorable and strictly disciplined. He will never attack a helpless foe, nor will he ignore those in need. His single-minded purpose of eradicating evil has added a bit of sardonicism to his personality, but he is still generally affable and kind. He remains in one area only as long as he is needed, or as long as he needs to, and is always mindful of his main goal, that of finding the black mage (see history).

Kestus is a good listener, very sympathetic to others' woes and interests, but he seldom speaks of himself, choosing to keep his emotions tightly in check and rarely expressing his own opinions, except as necessary. Kestus has little respect for those who won't try to help themselves, and though he still treats them with respect, he has no sympathy for their complaints. As far as he is concerned, there is a difference between being helpless and refusing to help one's self. He has no patience for the latter.

If at all possible, Kestus will not abandon Shaka, even choosing to sleep in the stables with her. Since he was not raised to desire material gains, Kestus doesn't mind living meagerly. Besides, Shaka is his friend, and whatever accommodations are good enough for her are good enough for him. As far as material wealth applies, he only keeps for himself that which he needs, choosing not to burden himself or his mount with excess equipment.

History: Kestus was born the son of a very wealthy and prominent mage, Garenon Armiger. Kestus was an only child, but did not grow up to be spoiled. He had a close relationship with his father, who was a very honorable man. Garenon tried to teach his son the ways of magic, hoping Kestus would grow to become a wizard, but unfortunately, Kestus was inept in the handling of magic. However, Garenon did impress upon his son the importance of magic to the world and the great responsibility one undertook to use it properly and in ways which helped society.

Garenon discovered that his child was somehow strongly attuned to the vibrations of

magic, mostly noticing magic he described as "bad," when Kestus one day pointed to a locked, rune-etched box in his father's workshop that contained a black rod which had been the property of an evil wizard who was deposed by Kestus's mother, Marda, in her adventuring days. Despite his ability, Kestus continually frustrated his father's attempts to teach him to wield magic.

As Kestus was growing up and he approached that age where boys wish to become men, he begged his father to let him learn the ways of the sword. His father, deciding by now his son would never be able to wield the magic which he himself loved so dearly, agreed, and Kestus's mother, who had been a great warrior who traveled the lands until she settled down with Garenon and became pregnant with Kestus, took charge of her son's training, teaching him how to fight with a myriad of blades and also showing him how to fight while wearing various types of armor and using a shield. She was impressed with her son's natural skill with weapons, and she drilled him daily while constantly impressing upon him the amount of responsibility carried with wielding weapons and how that responsibility required him to protect those who were unable to protect themselves.

While Kestus's father taught him to respect and revere magic and the righteous applications of that magic, his mother taught him a strict code of honor in combat and even other courtly ways, so that he would not only grow up to be disciplined in the ways of war, but also in the ways of diplomacy. Kestus proved to be an apt pupil, and he earned the utmost pride and respect from his parents, who loved him dearly and doted affections on him, though they did not spoil him with material belongings, providing him with only what he needed and perhaps only slightly more.

On the day Kestus became of age, he announced to his parents his desire to join the ranks of the local knighthood, and his parents could not have been more proud of his decision. They supported him fully, his influential father making the appropriate petition to the local nobility, and soon Kestus was entered into the ranks of the knight trainees where he worked fervently to earn the continued respect of his parents, as well as the respect of his peers and superiors.

The day finally came, after years of hard work, when Kestus would graduate to become a

full-fledged knight. On that day, his parents were most proud of him. His mother, who had always looked the tough warrior in Kestus's eyes, even broke into tears, though even this display of emotional release only seemed to make Marda look stronger to her son. Then it was after the graduation ceremony that Kestus's father, Garenon, surprised him with a gift to show exactly how proud he and his wife were of their son, a truly amazing gift: a baby griffon.

Speechless, feeling his own tears beginning to well up in his eyes, Kestus stared at the beautiful baby griffon chirping peacefully on her bed of soft blue blankets in the family's stable. When he was finally controlled enough to speak, Kestus hugged both his parents, saying, "Thank you both. I could not have received a better gift. She shall be my best friend for life."

His parents were happy about their son's reaction to the gift, but despite that, they instructed him on the importance of his relationship with the griffon. They told Kestus he would have to tend to the griffon's needs each day, feeding her and lavishing attention on her, and when the griffon came of age, Kestus would be responsible for teaching her to fly. They also warned him not to keep too tight a rein on the griffon, whom Kestus named Shaka, but to instead treat her as a loved companion, which Kestus did, and Shaka grew over the next four years to be a loyal friend.

Shortly after Shaka reached adulthood and was trained to fly by Kestus with the assistance of a local animal trainer, tragedy struck Kestus's home. He had been out with Shaka on a training mission with his knight brigade, learning to use his aerial ability to play advance scout for the group and also how to combat effectively while mounted, and was returning home, walking his tired griffon through the streets of town, when he saw fire in the distance.

Leaping upon Shaka's back and hurrying home, Kestus soon discovered his house was in flames, most of it blasted to the ground by some powerful force. Lying out on the yard was his mother, charred and bleeding, and even from a distance, Kestus could tell she was dead. Standing futilely protective over Marda's corpse was Kestus's father, also charred and bloody, attempting to defend himself against another wizard, dressed in black, his head and bare hands somehow colored completely black and featureless. He hovered above the ground, hurling spells back at Garenon.

Kestus screamed a cry of "Nooo!" and urged Shaka down to impose himself between his father and the black mage, but he was too late. The black mage's hand rose up a final time, and a charge of blue energy shot out, tendrils of white electricity dancing around it, and struck his father fully, creating a huge explosion of energy which knocked Shaka to the ground and caused Kestus to go flying from the saddle.

When the smoke settled a moment later, Kestus looked about. No trace of either his mother's or his father's body remained, only a large patch on the ground, oddly burned white, where the black mage's spell struck. Then Kestus's eyes, suddenly filled with venom and hatred, turned to where the black mage still stood. There came a mocking nod of that black, featureless face, then the mage disappeared in a flash of smoke which remained for a moment as a curling, gray tendril that rose up and dissipated.

Before the black mage departed, Kestus glimpsed what was held in his left hand: a rune-etched, silver box, the same one Kestus had pointed to as a boy and called "bad." The wizard had returned for his property. Kestus suddenly regret never asking his father to whom the item locked therein had belonged, but that thought was washed away as a sudden wave of grief flowed over Kestus's heart. He looked again at that eerie, white patch of ground where his father had made his last stand and knew his parents were gone.

Then he wept, but only for a moment, for then he steeled himself and stood up, moving to tend Shaka, making sure she was okay. The griffon was bruised, but she would heal, whereas Kestus felt his own heart never would. He had seen firsthand what his father had always warned him about, the danger of magic when wielded by the hands of evil. From that moment on, he vowed to devote his life to eradicating this evil from the world, so that none would ever again abuse such power. One day, he hoped, he would find the black mage responsible for his parents' deaths, and when he did, there would be a reckoning.

After that, Kestus did not remain in his home town for very long. His parents were dead, his house destroyed, and nothing was left there for him. Besides, he made a vow to himself which he would keep, and that vow was better fulfilled out in the world, not by trying to rebuild the shattered remnants of his life here. So Kestus politely withdrew from the ranks of the

knighthood, explaining to his peers and superiors his decision to do so, all of whom said they understood and wished Kestus the best of luck. With somber farewells, Kestus mounted Shaka's back and took to the air without even one backward glance.

Roleplaying Notes: Kestus's paladinic power comes from his devotion to his mission, the strength of his own code of ethics, and the purity and goodness of his spirit--his own, personal philosophy, if you will--rather than from worshipping a god or other greater power. If questioned about gods, Kestus will usually respond with some bitterness, explaining that the gods never saved his parents from the evil that destroyed them, so it's better for a person to rely only on himself, rather than on capricious gods.

Shaka has the statistics of a normal, adult griffon. However, if Kestus is used as a PC, it is recommended the DM allow Shaka's hit dice to rise by 1 for every 2 levels Kestus earns or the griffon will soon be unable to survive along Kestus's high-level adventures.

SVEN LINDHOLM, “ORC RENDER”

by Robert Barton <rbarton@MAIL.JJC.CC.IL.US>

Human male 7th-level fighter

ARMOR CLASS: 3
MOVEMENT: 12 (Riding 24)
HIT POINTS: 49
THAC0: 14 (12)
NO. OF ATTACKS: 1 (3/2)
MAGIC RESISTANCE: None
ALIGNMENT: Chaotic good
SIZE: 6' 2"
PSIONIC ABILITY: None
STR 17, DEX 10, CON 14, INT 13, WIS 9, CHA 13

Weapons Proficiencies: short sword; dagger; warhammer (specialized); hand axe; javelin.

Nonweapon Proficiencies: brewing; fishing; etiquette; languages, modern (common and dwarven); riding, land-based (horse); skating; skiing.

Equipment: *chain mail +2* (dwarven made); daggers (2); great helm; hand axe; light war horse; short sword; *warhammer +2*, *Lizard Bane* (see below). The short sword and hand axe are carried on Sven's horse. Sven is not wealthy, although he has a wealthy family. He never carries a lot of coin with him, approximately 70-100 sp and 10-25 gp. He does have a golden earring in his right ear worth 15 gp.

Combat/Tactics: In battle, Sven has come to rely on his warhammer. His skills with the short sword, dagger, and javelin were acquired during his time in the town militia, but he rarely uses these in combat. He once convinced a squad of dwarves to throw javelins at their enemy before closing for combat, but this met with only moderate success.

Special Abilities: Sven Lindholm, because of his reputation, hairstyle, armor, and weapons, receives a +1 to his Charisma for reactions while dealing with Dwarves.

Appearance: Sven is a tall, burly, blond man with long hair and beard. Both hair and beard are braided in the dwarven style. His facial features are plain, but his eyes are bright and blue. His walk and demeanor are that of a man of power and confidence. He is 25 years old.

Personality: Sven is a happy, friendly, and helpful person. He is slow to anger and is a good listener and storyteller. He is not a leader and

does not want to be one, although he will sometimes step forward to present good ideas. When he is dealing with dwarves, he essentially becomes a dwarf, although his easygoing nature never truly disappears. When telling stories or talking about his past, he never talks about the bad times. He will sometimes slip into a depression of sorts, but these bouts are always short-lived. He is always the first to buy a round for whomever he is with.

History: Sven was born to a wealthy brewing family in the small town of Frozen Harbor. His parents owned, not necessarily ran, a fifth of the town. He grew up learning what he needed to know to run the family business, and what he needed to know to live life to its fullest. His father died when he was 12, and he attached himself to Harsom Ironshoe, the town's dwarven blacksmith. Harsom, having never had children of his own, took the boy under his wing, although he would never admit this above his breath. Sven volunteered for two years of duty in the town militia and also worked as a blacksmith and brewery head for a short time.

The first real test of Sven's mettle came at the age of 20, during the worst winter the town had seen since its founding. After the worst of the winter had passed, an army of orcs and goblins decided to cross the frozen harbor and attack the town. A small fishing party spotted the humanoid camp only days before they started to move across the ice. The fishing party was able to get a warning back to the town, and the town was able to prepare. They requested and received troops from the dwarven city of Salt Wall, five leagues distant, and readied the town's defenses. Trying an idea presented by Sven, a hedge wizard and all of the town's people were enlisted to clear snow and debris from several hundred yards of ice, and the town's militia met the orcs and goblins on skates. Although this gave the townspeople the element of surprise, their losses were heavy. The 330 dwarves and humans met the 500 orcs and goblins and were able to defeat them. Sven received his nickname, Orc Render, after he killed several fallen orcs with his skates. During the battle, Sven lost his boyhood girlfriend, a loss from which he has never recovered.

After the battle and the following cleanup, the town was not the same for Sven. That spring, he and Harsom Ironshoe left on what would be their “Great Adventure.” During their adventure, they traveled south, to the dwarven town of Iron Door, where they knew a war was waging

between dwarf and drow. During the war, both Harsom and Sven distinguished themselves as “Great Dwarf Heroes.” This earned them the animosity of the Drow Prince, Dravit Darkmoore. He swore he would make them pay.

Harsom and Sven were gone for over two years. When they returned in late spring to Frozen Harbor, Sven was carrying Harsom on a litter. Harsom had a severe wound that would not heal because of poison. He had been wounded in a battle against assassins sent by Darkmoore. His few relatives and Sven never left his side in the final days. On his last morning, only five days after returning to Frozen Harbor, Harsom talked to Sven privately and gave him the warhammer he now carries. After their talk, Sven gathered his things and left. Harsom died with a content smile on his face, moments after Sven left town.

Sven has not returned to Frozen Harbor in two years. He is currently traveling slowly south. He has joined several adventuring parties that were headed south. He has never said what his true purpose is, but he is preparing for a large battle.

Roleplaying Notes: Sven and Harsom angered a Drow Prince, Dravit Darkmoore, which eventually lead to Harsom’s death. Harsom asked Sven to avenge his death and return to Frozen Harbor with the helm of the Drow Prince. Sven swore to do this and will not let anything stop him from destroying this prince.

Unique Items: The warhammer Sven carries is a dwarven magical hammer. Its true name is roughly translated as “Lizard Bane.” It was created long ago by a dwarven blacksmith during the early days of a war against some lizard men. When used in combat against Lizard Men, it is +3 to hit and on damage. It is a +2 magical warhammer at all other times. The warhammer is intelligent and warns Sven of evil in a 20’ radius, like the 1st-level priest spell *detect evil*. This effect is always active. The hammer is quick to Sven’s hand and always seems to be “humming” while wielded in battle. Sven does not know the full extent of the hammer’s powers. Often, Sven just seems to “know” when evil is near, but he does not always attribute this ability to the hammer, since he is unaware of its detection power.

The hammer might possess other, latent abilities which Sven has yet to discover. DMs are encouraged to explore any options they wish. The hammer does like Sven, even though he is not a dwarf, and might fight others who try to use it.

THOMAS “ANGRY THOM” AGANTIR

by Chris Knudson <cknudson@gocougs.wsu.edu>

Firbolg male 5th level mage

ARMOR CLASS: 0
 MOVEMENT: 15
 HIT POINTS: 78
 THAC0: 9
 NO. OF ATTACKS: 1
 MAGIC RESISTANCE: 15%
 ALIGNMENT: Neutral (chaotic good)
 SIZE: 10’ 4”
 STR 19, DEX 15, CON 12, INT 17, WIS 9, CHA 10

Spells (4/2/1): 1st--*affect normal fires, alarm, charm person, comprehend languages, enlarge, friends, light, shocking grasp, sleep, wall of fog*; 2nd--*continual light, fog cloud, knock, ray of enfeeblement, Tasha’s uncontrollable hideous laughter, web, wizard lock*; 3rd--*hold person, slow, suggestion, tongues*.

Weapon Proficiencies: club; two-handed sword.

Nonweapon Proficiencies: Ancient History (local), Languages (ancient), Navigation (land), Reading/Writing (common, dwarven, orcish, ancient), Spellcraft, Stonemasonry.

Equipment: *ring of protection +2*.

Combat/Tactics: Thom prefers to avoid fights if at all possible. If a fight is inevitable, he will first use his spells to incapacitate or restrain his opponent. If forced to fight, Thomas will choose first his giant club (1d10+7 damage), attempting to subdue, or a two-handed sword, striking to kill (used one-handed for 2d6+7 damage) if the opponent doesn’t get the hint. He fights aggressively when provoked, without fear or mercy if the first two methods fail.

Special Abilities: Thomas can cast the following innate spell abilities once per day during any non-combat round: *detect magic, diminution, fool’s gold, forget, and alter self*. In addition, because of Thomas’s attempts to regain the ability with magic he had in his former existence, he has gained the ability to cast up to 3rd level spells as a 5th level mage, but has yet been unable to surpass this level of ability.

Like all firbolgs, Thomas has the ability to swat away missiles fired or thrown at him. He can swat away (or catch) up to two missiles per round with a 75% chance of success (6 or better on 1d20) on each swat. See the entry for Firbolgs in

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one of the various AD&D Monstrous accessories for the specifics of this ability.

Special Hindrances: Thomas is unable to exceed his current ability of casting up to 3rd-level wizard spells as a 5th-level mage. The innately magical nature of Thomas's being a firbolg severely limits his ability as a mage. Though he has read every scrap of information he can find and has been tutored by many of the mages and adventurers who frequent his compound, he has only been able to learn how to use minor magic (3rd-level and lower spells). In addition, he is only able to understand spells from schools that are directly related to his inherited abilities.

Appearance: Angry Thom stands nearly 10 feet tall. His pink face is surrounded by a mane of auburn-red hair. His beard is plaited in the dwarven fashion and is tucked into his heavily embroidered vest. He tends to wear bright colors favoring yellows, greens, and bright blue. His shirts are always full, and the sleeves are cut and puffed. For pants, he prefers tight leggings, tucked into his well-tooled, black leather boots. In the evenings, he may be seen in colorful, flowing robes as he rests and drinks in his private chair in the inn.

Personality: Thom is fair and very honest, though occasionally bellicose. He will not put up with any nonsense and will use his spells and guards to quickly stop and remove any disruptive characters. He has been known to confiscate the goods of any who fail to obey the simple rules of civility and mutual tolerance while within his outpost. Someone has to bring civilization to the frontier. He does not fear reprisals, as he has a very large supply of magic items (DMs should feel free to equip Thomas as they see fit), as well as the aid of most of his patrons.

Thomas laments the loss of his former glory and powers, for he learned one never knows what one has until it is gone. He has spent much of his new life pursuing his lost arcane arts. Thomas's main uses for magic these days is to help him in negotiations and to keep unruly visitors in line. To this day, he is slightly jealous of any true mages

and does not allow others the use of magic within his compound, except in defense of his trading post.

History: In his previous life, Thomas was a mage of great power. He was also quite small and frail. Through the course of his research and adventuring career, he was able to call upon a wish from an unknown power. Being tired of all the jokes concerning his height and health and the lack of respect he received from the many soldiers and warriors he came into contact with, Thomas decided upon his wish. He wished to become large and powerful, a giant of a man, someone who would garner instant respect and awe.

At this point, a very amused greater demon appeared. "You shall have your wish," it grinned. It slew Thomas and took him to its home plane in the Abyss. There, it reincarnated Thomas as a firbolg and sent him back to the Prime Material Plane. Thomas was given many of the memories of his past life (a cruel joke to teach him the folly of trying to gain something for nothing) and has even been able to recover some of his magical abilities (but nowhere near his former glory). He spent several years in a bellicose rage, venting his wrath on any who may slight or insult him. Thus he earned his moniker of "Angry Thom".

Roleplaying Notes: Thom has become somewhat restrained as the years have passed and has developed a true tolerance for people of every culture. Thomas loves a good laugh and jolly music. Mead is his favorite drink and he is quite stingy with it. He is likely to greet a stranger as he would a long gone acquaintance. While he will allow all cultures and races within his compound, he will not trust anyone easily. He makes it very apparent that he will not put up with any foolishness or fighting. He is a fast friend once his trust is gained, and an unforgiving enemy if he is betrayed. Thomas Agantir is the proprietor of Angry Thom's Trading Post. See the *Establishments* section in *Book I: Places of Interest* for the description of this trading post.

MONSTERS

ARACHNID, TICK

by Bil Boozer <bilboozer@gsu.edu>

	Red-Eyed Tick	Psi Tick	Sand Tick
CLIMATE/TERRAIN:	Temperate land	Any land	Desert
FREQUENCY:	Uncommon	Rare	Rare
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Night
DIET:	Dreams	PSPs	Bodily Fluids
INTELLIGENCE:	Non- (0)	Semi- (2-4)	Non- (0)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1-6	1-3	1-3
ARMOR CLASS:	3	3	2
MOVEMENT:	3	3	2
HIT DICE:	1	2	1
THAC0:	19	18	19
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	0	0	1-4
SPECIAL ATTACKS:	Poison, Fatigue	PSP Drain	Fluid Drain
SPECIAL DEFENSES:	Nil	Nil	Camouflage, Poison
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	T (1/2")	T (1/2")	T (1/2")
MORALE:	Unsteady (5-7)	Average (8-10)	Unsteady (5-7)
XP VALUE:	120	120	120

Ticks are tiny, parasitic insects that often feed on humanoid hosts. Most ticks attach themselves to their host and drain his or her blood until they are sated; however, there are variations on the types of ticks and the hungers they possess. Because of their small size, it is often easy to miss the attack of a tick, and unless adventurers regularly check each other for these dangerous insects, they are not likely to discover that they are hosts until substantial damage has been done.

Combat: Ticks generally attack by jumping onto their victim, often onto areas of the victim's body that are covered with hair that can conceal the tick's presence. When a tick attacks, any non-magical armor worn or shield held by the target are not used when computing the target's armor class, as the tick is small enough to evade these defenses and get to the target's skin. If the target has magical protection, then his or her armor class is reduced by the magical bonuses only, if any.

The initial attack of a tick generally does little or no damage to its victim, but the longer a

tick remains attached to its victim, the more deadly it becomes to its host. Moreover, ticks are difficult to remove from their hosts, as described below.

Red-Eyed Ticks

Red-eyed ticks are often found in forested areas and in wet grasslands. These ticks are very dark brown in color, and their back carapace is marked by two small red spots, one on either side of the creature. The red-eyed tick prefers to imbed itself on its victim's scalp; however, if the victim is bald, the tick will opt for the armpit or the back of the knee. A person awake but immobile is likely (70%) to notice when a tick jumps on his or her skin; however, if a person who is asleep or moving at normal or faster speeds is not likely (5%) to notice the tick's attack at all. Once the tick has made a successful attack, it fastens itself to its host and need make no further attack.

When the tick first attacks and every hour thereafter, the host must make a saving throw vs. poison or feel compelled to sleep a number of hours

equal to his or her Constitution score subtracted from 20. The host's sleep will be dreamless, as the tick feeds off the mystical energies that normally would be fueling the host's dream. The host may choose to continue sleeping after the period of forced sleep; however, he or she will still have no dreams. When the host rises, he or she will feel extreme fatigue and suffer a temporary ability drain of 1d6 points. The ability drained is randomly determined by rolling a d4 (1=Strength; 2=Dexterity; 3=Wisdom; 4=Charisma) and it lasts until another failed saving throw forces the victim to sleep up to a maximum of 5 hours. For each full week a victim has been host to this parasite, there is a 5% chance per ability drain that the drain is permanent. If any ability score reaches 0, the host dies, and the red-eyed tick looks for a new victim.

Psi Ticks

Psi Ticks have black exoskeletons; many but not all have a thin blue stripe running down the middle of their back carapaces. Their origin is unknown, but they are commonly found in or near human settlements where there is psionic activity. The psi tick is able to sense the presence of persons with high psionic strength points, and it seeks out these individuals to feed its hunger. The tick's initial attack does no damage to the victim and is unlikely to be felt unless the victim is using the *heightened senses* devotion when the attack occurs. If so, the victim has only a 50% chance of feeling the bite. Psi Ticks usually latch onto their victims while the victims are asleep, so as to avoid being noticed.

After the initial attack, the tick is attached to the victim and does not need to attack further. Each hour the tick remains attached to the host, the host loses 1d4 psionic strength points. PSPs can be regained normally, and the tick's presence does not interfere in any way with the use of psionic powers. When the host is reduced to 0 PSPs, the tick will abandon the host in search of a new one. It is not uncommon for one of these ticks to go back and forth between two victims, draining one while the other recovers, with neither of them understanding why their powers are alternately weakened.

Psi ticks are the bane of psionicists not only because they drain needed PSPs but also because it is rumored that certain wizards have used parts

of these ticks to create anti-psionic magical spells.

Sand Ticks

Sand Ticks live in arid deserts and are constantly on the search for liquids to keep themselves alive. They have tan exoskeletons which make them almost impossible to see among the sands of a desert. When draining a host, the sand tick prefers to nest in the small of the host's back or behind his or her knees; however, any exposed skin will suffice. The tick's initial bite does 1d4 damage to its victim; however, at the time of the bite, the insect also injects the skin with an anesthetic poison so the victim must make a saving throw vs. poison at -4 or the pain from the bite will not be noticed. Once its victim is bitten, the tick is attached and does not need to attack further. It does no further damage, but it does slowly begin draining the bodily fluids from its victim. After two hours, the host must make a successful saving throw vs. poison or lose 1 point of Constitution. After another hour and every hour thereafter, the host must again make a successful saving throw or lose 1 point of Constitution. For every three points of Constitution lost in this manner, the host also loses 1 point of Strength and 1 point of Dexterity. If any of the host's ability scores reaches zero, he or she dies. Constitution points lost in this manner are permanently lost; however, other ability points lost in this manner will return at a rate of 1 point per ability every six hours, provided the tick has been removed before the host dies.

As the host loses ability points, the effects of the draining become horrifyingly apparent, as he or she rapidly emaciates, his or her skin sinking in to fill the spaces left by the drained viscera. Observers unfamiliar with the dangers of the sand tick are likely to believe the host is the victim of dehydration, but no amount of liquid the victim drinks will restore his or her drained fluids.

Sand ticks that are not attached to a host generally bury themselves in the desert sand during the day to avoid the heat of the sun. Consequently, most encounters with them will occur at night, although their presence may not be noticed until the daylight. Sand ticks are known to attack large animals, such as camels and horses, in addition to humanoids.

Removing Ticks

Removing Ticks is not a simple process. Anyone with a proficiency in healing or survival (wilderness) should be able to remove a tick successfully by inserting a small, heated metal rod (such as a sewing needle) between the tick's mandibles and forcing its mouth away from the victim's skin. The tick will release its hold on the victim's skin and jump to another location on the victim, onto the person attempting to remove it, or into someplace where it can hide. Thus, it is usually wise to hold some type of container over the tick to catch it while one is trying to remove it. A tick can also be removed by casting *cure disease* on its host. In this case, the tick is not killed but it is unable to reattach itself to that particular victim and seeks another.

A tick that is killed while it is attached to a victim will remain attached. A dead tick may be pulled off its victim, but there is an 80% chance that part of its mouth will remain in the victim's skin. If this happens, the victim will have a persistent open wound which will bleed and drain him or her of 1 hit point of damage every two hours and will prevent the natural recovery of hit points through rest. A *cure disease* spell will favorably resolve the situation.

BEHOLDER, JARVEL (ABOMINATION)

by Robert Fedorchuk <lordcallubonn@tbscc.com>

CLIMATE/TERRAIN: Any remote
FREQUENCY: Very rare

ORGANIZATION:	Squad
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Z
ALIGNMENT:	Lawful Evil
NO. APPEARING:	1-2 (3-18 in hive)
ARMOR CLASS:	3
MOVEMENT:	1 Fl 12
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-8/1-8/4-16 or by weapon(s)
SPECIAL ATTACK:	Magic
SPECIAL DEFENSE:	Magic
MAGIC RESISTANCE:	Nil
SIZE:	L (8-foot diameter)
MORALE:	Elite (14)
XP VALUE:	2,000

Jarvels typically play the role of armed guards in beholder societies. They resemble normal beholders with the notable exception of two large, human-like arms which protrude from either side of their bodies. Hairless and of a yellow complexion, these arms end in human-like, five-digit hands and operate with a Strength of 15.

A jarvel's central eye is slightly smaller than that of a regular beholder, although it still has the ability to emit an anti-magic ray in front of the creature; this ray is in all ways equivalent to that cast by a common beholder.

Combat: Like other beholders, jarvels make use of their arsenal of magic-wielding eyestalks in combat. These eyestalks typically have the following powers: (1) *paralysis*; (2) *fumble*; (3) *fear*; (4) *magic missile*; (5) *deafness*; (6) *cause serious wounds*; (7) *suggestion*; and (8) *repulsion*. However, unlike other beholders, jarvels may also engage in hand-to-hand melee. Most jarvels favor using long swords and shields in combat, although some (15%) favor polearms instead of swords, and even fewer (5%) replace their shield with a second weapon. Even unarmed, a jarvel can deal substantial damage with its fists (1d8 each) and bite (4d4).

A favored tactic of jarvels is to ambush opponents from above, dropping weighted nets onto their unsuspecting targets and then moving in to capture or kill them. They are also adept at creating lethal traps so unwanted visitors may be

surrounded and killed with as little danger to the beholders as possible. When attacking a party containing spell-casters, jarvels are quick to seek out any wizards in the opposing party and capture them in the anti-magic rays of their central eyes.

Habitat/Society: Living only to serve the hive as police and soldiers, jarvels will do anything to maintain a semblance of order among the chaos that thrives in their hive. Taking orders only from those higher in rank or larger in size, jarvels will often twist commands to suit their own goals and purposes, but they will never misinterpret commands from the hive mother, for doing so would endanger the hive they are committed to protecting.

The leaders of a hive's jarvels are chosen through combat, and challenges to leadership occur almost daily when there is no immediate threat to the hive. These combats involve only the current leader and the challenger, but most other jarvels, as well as other beholders, will stop to watch the combat. Many adventurers have used such incidents as distractions so they could enter the beholder hive without being noticed; however, they usually find their presence does not go long undetected.

During her dealings with the beholders' occasional allies, the drow elves and the illithids, the hive mother will always have a number of jarvels surrounding her as guards. When dealing with drow elves, the hive mother will usually have only two jarvels accompanying her; however, when dealing with mind flayers, she will have 1d4+4 jarvels present.

Ecology: Jarvels, like all their kind, serve no purpose to the world around them. They take what they need, and when that supply is exhausted, they move on to new hunting grounds and begin again, leaving behind a devastated environment.

The origin of this particular breed of beholders is unknown to most researchers. Some believe they were magically bred from the mixing of human and beholder, but no one who has attempted to duplicate this process has survived the experiments. Some have suggested that beholders themselves were behind the creation of these creatures, seeking a way for beholders to make use of powerful magical items which require manipulation. If this is the case and these procedures are continuing, then beholders with other extremities could soon become a danger.

DEEP WORM

by Christian Nielsen <webmaster@liberg.dk>

CLIMATE/TERRAIN:	Any salt water
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	8
MOVEMENT:	0, Sw 6
HIT DICE:	1
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d2
SPECIAL ATTACKS:	Electric shock
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	15%
SIZE:	T (2")
MORALE:	Unreliable (2-4)
XP VALUE:	175

Deep worms are small, golden snakes that live in the depths of the seas. Their bodies emit a yellow light which can be seen from up to 20 yards away; the only time they do not glow is during the 1-2 hours after eating, during which time deep worms are virtually invisible in their dark, undersea habitats. If a deep worm has been unable to feed for more than 24 hours, then its glow will become whiter in hue. The deep worm's jaws are filled with razor-sharp teeth, much like those of the piranha fish. Its scales are translucent, becoming transparent when the snake dies.

Combat: When not scouring the ocean floor for food, deep worms float immobile near the floor and rely on their glow to attract their meals. If they detect any movement within a 3' radius, they will emit a small, directed electrical impulse that shocks all other creatures within 3' of the snake. Creatures shocked in this manner suffer no damage, but they must save vs. paralysis or be paralyzed for 1d4+1 rounds. Once a creature appears to be paralyzed, the deep worm moves in to eat the creature, taking only 1-2 bites and doing 1d2 damage with each bite. If the target is not paralyzed by the initial shock or if the deep worm is in danger of being attacked, it will flee the encounter, sending out two electrical

impulses each round as it does so. If it is not able to escape, it will attack with its razor-sharp teeth; it can emit its electrical impulse in the same round it attacks with its teeth.

Deep worms are immune to acid attacks, including the digestive juices of most of their natural predators. They take no damage from electricity-based attacks.

Habitat/Society: Deep worms are solitary creatures, except during their periods of mating, during which small groups consisting of 4 deep worms each can be seen lighting up the ocean floor. No one has ever been able to observe up close the breeding activities of deep worms, and no one has ever been able to breed them in captivity. If disturbed in these activities, deep worms will abandon them to escape predators or to attack if surrounded.

A clutch of deep worm eggs usually consists of 20 to 60 eggs, but usually only 20% of these will survive to produce adult deep worms.

Ecology: Deep worms scavenge the ocean floor, looking for the remains of other sea creatures' meals, much like the crab and other bottom dwellers; however, the snakes are not above attracting their own prey as described above. There are reports from deep-sea fishers that deep worms have been discovered eating their way to freedom within the bodies of fish.

Because their bodies continue to glow after they have been killed (for 1d4+4 days), deep worms are often sought for use as self-contained sources of light. If captured alive, there is a cumulative 5% chance per day that the deep worm will die unless it is returned to its natural environment; this chance increases to 50% per day (cumulative) if they are not constantly kept submerged in salt water. Sailors have reported encountering sea elves and other ocean-dwelling humanoids who can summon deep worms and use them for light and for protection for the duration of the summoning. Additional reports have also surfaced of sahuagin and evil humans who have used deep worms as instruments of torture by starving them and then allowing them to feed off of the torturers' captives.

DONLOR

by Zachary Ludescher
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CLIMATE/TERRAIN: Temperate Forests
FREQUENCY: Rare

ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	High (13-14)
TREASURE:	In Lair: 50% H, 25% I; On Donlor: 50% Y; 10% Z
ALIGNMENT:	Neutral Evil
NO. APPEARING:	10-100
ARMOR CLASS:	3
MOVEMENT:	Fl (B) 24
HIT DICE:	11+5
THAC0:	8
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	3-30/3-30
SPECIAL ATTACKS:	Magic
SPECIAL DEFENSES:	Hit only by magical or silver weapons
MAGIC RESISTANCE:	All clerical spells
SIZE:	L (7'-8')
MORALE:	Fearless (19-20)
XP VALUE:	12,000

The donlor are a race of flying monsters with brown or green hides, horned faces, and long fingers. These creatures have wingspans of 8 feet. Generally humanoid in appearance, donlor have short arms and legs compared to their long, muscled torsos. At the end of their long arms, their hirsute hands lead to sharp, strong claws. They have two main horns on top of their heads, resembling those of a minotaur. Their faces are particularly gruesome, as they are covered with short, sharp, dark-colored protrusions with no apparent pattern or purpose. Rarely, a donlor that has taken damage to its head in battle may be missing some of its facial protrusions, but these will grow back within 3-6 months. When they do stand, they stand crouched over, almost on all fours.

Donlor speak only a language native to all donlor, and they see no reason to learn how to communicate in the languages of creatures they consider to be lesser beings.

Combat: Donlor generally attack with their finger claws, an attack that causes serious wounds because of the creatures' strength and agility. They prefer to attack from the sky, as they are stealthy fliers; however, when the need arises, they are prepared to attack from the ground.

The donlor will almost always begin battle with a spell, usually *fireball* or *stinking cloud*. They cast wizard spells at 5th level proficiency and usually have four 1st level, two 2nd level,

and one 3rd level spell memorized. Spells most commonly available to donlor are *burning hands*, *charm person*, *detect magic*, *magic missile*, *phantasmal force*, *sleep*, *fog cloud*, *invisibility*, *Melf's acid arrow*, *stinking cloud*, *fireball*, *flame arrow*, *fly*, and *Melf's minute meteors*.

Donlor are immune to the effects of any priest spell which targets them, so long as that spell is cast by a non-divine being. Additionally, donlor possess keen senses of hearing and smell, so they receive a +1 on their surprise rolls. Donlor tend to be excellent strategists, and they will use their cunning to gain the advantage in any encounter.

Habitat/Society: Donlor live in a nomadic, tribal society, possessing neither an administrative nor a religious leader. They travel the woods while improvised hunting parties seek out food for the rest of the tribe. When necessary, donlor hold councils to decide major events in the tribe. Such events include when and in what direction the tribe should move next, dealing with outside threats, and monitoring trade. The entire tribe attends the council, and any member of the tribe may call a meeting of the council.

Trade is a rare activity among the donlor, and it takes place only among donlor tribes, never with outsiders. While there have been disagreements over territory between donlor tribes, these have never progressed to war. Nonetheless, combat is an integral part of a donlor's life, as it is the primary means by which the donlors remind the demi-human and humanoid races that the donlors are superior, and by which they check the powers of their most hated enemies, the dragons. The sighting of a dragon is sufficient reason for a donlor tribe to move in combat, and adult donlor are well versed in tactics designed to defeat these great beasts. The most common demi-human enemies of the donlor are sylvan elves and centaurs, who often compete for the same forested areas desired by the donlor.

The donlor do not use money for commerce. When they do not have a necessary item, they either make it or barter with another donlor tribe for the item. They hold councils to decide when to hunt for food, and when food is brought back to the tribe, it is shared with all tribe members equitably. Each donlor considers the next donlor an equal, but all other creatures are disdainfully regarded as *tishbars* (inferiors).

Little more is known of the donlor's tribal society, as attempts to study them usually result

in the death of the researcher. Donlor scouts will viciously attack any *tishbar* who comes within a 3-mile radius of the tribe's current encampment.

Ecology: Donlors usually hunt in small (10-20) hunting parties. When they discover a beast of considerable mass, they plan an attack and then carry it through with great precision. Donlor hunting parties have been known to attack adult dragons, although more frequently they will return to the tribe to call for a full attack on such creatures.

The donlor do not appear to be native to the Prime Material Plane, although knowledge about their origin remains nothing more than speculation, nor do researchers have any idea why the donlor feel such enmity toward dragons.

DRAGON-KIN, ITARASAUR

by Howard Shaw <hcsiii@yahoo.com>

The itarasaur are a race of creatures distantly related to dragons. They exhibit a range of features that appear to place them evolutionarily somewhere between reptiles and birds. They are uniformly endomorphic (warm-blooded).

Itarasaur societies center around their religion and military, which are closely intertwined. Each army is a separate society. The defining characteristic of the itarasaur is their complete dependence on law and order. When specifically following orders, itarasaur have unswerving (25) morale. If an itarasaur can avoid death without violating its orders, it will do so, but no itarasaur ever places its own life ahead of its orders.

Itarasaur commonly serve as armies for powerful dragons. The bulk of such troops are **subasits**. They are intelligent and can undertake complex tasks, and they allow nothing to prevent them from executing their orders. A second subspecies of itarasaur, **imquasits** act in two military capacities. Some are officers, leading troops of subasits, while others form elite troops. Morally, the imquasits cover the full range of good and evil, but they never stray from strict adherence to their orders. Elite troops are normally formed of like-aligned persons, allowing the commanders free choice in the degree and manner of the impression they wish to accompany completion of a task. The **dentrasits** are an elite corps of fighting priests of similar rank to the imquasits. They also accompany other

troops of both types as combatants and healers with the purposes of counteracting the enemy's magic and preventing damage or healing wounded itarasaur. The **tulmasits** are the clerics who form the backbone of the itarasaur religion, and they act as generals over groups of the three lower castes. A few tulmasits are wizards instead of priests. The **retilasits** are the smallest of the itarasaur, both in number and in size. They are the most maneuverable, however, and they often act as the scouts of the army. Each retilasit has a strong bond to the particular tulmasit to whom it answers.

The itarasaur disdain most other races, considering them weak and disorganized. They do not willingly discuss their lives or religion; thus, little is known of their god. It is known that their god views dragons and the itarasaur as part of nature, and that it expects the actions and wars of the itarasaur to respect nature. It has been postulated by some sages that the god of the itarasaur might have created them to act as intermediaries in the dragon wars to prevent the immense destruction of natural resources that so often accompanies the battles between dragons. The itarasaur clearly view dragons as closer to their god than they are themselves, and they accept even chaotic dragons without qualm, perhaps because they are not within the hierarchy. As there is no being over the dragon to give it orders, they can accept from it what they would not accept in one of their own.

History: There are legends that indicate the tulmasits were the first itarasaur, created by an ancient dragon. The dragon, according to the legend, destroyed the minds of two dragons, a red male and a gold female, and through powerful magic transformed them into the first tulmasits. For a century (or several millennia, depending on which version you hear), they existed in the new forms before he allowed them to mate. By this time, the form was set. The new tulmasits regained their intelligence and later created the other itarasaur from their descendents. Outside sources have been unable to determine how much of this legend is accurate.

DRAGON-KIN, ITARASAUR (DENTRASIT)

by Howard Shaw <hcsiii@yahoo.com>

CLIMATE/TERRAIN: Any

FREQUENCY:	Uncommon
ORGANIZATION:	Military
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High to Exceptional (13-16)
TREASURE:	By individual
ALIGNMENT:	Any Lawful
NO. APPEARING:	2-5
ARMOR CLASS:	8
MOVEMENT:	14, Fl 20(C)
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	3 or 1
DAMAGE/ATTACK:	1d6/1d6/1d4 or by weapon
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	Immune to Dragon Fear, Chameleon
MAGIC RESISTANCE:	45%
SIZE:	M (4'5" to 5'5")
MORALE:	Champion (15)
XP VALUE:	2,000

Standing slightly shorter than imquasits, dentrasits are humanoids with scaled skin, claws, and a balancing tail. They have large, leathery wings. Their scales and wings are pigmented in the manner of a chameleon, and when still or moving at no more than one fourth their normal movement rate, they are very difficult to detect.

Combat: Most dentrasits prefer to avoid close combat and to use their spells. However, all dentrasits are capable fighters. They fight either with a weapon or, if disarmed, with claws and spells. Their bite is used only when absolutely necessary because it cannot be used again for 12 hours. Unlike other itarasaur, dentrasits possess fangs and poison glands, and their bite will put a human-sized creature to sleep for one hour.

Dentrasits possess a chameleon-like ability to conceal themselves when in natural surroundings. While still or moving at less than one-fourth their normal movement rate, they are virtually undetectable; any character making a successful Intelligence check or declaring a specific attempt to look for dentrasits has only a 1 in 10 chance of seeing one which is trying to conceal itself. If the character observes a moving dentrasit that stops and attempts to conceal itself, the character must make an intelligence check to be able to remain aware of the creature's location.

Habitat/Society: Dentrasits take life-mates, and if an opportunity arises to revenge a killed mate, they will disobey orders to do so. This is the only situation where orders are disobeyed, and it is treated with leniency by their superiors. Dentrasit females gestate for ten weeks before giving birth to a living but incompletely developed young. The young dentrasit is taken and cared for by the tulmasits.

Ecology: Dentrasits have more refined tastes than subasits or imquasits. They like well-prepared food, and they will willingly trade for spices they do not possess. Dentrasits will often possess gold or gems for trading purposes. They tend to be very nature-conscious, and generally they will prevent imquasit from damaging the natural balance. Even evil-aligned dentrasits are protective of the natural environment, for they fear not being so will anger their god. A small number of good-aligned dentrasits are rangers instead of priests.

DRAGON-KIN, ITARASAUR (IMQUASIT)

by Howard Shaw <hcsiii@yahoo.com>

CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon
ORGANIZATION:	Military
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average to Exceptional (10-16)
TREASURE:	By individual
ALIGNMENT:	Any Lawful
NO. APPEARING:	1-3
ARMOR CLASS:	5
MOVEMENT:	12, Fl 18(C)
HIT DICE:	4
THAC0:	15
NO. OF ATTACKS:	3 or 2 or 1
DAMAGE/ATTACK:	1d6/1d6/1d4 or 1d8/1d8 or by weapon
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	Immune to Dragon Fear
MAGIC RESISTANCE:	15%
SIZE:	M (5' to 6'5")
MORALE:	Champion (15)
XP VALUE:	650

Imquasits are humanoids with red scales, strong claws, and a balancing tail. They have large, black wings, and the scales on their wings resemble the scales of subasits. On the back of an imquasit's hands is a spike formed of three scales that extend beyond the knuckles. Imquasits are typically encountered as field commanders supervising large units of subasits.

Combat: The majority of imquasits specialize in at least one weapon. They fight with a weapon or, if disarmed, with claws and spikes. Their bite is used whenever they see a good chance to hit bare flesh. The relatively minor damage is secondary to the 75% chance that the bitten individual will be slowed by the poisonous saliva as if hit by the wizard spell *slow*. Like subasits, imquasits possess infravision up to 60'. In addition, their forked tongues give them a 75% chance to track prey by smell. They cannot make use of this ability while flying.

Imquasits are skilled tacticians. Most of them are Lawful Neutral or Lawful Evil in alignment, and they frequently make use of lethal traps and poisons. Traps set by evil or neutral imquasit are likely to include pitfalls, nets, snares, and poisons, with ambush either from above or from subasits hidden in pits.

Habitat/Society: Many imquasits participate in long-term relationships. Like the subasits, their gestation period is only three weeks, and the resulting egg is cared for by the tulmasits; however, the relationships of the imquasit are more likely to involve love or mutual advantage, and imquasits mate less frequently than subasits.

Ecology: Imquasits have a taste for raw flesh, and evil or neutral imquasits will often pause to cut a delicacy from a freshly killed body, if doing so is unlikely to affect the outcome of a battle. When hunting, imquasits prefer to use their physical abilities to locate and kill their prey, disdaining the use of weapons. Evil or neutral imquasits may use traps for hunting. Although evil or neutral imquasits have no concern for the environment, they are generally under orders from the dentrasits or tulmasits to avoid disrupting the environment, and they will therefore remove any traps they have set before moving out of a region. Like subasits, imquasits do not build permanent settlements or structures.

DRAGON-KIN, ITARASAUR (REILASIT)

by Howard Shaw <hcsiii@yahoo.com>

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Military
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	None
ALIGNMENT:	Any Lawful
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NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	18, Fl 24(A)
HIT DICE:	4
THAC0:	20
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d4/1d4/1d4
SPECIAL ATTACKS:	Acid Spit
SPECIAL DEFENSES:	Immune to Dragon Fear
MAGIC RESISTANCE:	85%
SIZE:	Tiny (1'5"-2'5")
MORALE:	Average (8-10)
XP VALUE:	975

The smallest of the itarasaur, retilasits are tiny humanoids with dull, gray-scaled skin, weak claws, and short tails. They have dull, gray, leathery wings.

Combat: Retilasits fight only if there is no other method of escape. If captured and unable to fight, their hearts stop beating and their diaphragms still. Death follows within three

rounds. This is an unlikely occurrence, because retilasits have the innate ability to cause creatures to forget having seen them. It is not known if this ability has a magical, natural, or psionic basis. Any creature having natural resistance to mind-affecting magic or strong psionic ability can save vs. spell to negate the effect.

Retilasits also possess an effective spitting ability. They can spit up to 25 feet with only a 10% chance of missing, doing 2-8 points of acid damage. Retilasits have infravision to 120 feet.

Habitat/Society: Retilasits act as the scouts for the tulmasits. The tulmasit commander and his or her five highest generals each have a retilasit under his or her control. In addition, the Gray Masters (see tulmasit description below) collectively control three retilasits. There are never more than 9 retilasits in a given itarasaur society.

Ecology: Retilasits catch and eat small mammals, reptiles, and birds. They eat them whole, and cough up a pellet composed of the indigestible portions. No one is sure how retilasits reproduce, but their number generally remains constant within each itarasaur society. When one is destroyed, another soon appears to replace it.

DRAGON-KIN, ITARASAUR (SUBASIT)

by Howard Shaw <hcsiii@yahoo.com>

CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon
ORGANIZATION:	Military
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average to High (10-13)
TREASURE:	By individual
ALIGNMENT:	Lawful neutral
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NO. APPEARING:	10-40
ARMOR CLASS:	7
MOVEMENT:	12, Fl 18(C)
HIT DICE:	2
THAC0:	18
NO. OF ATTACKS:	3 or 1
DAMAGE/ATTACK:	1d6/1d6/special or by weapon
SPECIAL ATTACKS:	Acid spit

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SPECIAL DEFENSES:	Immune to Dragon Fear; limited spell, psionics immunity
MAGIC RESISTANCE:	5%
SIZE:	M (5' to 6')
MORALE:	Steady (12)
XP: VALUE:	270

Subasits are reptilian humanoids with black, scaled skin, powerful claws, and a balancing tail. They have large, black-feathered wings and can fly. Their body scales are long and overlapping, and the scales might at first glance be mistaken for feathers.

Combat: In the absence of specific orders, subasits will defend themselves as any intelligent humanoid would. They will attempt to use whatever means are at hand to fulfill their orders. If their orders are to defeat an enemy, they will use the most expedient means for doing so, including traps. When fighting directly, they attack either with fair quality weapons of any piercing or slashing variety, or with their claws. They have a bite attack, but their jaws are not strong enough to cause significant damage. However, if they break the skin, there is a 25% chance the bitten character will be slowed by the poison as per the 3rd-level wizard spell *slow*. By concentrating for one round, they can spit an acidic saliva which will permanently scar flesh, though it does only one point of damage, or weaken a metal weapon, giving it a 1d3 x 10% chance of breaking each time it is used. Subasits possess infravision up to 60 feet, and they prefer to use night attacks against any opponents they believe likely to lack this ability.

Subasits are capable of learning to fight with skill, but will only do so if ordered. A particular troop will be composed of individuals having the same basic level of training. Troops may be encountered with training in use of indigenous weapons or fighting styles, including anti-cavalry techniques. In general, the subasit are more dependent on their intelligence and the tactical ability of their superiors than on their fighting ability.

Their unbending loyalty to their orders prevents any spells or psionics that affect the mind, either controlling or interfering, from operating successfully.

Habitat/Society: Subasits do not form long-term relationships. When a female subasit is impregnated, her ability to fight remains unimpaired until the final two days of the three-

week gestation period. She then lays a single egg, which is taken and cared for by tulmasits. There is no comparative ranking within the subasit ranks, though the troops are ranked relative to each other.

Ecology: Subasits have relatively weak jaws and small teeth. They are carnivorous, but they generally eat cooked meat, and rations often include meat that has been ground, cooked, and dried.

Subasits hunt for their food, except when under orders to the contrary. Hunting is conducted in an intelligent and rational manner. Kills and traps are clean and efficient, and their impact on the surrounding environment is minimal. Subasits avoid other intelligent beings as much as possible within their orders, in recognition of the general unpredictability of intelligent beings, and therefore they have little impact on neighboring societies other than those on which they are waging war.

DRAGON-KIN, ITARASAUR (TULMASIT)

by Howard Shaw <hcsiii@yahoo.com>

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Military
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	High to Genius (13-18)
TREASURE:	By individual
ALIGNMENT:	Any Lawful
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NO. APPEARING:	1-2
ARMOR CLASS:	2
MOVEMENT:	14, Fl 20(C)
HIT DICE:	12
THAC0:	7
NO. OF ATTACKS:	3 or 1
DAMAGE/ATTACK:	1d6/1d6/1d12 or by weapon
SPECIAL ATTACKS:	Imitation dragon breath
SPECIAL DEFENSES:	Immune to Dragon Fear
MAGIC RESISTANCE:	45%
SIZE:	M (6' to 7'5")
MORALE:	Champion (15)
XP VALUE:	6,000

Generally the tallest itarasaur, tulmasits are large humanoids with scales, strong claws, and a balancing tail. They have large, leathery wings.

Their scales and wings are usually identical in color to those of the dragon they currently serve or most recently served. Except for gray tulmasits, tulmasits not of the dominant color are typically relegated to caring for the young. Approximately 10% of tulmasit are gray, indicating their propensity for the use of magic. These become wizards, and are called the Gray Masters.

Combat: Most tulmasits avoid close combat, focusing on their spells. However, all tulmasits are capable fighters. They fight with a weapon or, if disarmed, with claws and spells. Their bite is used whenever they see a chance to reach flesh, for their saliva has a 75% chance of paralyzing a human-sized creature for 6 + 1d6 turns.

When in the service of a dragon, tulmasits gain a special ability from their god. Three times a day, a tulmasit may shoot forth from his or her hand a magical force which precisely imitates the breath weapon of the dragon he or she is serving, as if that dragon were three age categories younger than it is.

Tulmasits have infravision to 60 feet.

Habitat/Society: Tulmasits are highly individual, and they may form transitory or permanent relationships. The half of the population matching the sex of the dragon they are serving or were most recently serving form the active command structure, while the other half raises the young of all the itarasaur.

Ecology: Like the dentrasits, tulmasits protect the environment in accordance with the wishes of their god. Their eating habits are as varied as are those of humanoids.

FIMMIR

by Peter J. Ross II <zargul09@aol.com>

CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon
ORGANIZATION:	Group
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Exceptional(1 5-16)
TREASURE:	Q (x5)
ALIGNMENT:	Neutral evil
NO. APPEARING:	1-10
ARMOR CLASS:	3
MOVEMENT:	9, Cl 18
HIT DICE:	9+

THAC0:	11
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	3d4/3d4/2d6
SPECIAL ATTACKS:	Acid, tail bash
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	Large (7')
MORALE:	Elite (13-14)
XP VALUE:	4,000 + 1,000 per additional hit die

A fimmir is a large, bipedal reptile with a flat-faced, oversized head and a long, thick tail that ends in a bony club. A single, large eye sits directly in the center of its face, just above its toothy mouth. Potent weapons, the fimmir's strong arms end in sharply clawed hands. Sometimes called a "fallen dragon," the fimmer has a dark, green hide covering its body.

Combat: When hunting, three fimmir will stalk their prey, usually with one fimmir chasing a potential target into the path of the other two, creating a roughly triangular trap. Once the target is brought down, the fimmir will bring the corpse to the rest of the group for equal sharing.

Each fimmir can emit a 30-foot long stream of acid once per day, doing 6d4 damage to any creature the stream touches. A save vs. breath weapon is allowed for half damage. In addition, the gaze of the fimmir's single eye creates an anti-magic cone 100' long and 30' in diameter at its base. Any mage within the gaze of a fimmir loses all magical abilities, and any magical items temporarily lose their bonuses.

A fimmir attacks with two front claws and a bite with its crushing jaws. Instead of using its claw/claw/bite attacks, a fimmer can deliver a tail bash that does 2d10 damage and has the effects of a *power word, stun* spell. Fimmir are immune to any wizard or priest spell associated with elemental earth, and they are immune to all types of acid.

Habitat/Society: Fimmir live in small, egalitarian compounds, usually the remains of buildings built by other creatures, such as a ruin or an abandoned city. Fimmir are capable of building structures of their own, but they prefer to take over those that others have already built; the fimmir will perform any necessary repairs or remodeling themselves.

Males and females bond for life, sharing a loyalty with the rest of the group. Mating occurs in the late summer, and after a twelve-day

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gestation period, the female lays a clutch of twelve eggs. The entire group shares in the incubating and rearing of the young. Once the hatchlings reach 8 years of age, an initiation ceremony is performed, the hunting down and killing of any creature of similar or greater size or intelligence. Each hatchling must successfully complete this ritual, or it will be ostracized from the group.

Any wealth gained by one member of the group is shared equally among the group.

Ecology: Fimmir are unnatural creatures that were created as the result of ancient, magical experimentation. The first fimmir were born from the corrupted eggs of metallic dragons. Born of strong will, the first fimmir defied their creator and joined his enemies against him. Given the chance, the fimmir would prefer to lead a peaceful existence apart from all other living creatures (except those they hunt for food).

Each fimmir lives about 70-80 years and grows more dangerous as it ages, gaining a higher metabolism and a stronger constitution as it approaches 70 years. (For every 10 years of life, add 1 hit die to represent this aging effect). However, once the creature's age is approximately 70 years, its metabolism begins to function erratically, and sudden death is not uncommon. Once a fimmir dies, its highly acidic blood begins to dissolve the creature. After 10 minutes, the corpse of the fimmir is totally destroyed.

HADES HOUNDS

by Dave Rouse <derouse@acsol.net>

CLIMATE/TERRAIN:	Abyss/Prime material plane
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	High (13+)
TREASURE:	None
ALIGNMENT:	Lawful evil
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NO. APPEARING:	3-6
ARMOR CLASS:	0
MOVEMENT:	12
HIT DICE:	10
THAC0:	8
NO. OF ATTACKS:	3
DAMAGE:	1d6/1d6/1d10

SPECIAL ATTACK:	See below
SPECIAL DEFENSE:	See below
MAGIC RESISTANCE:	35%
SIZE:	M (6')
MORALE:	19
XP VALUE:	5,000

Despite their name, these creatures serve powerful masters who reside in the Abyss of the Outer Planes. Little is known about the beings who command these dangerous beasts, but the hounds are known to come to the Prime Material Plane only at night and in areas where there is no natural moonlight. Such an area could exist in the shadows of clouds which obstruct the light of the moon, or on nights of the new moon. The hounds are sent by their masters for various, nefarious reasons, including the procurement of souls (or bodies) for experimentation purposes.

Looking much like very large dogs, the hounds are pitch black when they first appear. As they take damage, their color gradually lightens so that by the time they've lost half their hit points, they have turned gray. When they are reduced to 3 or fewer hit points, they become ghostly white.

Combat: The hounds fight with their two front paws and a bite. If a Hades hound is reduced to 3 or fewer hit points, instead of attacking, it emits a haunting howl. Anyone within listening range except other Hades hounds must save vs. death magic at -4 or lose his soul to the wounded hound. A *resurrection* spell cast within one turn can return the soul to the body; otherwise, it is irretrievably lost. The hound returns to the Abyss with the soul and delivers it to its master. Without a soul to animate it, the victim's body dies.

Habitat/Society: Hades hounds are never encountered on the Prime Material Plane unless they have been sent there on a mission by their masters. The hounds do not have the ability to *gate* to the Prime Material Plane, although they can return to the Abyss at will. Fearing the wrath of their masters, they will be reluctant to return without having accomplished their mission.

In the Abyss, these hounds are rarely encountered away from their masters, as they are generally trained from pups to serve their masters loyally.

Ecology: Because researchers have had difficulty capturing and studying Hades hounds, little is known about their origin and habits within the environment of the Abyss. Their

unusually loyal behavior suggests the Abyss may not be their plane of origin, but little more than speculation is available at this time.

LICH, MORDULANT

by Erik Arneson <lazarus@mind.net>

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Nil
INTELLIGENCE:	Supra-genius (19-20)
TREASURE:	A
ALIGNMENT:	Neutral evil
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NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	6
HIT DICE:	11+
THAC0:	9
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-10 or by weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	+1 or better weapons to hit
MAGIC RESISTANCE:	Nil
SIZE:	M (6' Tall)
MORALE:	Fanatic (17-18)
XP VALUE:	8,000

The ultimate goal of a priest of Tybboch is to gain favor in the eyes of his deity such that Tybboch grants him the ability to become a mordulant. Twisted and slain by the plagues and diseases encountered throughout the priest's unholy life, only the most powerful and fearsome of Tybboch's clergy become mordulants.

A mordulant typically stands between five and six feet tall, its frame often knotted and twisted from whatever diseases sickened the being in life. Its skin ranges from a pale green to a sickly black, often stretched taut over its mangy bones. Mordulants stink of decay and rot, and they are often detectable (75%) by this stench alone at a distance of thirty feet or less.

Combat: A mordulant will seldom engage in melee with its foes, often having a number of undead retainers at hand to take care of such petty annoyances. Any characters who do manage to tangle with a mordulant seldom survive to tell of the experience.

The touch of a mordulant inflicts 1d10 points of damage and opens a festering wound that will not heal naturally. If this wound is not tended to with magical healing within 1d6 days, it will become gangrenous and the body part the wound is on becomes thereafter unusable. If this condition remains untreated, the gangrene will spread to the rest of the victim's body; he or she must make a Constitution check with a cumulative -1 penalty each day or die as vital organs become infected and unusable. A *cure disease* spell cast on the wound before gangrene sets in will protect the infected character from the effects of the wound; however, once the gangrene begins to spread to the rest of the body, only a *heal* spell will eradicate the infection.

The stench of decay which surrounds a mordulant is so powerful that any creature of 5th-level or lower or of 5 hit dice or less that comes within 10' of the mordulant must make a successful saving throw vs. poison or be stricken for 1d8+1 rounds, retching and displaying other ill effects. Stricken characters defend themselves with a +3 armor class penalty, and they cannot initiate an attack.

Mordulants can themselves be hit only by weapons of at least +1, by magical spells, or by creatures with 4+1 or more Hit Dice and/or magical properties. The magical nature of the mordulant and its undead state make it immune to *charm*, *sleep*, *enfeeblement*, *polymorph*, and *cold*, *electricity*, *insanity*, and *death* spells. Mordulants can be turned as lichs.

Tybboch continues to grant spells to his undead lich-priests; most mordulants have the spellcasting abilities of a priest of 13th-18th (12+1d6) level.

When a mordulant is reduced to zero hit points, it explodes in a cloud of poisonous dust, causing all within 20' to suffer 10d6 points of damage, with a successful save vs. poison halving this amount.

Habitat/Society: Mordulants generally avoid human society, as life itself has become repugnant to them. When they must deal with humans, such dealings are almost always with priests of Tybboch. Mordulants are solitary creatures, seldom associating with other mordulants. They often surround themselves with hordes of twisted, warped undead creations. Their lust for power is unquenchable, and sages report legends of ages past in which mordulants sat upon the thrones of some of the more evil-aligned kingdoms.

Mordulants have been known to amass huge armies consisting primarily of undead creatures, such as mordites, to invade and corrupt nations of the living. Conquest is not necessarily the goal of such aggressors; rather, these are opportunities for the mordulant to spread disease through the living community and gain favor with its deity. Mordulants' Intelligence and spell abilities make them excellent strategists.

While not as powerful as a true lich, the mordulant is a foe to be feared in its own right. These beings are never content to live out their undeath in reclusion and have often been seen at the heads of massive armies of Tybboch's filthy undead hordes.

Ecology: Mordulants have no place in the natural environment, but they do serve to further the aims of Tybboch in the Prime Material Plane.

PURPLE BWARN

by Luke Pagarani

CLIMATE/TERRAIN:	Any/Lower Planes, Inner Planes
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	All
DIET:	Special
INTELLIGENCE:	Supra-genius (20)
TREASURE:	Z (see below)
ALIGNMENT:	Lawful evil
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NO. APPEARING:	1
ARMOR CLASS:	6/4/0 (see below)
MOVEMENT:	9, Fl 6 (A)
HIT DICE:	20 + 10
THAC0:	6
NO. OF ATTACKS:	6 + special
DAMAGE/ATTACK:	2d6+2 x 6/5d4+8/1d2+1
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	35%
SIZE:	Large (8')
MORALE:	Champion (15-16)
XP VALUE:	25,000

A gruesome creature of evil, the purple bwarn's upper torso is of vaguely humanoid shape, resembling a disproportionately small, frail human torso with six long, purple arms ending in large claws. Atop this torso rests a very large, insect-like head, with strong vertical mandibles and two large, faceted eyes. Behind

these, seemingly unprotected, sits the convoluted lobes of the creature's brain, a grey, noisome organ covered with short, slime-covered tendrils of flesh. Beneath its torso, the creature's lower body resembles that of a giant purple slug.

A purple bwarn is always accompanied by a horde of purple beetles that crawl across its body apparently unnoticed by the huge, hideous creature. If these beetles are removed from the bwarn's body, they die in 2d8 rounds; only the bwarn may use them as special missiles as described below.

Combat: A purple bwarn attacks with 6 clawed arms, a vicious bite (5d4+8), and a small, needle-like spike that is on an invisible 15' long tail. This tail can reach around to attack in front of the bwarn, although it is usually reserved for flank or rear attackers. The tail's first attack gains a -4 bonus on its initiative roll. The damage done by the tail spike is minimal (1d2+1) but a successful strike injects a lethal poison into the target's skin. (Characters who successfully save vs. poison suffer no effects from this poison.)

Purple bwarns are mages of 15th to 20th (d6 + 14) level. Their torsos, arms, tails, and heads are AC 0, their lower bodies are AC 4, and their braincases are AC 6. Aware of their vulnerabilities, purple bwarns often take extra effort to protect their lower bodies, including using specially crafted armor, spells, or magic items designed to ward off potential attackers.

While the bwarn's braincase is its most vulnerable area; it is also dangerous. Any weapon striking the slime-covered brain must save vs. acid or become immediately corroded. Corroded weapons suffer a to-hit and damage penalty of 1d4. Any character who strikes this area with exposed flesh must save vs. poison or take 4d8 damage from the acid; a successful saving throw means the attacker takes only half damage. Note that characters making multiple attacks to the bwarn's braincase in a single round must make a saving throw for each attack.

Once every three rounds, the purple bwarn may take one of the purple beetles which crawl over its body and throw it up to 50 feet. When the beetle strikes a target (usually the ground), it bursts open and spews tiny purple maggots in all directions. Anyone in a 5-foot radius must make a saving throw vs. paralyzation or be struck by 1d6-1 of these maggots. The maggots will immediately begin burrowing into the victim's body, reaching the heart in 5 rounds. During the first round, the maggots may be easily killed

with a sharp edge, such as that of a sword or dagger. During the second and third rounds, the maggots will be under the victim's skin and must be burned or cut out, doing 1d4 damage to the victim. Thereafter, the maggots are unreachable through normal means, and at the end of the fifth round the victim dies as the maggots eat his or her heart. At any time, a *cure disease* spell will destroy all maggots in an individual.

A purple bwarn is immune to poison, acid, death magic, and all spells from the enchantment/charm school. Purple bwarns can only be hit by weapons of +2 or better enchantment. A notable exception to this is that they can be struck by the natural attack forms of avian creatures, such as aarakocra and kenku. Bwarns regenerate at a rate of 1 hit point every 2 rounds; however, they cannot regenerate damage done to them from a weapon with a +4 or higher enchantment, electricity, or avian creatures. Additionally, avian creatures do double damage when using their natural attack forms versus a bwarn.

Bwarns generally have available an array of magic items that they will use against adversaries. Most of these items are specially crafted for use by the bwarn and cannot be used by humanoids, although they are still valuable and it is possible that some of them could be magically adapted for humanoid use.

Habitat/Society: There are seven purple bwarns known to exist, and these are commonly encountered in the service of a powerful fiend. Typically, each purple bwarn populates its lair with a variety of minions that it then sends on missions throughout the Prime Material Plane to gather magic and slaves. Reportedly, in addition to the several purple bwarn who live throughout the Lower Planes, there is one whose lair is within a pocket dimension in the Ethereal Plane. Infrequently, purple bwarns have traveled to the Prime Material Plane themselves in pursuit of some mission.

Ecology: Purple bwarns recognize that without the acquiescence of the powerful lords of the Lower Planes, they would not be able to survive. In turn, these lords recognize the usefulness of the bwarns and utilize them for missions they do not wish to handle personally, often because they do not want to be responsible if the mission fails. Purple bwarns are known for their tenacity, and if one should fail in the pursuit of a commission, then there is an 80% likelihood that another bwarn will learn of the

failed mission and attempt to complete it itself. No one on record has observed the creation of new purple bwarns, and thus little is known about them biologically. Some have speculated that they exist in a finite number and do not reproduce at all.

SKELETON, MORDITE

by Erik Arneson <lazarus@mind.net>

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Band
ACTIVITY CYCLE:	Night
DIET:	Nil
INTELLIGENCE:	Non (0)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
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NO. APPEARING:	3d10 or more
ARMOR CLASS:	7
MOVEMENT:	9
HIT DICE:	1
THAC0:	20
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d4/1d4
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	Immune to mind-affecting spells and cold-based attacks
MAGIC RESISTANCE:	Nil
SIZE:	M (5-6' Tall)
MORALE:	Special
XP VALUE:	175

These skeletal remnants of plague victims are often animated by mordulants and priests of Tybboch to carry out simple tasks or to serve as warriors. They appear as gnarled, menacing skeletons with a sickly green tint to their normally bleached white bones. The mordite's phalanges and teeth are twisted into sharp claws and fangs, and they drip with sickening, yellow ichor.

Combat: In combat, mordites advance en masse with their strange, shuffling gaits, then attack with lightning speed, using their claws, each of which causes 1d4 points of damage. On a successful hit, the target must roll a save vs. poison. Failure means the wound festers unnaturally and will only heal if treated by magical healing.

BOOK II: DENIZENS & POWERS

Like other undead creatures, mordites are immune to sleep, charm, and hold spells. Cold attacks do no damage, and edged and piercing weapons do only half damage. Holy water splashed on a mordite inflicts 2d4 points of damage.

Being animated creatures, Mordites are immune to fear and have no need to check morale. They will fight as commanded until they are either called off or destroyed. Mordites can be turned as ghouls.

Habitat/Society: Mordites are mindless creatures who follow their orders blindly and simply. They are generally led by a mordulant or a priest of Tybboch. On rare occasions, unsupervised groups of mordites are encountered, and they will still be attempting to carry out the last orders they received from their controller.

Ecology: Mordites are not a natural part of the world. They are created by a special version of the 3rd-level priest spell, *animate dead*, which is granted only to priests of Tybboch. Mordulants possess an innate magical ability which duplicates the effects of this spell.

SKRULLGARN

by Peter J. Ross II <zargul09@aol.com>

CLIMATE/TERRAIN:	Any
FREQUENCY:	Common
ORGANIZATION:	Group
ACTIVITY CYCLE:	Any
DIET:	N/A
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
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NO. APPEARING:	10-100
ARMOR CLASS:	1
MOVEMENT:	11
HIT DICE:	3 + 2
THAC0:	17
NO. OF ATTACKS:	4
DAMAGE/ATTACK:	1d4/1d4/1d6/1d2
SPECIAL ATTACKS:	Mob
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	10%
SIZE:	M (6' tall)
MORALE:	N/A
XP VALUE:	1,400

Skrullgarn are commonly used as front-line warriors by armies of evil. They look like skeletons with bits of flesh and cloth clinging to their brown bones. Their heads are crowned with deer antlers, their mouths are fanged, and they have four fingers on each hand, fingers that end with long, bony claws. Skrullgarn move with surprising grace, considering their skeletal nature. They are under the complete control of their commanders, and they can do nothing without the command of those masters.

Combat: Skrullgarn attack four times in a round, twice with raking claws, once with a thrust of the antlers, and once with a bite. Sometimes they are given maces or swords (1d8 damage) forged in the Pit of Eldricht, a place of great evil in the realms of the dead. These weapons dissolve with the destruction of their wielders.

When 50 or more skrullgarn are encountered, they sometimes mob. When mobbing, each skrullgarn's AC increases to 10, but each may attack six times a round for 2d4 each attack. Skrullgarn regenerate 1 hit point per round, unless the damage was done by a holy weapon or holy water. Weapons of +1 or better enchantment are required to hit skrullgarn in melee, and they

suffer 2d4 damage when splashed with holy water.

Habitat/Society: Skrullgarn are the rank-and-file warriors of large, evil armies, forming the main attack forces alongside skeletons, orcs, fimmir, dark humans, and other denizens of evil. Like orcs, skrullgarn are commonly sacrificed in huge amounts to win any objective, but any greater undead, spell-casting creature, or wizard can raise 10-100 skrullgarn with a single *animate dead* spell, making these abominations perfect for sacrificial attacks. The skrullgarn can only be raised from the dead bodies of other skrullgarn. Should they be destroyed by a holy weapon, or blessed after their death, skrullgarn will decompose into dust.

Skrullgarn are very loyal and never retreat, always following the orders of their commanders.

Ecology: Skrullgarn envy any living thing and will try to destroy any living material if it is in their way. However, skrullgarn are limited in their actions because of their dependence on their commanders. If left on their own, skrullgarn will stand where they were last commanded to go, swinging and clawing at any living material nearby.

UTHBOR

by Brenton Miller <brent@the-desk.com>

CLIMATE/TERRAIN:	Forest or mountain
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any, though usually day
DIET:	Primarily carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
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NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	14
HIT DICE:	16
THAC0:	6
NO. OF ATTACKS:	3 or 4
DAMAGE/ATTACK:	2d6/2d6/3d8, 3d6+12/3d4/3d4, or 2d6/2d6/3d4/3d4
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	H (14' tall)
MORALE:	Fanatic (17-18)
XP VALUE:	10,000

Uthbori are massive, hideous creatures to behold. They stand 14' tall or taller, with bodily girths of nearly the same width. Their faces are horrible masks of perpetual rage, with cheekbones that jut out, leaving red eyes sunken deep under protruding eyebrow ridges. Their jaws are wider than the rest of the face and hold mouths capable of fitting around the heads of most creatures of large or smaller size, with thick, flat teeth strong enough to grind stone into powder.

Uthbori hides are thick, usually range in color from light to dark brown, and appear coarse and cracked like dry leather, even on their faces. Lying beneath those hides are muscles as dense as rock, and their massively powerful hands are capable of ripping apart stone as easily as a human may tear a piece of dry parchment. Thick mats of long, brown or black, greasy hair hang from the backs of their heads and from their chins, though the hair on the chin is more sparse and straggly. An uthbori smells as bad as it looks. Also, uthbori appear to have no gender at all.

Combat: When an uthbor sees a victim, it will attack immediately with a loud, booming cry

that can be heard for up to a mile away, alerting all around that an uthbor is attacking. It attacks with both hands, trying to beat its prey to death or grabs the victim in a crushing grip so it can bite its victim's head with its powerful jaws. An uthbor attacks with both fists in a round, doing 2d6 points of damage with each. If it successfully strikes a target with both fists, it has grabbed its victim and will deliver a bite for an additional 3d8 points of damage. A victim so grabbed must have a strength of at least 24 to even attempt to break free, but there is a 30% chance the uthbor will drop the victim in favor of attacking another if there are more attackers around.

An uthbor is easily enraged, and there is a 10% cumulative chance each round after the first round of melee that the uthbor will go berserk. When this happens, the uthbor will uproot the nearest tree to use as a makeshift club. It will attack with the club for 3d6+12 (due to Strength) points of damage and with crushing stomps of its massive feet, which deliver 3d4 points of damage each. If there is no tree in the area for the uthbor to uproot when it goes berserk, it will attack with both fists (2d6/2d6) and both foot stomps (3d4/3d4) each round. When an uthbor is berserk, it can attack multiple opponents in a round, dividing its attacks among as many as three or four opponents at once.

An uthbor's hide is thick and incredibly dense, giving it a natural AC score of 0. In addition, the uthbor's hide resists 3 hit points of damage per hit die directed against it from weapons, meaning small weapons, such as daggers, are virtually ineffective against it. Also, offensive spells which do physical damage have only a 50% chance of harming an uthbor and then do only half damage, which is even further subject to a saving throw. This protection includes resistance to *magic missile*, *fireball*, *lightning*, *cone of cold*, and any other physically damaging spell.

In addition to their powerful combat abilities, uthbori have other abilities that make them dangerous foes. Due to their heightened senses of hearing and smell, uthbori are surprised only on a roll of one, as they will generally be alerted to trespassers in their homes within a radius of 100 feet. They can track their prey unerringly and will track relentlessly, requiring that the victim must flee far outside an uthbor's home territory or must kill the uthbor in order to escape from it. Also, uthbori have infravision

which allows them to see up to 60 feet in the dark.

Habitat/Society: Uthbori are solitary creatures, attacking all they encounter, even their own kind. They wreak havoc on the environs they pass through, destroying vegetation, rock, and any other obstacles in the pursuit of their prey. Generally, an uthbor will be encountered during its feeding time, which lasts the entire day, except for a few hours of sleep. They live in secluded caves at the bases of nearby mountain ranges where there are dense woodlands. Usually, only one uthbor will be found within a 50-mile radius due to their wide ranging habits and their tendency to attack and kill other uthbori they encounter.

The mating habits of the uthbori are a complete mystery. If they do mate, it would likely be a short exchange between the male and female, if they are even delineated in such a way (the gender of an uthbor is not obvious by its appearance), and it's quite likely any offspring would be abandoned to fend for itself at a very early age. The life span of an uthbor is unknown, and it is possible they live for tens, hundreds, or even thousands of years.

Ecology: Uthbori have ravenous appetites because of their immense size. Generally, they are carnivores, but their teeth are powerful enough to grind almost any substance, and many sages have speculated that uthbori may eat nearly any substance, even rocks, for their nourishment. An uthbor will eat its entire victim, bones, armor, and all. If it misses something, such as a dropped weapon, the item is always left right where the uthbor fed, thus there will be no treasure to find in an uthbor lair.

Legend of the Uthbori

There is an ancient legend of interest regarding these violent, solitary creatures. The legend from where it was originally handed down no one knows suggests the uthbori were once a race of large dwarves, though the creatures can hardly be said to resemble any known race of dwarf, who used to reside in the heavens among the gods and giants. The uthbori spent most of their time working, building both the heavens and the worlds, and grew bitter in their solitary labors. Due to their diligent work while the gods and giants grew fat and lazy in their posh castles, the uthbori grew strong. Always hot-tempered,

they one day decided to rise up against the gods and rule the heavens themselves.

The uthbori wreaked great havoc in the heavens, sundering the homes of the gods, and in the end, only the mighty titans were strong enough to stop them. It is said that, though defeated, the uthbori were not broken, and the gods could see the promise of retribution remaining in their eyes. So, to protect themselves and their precious realm, the gods cursed the uthbori, casting them down from the heavens and stripping from them their ability to communicate with any creature, including each other, and making their visages so hideous they would repulse even their own kind. This, the gods thought, would ensure the uthbori would never again be able to come together as a group to challenge the might of the heavens.

What the legend also suggests is that the uthbori are more intelligent than they seem, and one day they will come together to once again rise to power. There will come, the legend says, an uthbor whose strength is unmatched even by its own kind, and it will be strong enough to subdue its brethren, lead them with an iron hand, and give them back the ability to communicate with one another. At that time, the uthbori will rise again to march upon the heavens, and this time the battle will shake both heaven and earth. It is said even the gods fear this day.

ZEET

by Bil Boozer <bilboozer@gsu.edu>

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Uncommon
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average to High (8-14)
TREASURE:	J, O
ALIGNMENT:	Chaotic Neutral
NO. APPEARING:	5-20 (5d4)
ARMOR CLASS:	7 (10)
MOVEMENT:	6
HIT DICE:	1
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4 or by weapon
SPECIAL ATTACKS:	nil
SPECIAL DEFENSES:	immune to mind-affecting spells
MAGIC RESISTANCE:	15%
SIZE:	S (3' to 3' _' tall)
MORALE:	Average (8-10)
XP VALUE:	120

Zeets are a mischievous race of short humanoids who delight in causing trouble for others of their own race and, more often, for members of other races. Most other races tolerate zeets. They tend to be less bothersome to halflings than they are to the taller races.

Averaging a little over 3' in height, zeets mostly resemble short, hairy halflings with dog-like heads. They walk upright, but their bodies are covered in short, brown, red, and gray fur, the colors generally in no discernable pattern. On each hand, a zeet has three fingers and an opposable thumb. They typically wear colorful, leather clothes, often tying colored bandannas around their heads. Zeets speak their own language, and most of them speak the common tongue.

Combat: Zeets prefer to avoid combat at all costs. If they can't avoid it, then they prefer to let someone else fight for them. When forced to combat, they often use slings, daggers, spears, and nets. Weaponless, they can bite their opponents, doing 1d4 damage. When pursued, they often lead opponents into elaborate traps, which sometimes backfire on the zeets. Generally designed only to capture opponents, these traps

usually turn out to be deadly for both the victim and the trappers.

In their homes, zeets will be armed with studded clubs, short swords, and axes in addition to their usual items. Occasionally, these items are magical, having been purloined from others.

Zeets have infravision up to 30' and sharp senses of hearing and smell. Zeets are afraid of and will not ride or come near horses. They delight in capturing, tormenting, and eating cats.

Habitat/Society: Zeets usually live in well-kept caves and small, wooden hovels, with three or four families in each. A group of ten to twelve such residences forms a small town of zeets, and this is about as large as any group of zeets gets. Family membership only marginally depends on a zeet's parents, and often traveling zeets are adopted as family members if they choose to stay in a town. Each zeet family typically keeps up to five dogs as pets.

Zeets are quick-tempered and easily insulted. They enjoy telling stories of their adventures, particularly over several rounds of ale. True to their alignment, they are unpredictable in the extreme. Zeets have been known to attack an audience for laughing at a funny story they themselves had just told.

Infant zeets look like newborn halflings, but within ten days of birth, they develop the fur and canine facial features of adult zeets. Zeets usually mature in 12-15 years, and they can live as long as 140 years. A few (1 in 15) zeets will develop solid-colored coats; such zeets are treated with suspicion by their society and families and set out on their own. Solid-colored zeets are typically antagonistic toward other solid-colored zeets of any color.

Other than infrequently encountered priests, zeets tend not to be very devout in their beliefs about the universe and existence. Most of them believe the world is composed of seven elements—air, earth, fire, water, magic, life, and thought. Zeet priests are all devoted to one or two of these elements. Many of the outcast solid-colored zeets take up the raiment of one or more of these elemental forces, although doing so makes them no more acceptable to other zeets and, in fact, makes them more hated by other zeet priests who believe having solid-colored priests blemishes the reputation of priesthoods in general.

Ecology: Zeets have no natural enemies. However, they do have an incredible knack for getting on others' nerves, particularly humans and dwarves. Halflings find the zeets more tolerable

than most; there is some speculation that halflings and zeets share an evolutionary origin.

While they cannot cast spells and their magic resistance makes using magic items unreliable, zeets are fascinated by magic and spell-casters. They typically will try to take magic items,

spellbooks, spell components, or anything else magic-related out of curiosity. Their convoluted thought processes make them immune to mind-affecting magic and psionics; no zeet has ever exhibited a psionic talent.

LEGENDS & LORE

TYBBOCH (INTERMEDIATE POWER)

by Erik Arneson <lazarus@mind.net>
with additions by Robert Barton
<rbarton@jic.cc.il.us>

ALIGNMENT:	Neutral evil
WAL:	Chaotic evil or neutral evil
AREA OF CONTROL:	Disease, Decay
SYMBOL:	A black rat's head with glowing, yellow eyes
ALIASES:	Lord of Decay, King of Plague, Flesheater, Rotseer.

Few evil gods are more feared by the common people. Gods of darkness and malevolence may haunt children's tales, while deities of corruption and avarice may fill priestly sermons, but all of those evils seem distant and abstract compared to the stark, grim reality of pestilence and plague. Tybboch's name rarely touches anyone's tongue, and it is considered an ill omen for the Lord of Decay to be spoken of by a guest in one's house.

Tybboch resides somewhere in the many layers of the Abyss. He stays far away from the Blood War that racks much of the lower planes. When last seen by mortal eyes, Tybboch was in the form of a greenish-yellow cloud, with hundreds of small, glowing eyes floating within. This description has never been confirmed, and the originator died of a rotting disease not long after telling his tale. When he appears to his priests, which is only in their restless dreams, he is most often seen as a chaotic pile of rats. If Tybboch favors a priest, he may appear as a desiccated corpse with glowing, yellow eyes.

Tybboch's worshipers are always stricken with a strange, wasting disease, which slowly eats away at both the physical and mental health of its victims. The worshipers often congregate in groups of five to ten around a main priest.

It is unknown if Tybboch has an avatar.

Duties of the Priesthood

ABILITY SCORES:	Wisdom 9
ALIGNMENT:	Neutral evil
WEAPONS ALLOWED:	Scourge, scythe, sickle, sling, whip
ARMOR ALLOWED:	Any non-magical armor, any non-magical shield (seems to decay and rust faster than normal)
MAJOR SPHERES:	All, animal, healing (reversed only), summoning, weather
MINOR SPHERES:	Combat, divination, necromancy (reversed only), protection (reversed only, where applicable)
POWERS:	Spread disease (see below)
TURN UNDEAD:	Command

Priests of Tybboch are often naturally malicious and mostly insane men whose minds have been further tainted by the god's cursed touch. When they first don their priestly vestments, a wasting disease begins to eat away at the priest's body. This disease causes a priest to die slowly, and he may lose a point of Constitution every new level attained. When a priest reaches a new level, he must make a system shock roll or lose 1 point of Constitution. Once the priest reaches 0 Constitution, if he is at least 12th level, there is a chance Tybboch will take special note of the priest and raise him to an exalted status as a Mordulant. Otherwise, the priest will simply pass away in a very painful, very unpleasant manner as the disease finishes eating his body.

Because of the priest's closeness to Tybboch's spheres of influence, his personal effects and items left near him for long periods of time will decay and decompose faster than normal. While there are no game mechanics surrounding this effect, it makes a chilling addition to a setting and often aids in tracking and destroying these loathsome individuals.

Priests of Tybboch tend to be nomads until they find a town where they can preach their particular form of gospel. They tend to like isolated towns with small populations. They gravitate toward towns that have just ended a plague or pestilence. They feel they are "delivering those whom should be with Tybboch

back into the fold. I am walking in my master's footsteps, and I am reclaiming what is rightfully His. I walk His path and shall find him after my hard day is done." If a priest of Tybboch comes upon a town in this situation, he feels it is his duty to "finish what his master started." Few towns in this situation survive.

In communities where a priest of Tybboch has set up an altar, there is a higher chance of the community attracting some sort of plague or pestilence. This chance is two percent per week, cumulative. The percentage chance continues to grow unless the priest is absent for a week or more. For every week the priest is absent from the community, the chance decreases by four percent. When and if the priest returns, the percentage chance resumes its growth at two percent per week.

Priests of Tybboch are almost universally male, although a few females have been reported from time to time. Their vestments usually consist of forest green robes with bright yellow stoles, often reduced to rot and tatters from being in the priest's presence for so long. A priest's holy symbol is usually a flat black, rat head pendant carved from onyx or obsidian, inset with precious stones for the eyes.

There are few churches or temples set up in honor of Tybboch. Almost all priests just set up small altars in town. These are usually in rundown or abandoned buildings or shacks. Most priests, knowing their time with these people will be short, prefer not to waste time erecting buildings for their cause.

There is no formal church hierarchy for the church of Tybboch. Few priest talk to or cooperate with one another and then only if they face a powerful enemy, and this cooperation will fall apart if one of the priests sees a possibility to gain from the other's demise. Priests of Tybboch often plot against each other for the right to be Tybboch's chosen.

There are no holy days in the worship of Tybboch. All ceremonies are held on moonless nights, with only the priest and his most trusted disciples in attendance. This is done because they are the only people who truly understand and accept what must be done. Most ceremonies are to praise Tybboch and to ask for his "slow and creeping gift." Rats are sacrificed as the "chosen animal and carrier of The Gift." The bodies of any sacrifices are never burned or removed from the ceremony chamber. They are often left lying chaotically around the room.

Roleplaying Notes: Priests of Tybboch use fear as their first defense, using threats and curses to spur people on. They will never be the first into combat. Disloyal villages will be goaded into attacking and fighting first. The loyal followers will be urged to fight next. Priests will use their magic in support of the loyal people who fight for them. They will resort to melee combat only if forced to. This does not necessarily mean they are weak or ill-prepared for combat. They will throw themselves madly at any who face them. Whether directly in combat or not, they will try to infect all who face them with disease.

DM's Note: Priests of Tybboch are meant only to be NPCs.

BOOK III GAME MECHANICS

VARIANT RULES SYSTEMS

CLOSE-QUARTER COOPERATIVE MELEE STYLE

by Bryan E. Manahan <sidereal@epix.net>

This is a new skill available to warriors, priests whose deities specifically deal with combat, and any non-fighter character with acrobatics skill (acrobat secondary skill or tumbling proficiency). This skill does not require the expenditure of any proficiency slots.

Requirements

1. Both characters must each have a Dexterity score of 12 or more.
2. Both characters must each have an Intelligence score of 12 or more.
3. The two characters must be willing to practice together.
4. Six months of regular practice sessions (twice per week, at least; more sessions do not decrease time required): The characters involved cannot adventure separately during this time, or the training is disrupted and must begin anew. Furthermore, after establishing the style, the two characters must practice together at least once a month to maintain the skill. Failure to do so results in the loss of this style until the characters practice twice per week for as many months as they neglected their maintenance training.

Benefits/Disadvantages

When the two characters who have mastered this fighting style engage opponents and are next to one another in a combat situation, the following modifiers apply:

Passive defense: (Attack Mode)

1. Both characters attack normally.
2. If one of the pair uses a shield, both characters gain the AC benefits of the shield.
3. Neither of the characters can be surrounded or attacked from the rear.

4. Limited frontage: maximum number of same or similarly sized opponents that can engage any one of the pair is four. In addition, if a number of opponents move to engage the pair, their number is always divided as evenly as possible between the two.

Active defense: (Defense Mode)

1. The number of attacks the character can normally make in a round is decreased by 1 per 2 rounds.
2. The better AC of the pair applies to both characters. In addition, if the character without the normally better AC uses a shield, the shield's AC benefit is gained by both characters.
3. If one of the pair chooses to exclusively defend or parry, the AC benefit from doing so applies to both characters, but the bonus for doing so is halved.
4. The players choose which participating character will take damage from any successful attacks against either character.
5. Neither of the characters can be surrounded or attacked from the rear.
6. Limited frontage - maximum number of same or similar sized opponents that can engage any one of the pair is four. In addition, if a number of opponents move to engage the pair, their number is always divided as evenly as possible between the two.

The benefits of this style apply exclusively to the two specific characters who have mastered the style together. As long as the character is willing to take the time necessary, this skill can be practiced with any number of other characters. Remember also that maintaining the skill is necessary. A character can only learn this skill with one other character at a time. Groups of three, four, or more can be created to gain multiple benefits. However, each and every character of the group must learn the style with each and every other character of the group individually. For example, in order to have a group of three, each possible pair must train (i.e., a group of four would be 1 and 2, 1 and 3, 1 and 4, 2 and 3, 2 and 4, 3 and 4—three years of training!).

FIGHTING TOGETHER

by Brenton Miller <brent@the-desk.com>

As a DM, have you ever been annoyed because your group of four PCs quickly and easily brought down your group of 20 goblins when the encounter was at least supposed to slow them down? Or as a player, have you been frustrated because that lone monster with the 2,000 hit points was able to focus on just one member of your party of six while the best you could do to prevent your companion from dying was to attempt an ineffective parry?

Well, here are two new nonweapon proficiencies that may help, one called group-fighting and one called team-fighting. Group-fighting should be viewed as a skill in which two or more characters work together to bring down a single foe. Its focus is primarily offense. Team-fighting, in contrast, is where two or more people work as a team to help each other defeat a foe. It emphasizes defense more than offense, since the focus is on keeping your teammates alive while trying to bring down the foe. Following is a description of both proficiencies and the bonuses granted from each.

Group-Fighting

The primary focus of group-fighting is to bring down an opponent quickly and brutally. A group consists generally of from 2 to 8 people. The limit to the number of group members depends essentially on the size of the group's opponent. Small (S) creatures can be attacked by fewer opponents at once than large (L) creatures can. The main idea is that everyone in the group is attacking the opponent at once, hitting him as hard as possible and trying to bring him down quickly. Examples of common groups would be police squads trying to physically subdue a criminal, a group of bullies beating up a victim, or a group of rogues roughing up someone who has failed to repay a debt.

Group-fighting is generally not an honorable or skillful fighting style and is used either as a necessity, such as police bringing down a criminal, or by ruffians who want to make sure a victim is thoroughly punished. Groups learn to spread their attacks over a foe's most vulnerable areas, attacking all at once rather than one at a time, thus bonuses are weighted heavily on the side of attack.

Each member in a fighting group gains a +1 bonus to his attack roll for every other group member who is attacking the same round. Thus, if a group has four people who all have the group-fighting skill, and all four attack the same round, each gets a +3 bonus to his attack roll. If all four were attacking, but only three had the group-fighting skill, each member with the group-fighting skill would gain only a +2 bonus. In addition, when the group is going for non-lethal damage, mainly just trying to subdue the opponent, the same bonus applies to damage. For lethal combat in which the group is trying to kill the opponent, this damage bonus is only half. Also for non-lethal damage, each successful attack has a 5% chance per group-fighter of knocking the victim unconscious.

Because of the fierceness of this attack form, the victim suffers a -2 penalty to his to-hit rolls, reflecting the fact that he must fight against constant physical bombardment which will throw off his accuracy. See **Table 15: Group-Fighting Bonuses** for a list of the bonuses provided by group-fighting.

Team-Fighting

Where the focus in group-fighting is on bringing an opponent down, the primary focus in team-fighting is protecting each member of the team, while trying to safely bring down the opponent. The members of the team work very closely with each other, coming to the rescue of endangered companions. They may even have attack strategies worked out to maximize their fighting skills. These give them an advantage over a single opponent.

Because of this focus on protecting the team members, each team-member with this skill gains a -1 bonus to his AC score for each other member of the team with this skill who is participating in the melee. In addition, each team member with this skill gains a +1 to his attack roll. Note that gaining these benefits requires that two or more members with the team-fighting skill attack together in the same round and attack the same opponent. There is no logical upper limit to the number of people who can fight together as a team, although there are still restrictions on how many can physically attack the same opponent at once. The DM should use his own judgment in determining how many people can work together as a team to gain the defensive bonuses, but the

upper limit should probably be no more than 8 or 10.

Another benefit of the team-fighting skill that can be used individually, regardless of whether or not another member of the fighting party possesses the skill, is the ability for the character to interpose himself between an opponent and a target. This is because learning to fight with a team teaches one to gauge the needs of his partners. If one sees a companion being

attacked by someone or some creature that seems too powerful for that companion, or if the companion is near death, the character with team-fighting can willingly jump into the line of attack to protect his companion. This does not require an action on the part of the team-fighter, and he can choose to remain the target of attacks for as many rounds as he desires, or until another successfully interposes between him and the opponent.

Table 15: Group-Fighting Bonuses.

Number in Group ¹	Attack Bonus	Non-lethal Damage Bonus	Non-lethal Chance of Knock-out ²	Lethal Damage Bonus	Foe Attack Penalty
2	+1	+1	10%	+1	-1
3	+2	+2	15%	+1	-1
4	+3	+3	20%	+2	-1
5	+4	+4	25%	+2	-1
6	+5	+5	30%	+3	-1
7	+6	+6	35%	+3	-1
8	+7	+7	40%	+4	-1

¹Refers to the number in the group with the group-fighting proficiency.

²Each successful, non-lethal attack has this percent chance to knock the opponent unconscious. This number is not cumulative.

Skill Disadvantages

The primary disadvantage of both the group-fighting and team-fighting skills is that in order to gain their benefits, two or more people must focus on one opponent. To do so means to pay less attention to other possible opponents. Thus, if a group of characters uses either proficiency to focus on a single opponent while other opponents are around, the characters get +2 penalties to their AC scores if another opponent attacks.

Once the fighting group is engaged by additional opponents, they must either break into smaller groups separated among the opponents, or if there are too many opponents, the skills can no longer be used for the remainder of the melee.

Combining Skills

Though the DM should force a party to choose which skill it is going to use (i.e., do they want to focus on protecting themselves in the encounter or on bringing the foe down quickly), the DM may optionally allow a party to use both skills at once. In this case, all bonuses should *not* be cumulative. Instead, give the party the attack and damage bonuses for their group-fighting skill, and give them the defensive bonuses for their team-fighting skill. Again, it is recommended

that the DM force the party to choose to use one skill or the other during a specific melee, but combining them in the described way will at least prevent a party from becoming too powerful.

Final Thoughts on Group and Team Fighting

The skills described in this article are meant to provide a logical advantage for fighting groups, primarily NPC groups. PC parties of 10th level and higher can be difficult to control and are apt to disregard even large groups of weaker creatures. Use of the abilities described here give even the weakest groups a fighting chance against powerful PC parties and will make the PCs give grudging respect to such groups.

Also, the DM may decide certain character kits or existing groups naturally pick up the skills of either group-fighting or team-fighting. Soldiers in the king's army, for example, may naturally learn the team-fighting skill as a result of their extensive training together, while a group of rogues belonging to the local thieves' guild may naturally pick up the group-fighting skill since part of their job may include "roughing up" disagreeable clients.

Remember too that these proficiencies should not be overused. When characters are low-level, it will already be a struggle for them to defeat large groups of lower-level opponents, so only certain, key groups should possess these skills. In contrast, higher level characters are tougher to defeat, and they have worked hard to get where they are, so they should be able to feel fairly confident of beating large groups of weaker opponents. Use these skills when you want to give a lower-level group, such as town guards, an advantage over high-level parties without arbitrarily increasing the experience levels of the NPC group members.

Optional Rule: If the DM wishes to allow the PCs to use these abilities, he can withhold the bonuses until the particular party has had some time to work together as a group or team. This would reflect the party's need to spend time fighting with each other in order to learn how to work cohesively. After using the group- or team-fighting skill for an experience level or two, then the bonuses kick in.

CRITICAL HIT SYSTEM

by Arthur Reynolds <areynolds@iclub.org>

What follows is a new Critical Hit system. It was written due to my dissatisfaction with systems that are too long and cumbersome to use, or ones that are too short and shallow. This system is an attempt to offer a medium between the two. It offers realistic, specific damage results for DMs who wish to incorporate them. As a footnote, any critical damage system should be used for the monsters as well as the characters.

Directions

1. Use this system only on a "To Hit" roll of a natural 20.

2. There is a 20% chance of a blow inflicting specific damage.
3. Roll on Table 16 to determine damage modifiers.
4. Roll on Table 17 to determine specific area injured (if necessary).
5. Refer to table 18 to determine blood loss results.
6. Use common sense when applying specific results.

Notes

1. The term "standard bonuses," which appears in table 16, refers to adjustments for Strength, specialization, magic weapon bonuses, etc.
2. Specific wound types depend upon the type of weapon used:
 - Bludgeoning Weapons break or crush.
 - Slashing Weapons lacerate or sever.
 - Piercing Weapons puncture or perforate.

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TABLE 16: SPECIFIC RESULTS OF WOUND

Roll	Results
01	Inflict Normal Damage
02	Inflict Normal Damage + 1
03	Inflict Normal Damage + 2
04	Inflict Normal Damage + 3
05	Inflict Normal Damage + 4
06	Roll 2 Damage Dice, + Standard Bonuses
07	Roll 2 Damage Dice, + 1, + Standard Bonuses
08	Roll 2 Damage Dice, + 2, + Standard Bonuses
09	Roll 2 Damage Dice, + 3, + Standard Bonuses
10	Double Total Damage
11	Double Total Damage, + 1
12	Double Total Damage, + 2
13	Double Total Damage, + 3
14	Double Total Damage, + 4
15	Roll 3 Damage Dice, + Standard Bonuses
16	Roll 3 Damage Dice, + 1, + Standard Bonuses
17	Roll 3 Damage Dice, + 2, + Standard Bonuses
18	Roll 3 Damage Dice, + 3, + Standard Bonuses
19	Roll 3 Damage Dice, + 4, + Standard Bonuses
20	Triple Total Damage

TABLE 17: BODY AREAS

Roll	Specific Area	Directions
01-20%	Arm (50% Left or Right)	See subtable 17a
21-40%	Leg (50% Left or Right)	See Subtable 17b
41-60%	Torso (Front)	See Subtable 17c
61-80%	Torso (Back)	See Subtable 17d
81-90%	Neck (50% Left or Right)	See Subtable 17e
91-95%	Head (50% Left or Right)	See Subtable 17f
96-00%	Face (50% Left or Right)	See Subtable 17g

SUBTABLE 17A: ARM LOCATIONS

Roll	Specific Area
01 - 20%	Fingers (1-5)
21 - 40%	Hand at Wrist
41 - 60%	Arm at Forearm
61 - 80%	Arm at Elbow
81 - 00%	Arm at Shoulder

SUBTABLE 17B: LEG LOCATIONS

Roll	Specific Area
01 - 20%	Toes (1-5)
21 - 40%	Foot at Ankle
41 - 60%	Leg at Shin
61 - 80%	Leg at Knee
81 - 90%	Leg at Thigh
91 - 95%	Leg at Hip
96 - 00%	Both Legs at Hip

SUBTABLE 17C: TORSO (FRONT)

Roll	Specific Area
01 - 10%	Collarbone
11 - 20%	Sternum
21 - 30%	Ribs (1-12)
31 - 40%	Lung
41 - 50%	Pectoral Muscles
51 - 60%	Small Intestines
61 - 70%	Abdominal Muscles
71 - 80%	Stomach
81 - 90%	Gall Bladder
91 - 00%	Heart (Instant Death)

SUBTABLE 17D: TORSO (BACK)

Roll	Specific Area
01 - 10%	Collarbone
11 - 20%	Scapular Muscles
21 - 30%	Ribs (1-12)
31 - 40%	Lung
41 - 50%	Middle Back Muscles
51 - 60%	Buttock
61 - 70%	Diaphragm
71 - 80%	Kidney
81 - 90%	Lower Back Muscles
91 - 00%	Spine (Death or Paralysis)

SUBTABLE 17E: NECK

Roll	Specific Area
01 - 80%	Soft Tissue
81 - 90%	Artery (Death in two rounds)
91 - 00%	Spine (Instant Death)

SUBTABLE 17F: HEAD

Roll	Specific Area
01 - 80%	Scalp
81 - 90%	Ear
91 - 00%	Thin area of Skull (Instant Death)

SUBTABLE 17G: FACE

Roll	Specific Area
01 - 15%	Forehead
16 - 30%	Eye
31 - 45%	Cheek
46 - 60%	Nose
61 - 75%	Mouth
76 - 90%	Chin
91 - 00%	Temple (Instant Death)

TABLE 18: BLOOD LOSS RESULTS

Wound Result ¹	Continuing Blood Loss ²
0 - 09%	1 hp per round
10 - 33%	05% Total hp per round
34 - 66%	10% Total hp per round
67 - 99%	20% Total hp per round

¹“Wound Result” refers to the initial amount of damage caused by the wound. This is categorized by what percentage of the victim’s total hit points were lost to the critical wound.

²“Continuing Blood Loss” refers to the number or percentage of the victim’s total hit points that are lost each round, until the critical wound is bound or healed.

EASY COMBAT CALCULATION

by Brenton Miller <brent@the-desk.com>

Before you begin reading this article and start groaning at the thought of yet another rules variation, let me first assure you this is not exactly another rules variation. What this article presents is more of a number manipulation that is intended to teach you an easier way to determine the success or failure of attack rolls. What it does is rearrange the numbers involved in Armor Class (AC) and To-Hit-Armor-Class-0 (THAC0) scores to provide a method that is much more easily calculated during combat. I think you will be pleased with the result and will find this method easy to apply to your current game.

The Current Method

If you’re like many other DMs and players, you fumble around during combat, trying to determine if you’ve hit your target. You have a THAC0 of 8 and rolled a 13. Quickly now, does that hit AC -6? Does it?

Well, let’s do the math. A THAC0 of eight minus a roll of 13 equals -5, meaning you’ve hit a target with an AC of -5 or higher. Nope. You didn’t hit AC -6.

Look at the given example one more time just to note the number of steps involved in determining a hit or a miss. Sure, after practice, this becomes as easy as doing calculations off of the multiplication table. What’s nine times six? You can probably answer that question fairly quickly, but remember the difficulty you had first learning it?

The method about to be presented here of reworking your AC and THAC0 scores reduces this complexity while maintaining the same system you’ve used since AD&D was invented. If you’re a DM who hides his creatures’ and NPCs’ ACs from the players during game play, then you should surely appreciate the added ease of this new calculation method.

First, the THAC0

Converting THAC0 to the new method is probably the simplest, so we’ll start there. To determine base THAC0, merely take the THAC0 given in the Player’s Handbook (PHB) and subtract the number from 20. Thus, at 1st-level, a fighter begins with a base THAC0 of 0 (20 - 20 = 0), and at 5th-level, that fighter begins with a base THAC0 of four (20 - 16 = 4). Consult Table 19:

Calculated Base THAC0 below for recalculated base THAC0s.

With this base THAC0, you can then determine a character's specific THAC0 with a given weapon, adding in racial bonuses, specialization bonuses, magical bonuses, or any other factor that affects the to-hit roll. Numbers that reduce a chance to hit, such as cursed magical items with negative pluses, will reduce this THAC0 score.

Let's look at a specific example.

You have a 5th-level elf fighter named Lief who has taken weapon specialization with the long sword and has also taken proficiency with a

dagger. At 5th-level, Lief's base THAC0 is 4. Calculating the specific THAC0 for his long sword, Lief adds in a +1 for specialization and also a +1 for his racial bonus, increasing his THAC0 with the long sword to six. Now, his long sword is magical and has a +2 bonus, so this increases his THAC0 to 8 when using that particular sword.

Next, we calculate Lief's THAC0 with his dagger. Starting with a base 4 again, we find no bonuses to add for using a dagger, so Lief's THAC0 remains at 4. However, Lief is currently using a cursed dagger that carries a -1 penalty, so his THAC0 with this dagger is reduced to 3.

TABLE 19: CALCULATED BASE THAC0

Group	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Priest	0	0	0	2	2	2	4	4	4	6	6	6	8	8	8	10	10	10	12	12
Rogue	0	0	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9
Warrior	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
Wizard	0	0	0	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6

Creature THAC0s

Determining a creature's THAC0 is done in the same way as described above. Take the number given in the creature's description for THAC0 and subtract it from 20. The resulting number is the creature's THAC0. For example, if the creature has a 15 THAC0, subtract this from 20, and you should get a result of five ($20 - 15 = 5$), which is the creature's new THAC0.

Now, the Armor Class

Armor class isn't much more difficult to manipulate than THAC0 was. Start with a base AC of 10 for an unarmored character, exactly as the PHB currently requires, but instead of reducing AC by the amount listed for a particular protection form, add the defense adjustment to the AC score. To convert the AC value of a piece of protective gear, such as armor or *bracers of defense*, subtract the AC value from 10, then add 10 (consult **Table 20: Armor Class Ratings** to see typical armor conversions).

This is best illustrated with an example.

Let's now calculate Lief's AC. Lief begins with an AC of 10, then he puts on a suit of chain mail. The AC value of chain mail is 5. Doing the recalculation, we subtract this value of 5 from 10, then add 10 to reach a result of 15 ($10 - 5 = 5$; $5 + 10 = 15$). But Lief's armor also carries a +1 magical enchantment, so that increases his AC to 16.

Next, we see that Lief has a Dexterity score of 15, which provides a defensive adjustment of -1. Again, instead of subtracting this number from Lief's AC, we add it, increasing Lief's AC to 17.

Creature Armor Classes

Determining a creature's AC is a simple matter of taking the number listed for AC under the creature's description and subtracting it from 10, then adding 10, just like you would do to convert a suit of armor's AC value. If the creature has an AC of 4, you would subtract this from 10, producing a result of 6, then add 10 onto this number for a result of 16 ($10 - 4 = 6$; $6 + 10 = 16$). If the creature had an AC of -2, you still would subtract this number from 10, which produces a result of 12 ($10 - -2 = 10 + 2 = 12$), then add 10 onto this, resulting in an AC of 22.

TABLE COMBAT 20: ARMOR CLASS RATINGS

Type of Armor	AC Rating
None	10
Shield only	11
Leather or padded armor	12
Leather or padded armor plus shield, studded leather, or ring mail armor	13
Studded leather or ring mail plus shield, brigandine, scale mail, or hide armor	14
Scale mail or hide plus shield, chain mail	15
Chain mail plus shield, splint mail, banded mail, bronze plate mail	16
Splint mail, banded mail, or bronze plate mail plus shield, plate mail	17
Plate mail plus shield, field plate	18
Field plate armor plus shield, full plate	19
Full plate armor plus shield	20

The New Attack Calculation Method

Now that we've figured out the new THAC0 and AC scores, it's a simple matter to apply them. After you've determined the THAC0 you're using, simply roll your 20-sided die and add the number to your THAC0. If the result is higher than or equal to your opponent's AC, you've hit. It's that simple. If you compare this method to the original method, you'll find the hit probability is exactly the same in any situation.

Just to be sure you understand the way the new method works, let's run through a couple of examples using both the original method and the new method.

Example 1

Let's use Lief again, since we're familiar with him. Lief has met a bugbear out on the trail and has his magical long sword +2. He wins initiative and goes to strike the bugbear, rolling an 11 on his 20-sided die.

New method: We already know Lief has a THAC0 of 8 with his magical long sword (see the example above). Now, let's add his roll of 11 to this to get a result of 19. Converting the bugbear's AC to the new method, we see the bugbear has an AC of 15 (AC 5 as listed in the *Monstrous Manual*).

19 is greater than 15, so Lief has struck the bugbear. He made the hit by a margin of 4 points.

Original method: Lief's THAC0 with his magical long sword is 12 (base 16 minus 1 for racial adjustment, 1 for specialization, and 2 for the magical bonus). The bugbear's AC is 5 under the normal method. Taking Lief's THAC0 of 12 minus his die roll of 11, we reach a result of 1, meaning Lief has struck an AC of 1 or higher. He has made the hit by 4 points, the exact same margin by which he made the hit under the new method.

Example 2

In the second round of combat, Lief gets to take another swing at the bugbear. This time, he rolls a 6 on his 20-sided die.

New method: Adding his roll of 6 to his THAC0 of 8, Lief has a result of 14. The bugbear's AC is 15 under the new system, so Lief has missed his attack by a margin of 1.

Original method: Taking Lief's THAC0 of 12 minus his roll of 6, Lief has a result of 6, meaning he has hit an AC of 6 or higher. The bugbear's AC is 5, so Lief has missed by a margin of 1, again, exactly the same margin by which he missed under the new method.

Closing Thoughts

As has hopefully been demonstrated, this new method of calculating to-hit rolls is more logical and easier to use than the normal AD&D method, while at the same time staying true to AD&D's normal combat system. Instead of having AC scores that can float from positive to negative values (10 to -10), and THAC0s that remain positive but decrease at higher levels, both AC and THAC0 are positive scores that are more easily compared against each other for determining attacks. While it may take some work to translate your original scores into scores that fit in this new method, the increased ease during combat, where the most calculations are normally done anyway, should be well worth the effort.

Also, an added benefit is that there no longer need be limitations on AC or THAC0 scores. If the DM wishes to allow high-level campaigns, there is no reason why these scores can't continue to rise to higher and higher levels. And no matter how high the numbers get, you're still left with the same 20-sided die hit probability. If you also wish, a roll of 1 can remain an automatic miss

under this method, just as a roll of 20 can be an automatic hit.

ADDING KINETIC ENERGY TO THE FALLING DAMAGE EQUATION

by Bryan E. Manahan <sidereal@epix.net>

A Dungeon Master faced with the question of falling damage in his or her campaign may wonder which system to use for best and most realistic feel, given the two different, officially published systems in the AD&D game. In the 1st edition Player's Handbook and 2nd edition Dungeon Master's Guide, a simple system is presented which uses 1d6 per 10' fallen. Although this is a simple, easy to use system, it hardly does justice to the factor of kinetic energy upon impact. The other "official" system for falling damage is the geometric progression damage system found in the 1st edition Survival Guides. This attempts to take into account the acceleration of a falling body. However, it is still inadequate. The problem with both systems is that they do not differentiate between the massive "Conan" type of fighter and the scrawny wizard relevant to the kinetic energy of impact. Surely there is a difference in impact energy between a huge and heavy object and a small, light object. I propose a system here which takes into account this neglected factor. As a reader, you do not have to understand the physics behind the system to use it. However, it may help you realize the necessity of a new system of falling damage if you do understand the physics.

It is logical to assume, and can be proven by simple experimentation, the damage inflicted upon a falling body on impact varies according to the total kinetic energy of the body at the point of impact. This kinetic energy is equal to the total potential energy the body had before beginning its descent.

$$E_k = E_p$$

The total potential energy of an object is equal to the product of its mass, the acceleration due to gravitational attraction, and its height above the surface of impact. Thus:

$$E_p = mgh$$

The weight of any given object is the force it exerts upon the surface on which it rests. This is different than the object's mass. Force is equal to the product of mass and acceleration. Since the

only acceleration affecting a resting or free falling body is that which is due to gravitational attraction, the weight of an object can be represented as the product of its mass and the acceleration due to gravity, or simply:

$$W = mg$$

With the data correlated together, the following points are determined:

(1) The total potential energy of an object is directly proportional to its weight, if its height above a surface is constant.

(2) The total potential energy of an object is directly proportional to its height above a surface, if its weight is constant.

Therefore, The total potential energy of any object is equal to the product of the object's weight and its height above a given surface and is equal to the final kinetic energy of impact if that object falls the distance to the surface below. Thus, the damage done to the falling object (or an object it falls upon) will vary proportionally according to these two factors.

TSR standardized the d6 as the falling damage die, and they standardized the system of 1d6 per 10 feet fallen. Because the AD&D game is stated by TSR as being basically humanocentric (see p. 21 of the 1st edition DMG), it was assumed for the purposes of determining this system that these figures roughly correlated with the average human of 150 pounds. 1d6 generates an average of 3.5, assuming the die is perfectly balanced, and thus giving an average of 1 point of damage per 42.857143 pounds that falls 10 feet. This calculates out to be approximately 2.333 points average per 100 pounds per 10 feet. 1d4 gives an average result of 2.5, which is as close as you will get with your polyhedrons (and some of you probably have d4s that average 2.333 anyway), so this is close enough for this purpose. The figure of 100 pounds was chosen for simplicity of computation. Hereby, we have the basic system created which is consistent with the laws of physics and includes the long left out factor of kinetic energy.

1d4 hp of damage per 100 pounds (or fraction thereof) of body weight, equipment, etc. of the falling creature per 10 feet the creature falls.

Now for a bit of refinement

Because TSR standardized the d6 as the falling damage die and because it is unlikely any DM has that many 4-sided dice and because I like the idea of cautious players, I have given slight

alteration to the basic calculated system; thus, my officially proposed system which I use for falling damage:

1d6 hp of damage per 100 pounds (or fraction thereof) of body weight, equipment, etc., of the falling creature per 10 feet the creature falls.

Also of note is that there is no maximum number of dice when using this system, and thus it makes it that much more hazardous to fall in a hole or off a cliff (like it is in a world where physics work properly).

Under this system, no longer does the enormous fighter fall 200 feet, scratch his forehead, get up, and walk away while his magic user companion needs to be collected in a bucket after attempting the same feat.

Example of use

Grog the Barbarian is a physically imposing figure at 425 pounds and carries 250 pounds of equipment and treasure. Alyssa is a cleric of a nonviolent faith and thus has never needed to develop a huge physique. She is only 115 pounds and carries only minimal equipment, totaling around 20 extra pounds or so, and no armor. The two of them fall into a 30-foot deep pit. Falling damage is thus:

Grog = 425+250 = 675 pounds total = 7 dice x 3 (for 30 feet) = 21d6 of damage

Alyssa = 115+20 = 135 pounds total = 2 dice x 3 (for 30 feet) = 6d6 of damage

MAKING SENSE OF THE HIT POINT SYSTEM

by Brenton Miller <brent@the-desk.com>

The AD&D hit point system has proven to be very confusing over the years. The original concept was that hit points reflect a certain amount of skill a character gains to avoid serious injury. Thus, when that 80 hit point warrior is hit by a sword thrust for 16 points of damage, he was not stabbed through the chest and merely able to shrug off the blow. His AC score, reflected by armor and Dexterity, was insufficient for fully protecting him from an attack. The strike got through his defenses. But, his 80 hit points reflects his skill to avoid serious injury from the successful strike. While the sword blow penetrated his defenses, he was able to roll with the blow, meaning it caused no more than a scratch or a bruise, maybe even no physical damage at all. But his hit points are reduced,

because, while he avoided the serious injury a 16-point shot would represent to a lower level character, the physical exertion to avoid the blow cost him, so that after four or five more skillful or "lucky" dodges like that, he won't be so lucky. His skill will have finally failed him, e.g., he's down to 1 hit point and that final sword thrust catches him in the heart.

This is much what E. Gary Gygax himself described in the original *Player's Handbook*, though in quite different words, but this description is very often lost on players because the mechanics of hit points don't reflect this very well, if at all. What is needed is a system that works this concept into the hit point mechanics, while still preserving the basic principles of the AD&D hit point system.

Reinterpreting Hit Points

The first step toward modifying your hit point method is to separate your character's hit points into two categories: Base points and Skill points. The separation is a simple calculation. Twenty-five percent of the character's hit points, rounding up, get applied to Base points, while the remainder go to Skill. There must be a minimum of four points in the base, unless the character has fewer total hit points than this, so this calculation won't even be necessary until a character has more than 16 hit points.

Base points are the character's true life-blood. They represent the character's physical sturdiness, the amount of damage he can sustain before death or serious injury results.

Skill points are a measure of a character's ability to avoid serious damage from attacks that may be devastating to less experienced characters. Skill points reflect the character's experience in rolling with attacks and twisting his body in such a way that a successful breach of his defenses does minimal damage.

It is important to remember the distinction between AC score and Skill level. AC reflects a character's ability to completely avoid an attack, as reflected by the character's Dexterity and armor worn. Skill reflects the character's ability to reduce the seriousness of damage from attacks that win past his AC score. For example, if a character is skillful enough, an attack which might have chopped off the arm of a lower level character will be turned into mild damage, perhaps only a scratch.

When a character rises in level, just roll for the normal hit point increase and recalculate Base and Skill points from the total. In some cases, this means Base points may not rise, while Skill points do, but it is better to do this recalculation, rather than separate each new roll, or you will end up with a character that may have a higher percentage of Base points than 25% due to rounding.

Applying Damage

When an opponent's attack roll is successful, thus breaching the character's defenses (AC), the character must then make a Skill check, which is a roll of percentile dice compared to Skill level. To be successful, the roll must be lower than the character's Skill. The DM can additionally rule that a roll of 100% is an automatic failure. If the roll is successful, the character reduces his Skill points by the number of damage points. If the roll is a failure, the character takes one point of damage from his Base, and the remainder is applied to his Skill. If the character has at least 1 Skill point remaining, then damage done in excess of this is discarded. If the character has a Skill of 0, then all damage is applied to the Base, and no skill check is necessary. In addition, Base points cannot be reduced below 1 until Skill points are also reduced to 0. If you use the optional hovering on death's door rule, described on page 75 of the *Dungeon Master's Guide*, then Base points will drop to negative values, but Skill points will not drop below 0.

For example, let's say Sasha, our heroic warrior, is attacked. She currently has 6 Base points and 4 Skill points left, and an orc strikes her for 10 points of damage. Sasha fails her Skill check, so 1 point of damage is applied to her Base, reducing it to 5, and the rest are applied to her Skill. There are 9 points left to apply, but Sasha only has 4 Skill points left, so her Skill points are now reduced to 0, and the remaining 5 points of damage are discarded. The next round, Sasha is struck for 3 points of damage. Since she has 0 Skill points left, all damage is applied to her Base points, reducing her base to 2. Since Sasha's Skill points are 0, her luck has run out, so to speak, and she is no longer able to use her vaunted skill to avoid serious injury. The next blow is very likely to kill her.

Hit Point Recovery

Since Skill points in effect represent a character's experience and luck in avoiding serious injury and are mainly reduced due to physical exertion, such as the character's avoiding several, serious blows, it is logical to assume they would be recovered more quickly than Base points, which represent the character's actual, physical state. However, it is also logical to assume Skill points would be affected by weaker physical states (low Base points), so they would be recovered somewhat in proportion to Base points. To this effect, the following system of recovery is recommended.

Base points are recovered at a rate of 1 point per day of rest, and no more than this. Skill points are recovered at a rate of total Base points times two per day of rest. Calculate the Skill point increase after applying the day's healing to Base points. Thus, if a character has 4 Base points, then rests for a day or night, he will recover 1 Base point, taking him to 5 Base points, then would recover 10 Skill points, multiplying 5 times 2. Rest can mean taking it easy for a day, or it can mean getting a full eight hours of sleep in one night.

Magical healing must also be treated specially, but the calculation is simple. Twenty-five percent of the magical healing is applied to Base points, while the remainder is applied to Skill points. In the case of a priest's *heal* spell, which returns all but one hit point, Skill points are healed to full, and Base points will be healed to full minus one. Use your own judgment for applying healing in other special cases.

Effects of Physical Injury

Here is where the true purpose of this new hit point system is demonstrated. What has been done up to this point is to define a system that makes the intention of the traditional AD&D hit point system apparent in the distribution of damage. Now we need a method of gauging exactly what the effects of hit point loss mean, and this is the role Base points play. If a character with a maximum of 10 Base points is reduced to 1 Base point, it should be obvious he's in dire physical straits. **Table 21: Effects of Physical Injury** describes what effects should be applied as a character receives serious physical damage.

Final Notes

The system presented here is intended to provide a more accurate game mechanic for determining a character's level of physical damage, without focusing on too much detail. With this system, Base points can be used to gauge a character's actual physical state, and it provides the DM a simple tool for judging exactly what condition a player is in. A character with 8 out of 10 Base points, but with 0 skill points left, is still in great health, but has run out of both

steam and luck, while a character with only 2 out of 10 Base points and 5 Skill points left is hurt quite badly and is going to be in trouble if his next fight comes soon. The DM should use Base points as a tool for improved roleplaying, not roll-playing, although, if you're so inclined, a precise system of damage could be used to determine which specific body parts have been damaged when Base points are reduced.

TABLE 21: EFFECTS OF PHYSICAL INJURY

Base Points	Physical Appearance and Penalties
75-100%	The character is at full or nearly full health. He may have visible bruises or minor cuts, but the character is otherwise fully fit.
50-74%	The character has suffered a bit in combat, and has some stronger physical signs of damage. He may have some deep cuts or bruises, or sore or injured limbs that affect his performance. Both AC and attack rolls receive a 1 point penalty.
25-49%	At this point, the character is showing heavy signs of injury. He may have deep lacerations and severe injury of body parts that greatly affect his movability. AC, attack rolls, and all physical abilities receive a 1 point penalty. This may mean a reduction in defensive adjustment (thus further reducing AC) when the character's Dexterity is reduced by 1.
Less than 25%	Outward signs of harm are very severe. The character will exhibit terrible wounds, possibly still bleeding, will suffer great physical impairments, perhaps even broken bones, and will have an extremely difficult time with any physical activity. AC, attack rolls, all physical abilities, and saves relying on physical ability are penalized by 2 points. This also means his defensive adjustment must be recalculated at a Dexterity reduced by 2.
1 base point left (optional) *	In addition to the penalties provided above, the character must make a system shock check during each round of physical exertion, such as travel (unless being carried in a litter or other reasonable means of transport), combat, or other demanding tasks. Failing this check means the character collapses into unconsciousness for 1d4 days or until special healing methods, such as magic or herbal poultices, are applied.

*Only apply this rule if the character has a maximum of five or more Base points.

Final notes, continued...

Also, in using this system, you may be tempted to allow certain methods of damage, such as called shots or backstabs, to do extra damage to the Base score. While this would demonstrate a higher level of effectiveness for certain, obviously lethal attacks, such as slitting a character's throat, it dilutes the purpose of Skill as explained herein. Taking the throat-slitting action for example, one may wish to say all damage of this type would be applied to the base points, thus making the attack more severe, or one may say this type of attack would kill the character outright. But, first, this is a fantasy world, and characters should be allowed to

perform heroic feats, such as escaping from the precarious predicament of a dagger at the throat. Second, the possibility a character may escape from death in such a situation is reflected by his Skill points, which help him turn at just the right moment to make that throat attack miss the vital areas. Take for example the following scenario with two slightly different explanations for the outcome.

Our heroine Sasha the Swift is grabbed from behind by an evil brute who puts a dagger to her throat and demands she keep still while his friends rough up Sasha's inexperienced companions and

loot the place. Sasha, being the heroine she is, decides she can't let this happen, so she makes a bold move to escape her captor's grasp. Feeling her attempts to escape, the captor twists the dagger, trying to open Sasha's throat.

Now, let's assume you (as the DM) allow the captor's attack to automatically succeed (after all, you probably forced him to make an attack roll to grab Sasha by the throat in the first place), and the dagger attack inflicts 3 points of damage. Two possible interpretations can be made to describe Sasha's heroic escape.

First example: Assuming a successful Skill check is made for Sasha, all 3 points of damage will be applied to her Skill score, and none will be applied to her Base. The results could be described something like this:

Sasha attempts her bold escape, and her amazing swiftness allows her to twist just enough in her captor's arms so only the flat of the blade hits her neck. Immobilizing her attacker's arm, she spins completely free and whips around to face him in a fair fight.

Second example: Let's say, instead, Sasha fails her Skill check. One point of damage is removed from her Base score, and the other 2 points reduce her Skill score by 2. The slightly modified scene description would be something like this:

Sasha's attempt to escape her captor's hold is successful, but the tip of the dagger slides across the base of her neck,

just missing the vital arteries. Sasha slips away, turning to face her captor, the warm blood dripping down her neck reminding her how precarious her position had been.

This, as this author and DM views it, is how the AD&D hit point system was intended to be viewed, and the system just presented to you can help you reflect that intention within the actual mechanics of your games.

POISONS

by Arthur Reynolds <areynolds@iclub.org>

This poison system, unlike most others, was designed by classifying poisons according to how they affect living organisms, not by their source of origin. This method makes sense when one considers the logistical impossibility of cataloging the millions of toxins that exist in our world. This system requires four rolls to determine the nature of a poison, and is capable of generating some 64,000 different toxins.

Using The System

1. Roll on Table 22 to determine the type of toxin.
2. Roll a D20 to determine how many hit points of damage the poison inflicts per turn.
3. Roll a D20 to determine the onset time, in rounds, of the poison.
4. Roll a D8 to determine the duration, in turns, of the poison.

TABLE 22: TOXIN TYPE

Roll	Type of Toxin	Area of Impact	Physical Effects
1	Dermotoxin	Flesh, Skin	Sores, Oozing Wounds, Rot
2	Neurotoxin A	Central Nervous System	Muscle Spasms, Seizures
3	Cereberotoxin	Brain Tissue	Insanity, Intelligence loss
4	Leukotoxin	Blood, White Blood Cells	Weakened Immunity, Disease
5	Viscerotoxin	Blood, Plasma	Dehydration
6	Vasculotoxin	Blood Vessels	Bruises, Bleeding, Edema
7	Paleotoxin	Bone Tissue	Joint pain, Severe Arthritis
8	Ausculotoxin	Inner Ear Canal	Slow Deafness, Dizziness
9	Ophthalotoxin	Eye Tissue	Slow Myopia, Disorientation
10	Hemotoxin	Blood, Red Blood Cells	Tissue Starvation
11	Styptotoxin	Stomach Lining	Nausea, No Appetite
12	Gastrotoxin	Intestinal Tract	Diarrhea, Hemorrhaging
13	Renalotoxin	Kidneys, Urinary Tract	Edema, Painful Urination
14	Hepatotoxin	Liver, Endocrine System	Yellow Skin, Intoxication
15	Lymphotoxin	Lymph Glands, Lymph System	Gland Edema, High Fever
16	Vermotoxin	Appendix	Severe Cramps, Death
17	Pulmanotoxin	Respiratory Tract	Respiratory Arrest, Death
18	Cardiotoxin	Heart Tissue	Cardiac Arrest, Death
19	Neurotoxin B	Central Nervous System	Paralysis, Death
20	Metatoxin	Combination of the Above	Variable

PSIONICS

by Owen Stephens <ostephens@aol.com>

Psionics is one of the most under-used and unappreciated options available in the AD&D system. With the exception of the Dark Sun setting, little or no official material has been produced to explore the many possibilities psionics present in a fantasy setting. Perhaps because of this, many DMs and players don't even look at psionics when making characters or building a new campaign. This is unfortunate, especially given the almost universal search for new material for DMs to use. But many DMs refuse to consider psionics at all, cutting themselves off from a fantastic resource. This article is written to present new ideas and options for psionics, to show some ways in which they can be adapted to a traditional, non Dark Sun game.

One of the most common objections to psionics is that they are not appropriate to fantasy games. There seems to be a common belief that psionics are more in keeping with science fiction games and do not belong in a fantasy setting. But even if a DM cannot see any point to having mental powers in any form within his games, it is possible to adapt the rules for psionics to make them nothing more than a different style of magic.

The New Magic

Many fantasy settings in both games and literature present the idea of different forms of magic often taught in separate schools or common in different lands. If a DM wants to add a new and different form of magic, it is possible to adopt the rules and powers of psionics and make them a new magic. In this case, psionic powers would be magical and would be affected by such spells as *detect magic* and *anti-magic shell*, just as normal magic is.

To give a more fantasy feel to this new form of magic, all existing terminology should be changed. If the DM has traditional magic users being called "mages" or "wizards," perhaps this new class of magic user could be called a "sorcerer." Then instead of psionics, you would have the powers of sorcery. Although functionally the same as psionics, sorcery sounds like a more traditional fantasy magic.

Sorcerers would follow the rules for psionicists when determining THAC0, saving throws, weapons and armor allowed, experience points per level, hit dice, and proficiency progression. Since sorcerers are actually a type of wizard, it would be best to give them the same magic item usage and nonweapon proficiency choices wizards have.

Since psionics are broken into disciplines, sciences, and devotions, you will need to keep the rules for using these divisions. However, you will need new terms for them that are more in keeping with the traditional fantasy sound of sorcery. Since traditional wizard spells are broken into schools, sorcery could be broken into six colleges, each replacing one psionic discipline.

For example, sorcery might contain the college of Thought, which replaces the psionic discipline of Telepathy. Similarly, the college of Matter replaces Psychokinesis, Body replaces Psychometabolism, Movement replaces Psychoportation, Perception replaces Clairsentience, and High Sorcery replaces Metapsionics. Although these 6 sorcerous colleges contain the same powers as the psionic disciplines they replace, they now sound more like standard fantasy magic, making them more appropriate for a traditional AD&D game.

Similarly, rather than calling the abilities in each college psionic powers (broken into sciences and devotions), the powers of colleges of sorcery could be called spells or hexes (major hexes for sciences, minor hexes for devotions). A DM could even limit a sorcerer's selection of hexes in the same way a wizard is limited in his selection of spells. Rather than automatically granting a sorcerer new hexes when he gains a level, the DM could limit him to those hexes he researches or finds in the scrolls of enemy sorcerers.

With these minor changes, a DM now has access to a brand new class of wizard. Although sorcerers lack the world shaking spells of mages and cannot always depend on their powers, they have improved martial skills, higher hit points, and are able to use the same magical powers many times in a row. Although they follow the same rules as psionics, sorcerers seem more appropriate for a fantasy game.

A good thesaurus will allow a DM to come up with his own terminology for a new, magic using class if he doesn't like the idea of sorcerers. Psionics could just as easily be warlocks, witches, theurgists, thaumaturges, egomancers, mentalists, magisters, magicians, or prestidigitators.

The Power Within

Another option when considering psionics is to keep the firm separation between psionics and magic, but change only the terminology. Not only does "psionic" sound futuristic, but also the terms

"psionics," "sciences," and "psionic strength points" all seem more in keeping with a science fiction setting.

Many fantasy settings have powers that seem very much like psionics, but are called something else. From heroic individuals born with a few special talents, to eastern wise men who have mastered the arts of meditation and mind over body, examples of possible templates for psionics are commonplace. Again, the problem lies in interpretation and terminology.

When using psionics for wise men who have harnessed the powers of the mind, only a little work is required to achieve the correct feel. Changing the term psionics to mysticism is a good start. "Mystic" can easily describe a power that is not standard magic, but not simple science or skill. Naturally, psionics now become mystics, and wild talents are said to be a "mystic gift." Instead of psionic strength points, mystic powers can be powered by "chi."

Mysticism should be broken into the same six categories as psionics, but again, new terms are needed for a fantasy feel. The wise mystics could study the Philosophies of Self (psychometabolism), Truth (clairsentience), Force (psychokinesis), Mind (telepathy), Space (psychoportation) and Void (metapsionics). The abilities mystics gain could be referred to as Secrets (devotions) and Mysteries (sciences).

In seeking a specific type of eastern, mystic martial-arts character, the powers of psychometabolism are very useful. Such powers as *animal affinity*, *graft weapon*, and *body weaponry* work especially well if the description is modified so no actual, physical change takes place in a character using them. Rather than actually transform into a creature with tiger claws, the mystic martial artist uses animal affinity to fight in the manner of a tiger.

Game balance

The second most common objection to using psionics in a campaign is the belief that psionic powers are unbalanced and too powerful. DMs who have had a powerful villain defeated by a single psionics user using *death field* or *ultrablast*, often decide never to allow such powers in their games again.

There are several possible solutions to such problems. The first is to make sure all rules on power prerequisites and selections outside the psionics user's primary discipline are followed.

Some players try to create characters that are not legal under the psionist rules, either out of ignorance or in the hopes their DM won't check these rules. Also, read the description of any psionic power a PC tries to use in a way that seems unreasonable to you. Many of these powers have considerable limitations built into them that a PC might not have read or might not mention. Several psionic abuses can be avoided with strict adherence to these rules.

Secondly, if the DM decides to make psionics a type of magic as outlined in the suggestions for sorcery above, remember that all defensive spells and items which protect against magic will also protect against this new type of magic. Magic resistance alone will save many villains from "sorcerous" psionic powers. This may be one of the strongest arguments in favor of using psionics as just another kind of magic.

Third, a DM may consider banning some psionic powers without ruling out all psionics. Few DMs allow every spell a PC can find some official reference for, and the same caution should be used when adding psionics to a game. Powers from *Dragon Kings* and *The Will and the Way* especially should be carefully examined before being added to a non-Dark Sun game. A few minutes of scanning all the psionic powers can save a DM a great deal of trouble later on in his game.

Fourth, in any campaign where one class is considered too powerful, it might be advisable to create a group dedicated to watching members of that class and keeping them in check. Psionists are likely to attract such attention, and it is easy to see how a group of dedicated wizards, priests, or even paladins may band together to keep an eye on such people. Whether this group is a fanatical cult of witch-hunters sworn to destroying psionists or an academe of scholars studying them, the existence of such an organization will help control psionic characters.

Finally, if the DM has decided to keep psionics as a power separate from magic and unaffected by spells designed for magic, it is important to create new anti-psionic spells. If psionics is a common power, it is only reasonable to assume that wizards will have developed spells specifically designed to protect them from psionists. Especially in campaigns where witch-hunters seek to kill all psionists, it should be assumed they are well armed with spells to help them.

The following spells are designed to help mages balance the power of psionists. The availability of these spells is up to the DM, but they can easily be passed out to major villains, helping to protect them from PC psionists.

First-level

Detect Psionics (Divination, Psionics)

RANGE: 0
 COMPONENTS: V, S
 DURATION: 2 rounds/level
 CASTING TIME: 1
 AREA OF EFFECT: 10' path, 60' long
 SAVING THROW: None

When this spell is cast, the wizard detects active psionics in a path 10 feet wide and 60 feet long in the direction he is facing. Any expenditure of PSPs is considered to be active psionics. The power of the psionics can be determined (devotion or science), and the caster has a 10% chance per level to recognize the discipline of psionics present (clairsentience, psychokinesis, etc.).

The caster can scan a 60-degree arc per round. A stone wall of 1 foot or more in thickness, solid metals of 1 inch in thickness, or a yard or more of solid wood in thickness blocks the spell. Multiple types of psionics or strong local psionic auras may confuse or conceal weaker powers. Note that this spell does not reveal the presence of magic of any type.

Identify Psionic Focus (Divination, Psionics)

RANGE: Touch
 COMPONENTS: V, S, M
 DURATION: Special
 CASTING TIME: 8 hours
 AREA OF EFFECT: 1 item/level
 SAVING THROW: None

When this spell is cast, items which grant psionic powers or bonuses can be identified. The 8 hours during the casting of the spell must be spent purifying the items and removing influences that would blur their psionic auras. If this period is interrupted, it must be begun again. When the spell is cast, the wizard must handle each item. Any consequences of this handling fall fully upon the wizard and may end the spell, although the wizard is allowed any applicable saving throws.

The chance of learning a piece of information about an item is equal to 10% per level, to a

maximum of 90%. Any roll of 96-00 indicates a false reading. If any attempt at reading fails, the caster cannot learn any more about that item until he advances a level.

The item rarely reveals its exact psionic bonuses, although the fact that it has few or many bonuses can be determined.

The material component for this spell is a piece of brain matter or a drop of blood from any psionic creature. The component is consumed in the casting.

Know Discipline (Divination, Psionics)

RANGE: 360 feet
COMPONENTS: V, S
DURATION: 1 round
CASTING TIME: 1
AREA OF EFFECT: 1 target
SAVING THROW: None

By means of this spell, the caster can determine the primary discipline of one psionic creature. This spell will only function on psionic creatures that have a primary discipline. The spell produces no result on innately psionic creatures such as illithids, wild talents without a primary discipline, or creatures without psionic ability.

The target remains unaware of this divination.

Second-level

Aura Read (Divination, Psionics)

RANGE: Special
COMPONENTS: V, S, M
DURATION: 1d6 rounds + 1 round/level
CASTING TIME: 2
AREA OF EFFECT: One creature
SAVING THROW: None

When this spell is cast on a single creature within the wizard's line of sight, the wizard is able to divine what psionic powers that creature is using. If the wizard is familiar with a specific power, he will know whenever a target uses that power. If the psionic power used is not one the wizard is at least vaguely familiar with, he will know only the discipline, power level (science or devotion), and basic intent (damaging, defensive, augmentation, etc.) of the power.

A wizard who has cast aura read on a psionic creature and wishes to react to the powers the

creature is using is penalized by 5 on his initiative roll. He may then freely view the psionic power used and take whatever countermeasures he deems necessary in the same round.

Aura read does not warn the caster a psionic creature is about to use a power nor can it be used on powers that have already been used prior to casting this spell. It just allows him to know what power a psionic creature is using when it is used.

The material component for this spell is a small quartz crystal. The component is not consumed in the casting.

Aura Trace (Divination, Psionics)

RANGE: 30'/level
COMPONENTS: V, S, M
DURATION: Instantaneous
CASTING TIME: 2
AREA OF EFFECT: Special
SAVING THROW: None

This spell will inform the caster of all the details of a single psionic power used within 1 round per level of the caster. The details gained include the duration, area, target, destination of a *teleport*, and the basic intent of a power with no obvious effect (harmful, defensive, annoying, etc.).

This spell will not give any details of powers that were used earlier than 1 round per level of the caster, even if they are still in effect.

The material component for this spell is a small magnifying glass. The component is consumed in the casting.

Ley bolt (Evocation, Psionics)

RANGE: 60' + 10'/level
 COMPONENTS: V, S, M
 DURATION: Instantaneous
 CASTING TIME: 2
 AREA OF EFFECT: One creature
 SAVING THROW: Neg.

This bolt of "ley" energy attacks the target's psyche rather than his body. Against most creatures, it forces them to save vs. spell or be stunned for 1d4 rounds. However, if a psionic creature fails his save, he will lose 1d6 PSPs per 2 levels of the caster. If the psionist runs out of PSPs, he will then be stunned as described above.

The material component for this spell is a silver thread, which must be broken when the spell is cast. The component is then consumed in the casting.

Locate Psionic (Divination, Enchantment, Psionics)

RANGE: 180'
 COMPONENTS: V, S, M
 DURATION: 1 round/level
 CASTING TIME: 1 round
 AREA OF EFFECT: Special
 SAVING THROW: None

This spell enables the caster to enchant an iron staff or rod to locate a psionist. Unlike locate creature, the caster does not need to have a specific mental image of a particular person or race. Any individual or race with psionic powers will be detected with this spell. However, locate psionic will not locate invisible creatures, nor will it locate individuals protected by non-detection or a similar spell.

The caster must hold the rod with both hands. If a psionic creature is within range, the enchanted rod points in the direction of the creature and gently pulls the caster along. Lead or any other substance does not block the spell. If an impenetrable obstacle is reached, such as the ground or a wall, the rod presses against it and stops. If there is no psionic creature within the spell range, the rod does not react, although the caster can move about and continue to search.

The material component for this spell is a rod or staff of pure iron no less than 3 feet in length. It is not consumed by the casting.

Third-level

Aura Vision (Divination, Psionics)

RANGE: 0
 COMPONENTS: V, S
 DURATION: 1 round/level
 CASTING TIME: 3
 AREA OF EFFECT: The caster
 SAVING THROW: None

When using this spell, the caster's eyes glow green, and he is able to see the psionic auras of psionists, psionic creatures, and psionically empowered objects. Only the auras of those things normally visible to the caster are seen; this spell does not grant the wizard the ability to see invisible objects. This spell does not reveal the presence of good or evil, or reveal alignment.

While aura vision is in effect, a wizard is able to see whether someone is psionic and whether that person is a psionist, wild talent, or naturally psionic creature. He can sense whether a non-psionic has the potential to learn and use psionic powers (e.g., whether a fighter will someday gain wild talents or other psionic powers).

Although a psionist's level cannot be discerned, the wizard can see the intensity of a psionic creature's aura and guess at the individual's power level (e.g., dim, faint, moderate, strong, overwhelming). This can be extremely ambiguous even when a wizard has some method of comparison. The DM may announce that a subject's intensity is roughly equivalent to that of a companion, or he may announce that a subject's aura is the strongest the wizard has ever encountered.

An object's psionic abilities cannot be discerned by this spell, although the fact that it is psionically empowered and the discipline of psionics can be determined. The wizard can see the intensity of an item's psionic aura and guess at its power, but cannot tell whether a psionic item is cursed.

Disrupt Mystic (Enchantment/Charm, Psionics)

RANGE: 15'/level
 COMPONENTS: V, S, M
 DURATION: 2d4 rounds
 CASTING TIME: 3
 AREA OF EFFECT: One psionic creature
 SAVING THROW: Neg.

This spell makes the victim incapable of using psionic powers for 2d4 rounds if he fails a saving throw versus death magic. This spell actually makes psionics impossible for the target

by disrupting the "ley" energy of the caster, making it impossible to expend PSPs. The victim could still use a power derived from an item. Psionic powers that require no PSP expenditure are not affected.

The material component for this spell is a silken cord, which must be tied in a knot during casting. The component is consumed in the casting.

Mind Haste (Alteration, Psionics)

RANGE: 180'
COMPONENTS: V, S, M
DURATION: 3 rounds + 1 round/level
CASTING TIME: 3
AREA OF EFFECT: 1 creature
SAVING THROW: None

When this spell is cast, an affected creature uses psionic powers at double its normal rate. A mind-hasted creature gains a -2 initiative bonus to psionic powers. Thus, a creature that normally uses 1 psionic attack per round would be allowed 2 such attacks per round. However, all psionic powers maintained by a psionic creature under the effects of this spell must have their maintenance costs paid twice per round as well. Spellcasting and movement are not sped up. This spell is not cumulative with itself or with other similar magic.

The material component for this spell is a fine chain of polished gold worth no less than 500 gp. It is consumed by the spell.

Out of Mind (Abjuration, Psionics)

RANGE: Touch
COMPONENTS: V, S, M
DURATION: 1 hour/level
CASTING TIME: 3
AREA OF EFFECT: 1 creature or item
SAVING THROW: None

This spell makes the creature or object touched undetectable by psionic powers, such as clairaudience, clairvoyance, aura sight, and other clairsentient powers. It also prevents readings by such telepathic powers as ESP, empathy, and probe. It does not affect detection by senses heightened by psychometabolic powers, or telepathic attacks.

The material component for this spell is a blindfold lined with lead threads, which must be carried by the creature or object protected by this spell. The component is not consumed by casting.

Sensitive (Divination, Psionics)

RANGE: 0
COMPONENTS: V, S, M
DURATION: 4 hours + 1 turn/level
CASTING TIME: 1 round
AREA OF EFFECT: 10-foot radius/level
SAVING THROW: None

Upon casting this spell, the wizard, while remaining awake and alert, will be made aware of any psionic powers used within the spell's area. The area is not mobile, and the caster must be within it for this spell to function. The particular power used is not made known, but the location of the power is. If a power is used within the area by a creature outside of it, this spell will indicate the location at which the psionic power entered. This spell will detect active, pre-activated powers that enter its area if PSPs are being used to maintain them.

The material component for this spell is a large bag of powdered lead. The lead must be sprinkled in a circle at the outer edge of the spell's area. The material is not consumed by the casting, but may be difficult to recover.

Fourth-level

Dispel Power (Abjuration, Psionics)

RANGE: 360'
COMPONENTS: V, S, M
DURATION: Instantaneous
CASTING TIME: 3
AREA OF EFFECT: Special
SAVING THROW: None

When a this spell is cast, it has a chance to neutralize or negate psionic powers it comes in contact with. It removes active psionic powers from creatures or objects, and it disrupts the use of these within the area of effect at the instant it is cast.

This spell may either be cast upon a single known psionic effect or cast in a 30-foot, cubic area. If cast in an area, each psionic power or effect in the spell's area is checked to determine if it is dispelled.

The caster can always automatically dispel his own psionic powers, if any. Otherwise, the chance to dispel depends on the difference in level between the psionic effect and the dispelling caster. The base chance is 50% (11 or higher on 1d20 to dispel). If the caster is higher level than

the creator of the psionic effect to be dispelled is, the difference is subtracted from the number needed on 1d20 to dispel (thus making it more likely that the dispel succeeds). If the caster is of lower level, then the difference is added to the number needed on 1d20 to dispel (making it less likely that the dispel succeeds). A roll of 20 always succeeds, and a roll of 1 always fails.

This spell does not affect a specially prepared psionic item, such as can be created with the *empower psionic* ability, unless it is cast directly upon the item. This renders the item non-operational for 1d4 rounds. An item possessed and carried by a creature gains the creature's saving throw against this effect, otherwise it is automatically rendered non-operational.

Artifacts and relics are not affected by this spell. However, some of their psionic effects may be, at the DM's option. Note that this spell can be very effective when used on charmed and similarly telepathically beguiled creatures.

The material component of this spell is a glass crystal sculpture of a brain, which must be shattered upon casting the spell. The same sculpture may never be used again, even if repaired. In campaigns that have a god of psionics or thought, a crystal sculpture of this god's holy symbol may be used instead.

Witch-hunter's Mantle (Abjuration, Psionics)

RANGE: 0
 COMPONENTS: V, S, M
 DURATION: 1 round/level
 CASTING TIME: 4
 AREA OF EFFECT: Touch
 SAVING THROW: None

When this spell is cast, the target is surrounded by a luminous, green aura which completely covers him, conforming to the contours of the body. This mantle does not affect any physical, psionic, or magical abilities of the caster, but does affect psionic powers and charms which are cast against the wearer of the mantle. The effects are:

A) + 3 on all saving throws vs. psionic powers and enchantment/charm spells that allow a saving throw. The mantle does not grant a saving throw against spells or powers that do not normally allow one.

B) +2 on all psionic defense rolls, if the target has such defenses.

C) Halves all damage from psionic powers, including the 5 psionic attacks and all physically damaging psionic powers.

The mantle protects only the target of the spell, and not his possessions or companions.

The material component of this spell is a piece of clothing or armor taken from a holy warrior. It is consumed in the casting.

Fifth-level

Hunter's Ward (Abjuration, Psionics)

RANGE: 30'/level
 COMPONENTS: V, S, M
 DURATION: 1 hour/level
 CASTING TIME: 5
 AREA OF EFFECT: 20-foot square/level
 SAVING THROW: None

This powerful spell is designed to prevent unauthorized psionic creatures from entering a hallway, doorway, window, or other point of entry. It creates an invisible barrier that locks the targeted area. Any non-psionic creature and those psionic creatures specifically named by the caster may pass freely. All other psionic individuals collide with the invisible barrier.

The wizard is able to ward up to a 20-foot square area for each level of his experience. Thus, a 12th-level wizard may protect a square area 240 feet on a side. The area of effect may be divided among several smaller portals as long as the total area does not exceed the caster's limit. Each portal must be in range and sight of the caster at the time the spell is cast.

The barriers exist for 1 hour per caster level unless they are dismissed by the caster or dissipated by a *dispel magic* spell. A *disintegrate* spell immediately destroys a barrier, as does a *rod of cancellation* or a *sphere of annihilation*.

Physical blows, cold, heat, and electricity do not affect the invisible walls. Thrown and projected weapons (both magical and mundane) are not repelled by the barrier and may pass through the area normally. Psionic powers can be used through the barrier. Dimension door, teleport, and similar effects can bypass the barriers.

The material component of this spell is a lead lock of exceptional quality. It is consumed by the casting of this spell.

Wall of Iron Will (Abjuration, Evocation, Psionics)

RANGE: 15'/level
COMPONENTS: V, S, M
DURATION: 1 round/level
CASTING TIME: 5
AREA OF EFFECT: 15-foot square/level or special
SAVING THROW: None

This spell creates a vertical wall of shimmering psionic energy. This wall can be used across a passage within an existing wall, as it is insubstantial and can cross physical boundaries. The wall is $\frac{1}{2}$ -inch thick per level of the spellcaster. The wizard is able to create an area of iron will up to 15 square feet for each of his experience levels, so at 12th level a wall 180 square feet in area can be created. The wizard can double the wall's area by halving its thickness.

Any creature touching a wall of iron will is protected from psionic attacks as if it had the *tower of iron will* power in effect. Additionally, anyone who is targeted by a psionist on the far side of a *wall of iron will* is also protected. If a psionist is touching the wall, every target he attacks will be protected as if he had a *tower of iron will*.

The material component for this spell is a small, iron helmet. The component is consumed in the casting.

Witch-hunter's Blade (Abjuration, Evocation, Psionics)

RANGE: 0
COMPONENTS: V, S
DURATION: 5 rounds + 1 round/level
CASTING TIME: 5
AREA OF EFFECT: Special
SAVING THROW: None

This spell is a rather offensive version of *dispel power*, and it is primarily used to counter hostile psionic creatures or psionists. Upon casting it on a blade of any type, the weapon is surrounded with a green aura and thereafter acts as a +1 weapon.

Every successful strike of the blade dispels psionic powers, as per the *dispel power* spell. The

blade's dispel functions at half the caster's level and uses its attack roll as the dispel roll. This can be used against anything normally subject to dispel power: psionic barriers, items, or effects of any kind. If swung at a target with active psionic powers, the dispel effects the first power it hits (DM's discretion), but can only effect one of the target's powers per attack. The caster can end the spell at will and is immune to the effects of the blade.

The material component for this spell is a piece of a weapon which has been used by a holy warrior. It is consumed in the casting.

Sixth-level

Anti-Psionic Shell (Abjuration, Psionics)

RANGE: 0
COMPONENTS: V, S
DURATION: 1 turn/level
CASTING TIME: 1
AREA OF EFFECT: 1-foot diameter sphere/level
SAVING THROW: None

By means of this spell, the wizard surrounds himself with an invisible barrier that moves with him. The area within this barrier is totally impervious to all psionics and psionic power effects, thus preventing the passage of psionics or their effects. Likewise, it prevents the functioning of any psionic items or abilities within its confines.

The anti-psionic shell also hedges out psionically charmed, summoned, or conjured creatures. It cannot, however, be forced against any creature that it would keep at bay; any attempt to do so creates a discernible pressure against the barrier, and continued pressure will break the spell. Artifacts, relics, and creatures of demigod or higher status are unaffected by mortal magic such as this.

Should the caster be larger than the area enclosed by the barrier, parts of his person may be considered exposed, at the DM's option. A *dispel magic* can remove the spell, and the caster can end it upon command.

Mind Shield (Abjuration, Psionics)

RANGE: Touch
COMPONENTS: V, S
DURATION: 1 hour + 1 hour/level
CASTING TIME: 1 round
AREA OF EFFECT: Creature touched

SAVING THROW: None

This spell is used to protect a creature from intrusions into the mind. Spells or mental powers that can probe a mind have no effect on the protected creature. The creature makes its saving throw at +2 against all enchantment/charm magic and psionic powers that can affect thoughts, memories, or opinions. This includes many charm spells (such as *charm person* or *scare*) and telepathic powers (such as *mindwipe*, *awe*, and *attraction*), but not necessarily all of them, as determined by the DM.

Rary's Transformation (Alteration, Invocation, Psionics)

RANGE: 0
 COMPONENTS: V, S, M
 DURATION: 1 round/level
 CASTING TIME: 6
 AREA OF EFFECT: The caster
 SAVING THROW: None

When a wizard casts this spell, he effectively becomes a psionist of the same level. He gains access to a number of disciplines, sciences, and devotions equal to those available to a psionist of the same level. The caster is allowed to pick what disciplines he wishes, but the DM assigns all psionic powers to the character. The wizard also gains the PSPs, THAC0, MTHAC0 (if used) and MAC (if used) of a psionist of the same level.

The wizard fights with his new mental powers in preference to all other forms of attack, and continues attacking until all opponents are neutralized, he is killed, the magic is dispelled, or the spell duration expires.

The material component for this spell is a potion of ESP, which must be drunk by the caster while performing this spell.

Seventh-level

Power Turning (Abjuration, Psionics)

RANGE: 0
 COMPONENTS: V, S, M
 DURATION: Up to 3 rounds/level
 CASTING TIME: 7
 AREA OF EFFECT: The caster
 SAVING THROW: None

This spell causes psionic powers used against the wizard to rebound on the original attacker. This includes psionic powers from psionists and innate abilities of psionic creatures, but specifically excludes area effect powers that are not centered directly upon the protected wizard and psionic effects delivered by touch.

From one to four psionic attacks are affected by the turning. The DM secretly rolls the exact number. The player never knows for certain how effective this spell is.

The material component for this spell is a highly polished steel mirror. It is consumed in the casting.

Eighth-level

Thought Invulnerability (Abjuration, Psionics)

RANGE: Touch
 COMPONENTS: V, S, M
 DURATION: 1 round/level
 CASTING TIME: 1 turn
 AREA OF EFFECT: 1 person
 SAVING THROW: None

The recipient of this spell is rendered completely immune to all powers from one discipline of psionics, regardless of the power's source. The discipline is chosen when the spell is cast.

Such protection is complete for the recipient of the spell, and it is as if the psionic powers do not exist for the protected individual. A character could be rendered invulnerable to psychokinesis and walk through anything made with the create object power. Related powers in other disciplines, magical equivalents of that discipline, and spell-like abilities which duplicate the discipline can still affect the protected character.

Only one thought invulnerability can be cast on an individual at one time. It cannot be cast on the dead, an item, or a location.

The material component for this spell is a small, lead icon of an armored figure. The component is consumed in the casting.

Ninth-level

Thoughtstrike (Alteration, Psionics)

RANGE: 30'/level
 COMPONENTS: V, S, M
 DURATION: Instantaneous

CASTING TIME: 1
AREA OF EFFECT: Special
SAVING THROW: None

This spell negates the effect of a psionic power used in either the previous round or the round the *thoughtstrike* is cast. The caster of the *thoughtstrike* does not need to know the type of psionic power used the previous round, only some part of its effect. The *thoughtstrike* can only be used against one particular power per casting.

Thoughtstrike does not cause a psionic power to be reflected, volleyed, trapped, or sent elsewhere. The power merely ceases to exist, retroactively, though any PSPs spent for it are still gone.

All the effects of the negated power are retroactively negated as well. Thus, if a *death field* had been used and killed the humble carpenter Corble and was later negated by a *thoughtstrike*, Corble would be alive, having never died. He would not lose a point of Constitution, nor would he need to make a system shock roll.

The material component for this spell is the blood of a psionic creature taken just after one of its psionic powers failed. It is consumed in the casting.

TRADITIONS OF MAGIC (A DIFFERENT SPECIALIST)

by Owen Stephens <ostephens@aol.com>

Literature is full of special colleges and societies of mages who all share a philosophy of magic. Sometimes the flavor of these organizations seems difficult to recreate with either specialist wizards or common mages. There seems to be a call for a middle ground between these two extremes of the wizard class.

The idea of Traditions of magic, where a large number of mages all do things similarly, is meant to fill this gap. Mages of a given Tradition follow a similar philosophy of spell design, ethics, and magic use. Although not specialists in the normal sense, Traditionalist mages study one set of unifying ideas to the exclusion of most others. This gives them benefits when operating within their areas of knowledge, but closes off some other avenues of research.

The simplest way to design a Tradition is to assume it is based on the spells and ideas of one

well-known Archmage. Followers of this Tradition will study the works of this Archmage to the exclusion of all others and will try to create new spells that follow the same philosophy.

A Tradition mage gains benefits similar to, though not as great as, a specialist.

(1) They gain bonus Traditional spells, but only for their lower spell levels. Traditionalist mages can cast 1 additional traditionalist spell per level, just as specialists gain a bonus spell from their specialty schools. As the Traditionalist gains access to higher level spells, he continues to get one bonus spell for each new level.

Thus, a 7th-level mage would get an additional 1st-, 2nd-, 3rd-, and 4th-level spell, as long as the additional spells were from his Tradition.

(2) The mage gets a +1 to saves against spells of his Tradition, and spells of his Tradition that he casts impose a -1 penalty to others' saves.

(3) A Traditionalist mage gains a bonus of +10% whenever trying to learn a spell of his or her tradition.

(4) When attempting to create a new spell within the Tradition, the spell should be treated as one level lower for determining the difficulty of the research.

The single penalty a Traditionalist mage suffers is the inability to learn spells of opposing Traditions. In the case of an Archmage Tradition, this means any named spell other than those made by the Tradition's Archmage. Thus, a mage of the Melf tradition cannot learn any Nystul, Rary, Mordenkainen, Tasha, Otiluke, Leomund, or Otto spells, or any other spell named after anyone except Melf or someone else in the Melf Tradition.

As such Traditions grow, the number of spells that exist within it will grow. Eventually, these Traditions might have vast libraries of spells for newer members to learn from. Such spells would be closely guarded secrets, not to be taught to outsiders.

One such Tradition, the Order of the Arrow, is described in detail below. The description is based in Aden Dell, but could easily be moved into any campaign world, especially Greyhawk. Also listed are a number of additional spells written by members of the Tradition. All spells by Melf (from the published AD&D rulebooks) also fall into this tradition.

The Order of the Arrow

History: The Order of the Arrow was founded 275 years ago by a mage named Falderal. Not much is known about this first Master of the Order, except that he had an ancient text, supposedly from another world, which contained the spells and research of the Archmage Melf. Falderal used this book as the basis for his own researches and taught its principles to his earliest apprentices.

Originally intended to be a place of learning and study, the Order became a political faction under the leadership of Caitlin, one of Falderal's most talented followers. Caitlin used the military threat of the Order, pressuring nearby kingdoms to adopt laws which were more friendly to mages and the use of magic. She also codified what she believed to be the principles of Melf's magic and wrote the Arkanic Ballistae (The Magic of the Arrow), which has become the primary book of instruction within the order.

In current times, the Order is less active in politics than it used to be, instead acting as a safehaven for its members, and as a mercenary group, hiring out member mages' services to minor nobles and merchants. Mostly, the Order accepts only caravan and bodyguard work, but it will occasionally get involved in larger conflicts if the outcome is of interest to the Order.

Location: The Order of the Arrow is located in Highreach, a fortified complex of mages' towers and high walls carved out of Mt. Falderal in northern Aden-Dell. The Order lays claim to a small section of the surrounding land and maintains good relations with the bordering kingdoms.

Almost no one except members of the Order is allowed into Highreach. Instead, all business is done in the town of Schott, located at the base of Mt. Falderal. The Order protects the inhabitants of the town and keeps a large hall there. The hall is always staffed, and it is here that people come to make requests of or send messages to the Order.

Organization: The Order is controlled by a single Master who has absolute power to decide what the Order does and who is allowed to join. The first Master was Falderal himself, and eight mages have held that position since. The current Master is Pentarion the Wise (human male, 20th-level wizard), an old and tired mage who hopes to live a quiet life, but who will be roused to great action if the Order is threatened.

Most day-to-day decisions are handled by the Council of Fletchers. The Council was originally

composed of Falderal's nine senior apprentices. Whenever a member of the Council dies or retires, the remaining members vote on whom within the Order to elevate to Council membership. Thus, the Council is still comprised of nine members. It is also the Council which chooses a new Master of the Order when needed. Although the Master is the absolute ruler over the Order, he may be removed if six members of the Council vote to do so.

The current Council members are Zyman the Fat (human male, 18th-level wizard), Lady Allisande (human female, 17th-level wizard), White Erin (half-elf male, 9th-level wizard/9th-level fighter), Ryan "Toadkiller" (human male, 16th-level wizard), Cyrandella (human female, 14th-level wizard), Mistranteir the Mighty (human male, 15th-level wizard), Marlon the Bear (human male, dual-classed 14th-level wizard, 7th-level druid), Seeress Beatrold (human female, 13th-level wizard), and Zitherion the Blue (elf male, 12th-level wizard).

Ranking below the Council are the Masters, mages who have proved themselves talented and loyal. Most mages of 9th-level or above have earned Master status. It is the Masters of the Order who teach the younger mages, do most of the Order's research, and hire out their services for serious and dangerous jobs.

Below the Masters are the Journeymen, comprising the mages from 3rd to 8th level. Although usually still young and inexperienced, the Journeymen run errands for the Order and may be hired out for less taxing jobs. Lowest ranking are the Apprentices, young men and women who are just beginning their training. In addition to their studies, Apprentices are expected to do all the menial labor within the Order (cooking, cleaning, mending, etc.).

Spells: As an old and well respected Tradition, the Order has a large number of spells available to its members. First-level spells are not considered secret and are available to any mage willing to pay to learn them (1,000 gp is an average price). Second- and third-level spells are available to any member of the order who can learn them. Spells of fourth-level or higher are restricted to the masters of the order. Anyone who was to teach secret spells to outsiders would be hunted down and killed by the order. The spells which are secret to this order are listed below. These spells are fully described in the *Spells* section of *Book 3*.

1st-level

Caitlin's Countermeasures

Zyman's Zalambdodont

2nd-level

Caitlin's Constant Crossbow

Allisande's Accurate Arrow

Allisande's Explosive Attack

Beatrold's Beholding Bolt

Pentarion's Bending Bolt I

Zyman's Zealous Arrows

3rd-level

Caitlin's Cataclysmic Cannon

4th-level

Caitlin's Caustic Counterattack

Falderal's Fiery Spear

Mistranteir's Missile Multiplication

Zyman's Zero Zenith

5th-level

Pentarion's Meta-Magic Missile

Zyman's Zone of Archery

ALTERNATIVE RULES FOR CASTING WIZARD SPELLS

by Bil Boozer <bilboozer@gsu.edu>

Note: Fitness, Health, and Knowledge are sub-abilities to be used if the campaign is making use of the *Player's Option: Skills & Powers* sub-ability rules.

The current rules for casting wizard spells require that spells be memorized ahead of time. Such memorization requires 1 turn (10 minutes) per level of the spell to be memorized and requires that the wizard be undisturbed during that time. This becomes very cumbersome after the wizard reaches 4th or 5th level, when he or she may be required to spend over an hour memorizing spells each day. Because he or she must also have sleep, the additional time required delays a party's adventuring and becomes more of a nuisance than an aid to roleplaying. Furthermore, within the confines of an underground adventure, once the wizard has cast his or her spells, he or she is unable to recover new ones until gaining a night's sleep and having additional memorization time, something difficult to accomplish in the disturbing environment of most dungeons.

The system below was inspired by observations of the legendary mage, Raistlin, who was instrumental in the War of the Lance. Raistlin memorized spells while walking through the underbrush and while following the rest of his party in their adventures through crypt

passageways. Moreover, though he was very powerful, Raistlin's health had been debilitated as a result of his taking the Test, an initiation ritual for wizards on Krynn, at an unusually young age. Each casting of a spell weakened the mage, and many times he would not have been able to carry on without the assistance of his burly brother, Caramon. The effects of this debilitation were seen dramatically before he exchanged his red robes for black ones, but the draining effects of spellcasting were still apparent when he saved one of his former friends from death by poison as they attempted to escape the Temple of Istar following the death of the Everman.

These rules were not designed to make it more difficult for wizards to cast spells; nor were they designed to make it easier. Rather, they were designed to make the memorization and casting of spells a more active process.

Spellcasting

Any wizard may cast a spell from his or her spellbook and, under certain circumstances, from scrolls of wizard spells. A wizard may not cast a spell from another wizard's spellbook--rather, the wizard may copy the spell into his or her own spellbook and, thereafter, cast it, provided the wizard is able to learn the spell as determined by his or her Intelligence (Knowledge). Certain magical devices may enable a wizard to cast a spell, and wizards may engage in research to develop new spells or duplicate existing spells.

A wizard may (and probably should) keep more than one spellbook, and he or she may keep a copy of a spell's text in more than one spellbook simultaneously.

Unlike priests, who depend on supernatural powers to provide them spell abilities, wizards must draw on their own inner resources to ensure the success of their spellcasting. This success is based on the wizard's Constitution (Health).

To cast a spell, a wizard must first find it in his or her spellbook (1 segment), then read it and commit it to memory (1 segment per spell level), and then attempt to cast the spell. Initiative and casting cost will both delay the casting of the spell. The wizard must make a successful System Shock roll to cast the spell, gaining a +5 bonus on his or her roll if he or she has cast the same spell successfully within the previous 12 hours. The caster also gains a +1 bonus to this System Shock roll for each segment spent preparing to cast the spell in addition to those required above. After

the System Shock roll, whether or not it is successful, the wizard immediately suffers a decrease in Constitution (Health) determined as described below.

Each time a wizard gains a new level of experience, the casting cost of his or her spells must be determined by dividing his or her Constitution (Health) by the total number of spell levels available at the new level of experience and then, for each spell, multiplying that quotient by the level of the spell. Casting costs including a fraction of 1/2 or more are rounded up; others are rounded down, even to 0. Additionally, for every 3 points of Health lost because of spellcasting, the wizard loses 1d3 points of Fitness.

For example, Hildebeest, a 10th-level wizard, can cast four first-level, four second-level, three third-level, two fourth-level, and two fifth-level spells (see Table 21 of the *Player's Handbook*). The total number of spell levels available to her are 39 (4x1 + 4x2 + 3x3 + 2x4 + 2x5). If her Constitution (Health) is 16, then the cost to cast a fourth-level spell is 2 (4 x [16/39] = 1.64), and the cost to cast a first-level spell is 0 (1 x [16/39] = 0.41). Nonspecialist first-level wizards must spend 75% (rounded down) of their Constitution (Health) to cast a spell. These costs do not apply to spells cast directly from scrolls, as these are empowered by their writings and not by the life force of the wizard reading them.

Constitution (Health) lost in the casting of wizard spells may be regained at a rate of 1 point per turn of complete rest or 1 point per continuous hour of relatively nontaxing exertion. If a character's Constitution (Health) is reduced to zero, he or she dies.

A wizard has access to the number of spells appropriate for his or her level when his or her Constitution (Health) has not been reduced as the result of spellcasting. If his or her Constitution (Health) has been reduced as a result of spellcasting, then used spell-level slots are not available until the wizard's Constitution (Health) is restored.

For instance, if Hildebeest casts a fourth-level spell, her Constitution (Health) is reduced to 14, and she can cast only one more fourth-level spell until her Constitution (Health) is restored. If she then casts a first-level spell, it does not reduce her Constitution (Health), because the cost is 0, but she can only cast three more

first-level spells until she restores her Constitution (Health).

On the other hand, if she cast the first-level spell and then the fourth-level spell, her Constitution would be reduced to 14 after casting the fourth-level spell, but she would still have access to four first-level spells.

Advantages and Disadvantages

Using this system, player characters are able to select spells they need according to the situations they encounter, allowing them more flexibility for their wizard and bard characters. Thus, first-level characters won't have to stand idly by during combat because they memorized *read magic* instead of *magic missile* that morning. On the other hand, this system adds initiative penalties to the use of wizard spells, and all spells have a chance of failing. Constitution becomes a prime requisite for wizards, and the DM must keep track of a character's fluctuating Constitution score and its effects on the character's System Shock Survival and Resurrection chances. Some players and DMs may find the spell-cost calculation daunting, but they should keep in mind that the costs are not calculated during play but rather when the character increases in level, and they are only calculated once per level.

THE MAGIC ROLL

by Luis Mejia <dunfi@usa.net>

The number a caster needs to successfully cast a spell is called the "To-Cast" number.

$$\boxed{\text{To-Cast}} = \boxed{\text{Base Magic Roll}} + \boxed{\text{Spell level}} + \boxed{\text{Special Modifier}}$$

BASE MAGIC ROLL: This number is used to calculate the number needed to cast a spell. It is refigured each time the character increases in level.

$$\boxed{\text{BMR}} = 11 - \boxed{\text{Caster Level}} - \boxed{\text{Ability Modifier}}$$

CASTER LEVEL: This modifier is the level of experience of the spell caster. Thus, a 5th level mage would subtract 5.

SPELL LEVEL: The level of the spell being cast. Thus, the 3rd-level wizard spell *fireball* adds +3 to the “To-Cast” number.

ABILITY MODIFIER: This simulates the bonus or penalty a mage or priest would get to cast a spell because of unusually high or low ability scores. Of course, wizards use Intelligence and priests use Wisdom.

Ability Scores	Ability Modifiers
1-2	N/A
3-4	-8
5-6	-4
7-8	-2
9-15	0
16-17	+1
18-19	+2
20-22	+3
23+	+4

SPECIAL MODIFIERS: These include all of the various adjustments to spell casting that are applied only under certain circumstances:

Wizard casting spell in specialized school	-2
Attempting minor variation of known spell (e.g., "firebird" based on <i>fireball</i>)	+2
Attempting major variation of known spell (e.g., "frostball" based on <i>fireball</i>)	+6
Attempting spell not known*	+10
Attempting a purely creative effect* (This means trying a spell effect not listed as a spell in any accepted source for spells. The DM should assign effective spell level.)	+10
Caster present in magical area (faerie ring, Stonehenge, etc.)	-1 to -5
Per two hit points lost during casting	-1

*Failure with this modifier means the caster must roll a successful system shock or age the difference between the number needed and the number rolled, multiplied by the level of the ruined spell.

After all of the modifiers are totaled, the player should roll a 20-sided die to determine if the spell is cast successfully.

Note that it is possible to cast a spell with a 1 and to fail with a 20. It is also possible to cast a spell of a higher level than normally possible. For example: A 4th-level wizard with a 17 Intelligence (BMR = 11 - 4 - 1 = 6) can cast *fireball* (3rd level spell) if he or she gets a 19 or higher (6 + 3 + 10 because it's an unknown spell for the wizard).

WORKING THE MAGIC

by Brenton Miller <brent@the-desk.com>

One of the parts of the AD&D game that provides players with the most grief is the spell system. DMs continually struggle with game mechanics in order to please themselves and their players, while at the same time trying to capture the exact feeling of how magic should work in their worlds. As many DMs as there are in the game, there are probably almost an equal number of variations on the use of spells in the AD&D world.

Well, I am no different, and I am about to present to you my own system. I encourage you to read this article through its entirety before making an opinion. This system was intended to promote more flexibility and better roleplaying when using wizard characters, not to bog down with cumbersome rules. I think you'll find this system to be a simple and minor deviation from the traditional AD&D spell system, but one that provides much more flexibility.

Why Modify the Spell System At All?

This is a question probably every DM will have a different answer for. My own reasons are probably not uncommon. Likely my biggest complaint is that low-level wizards can only cast one or two spells per day. In most campaigns, the 1st-level wizard is usually considered the “tag-along,” having little participation in the party's activities, especially in combat, where the wizard usually hides behind the tougher characters.

My next complaint is that even at higher levels, a wizard has little flexibility in what spells he can cast per day. Each day, he must memorize the spells he wishes to cast, then those

spells are locked in until used. Also, a higher level wizard can only memorize one or perhaps two 8th-level spells and only five 1st-level spells. Why, one may ask, can't a wizard forego use of an 8th-level spell in favor of multiple lower-level spells?

These are the concerns that have plagued me and perhaps countless other DMs in the world of AD&D. And to answer my own questions, I took it upon myself, as many others have done, to create my own, modified spell system.

TABLE 23: WIZARD SPELL POINT PROGRESSION

Wizard Level	Spell Points	Specialist Points	Maximum Spell Level
1	1	2	1
2	2	3	1
3	3	5	2
4	5	7	2
5	7	10	3
6	8	11	3
7	10	14	4
8	12	16	4
9	13	18	5
10	15	20	5
11	18	23	5
12	21	27	6
13	25	31	6
14	26	33	7
15	28	35	7
16	31	39	8
17	33	41	8
18	34	43	9
19	35	44	9
20	37	46	9

Spell Points

The first modification in this system is to convert the wizard spell progression table into spell points at a one-per-one trade. This means that if a 5th-level wizard can cast four 1st-level spells, two 2nd-level spells, and one 3rd-level spell, he has 7 (4+2+1) spell points. In addition, if the wizard is a specialist, he gains one extra spell point per spell level he can cast. Thus, in the example given above, the 5th-level specialist wizard would have 10 spell points, the three

extra because he can cast up to 3rd-level spells on the wizard spell progression table. There are no limitations on how the wizard has to apply this extra spell point, as there are in the *Player's Handbook's* rules for specialist wizards, but the penalties of that class (such as being unable to cast opposing school's spells) still apply, and it is left to the DM to decide whether the supposed specialist is studying appropriately to his chosen school of magic.

The spell point cost of casting spells is easily translated. The level of the spell dictates the cost in points. Thus, a 1st-level spell costs 1 point, while a 9th-level spell costs 9 points to cast. This may seem like an unfair trade if you do the math. A 5th-level wizard under the normal AD&D system could cast one 3rd-level spell, two 2nd-level spells, and four 1st-level spells, while under this new system, a 5th-level mage would have enough spell points to cast only one 3rd-level spell, one 2nd-level spell, and two 1st-level spells. This hardly seems fair. However, there are two reasons for this.

First, game balance is a consideration. While it's logical a mage should be able to cast nine 1st-level spells in exchange for one 9th-level spells, this could overbalance the game when a wizard approaches higher levels, giving him the capability to cast a seemingly unlimited number of 1st-level spells. So this system keeps the ratio down, where even a 20th-level wizard could cast only 37 1st-level spells at a time, rather than 162.

The next reason the spell point conversion isn't a fully even trade is because there is another trade-off. In this system, a wizard can regain his spell points during normal rest or activity, without having to sleep a minimum number of hours before he can cast spells again. Spell point recovery will be explained in detail later on.

See **Table 23: Wizard Spell Point Progression** for the advancement of a wizard's spell points and spell level maximum per experience level.

Limitations

So far, you may be thinking, "So what prevents a 5th-level wizard with 7 spell points from casting a powerful, 7th-level spell?" Well, simply, it's because of the limitation rule I'm about to introduce.

A young wizard who is just learning to channel the forces of magic through his body and to focus those energies into specific effects, cannot hope to harness powerful magic without a tremendous

amount of practice and experience. This means starting at the bottom and slowly strengthening his body until he is ready to handle more powerful magic.

Keeping in line with AD&D's original system, a wizard cannot cast a spell from a particular spell level until he reaches the level at which the wizard spell progression table in the *Player's Handbook* allows him to. So, a 4th-level wizard, regardless of his number of spell points, can cast only up to 2nd-level spells. Once he reaches 5th-level, he can cast 3rd-level spells and can even cast multiple 3rd-level spells as long as he has enough spell points.

Learning Spells

Under this system, a wizard need not memorize his spells as he does in the traditional AD&D system. However, the wizard must still continue to study and practice his spells so he does not lose the knowledge he has gained. Whenever a wizard encounters a new spell he is unfamiliar with, he must roll his percentage chance to learn the spell, based on his Intelligence, just as any other wizard does under the AD&D system. If the roll is a failure, it is assumed the wizard cannot understand the exact intricacies of the spell in question and is unable to ever learn the spell, unless his intelligence is somehow increased, at which time he can make one more attempt to learn the spell. If a wizard's intelligence were ever somehow reduced, however, he would have to roll again to relearn his entire repertoire of spells. Spells he already has learned could suddenly become incomprehensible to him.

In order to keep his knowledge fresh in his mind, a wizard must study his spells daily for a period of time equal to 15 minutes per experience level. This study keeps the intricacies of the wizard's spells fresh in his mind so he will instantly be able to draw on the knowledge of how to cast a particular spell. If a wizard does not spend the required time in study each day, he acquires a 1% chance of spell failure for every 15 minutes of study he missed. This penalty is cumulative each day the wizard is unable to meet his study requirements. For example, if a 3rd-level wizard, who is required to study 45 minutes each day, misses three days of study, he will have a 9% chance of spell failure for each spell he casts, until he makes up his study time.

Failing in the casting of a spell doesn't necessarily mean the wizard has forgotten how to cast the spell. It simply means his recall has become sloppy. In the midst of combat, the wizard might be halfway through that *fireball* spell when he suddenly fails to remember the next word. Two seconds later, he remembers what the next word should be, but by then the spell has already fizzled, burning up the appropriate number of spell points in doing so.

Recovering Spell Points

A wizard regains spell points depending on the nature of his activity. During periods of normal activity, which can include light travel, setting camp, light dancing at a tavern, or other activities that do not cause too much physical stress on the body, a wizard can regain a number of spell points in 2 hours equal to half his experience level, rounding up. Thus, a 1st-level wizard regains 1 point every 2 hours during normal activity, and a 10th-level wizard regains 5 points every 2 hours during normal activity.

During periods of complete rest, in which the wizard is moving very little, such as quietly preparing a meal or reading a book, even studying his spell books, the wizard can regain 1 spell point every 2 hours for each of his experience levels. So, a 5th-level wizard at normal rest would regain 5 spell points every 2 hours.

While sleeping, a wizard will regain a number of spell points in an hour equal to his experience level. This means that after a full 8 hours of sleep, a 5th-level wizard would regain 40 spell points--more than he is likely to have.

Of course, all these recovery rates assume healthy conditions for the wizard. If the wizard is greatly injured (has less than 25% his normal hit points), going hungry, lacking sleep, or is suffering from some other highly stressful physical or mental condition, he may be unable to regain spell points at all until his condition is improved. It is left up to the DM's sole discretion to decide when a wizard's physical or mental condition prevents or hinders his regaining spell points. Also, a wizard is unable to regain spell points under harsh conditions, such as melee, forced marches, trekking through a dangerous dungeon, and other occasions the DM deems appropriately harsh.

Casting Spells

There are two options a wizard has for casting his spells. The first method provides the wizard

the most flexibility to choose a spell at exactly the moment he needs it, but the second gives the wizard a better chance to gain advantage over his opponents in melee. The DM need not limit the wizard to one system. The choice is fully up to the wizard as to how he wishes to cast his spells, and he is free to employ both methods simultaneously to build a plan of attack that is most suitable to his needs.

In the first method, the wizard need do no preparation to cast his spells. He goes normally throughout the day, selecting the exact spell he needs to cast only when he needs it, spending the necessary spell points to cast the spell. If the wizard comes to a barred door and needs passage, he simply casts a *knock* spell. A few rooms later, he encounters another locked door and can recast his *knock* spell, as long as he still has enough spell points. This is the simplest way for a wizard to manage his spells and probably the one he will rely on the most. As a note, though, a wizard must already have learned a spell to be able to cast it. He cannot simply wish up any spell effect he desires.

The next method of spellcasting the wizard has available to him is more complex as far as game mechanics go, but it has some desirable payoffs. This method is often termed “pre-casting” or “hanging” spells by many wizards and is a good way to give the wizard an edge during important situations.

With the first, and normal, method of casting, the wizard decides what spell he will cast only when he needs to cast it. It then takes the wizard a certain amount of time to complete the spell. For example, a *fireball* will take three segments to cast, time that may be precious to the wizard in a battle against half-a-dozen trolls. Then there is always the chance an enemy’s attack will disrupt a spell being cast.

To circumvent these limitations, a wizard will instead spend the time, spell points, and material components (if necessary) in advance and “hang” the spell’s effects for later release. The spell’s effects are withheld, much like a robe hanging in the closet, in the ether around him. Later, when he needs that spell, the wizard need only issue a thought to release its effects. So for example, a wizard decides in the morning that he is in hostile territory and a *fireball* spell may come in handy later that day. He spends the three spell points, takes the time to cast the spell, then postpones the spell’s effects, hanging it in the ether. Later, his party of three is

ambushed by seven orcs. The orcs attack brutally quick, scoring hits on the wizard.

Now, had the wizard not prepared his *fireball* spell in advance, the orcs’ attacks might have disrupted the spell, and it would have fizzled, leaving the wizard drained of the spell points and without a *fireball* having gone off. But by having pre-cast the spell, there is no casting ritual to disrupt, thus the wizard’s spell goes off automatically as soon as it is his initiative. Treat the hung spell as a casting time of 0 for purposes of determining initiative.

There are two limitations when pre-casting spells. First, not every spell can be hanged like this. The DM should use his own discretion in deciding what spells will be allowed to be hanged. As a general rule, spells with complex rituals, such as *gate*, should be unsuitable for hanging. Simple spells, such as *magic missile*, *strength*, *fireball*, and *teleport*, should be easy to pre-cast.

Next, the wizard does not regain the spell points for hung spells until he releases the spell. Releasing the spell implies either releasing the effects, such as tossing that *fireball* into a group of enemies, or deciding to allow the hung spell to just dissolve. Once the spell is cast or dissolved, the spell points will be regained at the normal rate (see *Recovering Spell Points* above).

There is yet another bonus, however, to hanging spells. Since a hanged spell is released only with a thought, there is no need for the wizard to perform the somatic rituals necessary to cast a spell, thus armor is no longer an interference. So a wizard can still cast hung spells while he is wearing armor. This rule only applies to spells that are hung and only after they are hung. To cast spells that are not hung or to hang spells, the wizard must first remove his armor.

Going Beyond Limitations (Optional Rule)

So far, there are still all these restrictions. The wizard has only so many spell points, and he can only cast up to a certain spell level regardless of his number of spell points. That’s not very realistic, one may comment. Many athletes, and even nonathletes, in the world have exceeded their limitations for brief moments, based on sheer willpower alone.

The same should be true for wizards. But, just like anyone else, if the wizard exceeds his normal limitations, there is a chance he could injure

himself. Normally, a wizard taps into the vast, magical energies surrounding him, shaping them to his needs and desires for wondrous, and not so wondrous, effects. A wizard's spell points reflect the amount of magical energy he is able to tap into before casting spells starts to take a dangerous toll on his body. In times of dire need, though, a wizard may need to push himself that extra length and cast that one more spell or cast that more powerful spell, the one that will save the party from death.

There are two ways in which a wizard may exceed his limitations. The first is to cast a spell that is of higher level than he should be able to cast according to his experience level. The second way is to cast a spell that takes energy beyond his allotted spell points. Once a wizard exceeds his normal capacity for spell casting, he risks serious injury.

When a wizard decides to cast a spell that is of higher level than he can normally cast, he must roll a Constitution check with a penalty equal to double the difference between his normal casting level and the level of the spell being cast. For instance, if a 5th-level wizard (able to cast 3rd-level spells), casts a 5th-level spell, he makes his Constitution check with a -4 penalty. A failed check means the wizard falls unconscious for 1d8 hours plus a number of hours equal to the level of the spell cast. Whether the check succeeds or fails, the wizard will immediately drop to 0 spell points, be unable to cast spells again for a full day, and will only regain spell points at one-quarter his normal rate. Thus, a 5th-level wizard at normal rest would regain only

5 spell points in 8 hours, rather than the normal 5 points every 2 hours.

When a wizard who has fewer spell points than are needed to cast a spell decides to cast the spell anyway, he must roll a Constitution check with a 2 point penalty for every spell point he lacks. Thus, if a wizard with only one spell point left casts a spell requiring three spell points, he rolls his check with a -4 penalty. If the check fails, the wizard falls unconscious for a number of hours equal to 1d8 plus the level of the spell being cast. On a successful check, the wizard is merely unable to cast spells again until he is at least back to one spell point. When spell points are below 1, the wizard regains only 1 spell point per hour.

If a wizard is attempting to cast a spell that is both higher than his normal spell level and costs more spell points than he has left, he must roll a Constitution check as described above, but adding both penalties together. Failing this check means doubling the effects of failure. Thus, failure means the wizard is unconscious for a number of hours equal to 2d8 plus double the level of the spell being cast. Also, the wizard is unable to cast spells for two full days, during which he cannot engage in any activity more strenuous than normal activity, or he must roll a Constitution check where failure means he lapses into a coma for 1d4 days.

Whenever a wizard fails a Constitution check in one of the ways listed above, he must then also make a system shock roll. Success means no further damage, but failure of this roll indicates the wizard permanently loses 1 point from his Constitution.

ARMS & EQUIPMENT

MEDICINARY PRODUCTS

by Brenton Miller <brent@the-desk.com>

Many people underestimate the little halflings who are generally looked upon as fun-loving, carefree people, but given their pacifistic nature and love of comfort and pleasure, the halflings have developed many non-magical forms of healing poultices, ranging from salves which seal wounds and prevent infection, to imbibed potions that can cure disease and heal injury. While most people are generally unaware of the origins of such products, the halflings' medicines have managed to filter into other societies, generally through traveling merchants. It would not be uncommon, for example, for the local general store to keep a supply of quilarri on hand.

Of course, many unscrupulous merchants will try to peddle their own "snake oils," so it's quite understandable that rumors of such halfling remedies would be quickly discarded. Still, these medicines do exist, and the adventuring parties who have discovered this fact find themselves very fortunate indeed, because the halfling medicines are quite potent and probably much easier to procure than magical healing potions, at least by lower level adventurers.

Below are listed some of the most common halfling medicinal products to be found in distribution, along with their common street values.

Quilarri, 2sp/bottle

Quilarri is a medicine made from fairly common ingredients the halflings find in the wilderness around their homes. It is a general purpose pain reliever for the relief of muscle aches and headaches. It is most often used by the scholarly, sages and wizards particularly, who get frequent headaches while wrapped up in their research. This item can commonly be found in general stores. One bottle of this liquid will generally provide twelve doses.

Calmine, 5sp/jar

Calmine is a thick ointment which is spread on cuts to help healing and prevent infections. This is a very common item, and many people

keep it around their homes. One jar usually lasts a family a few months. Adventurers will go through a jar more quickly, and they often carry it to help prevent infections in wounds and to help wounds seal more cleanly. Calmine grants a +1 bonus to healing proficiency when one is tending another's wounds. There are usually about six applications per jar.

Sewelac, 1gp/bottle

Sewelac is much like Quilarri, but more potent, being made from stronger ingredients. Sewelac will relieve bodily pain, but at the cost of putting the imbiber in a foggy state. Sewelac is generally used by people who suffer from great pain, such as those recovering from severe injuries. Using sewelac will often allow a person to perform actions he might otherwise be in too much pain to perform, such as traveling or entering combat. Imbibing sewelac will temporarily reduce a character's Intelligence and Wisdom scores by 2 each, but will allow the imbiber to act as though he had five more hit points than he actually has, up to his maximum hit point total. For example, if the character normally has 6 hit points and is injured for three, imbibing sewelac will allow the character to act as though he once again has 6 hit points. These hit points are temporary, and if there are any hit points remaining once the duration has expired, they will wear off immediately. (These extra hit points work much like those granted by the 2nd level priest spell *aid*.)

The effects of sewelac generally last 1d4+4 hours. Only one dose of sewelac can be imbibed within a day's time. Taking extra doses will have no effect except to knock the imbiber unconscious if he fails a Constitution check. One bottle of this liquid will generally provide six doses.

Cancor Mud, 25gp/jar

This item is a thick cream which is applied to wounds to stop bleeding and to prevent infections. It helps in initial blood-clotting so the patient's wounds close faster with less blood loss. If applied to a fresh wound, the patient will regain one extra hit point immediately (cumulative with Healing proficiency), and will regain two extra hit points after a night's sleep. Made from the thick juice of the rare cancor plant, this is a very strong-smelling salve. There are approximately six applications per jar.

Belladine, 50gp/bottle

This potion is made from rare herbs and other ingredients that are difficult to procure, thus its high cost. Due to its rarity, though, merchants may often try to sell it at much higher prices than this. However, it is generally worth the price. When an injured character imbibes this liquid, he will regain 1d4 hit points of damage from recent injuries. Unlike magical potions which can be imbibed continually until a character is back to full health, belladine only works once on recent injuries. For example, if a character is injured for six points of damage and imbibes some belladine to heal back three points, he cannot imbibe more to heal the other three. Likewise, if he then gets injured for two more hit points (while still down three), he can only heal back the two points he additionally incurred, even if he rolls a four after imbibing the belladine. There are generally four doses to a bottle.

Chicken Noodle Soup, 5cp/bowl (1sp/five-serving container)

A delicacy served in most halfling taverns and inns (often with biscuits), chicken noodle soup is a product that was developed by halflings whose most eaten meat is chicken. Though human cultures have tried to recreate the halflings' particular blend of herbs in this soup, none has achieved the potency of the halflings' soup. When used in conjunction with a few days' bed rest, this powerful remedy will cause a person to recover in 25% of the time from normal, non-debilitating diseases. When taken regularly, it can strengthen a person against diseases (+4 on saves versus non-magical diseases), which is why the halflings are such healthy people.

Thorcine, 30gp/bottle

Thorcine generally does not taste very good, but it has been known to cure the most crippling diseases and plagues. Though it does not work instantly and miraculously, with proper bedrest and continual doses of thorcine, a patient may recover from a disease that normally proves fatal. For game purposes, thorcine grants an extra saving throw against diseases that are normally fatal, and if this save is passed, the character can recover with a few days of bed rest, depending on the severity of the affliction. One bottle is enough to treat one person back to health.

RIBBON DAGGERS

Chad Thornton <chadthornton@hotmail.com>

Ribbon daggers are small dagger blades with ribbons for handles. They are easily concealed as long as the character has a reason for wearing ribbons. These daggers cannot be used in melee and are exclusively missile weapons. Even though the blades are smaller than normal daggers, they do the same amount of damage because of leverage gained when thrown. It is important to note that the daggers require a separate weapon proficiency.

Their range is 2/4/6, with a rate of fire of 2/1. These daggers use the normal dagger rate for specialization. Damage is 1d4/1d3, and they weigh 1/3 a pound each.

Most people who use these items wear bright clothes like gypsies, acrobats, jesters, and performing bards. These daggers can be concealed easily, but may be found upon thorough examination. The PC may make a Pick Pockets roll to hide the daggers during examination. Normal places to wear them: arm bands, hair, thighs, boots, wrists, and as decorations for other equipment.

MAGIC ITEMS

CURSED RING OF DAMAGE ABSORPTION

by Bil Boozer <bilboozer@gsu.edu>

XP VALUE: 500
 USABLE BY: Any class
 FREQUENCY: Rare

These rings are gold but show thin red veins of another element across their smooth surfaces. If *detect magic* is cast on the ring, it may evince a strong aura of necromancy combined with a weaker aura of abjuration.

During each round that the wearer of this ring takes damage from any number of sources, the ring reduces the total damage by up to 1d4 points. Damage can be reduced in this manner for a number of rounds equal to the number of charges in the ring. The number of charges in the ring is determined by the maximum number of hit points of the wearer when he or she *first* puts the ring on; thereafter, the number is reduced by 1 each time a charge is expended.

The ring can be removed easily so long as its wearer has not expended any of its charges. Otherwise, a *remove curse* or similar spell must be used to remove the ring. When the ring has expended all of its charges, it ceases to reduce damage when the wearer loses hit points; rather, it takes on three new functions. First of all, the ring continually radiates a bright, bluish light which, if unhindered, illuminates a 10' radius around the wearer. Additionally, the wearer gains a 70% magic resistance to all healing and protection spells, and his or her natural rate of healing is halved, so it takes twice as long for him or her to regain hit points than it would normally. The wearer also gains a -1 penalty on all saving throws vs. poison.

Roleplaying Notes: These rings appear at first to be beneficial, and often less than honorable patrons will reward adventurers with them for completing a mission of importance to the patron, explaining that the magical rings will give them some small protection from harm. Typically, it will not be until much later that the adventurers discover the true nature of the rings.

EYEGASSES OF DIPLOMACY

by Justin LaLiberty <spawn@freenet.mb.ca>

XP VALUE: 3,000
 USABLE BY: Any class
 FREQUENCY: Unique

These glasses look identical to non-magical, tinted eyeglasses. They have very thin, steel frames and medium blue lenses. When put on, the glasses quickly conform to the size of the wearer's head, so long as the wearer's head is not larger than that of an average ogre or smaller than that of an average halfling. The wire frames of the eyeglasses are magically protected from both rust and acid and appear a paler shade of blue than the lenses.

The wearer of these eyeglasses gains the ability to see magically imbued items as red, a strong contrast to the blue tint the eyeglasses give to everything else. Additionally, the wearer of the glasses gains protection from all mind-affecting spells and from psionics, as if he or she were under the effects of the 8th-level wizard spell, *mind blank*.

When worn, the eyeglasses of diplomacy effectively increase the wearer's Charisma to 18 for the purpose of determining the character's loyalty base and reaction adjustment; when the eyeglasses are removed, the character's Charisma returns to normal and, if appropriate, loyalty and reaction are determined again. Additionally, the wearer gains the ability to speak and understand any language spoken in his or her vicinity, assuming the wearer can hear the language.

Any intelligent creature or character attempting to attack the wearer of the eyeglasses must first make a saving throw vs. paralyzation with a penalty as described below. If the save is unsuccessful, the would-be attacker will cease his attack and forgets his reasons for attacking the wearer for a period of at least 24 hours. Creatures or characters who share the wearer's alignment suffer a -8 penalty to their saving throws in this situation; creatures or characters who share only the ethical (lawful/chaotic) or the moral (good/evil) component of the wearer's alignment suffer a -4 penalty to their saving throws, and all others suffer a -2 to their saving throws. If the wearer initiates an attack, no saving throw is required of the opponent, and the wearer loses the

effects of his or her increased Charisma for the duration of the melee.

If the wearer engages in melee while wearing the glasses, he or she suffers a -2 penalty to attack and damage rolls because of color and depth perception problems caused by the eyeglasses. Moreover, if the eyeglasses are worn for more than one hour, the wearer must save vs. paralyzation or suffer a painful headache. If the saving throw is successful, the wearer must make another one each turn until the saving throw fails. This headache does no damage, but 1d4 turns after the headache begins, the wearer suffers an additional -2 penalty to attack and damage rolls and is unable to cast spells or use any psionic abilities. If the eyeglasses are removed at this time and not put on again for at least one hour, the wearer recovers fully. If they are not removed, then for every turn thereafter the wearer suffers an additional -2 penalty to attack and damage rolls and loses 1d4 points of Wisdom. These points of Wisdom will be regained at a rate of 1 per day of complete rest once the eyeglasses have been removed. However, if the wearer is reduced to a Wisdom score of 0, he or she dies.

History: The eyeglasses of diplomacy were originally created by a powerful wizard for reasons known only to him. Rumors suggest that the wizard is now quite insane. It is known that he was well-traveled through the spheres and planes, and he could have hidden or lost the eyeglasses at any location.

Roleplaying Notes: This item is very powerful, and it is not a good idea for a DM to let it fall into the hands of players, particularly low-level players, permanently. A ruler of a kingdom, having learned of these eyeglasses, might enlist the adventurers to seek them out and bring them back to her. Thus, if the PCs found the eyeglasses, they could use them during the adventure, but they would relinquish them to conclude the adventure (assuming they abide by their commission). Later, they might learn that the ruler has been abusing the power she has gained with the eyeglasses, and the adventurers will be called upon to recapture and destroy the eyeglasses or possibly kill the ruler.

If the wearer of the eyeglasses suffers from some disorder which affects his or her sight, the eyeglasses will not correct that disorder; they cannot be worn over other eyeglasses.

JOHN PAUL (INTELLIGENT SWORD)

by Thomas Wagner <regnaw@zebra.net>

XP VALUE:	Not applicable
USABLE BY:	Fighters and priests
FREQUENCY:	Unique
SPECIAL PURPOSE:	Defeat evil
ALIGNMENT:	Lawful Good
INTELLIGENCE:	17
EGO:	25
COMMUNICATION:	Telepathy and speaks the following languages: common, elven, dwarven, orcish.
SPECIAL POWERS:	<i>Detect invisible objects</i> in 10' radius; <i>detect magic</i> in 10' radius; <i>detect evil/good</i> in 10' radius; read languages and maps, including magical writings; <i>heal</i> once per day

John Paul is a steel long sword that is remarkably unadorned for a weapon of its power and purpose. Because of the urgency involved in its creation, little time was spent on ornamentation. The sword functions as a *vorpal sword* with a +3 magical enchantment, also granting its wielder +2 to all saving throws and -1 point per die of damage received. On certain unmodified attack rolls, *John Paul* will sever the head of its wielder's opponent. If the opponent is normal-sized or smaller, the sword will decapitate the opponent on a natural roll of 17-20; if the opponent is greater than man-sized, the sword will decapitate the opponent on a natural roll of 18-20; and if the opponent is made of solid metal or stone, regardless of size, the sword will decapitate the opponent on a natural roll of 19-20. This ability is ignored if the opponent has no identifiable head. Also, it should be noted that there are creatures that might well function unhindered without their heads.

History: Centuries ago, in a kingdom lost to memory, a noble king and his ruling council gathered arms to oppose the invasion of their land by a powerful lich. King Rengaw Somat was a paladin in the service of the god Tyr, and his chief adviser was Johan Paulis, the half-elven priest-mage who led the kingdom's ruling council. This council, called the College of Cardinals, consisted of high-level priests, mages, and priest-mages who were all faithful followers of Tyr and devoted to the ideal of justice.

In the twentieth year of Somat's reign, a powerful lich named Teufel Marden, with his army, sought to attack and conquer Somat's kingdom. During the campaign, Johan Paulis and the college fashioned an enchanted sword for the king to use against the dread minions of the lich, many of whom were powerful undead creatures. After five long years, the king and his forces managed to stop the invaders and drive them back to the lich's keep in the mountains. There, the lich's defenses proved impregnable, and Somat and his forces could do no better than to lay siege.

After many years of this stalemate, the College of Cardinals resolved to further enchant Somat's long sword so that with it the king could lead his army to victory over the lich. During this enchantment process, the sword was imbued with an intelligence of its own, and it named itself "John Paul" in honor of its primary creator, Johan Paulis. The sword swore itself to unending devotion to the ideals of the College of Cardinals.

Armed with this very powerful weapon, Somat and his forces were able to penetrate the lich's defenses. Somat himself used *John Paul* to deliver the decapitating strike that killed Marden. Upon returning home, the king entrusted the sword to the safekeeping of the temple of Tyr. For many generations, the kingdom prospered peacefully, and stories of the sword grew into legends. Several centuries after Somat's death, internal differences splintered the kingdom, and an orcish army attacked and destroyed the main temple of Tyr, taking its treasures. Many of these treasures the orcs tried to sell, including the silent *John Paul*. Who might have purchased it and where it may be today are mysteries.

Roleplaying Notes: Any wielder whose personality (Intelligence + Charisma + experience level) does not exceed *John Paul's* personality (Intelligence + Ego) will feel compelled to keep the sword with him or her at all times; he or she will never use another weapon while still possessing *John Paul*. Note that a PC's personality is related to the amount of damage he or she has taken as described in the DMG.

If there is a personality conflict between *John Paul* and its wielder, the sword will persuade the wielder that he or she possesses the spirit of the "Collage de Cardinal." (Centuries of dormancy have altered his memory of the body which created him.) As such, the sword will explain, the wielder's mission must be the same as the

sword's, and the sword feels responsible for making sure the wielder follows the appropriate courses of action. The sword will also suggest that the wielder owes his or her good fortune to Tyr and that it would be a good idea to do service for the goals of this god (who may or may not still be worshiped in the campaign).

Any character not of Lawful Good alignment suffers 25 points of damage every round he or she is touching the weapon, although this damage is not suffered if the weapon is being wielded by a Lawful Good character when the touching is done.

John Paul has a hatred of all liches, and it will urge its wielder to ignore other enemies to target any lich if one is known to be nearby. The sword is not overly concerned with what allies the lich may have or what the wielder's odds of survival are; duty is duty. The sword will use its *heal* ability on the character on its own if it thinks its wielder will not survive another blow. The wielder may receive healing from the sword in this manner, and he or she may command the sword to *heal* any worshiper of Tyr, but the sword will not allow this power to function on any other.

LONG BOW OF ARROW RETURN

by Stephen Hume <wrathgou@hotmail.com>

XP VALUE: 250
USABLE BY: Any class
FREQUENCY: Uncommon

This long bow looks to be of good quality but is otherwise indistinguishable from other similar bows. It is always found with a quiver containing 2d6 flight arrows. The quiver is made of brown leather and is brightly decorated with semiprecious and fancy gemstones. The quiver will glow with an aura of alteration magic if *detect magic* is used on it.

Any time the bow is used, an unusual effect occurs. When the arrow is released, it is magically replaced with an illusionary arrow and the actual arrow appears in the gem-encrusted quiver. The illusionary arrow will strike its target if the shooter makes a successful THAC0 roll (with a -1 penalty). Otherwise, the arrow appears to miss and disappears from sight. Targets hit by the illusionary arrows who make a successful Intelligence check with a +4 bonus take no damage; others suffer illusionary damage as described in the *Player's Handbook*.

The long bow will function as described whenever the gem-encrusted quiver is within 1 mile of the bow; otherwise, it operates normally as a *long bow*, -1. On the night of the new moon, if the quiver is not within five feet of the bow, it teleports to the bow's location, as long as both items are in the same plane of existence.

LONG SWORD OF HALF DAMAGE

by Steven Hume <wrathgon@hotmail.com>

XP VALUE: 1,000
USABLE BY: Any class
FREQUENCY: Rare

This sword is not remarkably different from other long swords. If *detect magic* is cast on the sword, it emanates an aura of abjuration magic. An *identify* spell will readily reveal the sword as a strongly enchanted long sword; however, a successful Wisdom check means the wizard has noticed some discrepancy in his or her reading of the weapon and that, in fact, the weapon is cursed to make combat with it more difficult. (A wizard who is immune to phantasms will immediately learn the weapon is cursed if *identify* is used.)

This cursed sword gives its wielder a -3 penalty to his or her attack rolls during combat. Additionally, the enchantment on this sword protects anyone struck by it from excessive damage from the wound; thus, the recipient of a wound takes only half the number of points of damage he or she otherwise would have received.

Whenever the possessor of the sword enters combat, he or she must use this sword. It is impossible to get rid of the sword without using *remove curse*, *limited wish*, or *wish*.

ONE-HANDED BASTARD SWORD OF PURELIGHT

by Steven Hume <wrathgon@hotmail.com>

XP VALUE: 2,500
USABLE BY: Any class
FREQUENCY: Unique
SPECIAL PURPOSE: Defeat drow elves and their allies
ALIGNMENT: Neutral Good
INTELLIGENCE: 13
EGO: 17

COMMUNICATION: Empathy
SPECIAL POWERS: *Detect undead* (10' radius);
Detect invisible objects (10' radius)

When first found, this sword does not seem to differ significantly from other one-handed bastard swords; however, once it is wielded, its magical nature becomes apparent as it looses its blinding light within a 10' radius. The wielder of the sword is immune to its blinding effects.

When drawn, this sword emanates a blinding light which affects all sighted creatures except the wielder within a 10' radius such that they get a -3 penalty to all attack and damage rolls. Additionally, this light diffuses light-based spells targeting the wielder, giving him or her a +3 bonus on saving throws versus such spells.

In combat, the sword provides a +2 bonus versus most opponents. The sword provides a +3 bonus when used against undead creatures, and undead creatures adversely affected by sunlight (e.g., vampires) must save vs. death magic or suffer an additional 2d4 damage from the light. Against drow elves, the sword provides its wielder with a +4 attack and damage bonus; moreover, the sword acts as a *sword of wounding* against these opponents.

History: Centuries ago, a priest of an ancient god of light commissioned the creation of this sword to aid against an invading army of drow elves. The legendary hero, Farahd, armed with the *purelight sword*, led the counterattack that routed the drow elves, sending them back to their underground lairs. Farahd and his followers then followed the drow underground to make sure they would not return to attack the surface-dwellers. Unfortunately, the hero and his companions were never seen again, and the fate of the *purelight sword* is unknown.

Roleplaying Notes: Any drow elf will immediately recognize the sword for what it is whether it is being wielded or not, and the sword's possessor will become the target of an assassination attempt as soon as the opportunity arises. The sword assumes *all* drow are evil and will use its empathic communication to try to persuade its possessor to destroy any drow who are encountered.

RING OF PARA-ELEMENTAL COMMAND

by Dylan Brooks <draco9131@aol.com>

XP VALUE: 4,000 per ring
 USABLE BY: Any spellcaster
 FREQUENCY: Very rare

This ring behaves as a ring of elemental command as described in Appendix 3 of the *Dungeon Master's Guide*. As do those types of rings, each type of these provides protection from elementals from the appropriate para-elemental plane, penalizes attacks from non-elemental residents of the appropriate plane, and enables the wearer to communicate with para-elemental creatures from the plane. Additionally, the wearer of one of these rings is able to invoke certain spell-like powers from the ring. Only one such power may be evoked at a time, and before the wearer can invoke any of these powers, he or she must meet a certain activation condition set by the DM. For each of the types of ring described below, a suggested activation condition is provided, but the DM is free to substitute other conditions as fits the campaign.

The spell-like powers of a ring of para-elemental command operate as if cast by a 10th-level wizard (or the minimum level required to create the particular effect).

Magma

This ring is a band of obsidian with a ruby as its only adornment. Until its activation condition is met, this ring acts as a *ring of fire resistance*, with the addition that the ring protects the wearer's body from the damaging effects of hot lava. Once the ring has been activated, all materials worn and items carried by the wearer will gain protection from the damaging effects of hot lava.

Additional Powers:

(1) Magma Tear (three times per day). At the wearer's command, the ring creates a large, tear-shaped missile of lava that flies from the ring and strikes any creature targeted by the user within 90'. If the ring wearer makes a successful attack roll, the targeted creature immediately takes 3d6 damage. The lava splashes onto the creature, covering it with the oozing liquid. The target takes 2d6 damage on the second round, and

1d6 on the third round. The damage from the magma tear can be prevented by any effect that would significantly reduce the target's temperature (submersion in water, most cold spells, etc).

(2) Wall of Magma (once every three days).

The wearer can direct the placing of a stationary wall of magma within 60' of his current position. The wall is 10' long, 15' tall, and about 3' thick. It appears from the ground, growing to the appropriate height almost immediately. Any creature struck by the wall as it is created or walking through it immediately takes 6d6 damage and must make a saving throw vs. death magic to escape the lava before the next round.

(3) Magma Burst (once each week). By opening a pressurized rift to the para-elemental plane of magma, this effect causes a 10' diameter cylinder, roughly 30' tall, to be blasted by a superheated jet of magma. The cylinder is centered on the ring's wearer, who takes no damage from the effect. All other creatures within the area of effect take 6d10 points of damage (save vs. breath weapon for half damage). As the rift is only open for the briefest of moments, there is no danger of any creature being transported through it.

Suggested Activation Condition: The hand on which the ring is worn must be submerged in lava from an active volcano for one full turn.

Ice

This ring appears to be an interlinked network of four rings composed of silver. When worn, it looks as if frost covers the wearer's hand between the first two knuckles on the four fingers (not the thumb). Until its activation condition is met, it acts as a *ring of cold resistance*, providing the wearer immunity to the damaging effects of natural cold and a +4 bonus to saving throws vs. cold-based magical attacks.

Additional Powers:

(1) *Ice Shards* (twice per day). This effect causes 1d6 shards of ice to fire at targets in a 30-degree arc from the caster. The shards can be split up to hit each target multiple times, all at one target, etc. The user must make an attack roll to determine whether each shard hits its target. Each shard that strikes its target deals 1d6 piercing damage, plus 1d4 frost damage. The effective range of this attack is 60'.

(2) *Freeze* (three times per day). This effect causes a single targeted creature to become covered in a 1" thick film of ice for 6 + 2d6 rounds. The creature becomes immobile and is under the effects of an involuntary *feign death* spell. Ice-related creatures are unaffected by this effect; fire-related creatures take 1d10 damage each round they are frozen but they can break free of the ice in a number of rounds equal to their armor class. (Fire creatures with armor class less than 1 are unaffected by the freeze effect.) If the ice film is shattered before the duration of the effect, then the frozen creature is released from the effect, although it takes damage from whatever was used to shatter the ice, as appropriate.

(3) *Ice sheet* (for times per day). This power creates a thin sheet of ice to cover the ground in the affected area. The effect essentially is the same as that of a *grease* spell.

(4) *Wall of Ice* (once per day).

Suggested Activation Condition: The wearer must spend at least six consecutive months in an arctic region.

Smoke

This ring appears to be a simple circle of very tarnished silver. No attempts to clean or polish the ring will be effective. Until its activation condition is met, this ring provides its wearer a +4 bonus to saving throws vs. inhaled (gaseous) poisons, smokes, irritants, or similar spell effects. It does not allow its wearer to breath underwater or in other liquids.

Additional Powers:

(1) *Fog Cloud* (three times per day).

(2) *Stinking Cloud* (twice per day).

(3) *Cloudkill* (once per day).

Suggested Activation Condition: The wearer must remain immersed in a cloud of smoke for 24 consecutive hours.

Ooze

This ring looks like a band of molded clay. It is slightly damp and slightly pliable; however, its magic changes it back to its original ring shape in several seconds. Before it is activated, the ring functions as a *ring of mud walking*, allowing its wearer to walk unhindered over mud.

Additional Powers:

(1) *Transmute Rock to Mud* (once per day).

(2) *Animate Mud* (three times per day). The ring's wearer can animate a mass of mud within 60' which acts under the direction of the wearer. The creature is roughly man-sized, about 6' tall, and looks roughly humanoid in form, although it has no head. The creature can take nearly any action the wearer desires (as an *unseen servant* spell) and can engage in combat. The creature remains for one turn before dispersing.

Mud Creature: INT semi-; AL N; AC 5; MV 6; HD 2; THAC0 19; #AT 1; Dmg 1d6 (bludgeoning); SA None; SD takes _ damage from bludgeoning weapons, none from slashing or piercing weapons, visibility conditions have no effect on the creature's combat ability; MR nil; SZ M (5'-6'); ML 20; XP 120.

(3) *Mud Missile* (twice per day). The wearer can shoot a bolt of black, slimy mud from the palm of his or her hand. This mud is slightly acidic, doing 1d6 points of damage on initial contact. It sticks to the targeted creature, however, and each round, the mud does additional damage. The second round of contact, the mud does 1d6-1 damage; the third, 1d6-2, etc. There is a minimum of one point of damage each round. The sixth round, the damage ends, as the mud has lost its potency.

Suggested Activation Condition: This ring can be activated by immersing the hand wearing the ring in an underground river's delta for 12 consecutive hours.

STAFF OF SPELL STORING

by Bryan E. Manahan <sidereal@epix.net>

XP VALUE: 7,500

USABLE BY: Priests and Wizards

FREQUENCY: Very rare

This magical staff looks much like other magical staves and functions much like a *ring of spell storing*. It can store either priest spells, wizard spells, or any combination of the two. The staff can contain any number of first- through fifth-level spells, up to a limit of 25 total spell levels. An attempt to store a spell of 6th or higher level of any type in the staff will cause it to explode, doing 8 times the number of spell levels in the staff in damage to all creatures within 10 feet of the staff, doing 6 times the number of spell levels in damage to those between 10 feet and 20 feet of the staff, and doing 4 times the number of spell levels in damage to those between 20 feet and 30 feet of the staff. Creatures who make a successful saving throw vs. magic take only half damage. The wielder of the staff may voluntarily break the staff to create this same damaging effect, just like the retributive strike of the *staff of the magi*.

Roleplaying Notes: One of the advantages the *staff of spell storing* has over the similar *ring of spell storing* is that it can also be used as a weapon. Additionally, having the staff allows the wielder who already has two magical rings to keep those and still enjoy the spell-storing benefit.

STAFF OF SPLINTERS

by Brenton Miller <brent@the-desk.com>

XP VALUE: 7,000
 USABLE BY: Wizards, Priests (especially Druids)
 FREQUENCY: Rare, except in Druid communities where it may be common or uncommon.

The *staff of splinters* is a very unassuming weapon, and most people would disregard the item at a glance. It is typically a gnarled, old staff with cracks spreading up and down its length. In the hands of anyone other than a priest or wizard, the staff will likely give the wielder splinters (10% chance per round held), causing the person to drop the staff and lose the use of his hand (50% chance for right or left if held in both hands) for 1d4 rounds. In the proper hands, however, the staff feels smooth to the touch and can be used in melee as a normal quarterstaff.

A priest or wizard who observes the item closely for a few rounds will learn that splinters

of wood can be picked from the cracks of this staff. These splinters are pieces of mundane wood that are harmless in themselves and can be discarded without effect. But if the wielder concentrates and flicks a splinter in the direction of a desired target, the splinter will burst forth into from one to eight arrows, acting just like the 2nd level wizard/priest spell, *splinter* (see the *Spells* section of *Book 3: Game Mechanics*), but granting the wielder a +2 to initiative.

Removing a splinter from the staff and casting it away without releasing its spell potential has no effect on the staff. The staff seems to have a limitless supply of these splinters. However, casting one of these splinters as a spell will cost one charge and will degrade the staff slightly. This degradation will be unnoticeable at first, but as the wielder uses up charges, it becomes ever more noticeable as the staff is slowly whittled away, eventually becoming useless and breaking when its charges are fully expended. A *staff of splinters* cannot be recharged and starts with the normal number of charges for a magical staff.

Roleplaying Notes: Because of its unassuming nature, a *staff of splinters* is rarely recognized as a capable weapon by the wielder's enemies. Often, the wielder will stand unconcerned in the faces of his enemies, leaning casually on the staff as he absently picks at the gnarled wood. When he determines attack is imminent, he can snap a splinter at his enemies with blinding quickness, often gaining a round of surprise (1 in 10 chance) if he initiated the melee.

SWORD OF LIGHTNING

by Steven Hume <wrathgon@hotmail.com>

XP VALUE: 1,800
USABLE BY: Any class
FREQUENCY: Very rare

Most *swords of lightning* are long swords, but the swords are not restricted to that type. When drawn, this sword makes its wielder immune to lightning and non-magical electrical effects. Once per day, the sword's wielder can shoot a 10d6 *lightning bolt* from the tip of the sword (save vs. spell at -2 for half damage) by uttering the appropriate command word. Additionally, when the wielder scores a successful hit on an opponent, he or she may command the sword to deliver an electric shock to the opponent; the opponent suffers 10+1d8 points of damage and must save vs. breath weapon or become unconscious for 1d4 rounds. This shocking effect may be used no more than once each day.

A sword of lightning does not provide its wielder any to-hit or damage bonus during combat.

VERLOC'S DESTRUCTIVE SPHERES

by Justin LaLiberty <spawn@freenet.mb.ca>

XP VALUE: 5,000 per sphere
USABLE BY: Wizards
FREQUENCY: Very rare

Resembling large marbles, these orbs appear to be perfectly spherical balls of different colors. They appear slightly translucent and look very valuable. Each has a 2-inch diameter.

When one of these spheres is held in the hand and the possessor speaks the appropriate command words along with the name of a specific target, the sphere's special power is activated. If the name of the target is unknown, a mental image of the target will work instead. Activation of a sphere is considered a fast action, requiring no more than 2 segments. The special power and command words for each sphere are determined by its color, as indicated in **Table 24: Powers and Command Words**.

History: Little is known of why the archmage Verloc first created these powerful

magic items. Even today, knowledge of the means of creating these items is very hard to uncover; the methods and spells used to create them are hidden to all but the wisest sages. For this reason, most mages wishing to create one of these spheres will have to determine its creation method through magic and experimentation.

Creating a Sphere: The first step in a sphere's creation is finding the right stones. A wizard must collect five pounds worth of the appropriate type of stone (see **Table 25**), melt them down at no less than 15 thousand degrees (Celsius), and form them into perfect spheres. For spheres requiring more than one type of stone, an even mixture of stones must be used.

Once the sphere is formed, the wizard has one year to perform the next step of the creation process. The wizard must cast *enchant an item* and *permanency* in alternating succession three times in a row. None of these six spell-castings can fail; if any one does, the ritual must begin again. Once this process has begun, the wizard has only two weeks to complete it. If the wizard cannot cast the six spells successfully during the two-week period, the sphere cracks and becomes useless.

The next step of the creation process involves imbuing the sphere with its specific powers. It is up to the individual DM to decide all the spells needed, but they should include *wish*, *maze*, and *trap the soul*, this latter to be used on a specific creature as described below. The spells should also include the spell that is to be the power of the sphere, as listed in **Table 24**. Note that the special power is tied to the creation process and the material making up the sphere, so a dark green sphere could not be given the ability to cast *ball lightning*. *Trap the soul* must be cast on a creature whose natural abilities are similar to the sphere being created. Appropriate creatures are listed in **Table 25: Sphere Creation Components**.

These procedures have described the process for creating a *temporary* sphere. The sphere will function only once; afterward, it dissolves into dust. To create permanent spheres (which may be used one at a time every other round), procedures are required in addition to those listed above, and these are described in **Table 26: Creating Permanent Spheres**.

Roleplaying notes: Because these components should be difficult to obtain, it is recommended that if a DM wishes to include one or more of these spheres in an adventure, he should leave

them only in the hands of the wizard who created them (or a similarly powerful wizard who might have stolen them) or the sphere should only be of

the temporary variety. These items take years to make, and it is unlikely any wizard would ever offer one as a prize or a gift.

TABLE 24: POWERS AND COMMAND WORDS

Sphere Color	Special Power*	Command Words
Light Blue	Cone of Cold (if target is out of range, the cone teleports to the target; at 8th level)	Freezing Death
Frosted White	Lightning Bolt (at 10th level; teleports to 1-foot from target)	White Explosion
Dark Red	Fireball (at 10th level; target at ground zero)	Flaming Death
Dark Green	Melf's Acid Arrows (at 30th level; infinite range within plane)	Green Acid
Black	Disintegrate (at 20th level; infinite range within plane)	Instant Doom
Purple	Cone of Force (at 20th level; teleports within 1-foot of target)	Forceful Blast

*A particular sphere's special power can be used no more than once each hour.

TABLE 25: SPHERE CREATION COMPONENTS

Sphere Color	Stones Needed	Creature Needed
Light Blue	Star sapphires	White dragon
Frosted White	White pearls and diamonds	Blue dragon
Dark Red	Fire opals	Salamander (fire elemental-kin)
Dark Green	Black opals and Oriental emeralds	Remorhaz
Black	Jets	Shade
Purple	Oriental amethysts	Force elemental

TABLE 26: CREATING PERMANENT SPHERES

Sphere Color	Procedure for Creating Permanent Enchantment
Light Blue	Immediately after the sphere is created, two seraph feathers are wrapped around the sphere, one on top and one on the bottom and attached at the ends by a ring of ice on one side and a band of cold steel on the other. The ice must not melt until the dragon's soul is trapped in the sphere.
Frosted White	A lightning bolt from a lightning deity must be directed and cast at the sphere before the dragon's soul is trapped within it. The bolt does not damage the sphere.
Dark Red	The sphere and the salamander must be trapped within a box along with a flame from the pits of Baator for exactly two days without the salamander's escaping or dying. At the end of the two days, the salamander's soul must be trapped within the sphere.
Dark Green	Before the remorhaz's soul becomes trapped within it, the sphere must be immersed in a natural source of the universal solvent, allowed to float freely for no less than six months. The wizard may use any means to keep track of the sphere but may in no way affect its movement.
Black	The sphere must be wrapped in an executioner's hood taken from an executioner of superhuman strength no less than five hours after he or she has performed a sanctioned execution. The sphere must remain so wrapped until the shade's soul is trapped within it.
Purple	As part of the process of summoning the force elemental, a crystal shard of pure force must be shattered by a hammer that is also a relic.

WIZARD SPELLS

CANTRIPS

SHUT UP!

(Alteration)

Stephan Wonzak <sws@triton.pc.Uni-Koeln.de>

RANGE: 10 feet + 1 foot per level
COMPONENTS: V, S
DURATION: Special (see below)
CASTING TIME: 1/10
AREA OF EFFECT: 1 person or 1-foot-diameter sphere around an object
SAVING THROW: None

This cantrip can be used to immediately silence a person. The affected individual loses vocal capabilities for one turn or until the caster ends the effect. *Shut up* cannot be used to prevent a mage (or other spellcaster) from casting a spell with a verbal component, since the arcane energies drawn together by the concentrating mage instantly disrupt the cantrip effect.

A variant of this cantrip can be used to silence squeaking hinges, a rasping saw, or similar inanimate objects within an area of effect of about one foot in diameter. The duration for this application is one hour plus one turn per level of the caster. Casting *shut up* in this way will only silence objects in the area of effect upon casting the spell. Items entering the sphere after the casting will not be silenced. The cantrip effect is instantly dispelled by the mere presence of **any** magical item in a 10-foot radius. (Note that this applies to the variant for inanimate objects only, the person-affecting cantrip is *not* dispelled by the presence of a magical item, just as this application is not influenced by a spellcasting mage). Also, magical items in the caster's possession can pose a problem: As soon as he has cast the cantrip, it is immediately dispelled.

The verbal component of this cantrip is a low vocalized "sshhh," and the somatic component is a pinching motion with thumb and index finger.

FIRST-LEVEL SPELLS

CATLIN'S COUNTERMEASURES

(Invocation)

by Owen Stephens <ostephens@aol.com>

RANGE: 0
COMPONENTS: V, S
DURATION: 1 round/level
CASTING TIME: 1
AREA OF EFFECT: Caster
SAVING THROW: None

This spell is used to intercept incoming missile attacks and missile-like spells. Upon casting this spell, the caster creates a defensive field around himself. Whenever the caster is targeted by a mundane missile, the field fires a mystical bolt that automatically intercepts and destroys the missile. Attacks made with missile-like spells, enchanted missiles, and siege-class attacks receive a save equal to the attacker's save vs. breath weapon to resist the countermeasure.

The caster receives one countermeasure at 1st-level, plus one additional countermeasure for every two full levels after first, to a maximum of five countermeasures at 9th-level. When all countermeasures have been used, the field dissipates.

Roleplaying notes: This is a spell belonging to the Order of the Arrow described in the article *Traditions of Magic* in the **Variant Rules Systems** section of **Book 3**. Please refer to that article for specifics on using this and other Order of the Arrow spells if you are using this order in your campaign.

FROST'S BITE

(Alteration, Cryomancy)

by Evan

Steiner<midnight_paladin@hotmail.com>

RANGE: Touch
COMPONENTS: V, S
DURATION: Special
CASTING TIME: 1
AREA OF EFFECT: Creature touched
SAVING THROW: None

This spell is a cryomantic version of shocking grasp, a spell forbidden to cryomancers. When the spell is cast, a flickering blue radiance

surrounds the caster's hands. The spell remains in effect for 1 round per level of the caster or until he touches another creature. The frost's bite delivers 1d8 points of damage +1 per level of the caster (e.g., a 2nd-level caster would inflict 1d8+2 points of damage). While the caster must come close enough to an opponent to lay a hand on the target's body, a like touch from the target does not discharge the spell. Unlike shocking grasp, the caster must touch the opponent directly; he cannot touch a conductor, as this spell is not electrical in nature.

INSTANT BANDAGE

(Conjuration)

by Christian Nielson <webmaster@liberg.dk>

RANGE: 5 yards per level
 COMPONENTS: V, S, M
 DURATION: Instantaneous
 CASTING TIME: 3 segments
 AREA OF EFFECT: 1 Creature
 SAVING THROW: None

With this spell, the caster can wrap a person in bandages from a distance. This stops all bleeding and prevents an unconscious character from bleeding to death if the optional "Hovering on Death's Door" rules are used. For example, Karthos the reckless fighter becomes mortally wounded and is in need of help soon or he will die. He is behind the enemy lines, and there is no way the rest of the party can come to his aid. Luckily, Sonnet the Wizard has *instant bandage* memorized and casts it. Instantly, Karthos is wrapped in bandages, ensuring he does not bleed to death. If the person so wrapped should move or be moved, the bandages will fall off, leaving the person's wounds open once more.

The spell can be cast on creatures of human size or smaller with no penalties. The spell has a 50% chance plus 5% per level of the spell caster to work on Large creatures. The spell is not effective on creatures of size Huge and above.

The material component is a length of bandage which the caster must wrap around her hand. While doing this, the caster utters the word "mummy." The bandage is not consumed in the casting.

KYRELL'S COLD OF THE GRAVE

(Necromancy, Cryomancy)

by Evan

Steiner<midnight_paladin@hotmail.com>

RANGE: Touch
 COMPONENTS: V, S
 DURATION: 2d6 rounds
 CASTING TIME: 1
 AREA OF EFFECT: 1 creature
 SAVING THROW: Neg.

When this spell is cast, the caster's hand is surrounded in a flickering blue radiance. The radiance lasts for 1 round per level of the caster. When the caster touches another creature (requiring a successful attack roll if the target is unwilling), the flickering radiance briefly surrounds the target, then vanishes. The target must save vs. paralyzation or be paralyzed for 2d6 rounds. Protection from paralysis wards against this spell. The paralysis can be ended prematurely by *dispel magic*, *remove paralysis*, *heal*, or similar magic. Those affected by this spell speak of a "chill" feeling throughout their bodies.

Undead and creatures from other planes are immune to this spell.

KYRELL'S ICE BLAZE

(Evocation, Cryomancy)

by Evan

Steiner<midnight_paladin@hotmail.com>

RANGE: 20'
 COMPONENTS: V, S, M
 DURATION: Instantaneous
 CASTING TIME: 1
 AREA OF EFFECT: 1 target
 SAVING THROW: _

When the spell is cast, a freezing bolt of ice blasts forth from the tip of the rod, streaking out to up to 20 feet. The bolt trails snowflakes and makes a high-pitched, screeching sound as it flies through the air. An attack roll is required for the caster to hit the target. The bolt inflicts 1d3 points of damage per caster level, to a maximum of 10d3 points of damage. The target is allowed a saving throw for half damage; creatures immune to cold take no damage. The bolt is strong enough to shatter clay and glass, but is harmless to ivory, bone, wood, and stronger materials.

The material component of this spell is an unenchanted, silver rod, studded with blue gems

and worth at least 1,000 gp. The rod is not consumed in the casting.

SORIL'S SORT

(Alteration)

by C.R. Simmons <crsimmons@bluebonnet.net>

RANGE: 1 foot + 1 foot/level
COMPONENTS: V, S, M
DURATION: Instantaneous
CASTING TIME: 5
AREA OF EFFECT: 5 pounds/level
SAVING THROW: None

This spell is used to sort objects or materials into separate piles. It can be used to sort any type of solid material that is mixed with another. When cast, the spell piles the chosen material near the caster and away from any other materials it was mixed with. The spell is often used to purify materials necessary for spellcasting. For example, if a wizard needs pure diamond dust as a spell component and has on hand only diamond dust mixed with black opal dust, this spell can be cast to sort the diamond dust from the opal dust. The spell has also been used to sort gold coins from silver.

The material component of this spell is a portion (no matter how small) of the material to be sorted from the pile. The component does not have to be taken from the mixed material.

TINKERBELL

(Alteration, Invocation/Evocation, Force)

by Justin LaLiberty <spawn@freenet.mb.ca>

RANGE: 50 yards
COMPONENTS: V, S, M
DURATION: 1 round/level
CASTING TIME: 1
AREA OF EFFECT: 1 target, 15' blast radius
SAVING THROW: -

When cast, this spell imbues a glass bead with force energy and sends it flying at a target. The caster balances the bead on his finger, then points at a target (the target must be seen to be hit). When the wizard utters the verbal component of the spell, the bead launches itself at the target at a rate of 5 yards per round. The bead unerringly heads for its target. The target is allowed a saving throw for half damage. The

bead may be outrun, but never fully dodged within the range of the spell. When the target is struck, the bead explodes for three points of damage, plus one point per level of the caster (maximum damage of 15 points). Whomever the bead hits will feel like a sledgehammer has just hit him. The blast from the target's being hit will be felt in a 15-foot radius. Although no damage will be taken, the explosion will shake people and surroundings, which may disrupt spells and affect movement. The spell was created by the force mage, Verloc.

The material component for this spell is a glass bead, which is shattered in the explosion.

UAZZIGAAELD'S COOL BREEZE

(Evocation, Aeromancy, Cryomancy)

by Evan

Steiner <midnight_paladin@hotmail.com>

RANGE: 10 yards/level
COMPONENTS: V, S
DURATION: 1 round + 1/level
CASTING TIME: 1
AREA OF EFFECT: Field 40' long, 40' wide, and 10' high
SAVING THROW: None

This spell creates a brisk breeze that penalizes all non-magical missile attacks within the area of effect by -2. The spell can be ended with *dispel magic*.

ZYMAN'S ZALAMBDODONT

(Enchantment)

by Owen Stephens <ostephens@aol.com>

RANGE: Touch
COMPONENTS: V, S
DURATION: 1 round/level
CASTING TIME: 1
AREA OF EFFECT: 1 missile
SAVING THROW: None

This spell enchants any one edged or pointed missile of less than siege size. Upon impact, the missile grows short molar teeth, causing the weapon to latch on to and do 1 point of blunt damage per round to its target. The spell does not enhance a weapon's chance to hit. If the missile does not hit a target, the enchantment is immediately dispelled.

Roleplaying notes: This is a spell belonging to the Order of the Arrow described in the article *Traditions of Magic in the Variant Rules Systems* section of **Book 3**. Please refer to that article for specifics on using this and other Order of the Arrow spells if you are using this order in your campaign.

SECOND-LEVEL SPELLS

AIR FIST

(Evocation)

by Steven Hume <wrathgon@hotmail.com>

RANGE: 100'
 COMPONENTS: V, S
 DURATION: Instantaneous
 CASTING TIME: 2
 AREA OF EFFECT: 1 target
 SAVING THROW: None

When casting this spell, the caster must line up with the intended target and make a punching action to complete the spell. Once completed, the spell creates a magical fist of air that attacks one target and does 1d4 points of damage for each level of the caster plus the target's AC in damage. The caster must make a successful attack roll to hit the target with the fist, but strikes as if the target had an AC of 10 minus the target's Dexterity defensive adjustment and any magical armor bonuses, excluding shield bonuses. For example, a fighter with platemail +2, a Dexterity of 15, and a shield +1 has a -1 AC. When the caster rolls his attack roll, he has to hit AC 7 (-2 for the armor and -1 for Dexterity; the shield bonus does not apply), but when he rolls the damage, he subtracts one from the total, because the actual AC of the fighter is -1. Note that if the target's armor class is negative, it will negate damage to a minimum of 0 points.

ALLISANDE'S ACCURATE ARROW

(Enchantment)

by Owen Stephens <ostephens@aol.com>

RANGE: Special
 COMPONENTS: V, S

DURATION: 1 round/level
 CASTING TIME: 2
 AREA OF EFFECT: Special
 SAVING THROW: None

When cast, Allisande's accurate arrow enchants one missile weapon (sling stone, arrow, quarrel, etc.) per level of the caster to act as if the wielder had rolled an 18 on his attack roll. Any target within the weapon's range can be attacked. This spell is effective with called shots. The enchanted missile does normal damage. The enchantment instantly wears off after the first use of the missile.

Roleplaying notes: This is a spell belonging to the Order of the Arrow described in the article *Traditions of Magic in the Variant Rules Systems* section of **Book 3**. Please refer to that article for specifics on using this and other Order of the Arrow spells if you are using this order in your campaign.

ALLISANDE'S EXPLOSIVE ATTACK

(Conjuration, Enchantment)

by Owen Stephens <ostephens@aol.com>

RANGE: 0
 COMPONENTS: V, S
 DURATION: Special
 CASTING TIME: 2
 AREA OF EFFECT: Special
 SAVING THROW: Special

This spell actually has two variations. The first produces a special dart which the wizard hurls toward a target. The dart requires an attack roll and has a +3 bonus to hit at 10 feet distance or less, +2 at 20 feet, and +1 at 30 feet. A successful hit does 1d6 points of damage plus 1 hit point per the wizard's level.

The second version enchants an ordinary arrow or quarrel, making it magical for attack purposes and delivering double normal damage plus 1 hit point per the wizard's level. Both versions also have a residual blast radius of 5 feet, inflicting 2d4 points of damage, or 1d4 on a saving throw vs. death magic. Any item struck directly by an explosive missile must save vs. crushing blow to avoid being destroyed.

Roleplaying notes: This is a spell belonging to the Order of the Arrow described in the article *Traditions of Magic in the Variant Rules Systems* section of **Book 3**. Please refer to that article for specifics on using this and other Order of the

Arrow spells if you are using this order in your campaign.

BEATROLD'S BEHOLDING BOLT

(Divination, Enchantment)

by Owen Stephens <ostephens@aol.com>

RANGE: Touch
COMPONENTS: V, S
DURATION: Special
CASTING TIME: 2
AREA OF EFFECT: One missile weapon
SAVING THROW: None

This spell allows a wizard to enchant any man-sized missile weapon with a limited form of clairvoyance. Arrows, darts, javelins, and daggers are most often used for this spell, but any weapon which can be carried and thrown by a man-sized creature may be affected by this spell. The wizard must touch the missile to enchant it.

If the missile is fired or thrown in the round following the casting of this spell, the wizard will be able to switch his vision to the missile's vantage point. Thus, he will be able to see anything that would be visible to him if he were flying alongside the missile. Only normal vision is possible through the missile, not enhanced vision of any kind. The spell lasts for the duration of the missile's flight and ends when the missile stops, hits anything, or changes direction.

Roleplaying notes: This is a spell belonging to the Order of the Arrow described in the article *Traditions of Magic in the Variant Rules Systems* section of **Book 3**. Please refer to that article for specifics on using this and other Order of the Arrow spells if you are using this order in your campaign.

CAITLIN'S CONSTANT CROSSBOW

(Conjuration; Evocation)

by Owen Stephens <ostephens@aol.com>

RANGE: 160'
COMPONENTS: V, S
DURATION: 1 round/level
CASTING TIME: 2
AREA OF EFFECT: 1 target
SAVING THROW: None

This spell enables the caster to summon a mystical heavy crossbow that floats in the air beside him. The crossbow fires one bolt per round by the will of the caster, using the THAC0 of a priest of the same level, with no penalties for range or proficiency. The bolts do 1d6+1 points of damage to small and medium targets, and 1d8+1 points of damage to large targets. The caster is free to perform other actions while the crossbow is in effect.

Roleplaying notes: This is a spell belonging to the Order of the Arrow described in the article *Traditions of Magic in the Variant Rules Systems* section of **Book 3**. Please refer to that article for specifics on using this and other Order of the Arrow spells if you are using this order in your campaign.

PENTARION'S BENDING BOLT I

(Alteration, Metamagic)

by Owen Stephens <ostephens@aol.com>

RANGE: Special
COMPONENTS: V, S
DURATION: 1 round
CASTING TIME: 2
AREA OF EFFECT: Special
SAVING THROW: None

This metamagic spell can be used in conjunction with any single bolt or ray type of spell of third-level or less, such as lightning bolt. This spell must be cast one round prior to the spell it is to affect. It allows the wizard to specify "deflection points" at which the beam will change direction. Up to 1 deflection per 5 levels of the caster can be specified, and at each deflection, the bolt or ray can be made to alter its path up to 120 degrees. It is possible to deceive targets as to the bolt's intended direction in this way, and many other such tricks are possible. Up to a -3 penalty can be inflicted on a deceived target's saving throw. It may also be possible to hit multiple targets in this fashion. A Spellcraft roll and possibly a to hit roll will be required for some trick shots.

Roleplaying notes: This is a spell belonging to the Order of the Arrow described in the article *Traditions of Magic in the Variant Rules Systems* section of **Book 3**. Please refer to that article for specifics on using this and other Order of the

Arrow spells if you are using this order in your campaign.

SPLINTER

(Alteration)

by Brenton Miller <brent@the-desk.com>

SPHERE: Combat, Plant
 RANGE: Special
 COMPONENTS: S, M
 CASTING TIME: 2
 DURATION: Instantaneous
 AREA OF EFFECT: Any target within range
 SAVING THROW: None

By use of this spell, the caster causes a splinter of wood to split into several pieces and grow into arrows which rifle unerringly toward their targets, as if shot from a crossbow. Up to eight arrows can be formed, and these can be directed toward any number of targets within the caster's casting range, as long as the targets can be seen or detected by the caster.

The range and damage of these arrows varies according to the number cast. One arrow has a range of 180 yards and does 1d8+2 points of damage, two arrows have a range of 120 yards and do 1d6+1 points of damage each, while three arrows have a range of 60 yards and do 1d4 points of damage each. Each additional arrow does an extra 1d4 points of damage, but decreases the range of all arrows by 10 yards.

Though these arrows fly unerringly toward their targets, they travel straight at their targets and cannot dodge around obstacles, though they can curve toward running targets. Also, it is possible to stop one of these arrows with parrying maneuvers or magical protections or items, such as *gloves of missile snaring*.

The material component of this spell is a splinter of wood that must be pinched between thumb and forefinger and flicked in the general direction of the target or targets.

Special Note: This is both a wizard and priest spell of 2nd level.

UAZZIGAAELD'S COLD WIND

(Evocation, Cryomancy, Aeromancy)

by Evan

Steiner<midnight_paladin@hotmail.com>

RANGE: 10 yards/level

COMPONENTS: V, S
 DURATION: 2 rounds
 Casting Time: 2
 AREA OF EFFECT: Field 40' long, 40' wide, and 10' high
 SAVING THROW: Neg.

Created by Uazzigaaeld, the self-proclaimed King of Liches, this spell creates the same brisk breeze as *Uazzigaaeld's cool breeze*, penalizing non-magical missile attacks within the area of effect by -2. In addition, all creatures within the area of effect must make successful saving throws or take 2 points of cold damage. Creatures immune to cold need not make this save; they are immune to this damage. Winter clothing gives a +1 bonus to a victim's save. A successful saving throw negates damage.

ZYMAN'S ZEALOUS ARROWS

(Divination, Enchantment)

by Owen Stephens <ostephens@aol.com>

RANGE: Touch
 COMPONENTS: V, S
 DURATION: 1 round/level
 CASTING TIME: 2
 AREA OF EFFECT: 1 missile/2 levels
 SAVING THROW: None

This spell enables the caster to enchant one or more missiles, granting them multiple chances to hit. Only missiles of small or medium size may be enchanted by this spell. Up to one missile for every two full levels of the caster may be enchanted. The missiles can be used by others or even recovered and reused if they do not break.

When a zealous arrow is fired, it has normal probabilities to hit. Should it miss, it will circle the target to attack a second time on the same initiative in the next round. A missile gets one additional chance to hit for every five levels of the casting wizard.

If an attempt is made to bat a zealous arrow out of the air, it has an AC of -2 and hit points dependent on the missile used: a normal arrow has 2 hit points, a javelin has 6 hit points.

Roleplaying notes: This is a spell belonging to the Order of the Arrow described in the article *Traditions of Magic in the Variant Rules Systems* section of **Book 3**. Please refer to that article for specifics on using this and other Order of the

Arrow spells if you are using this order in your campaign.

THIRD LEVEL SPELLS

CAITLIN'S CATAclysmic Cannon

(Enchantment, Elemental: Earth)

by Owen Stephens <ostephens@aol.com>

RANGE: 150'/level
COMPONENTS: V, S
DURATION: Instantaneous
CASTING TIME: 1 round
AREA OF EFFECT: 1 8-inch ball
SAVING THROW: None

This spell enchants one stone, earth, or metal ball of up to 8 inches in diameter to become a long-ranged missile weapon. Upon casting the spell, the wizard must lift the ball and hurl it into the air. It will then speed toward its target using the wielder's THAC0 with a +4 bonus and no penalties for range or proficiency. The missile does 1d4 points of damage for every inch of its diameter.

If the ball strikes a siege-class object, it will do damage as a light ballista regardless of the size of the ball used.

Roleplaying notes: This is a spell belonging to the Order of the Arrow described in the article *Traditions of Magic* in the **Variant Rules Systems** section of **Book 3**. Please refer to that article for specifics on using this and other Order of the Arrow spells if you are using this order in your campaign.

DUSTFIRE

(Evocation, Elemental (Earth, Fire))

by Christian Nielson <webmaster@liberg.dk>

RANGE: 10 yards + 10 yards per level
COMPONENTS: V, S, M
DURATION: Special
CASTING TIME: 3
AREA OF EFFECT: 20-foot radius
SAVING THROW: -

When this spell is cast, a ball of dust explodes in midair, covering everything in a 20-foot radius with a thick layer of organic dust and dealing 1d4 points of damage from the blast. If a save is successfully made, the target has kept the

dust out of his nose, eyes, and throat, taking only half damage.

After the first round, the dust ignites and deals 1d4 points of damage per level of the caster, to a maximum of 10d4. If the saving throw was successful, the victim will only take half damage from the fire. This spell does not ignite anything it touches since the dust burns away in the blink of an eye.

The material component is a handful of dust.

KYRELL'S ICY TOUCH

(Evocation, Cryomancy)

by Evan

Steiner<midnight_paladin@hotmail.com>

RANGE: Touch
COMPONENTS: V, S, M
DURATION: 1 round/level
CASTING TIME: 3
AREA OF EFFECT: Creature touched
SAVING THROW: Special

This spell is one of Kyrell's more sinister creations. When the spell is cast, the caster's hand is surrounded by a flickering aura of black and blue flames. The flames last for 1 round per caster level, unless another sentient creature is touched. If another creature is touched (requiring an attack roll if the target is unwilling), the flames briefly surround the target, then vanish. The target takes 1d10 points of damage and must save vs. paralysis or be paralyzed indefinitely until cured by a *remove paralysis* spell. A *protection from paralysis* spell protects against the paralysis but not the damage. Immunity to cold protects against the damage, but not the paralysis. Undead creatures are unaffected by this spell.

The material component of this spell is a scrap of flesh, bone, or cloth from an undead creature capable of paralyzing its victims.

TALICE'S ELECTRICAL DISCHARGE

(Alteration)

by Jens-Peter Engelund

(c/o <webmaster@liberg.dk>)

RANGE: Touch
COMPONENTS: V, S, M
DURATION: 1 hour/level
CASTING TIME: 3

AREA OF EFFECT: Caster
SAVING THROW: None

When this spell is cast, the caster is enveloped in a powerful electrical charge, which gives a jolt to any creature that touches the caster (there are no visible effects of this charge). The spell remains in effect until it is discharged by a creature's touching the caster or when the duration expires. The discharge delivers 1d8 points of damage plus 1 point per level of the caster. A creature must actually touch the caster with its hands or the like, or touch the caster with an electrical conductor to set off the discharge. The caster can't touch others as an attack (like *Shocking Grasp*). The caster's touching others does not discharge the spell.

The material component for this spell is a small, thin, copper wire, which is consumed during casting.

UAZZIGAAELD'S FRIGID GALE

(Evocation, Cryomancy, Aeromancy)

by Evan

Steiner<midnight_paladin@hotmail.com>

RANGE: 10 yards/level
COMPONENTS: V, S
DURATION: 2 rounds
CASTING TIME: 3
AREA OF EFFECT: Field 40' long, 40' wide, and 10' high
SAVING THROW: -

Frigid gale is a large step up from its predecessor, *Uazzigaaeld's cold wind*. This spell penalizes all non-magical missile attacks within the area of effect by -2. It also inflicts 1d3 points of damage per level of the caster per round to all creatures within the area of effect. A saving throw is allowed for half damage. Creatures protected against cold attacks are immune to this damage.

WINTER'S CHILL

(Evocation, Cryomancy)

by Evan

Steiner<midnight_paladin@hotmail.com>

RANGE: 10 yards + 10 yards/level
COMPONENTS: V, S, M
DURATION: Instantaneous

CASTING TIME: 3
AREA OF EFFECT: 20-foot radius
SAVING THROW: -

This spell is a cryomantic version of *fireball*, although the spells' appearances are different. *Winter's chill* has no outward appearance. When it is cast, the area of effect is suddenly plunged into a momentary freeze that damages all creatures within the area of effect. The spell inflicts 1d6 damage per level to a maximum of 10d6 damage. Creatures immune to cold take no damage; others are allowed saving throws for half damage.

The material component is a bit of ice or snow and a piece of a plant that died from frost.

FOURTH LEVEL SPELLS

CAITLIN'S CAUSTIC COUNTERATTACK

(Evocation, Elemental: Water)

by Owen Stephens <ostephens@aol.com>

RANGE: 210' + 30'/level
COMPONENTS: V, S
DURATION: Special
CASTING TIME: 4
AREA OF EFFECT: 1 target per dart
SAVING THROW: None

This spell enables the wizard to launch acidic darts at his attackers. The first attacker in each round to damage the caster automatically becomes the target of this spell. The acidic darts form in the air beside the caster, firing off at their target with the THAC0 of a fighter of the same level as the caster, with no penalties for range or proficiency.

The darts inflict 2d4 points of damage to the creature struck. The wizard receives one dart per level. No more than one dart per round may be fired. If no one successfully damages the caster in a given round, a dart may be fired at a previous attacker. The mage is free to take any other actions throughout the duration of this spell.

The spell ends after 5 rounds per level of the caster or when all the darts have been expended.

Roleplaying notes: This is a spell belonging to the Order of the Arrow described in the article *Traditions of Magic in the Variant Rules Systems* section of **Book 3**. Please refer to that article for

specifics on using this and other Order of the Arrow spells if you are using this order in your campaign.

DANDURNAL'S ICESPEARS

(Evocation, Cryomancy)

by Evan

Steiner<midnight_paladin@hotmail.com>

RANGE: 10' /level
COMPONENTS: V, S, M
DURATION: Instantaneous
CASTING TIME: 4
AREA OF EFFECT: 9 square feet/level
SAVING THROW: -

A creation of the Crown Wizard of Eginbear, *Dandurnal's icespears* is a powerful battle spell. When the spell is cast, a torrent of enlarged icicles rains down on the area of effect. All creatures not immune to cold take 10d4 points of damage plus 3 points per caster level, to a maximum of 10d4+30 points of damage. A saving throw is allowed for half damage. Those armored in field plate, plate mail, or banded mail and possessing a tower, kite, or full shield save with a +3 bonus. Solid creatures (aurumvorae, gorgons, etc.) and those made of stone or with stone-like hides save with a +5 bonus. Army units affected by this spell must pass a morale check or rout.

The material component is an icicle 7" long. The icicle is destroyed in the casting.

FALDERAL'S FIERY SPEAR

(Conjuration/Summoning, Elemental: Fire)

by Owen Stephens <ostephens@aol.com>

RANGE: 90' + 30' /level
COMPONENTS: V, S
DURATION: 1 round
CASTING TIME: 4
AREA OF EFFECT: Special
SAVING THROW: Special

This spell has two effects. First, the wizard can cause normal spears or javelins to become magical, flaming missiles for one round. The missiles must be in the wizard's hand at the completion of the spell. If they are not thrown within one round, they are consumed by the magic. Two javelins or one spear per level of the caster

may be affected. The missiles inflict normal damage plus 1 point of fire damage for every three full levels of the caster. They may also cause incendiary damage. This version of the spell is used most often in large battles.

The second version of this spell enables the caster to hurl fiery shafts at opponents within range. Each shaft inflicts 1d8 points of non-magical, piercing damage plus 4d8 points of fire damage. Only half of the fire damage is inflicted if the creature struck saves vs. spell. The caster receives one shaft for every six full levels.

Roleplaying notes: This is a spell belonging to the Order of the Arrow described in the article *Traditions of Magic in the Variant Rules Systems* section of **Book 3**. Please refer to that article for specifics on using this and other Order of the Arrow spells if you are using this order in your campaign.

MISTRANTEIR'S MISSILE MULTIPLICATION

(Conjuration)

by Owen Stephens <ostephens@aol.com>

RANGE: 0
COMPONENTS: V, S
DURATION: 1 round/level
CASTING TIME: 4
AREA OF EFFECT: One missile/level
SAVING THROW: None

This spell is cast on mundane missile weapons (e.g., arrows, javelins, darts). The missiles affected by spell multiply when fired, adding an additional 1d4 missiles. Each missile must roll separately to hit its target, but it does get the attack and damage bonuses, if any, of the original missile. The duplicate missiles last until the spell duration expires, then they dissipate.

Roleplaying notes: This is a spell belonging to the Order of the Arrow described in the article *Traditions of Magic in the Variant Rules Systems* section of **Book 3**. Please refer to that article for specifics on using this and other Order of the Arrow spells if you are using this order in your campaign.

PROTECTION FROM ICE

(Abjuration, Cryomancy)

by Evan

Steiner<midnight_paladin@hotmail.com>

RANGE: Touch
 COMPONENTS: V, S
 DURATION: Special
 CASTING TIME: 6
 AREA OF EFFECT: Creature touched
 SAVING THROW: None

This spell, like the 3rd-level priest spell, *protection from fire*, has two versions. The caster can choose to ward either himself or another when casting this spell. If the caster chooses to protect himself, he receives complete immunity to normal snow and ice and adverse effects of such (able to pass through snowdrifts like air, does not get cold or wet from melted snow, etc.) and complete immunity to all magical cold and ice attacks, until the spell has absorbed 12 points of damage for each level of the caster. Every 5 minutes of exposure to frigid conditions counts as 1 point of damage.

If the spell is cast on another creature, that creature receives immunity to normal cold and the effects of such as described above, a +4 to saving throws vs. magical cold, and a 50% reduction in all damage from cold. This form of the spell lasts 1 hour per caster level.

ZYMAN'S ZERO ZENITH

(Abjuration, Conjuration)

by Owen Stephens <ostephens@aol.com>

RANGE: 15'/level
 COMPONENTS: V, S
 DURATION: 3 rounds/level
 CASTING TIME: 4
 AREA OF EFFECT: Special
 SAVING THROW: Special

This spell creates a magical wall which causes some missiles fired at it to fall ineffectively to the ground. Other objects passing through the wall are unaffected. The wall is invisible and of infinite height and 10' per level of the caster in length.

Mundane missiles automatically drop to the ground when they hit the wall. Spell-enhanced missiles are allowed a save equal to the attacker's save vs. petrification. Enchanted missiles are allowed an item save vs.

disintegration. If a save is successful, the missile is unaffected.

Spells with an arrow or missile effect (*magic missile*, *Melf's acid arrow*, *flame arrow*, etc.) are affected as though they had been the target of a *dispel magic* cast at 7th level. All other spells are unaffected.

Roleplaying notes: This is a spell belonging to the Order of the Arrow described in the article *Traditions of Magic in the Variant Rules Systems* section of **Book 3**. Please refer to that article for specifics on using this and other Order of the Arrow spells if you are using this order in your campaign.

FIFTH LEVEL SPELLS

HEAT PATTERN

(Invocation/Evocation, Fire, Shadow)

by Steven Hume <wrathgon@hotmail.com>

RANGE: 30'
 COMPONENTS: V, S, M
 DURATION: 2 rounds/level
 CASTING TIME: 5
 AREA OF EFFECT: Special
 SAVING THROW: None

This spell is used to fool creatures with infravision. It creates 1 heat pattern per level of the caster that mimics the caster's heat pattern. The caster controls all created heat patterns and can only make them attack others using infravision. Each does 1 point of heat damage per level of the caster on a successful strike. The attack uses the THAC0 of the caster. Each pattern has 2 hit points per level of the caster and takes double damage from slashing weapons. If cast in a lighted area (or where infravision is not in use), the spell fails. The spell must be cast in semi- to complete darkness.

The material component for this spell is a mirror that has been heated before beginning the spell. The mirror is not consumed by the spell. The caster must be able to stare at the mirror, whether he can see it or not, for the spell to be cast.

ICICLES TO DAGGERS

(Alteration, Cryomancy)

Reversible

by Evan Steiner
(midnight_paladin@hotmail.com)

RANGE: 30 yards
COMPONENTS: V, S, M
DURATION: 2 rounds/level
CASTING TIME: 7
AREA OF EFFECT: 1d4 icicles + 1 icicle/level in a 10-foot cube
SAVING THROW: None

A cryomantic version of the priest spell *sticks to snakes*, this spell changes 1d4 icicles plus 1 per level of the caster into steel daggers of totally average construction; thus, an 11th-level wizard can change 12-15 icicles into a like number of daggers. The daggers can then be distributed as the caster wishes. Note that when the icicles become daggers, they fall toward the ground like normal daggers would if nothing were holding them up. Affected icicles must be at least 4" long and no longer than two feet. Similarly, they must be at least 1" in circumference and no more than 1' in circumference. The material components of the spell are the icicles to be changed.

The reverse of the spell changes an equal number of unenchanted daggers (whether they be wood, steel, bone, or some other material) into icicles for the duration of the spell. Note that if the environment is warm and the icicles melt, they will not reform into daggers at the end of the spell's duration. Daggers being held by a wielder may make a saving throw equal to the wielder's saving throw vs. polymorph. This form of the spell also cancels the *icicles to daggers* spell according to the level of the caster countering the spell (e.g., an 11th-level wizard casting the reverse spell can turn 12-15 daggers back into icicles).

LANCE OF DESTRUCTION

(Invocation/Evocation, Force, Air)

by Justin LaLiberty <spawn@freenet.mb.ca>

RANGE: 120'
COMPONENTS: V, S, M
DURATION: Instantaneous
CASTING TIME: 5
AREA OF EFFECT: 6-foot x 15-foot beam
SAVING THROW: —

This spell creates a massive, local disturbance similar to *lance of disruption*, but with greater

force. The force emits from the caster in a 6-foot tall, 15-foot wide, 120-foot long beam. Any creature in its path suffers 5d6 damage, plus 4 points of damage per level of the caster (maximum damage 5d6 + 60). All objects in the beam's path must make a save vs. crushing blow at -4 or be torn apart (magical items, except potions, make their saves without penalty). Objects or persons caught in the path of the beam are damaged by a crushing force, which rends both flesh and steel alike. Objects don't explode or disintegrate; they are crushed. As an example, a tree would be crushed like a can, the wood splintering and compressing. There is no shrapnel from this process (it too is affected by the force). Also, the top layer of the floor or ground the caster is standing on is churned by this force. This spell was created by Verloc, the Force Mage.

The material component for this spell is a small, multi-faceted crystal (50 gp minimum), which is destroyed in the casting of the spell.

LIFE DRAIN

(Necromancy)

by Justin LaLiberty <spawn@freenet.mb.ca>

RANGE: 10'
 COMPONENTS: V, S, M
 DURATION: Special
 CASTING TIME: 5
 AREA OF EFFECT: The caster
 SAVING THROW: None

This spell creates a short-range beam of life stealing energy. The beam may be directed at any target within 10' of the caster. The beam drains 1d8 hit points per 2 levels of the caster from the target. This spell will not drain the victim below 0 hit points. These hit points are then added to the caster's current hit point total (this may take the caster past his maximum hit points allowed). Hit points gained above the caster's maximum are only temporary. Damage done to the caster is subtracted from these temporary hit points first. Any hit points above the caster's normal amount will disappear in 2 hours if not lost in combat before that point. A caster can only have one *life drain* spell in effect at a time. If the wizard tries to cast the spell again before 2 hours has past, the spell fails.

The material component for this spell is the incisor from a vampire bat. The tooth is consumed during the casting of the spell.

PENTARION'S METAMAGIC MISSILE

(Enchantment, Invocation, Metamagic)

by Owen Stephens <ostephens@aol.com>

RANGE: Touch
 COMPONENTS: V, S
 DURATION: Special
 CASTING TIME: 5
 AREA OF EFFECT: 5 missiles
 SAVING THROW: None

Using this spell, the caster can enchant five missiles with another spell of a level no higher than 4th. The spell effectively extends the range of the second spell, casting that spell out to its full range from the target point when the missile hits the target. Unless otherwise specified when the spell is cast, the effects of the spell radiate forward from the point the arrowhead strikes.

Missiles affected by this spell will not hold the spells for longer than an hour. The loaded spell is triggered when the head of the missile strikes something, whether that be the target, the ground, a tree, a rock, or whatever. Targets are allowed normal saves against these spells, as if the wizard were right there casting them. However, if the missile carries the enchanted arrow beyond the spell's normal range, the wizard has no more control over the spell.

For example, *web* and *dimension door* require the caster to manipulate the spell, and casters cannot do so unless the range of their spell can reach back to them. Unless such wizards want to make the necessary calculations before casting the spell into the missile, these spells usually won't work. If a caster wishes to do so, then this assumes a lot of faith in the ability of whoever fires the bow, for the archer must make a successful attack roll against AC -2 (including modifiers for range) to hit the exact area with the arrow oriented correctly. Both the wizard and the archer must also make successful Intelligence checks to communicate the exact target required.

The casting time does not include the casting time of the loaded spells, which must be cast within 5 rounds of finishing this spell.

Roleplaying notes: This is a spell belonging to the Order of the Arrow described in the article *Traditions of Magic in the Variant Rules Systems* section of **Book 3**. Please refer to that article for specifics on using this and other Order of the Arrow spells if you are using this order in your campaign.

SUMMON ICY WRATH

(Conjuration/Summoning, Necromancy, Cryomancy)

by Evan

Steiner<midnight_paladin@hotmail.com>

RANGE: 10 yards
 COMPONENTS: V, S, M
 DURATION: 1 round + 1 round/level
 CASTING TIME: 5
 AREA OF EFFECT: 10-foot cube
 SAVING THROW: None

When this spell is cast, the wizard conjures 1 icy wrath from the para-elemental plane of ice for every 5 levels of experience the caster possesses (a wrath is a form of undead, listed

below). The monsters are under control of the caster and attack his or her enemies on command. The wraths remain until slain, turned, or the spell duration expires.

The material component for this spell is any small, blue or white gem of 500 gp in value (e.g., diamonds or sapphires). The gem is consumed during the casting of the spell.

Icy Wrath: INT low; AL CE; AC 0; MV 15; HD 7; THAC0 14; #AT 1; Dmg see below; SA paralysis; SD see below; MR nil; SZ M (6 feet); ML 15-16; XP 5,000.

An icy wrath attacks with its claws, which do 1d4 points of damage plus an extra 1d4 for every point the victim's AC is above zero. So, if the victim's AC is 5, the icy wrath's damage is 6d4. Further, the victim must save vs. paralysis or be unable to move until the paralysis is *dispelled* in some manner. Icy wraths suffer 2d4 points of damage from holy water and take double damage from fire. They are immune to *sleep*, *hold*, *death magic*, *polymorph*, *poisons*, cold-based, and mind-affecting spells and are turned as ghosts.

ZYMAN'S ZONE OF ARCHERY

(Enchantment; Invocation)

by Owen Stephens <ostephens@aol.com>

RANGE: 20' /level
COMPONENTS: V, S
DURATION: 5 rounds/level
CASTING TIME: 5 rounds
AREA OF EFFECT: One 20-foot cube/level
SAVING THROW: None

This spell allows the caster to grant all friendly combatants within the area of the spell proficiency with one common, hand-held missile weapon. The same weapon proficiency must be granted to all within the area for each casting. This spell does not affect THAC0 other than to negate non-proficiency penalties. Creatures that are already proficient with the chosen weapon are not affected.

If the caster is of at least 12th level he may choose to grant to those in the area either proficiency in two missile weapons or specialization with one. When used in this way, the spell's area of effect is halved.

Roleplaying notes: This is a spell belonging to the Order of the Arrow described in the article

Traditions of Magic in the **Variant Rules Systems** section of **Book 3**. Please refer to that article for specifics on using this and other Order of the Arrow spells if you are using this order in your campaign.

SIXTH LEVEL SPELLS

ICY SENTINEL

(Enchantment/Charm, Cryomancy)

by Evan

Steiner<midnight_paladin@hotmail.com>

RANGE: Touch
COMPONENTS: V, S, M
DURATION: Permanent
CASTING TIME: 1 turn
AREA OF EFFECT: Special
SAVING THROW: None

This spell must be cast on a massive, humanoid-like statue hewn of pure ice. This statue takes 1 month to create and costs at least 65,000 gp. When cast, the spell imbues the statue with some limited intelligence. The statue only obeys the orders of its enchanter and never goes berserk like some golems may.

A wizard can only control one icy sentinel for every 3 points of Wisdom (Willpower) he possesses. If he attempts to create and control more than this limit, all the icy sentinels become free-willed and will seek to exact revenge on their oppressor.

The material component for the spell is the statue to be enchanted.

Icy sentinel: INT semi-; AL N; AC 2; MV 9; HD 10; hp 55; THAC0 11; #AT 1; Dmg 2d6+7 (punch); SA nil; SD immune to most spells and cold; MR nil; SZ L (12' tall); ML 20; XP 2,000.

Icy sentinels can be destroyed by a *transmute ice to wood* spell, take double damage from elemental fire spells, and can be damaged as normal by elemental lightning spells.

SUMMON FORCE CREATURE

(Conjuration/Summoning, Force)

by Justin LaLiberty <spawn@freenet.mb.ca>

RANGE: 10'
 COMPONENTS: V, S
 DURATION: 1 turn/2 levels
 CASTING TIME: 1 turn
 AREA OF EFFECT: Special
 SAVING THROW: None

This spell and creature are unique in nature and should be allowed only for casters with force experience. When this spell is cast, the wizard draws purplish-white force energy from the mysterious realm force mages draw their power from. The creature drawn into existence is roughly 12' high by 5' wide and of any shape. The only limitation on shape is the creature must have a limb to strike with. The creature has no intelligence and cannot speak or make noise, though the force energy drawn into the area does crackle and hiss.

Force creature: INT non-; AL N; AC 4; MV 9; HD 15; THAC0 5; #AT 2; Dmg 1d20; SA nil; SD nil; MR nil; SZ L (12'); ML 20; XP 3,500.

Once summoned, the force creature immediately attacks the caster's designated target. The creature attacks twice per round for 1d20 damage per hit. On a successful hit, items must make a save vs. crushing blow or be destroyed. When the creature successfully strikes its target, its hit dice are reduced by 1 (this does not reduce the creature's current hit points). This reduction in hit dice is the result of energy usage during the attack (reductions in hit dice also reduce THAC0). When the creature is attacked, it takes damage to its hit points normally. When the creature's hit points or hit dice are reduced to 0 or the duration of the spell runs out, the creature will dissipate and return from whence it came.

UAZZIGAAELD'S FRIGID SNOWSTORM

(Evocation, Cryomancy)

by Evan

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RANGE: 10 yards/level
 COMPONENTS: V, S
 DURATION: 2 rounds
 CASTING TIME: 6
 AREA OF EFFECT: Field 40' long, 40' wide, and 10' high
 SAVING THROW: -

This mighty spell creates a swirling haze of snow, ice, and howling winds in the area of effect. Non-magical communication is impossible. The snowstorm also penalizes all non-magical missile attacks within the area of effect by -4, as well as inflicting 1d8 damage per every 2 levels of the caster, each round of its duration, to all creatures within the area of effect. Creatures immune to cold do not take this damage; all others are allowed saving throws for half damage. Normal objects must make saves vs. cold with a +1 bonus or be destroyed. Magical items must make saving throws, but gain a +3 bonus or a bonus equal to their pluses (for armor or weapons). High-powered items (such as a *staff of the magi*) can have higher bonuses at the DM's discretion.

SEVENTH LEVEL SPELLS

UAZZIGAAELD'S DEADLY COLD

(Evocation, Cryomancy)

by Evan

Steiner<midnight_paladin@hotmail.com>

RANGE: 10 yards/level
 COMPONENTS: V, S
 DURATION: 2 rounds
 CASTING TIME: 7
 AREA OF EFFECT: Field 40' long, 40' wide, and 10' high
 SAVING THROW: -

This spell drastically lowers the temperature within its area of effect. It inflicts 1d10 points of damage per every 2 levels of the caster per round to all creatures within the area of effect. Creatures immune to cold do not suffer this damage; others are allowed saving throws for half damage. Objects must save vs. cold with a -2 penalty or be destroyed. This spell does not interfere with missile fire within the area of

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effect, but missiles will have to make saving throws or be destroyed. Magical items must make saving throws, but gain a +1 bonus. High-powered items, such as a *staff of the magi*, can have higher bonuses at the DM's discretion.

BOOK IV ADVENTURES

THE MID-SUMMER WINTER FESTIVAL

by Brenton Miller <brent@the-desk.com>

"The Mid-Summer Winter Festival" is an AD&D adventure suitable for a party of low level characters. Alternatively, a higher level party could be used since the magics used in this adventure are strong enough to thwart almost all other magic in order to promote strong roleplaying on the part of the players.

This adventure can be used as a distraction from more serious play during an ongoing campaign, as a tool to lure PCs into a certain section of the campaign world, or as a standalone adventure. There is virtually no combat in this adventure, and encounters are set up to challenge the PCs' wits and abilities, as well as to entertain, so any level of character can be accommodated. Characters should generally be of good alignment. Or, they must at least desperately want to party.

If this adventure is used in an ongoing campaign, the DM should change any mention of the town Dunston to a town existing in his current campaign world.

Let's Have a Party

The town of Dunston is a rising place of commerce with a unique marketing strategy. Each year, the town hosts a mid-summer festival of drinking, eating, and merriment to attract new business. The unusual feature of this festival is that the food, drink, and entertainment are provided free of charge for the entire week it runs.

One would think a town could ill-afford the volume of people who are sure to take advantage of such a generous offer, but the town more than makes up for its losses in sales in other areas, and by charging outside vendors for space to display their merchandise in or around the perimeter of the town. Each year, the mid-summer festival is a great success, but this year, the town has run into a bit of a snag. The entire town has been frozen over by a quite out-of-season ice storm.

And this isn't even the worst news.

As the PCs approach the town, read or paraphrase the following to them:

Having received word of a spectacular free festival held in a nearby town named Dunston, you excitedly cancel all other plans and head out for a well-deserved vacation from your troubles, whistling merry tunes while you journey and basking in the beautiful summer weather. The sun shines high in a sky of sparkling azure, its heated rays beaming down to alight a sheen of warm sweat on your brow, and you lick your lips at the thought of chilled brew to cool your parched tongue.

Cresting a small hill, you spy the gate to the town, a single, golden arch supported on columns of marble, and you anxiously increase your pace. Near the gate, a small breeze rises up, causing you to shiver. That breeze was oddly cold, you think to yourself, but then the hot sun warms you again and the chill is forgotten. Crossing the gate, you make a curious discovery: a fine layer of frost covers the arch. In fact, the grass beyond the gate is blanketed in a layer of white frost. Another breeze rises, and this time the near-frigid gust raises goose bumps on your skin.

Something is definitely wrong.

Farther down the trail, you see the entire town is covered in snow and ice, and you sigh remorsefully. It looks as though your plans for fun and relaxation will once again be postponed.

The Current Situation

Though the sky is clear and the sun still beats down fiercely, Dunston is completely frozen, but the entire region around the town remains in summer weather, indicating Dunston's current

predicament is very unnatural. Be sure to remind the PCs the temperature is freezing (approximately 20 degrees) and that anyone unprepared for the cold will be suffering its effects.

Anyone in the town can tell the PCs that until yesterday morning the weather was warm and clear, when suddenly a vicious blast of arctic air blew in and covered everything in ice and snow. The townsfolk do not know what caused this sudden storm, but they assume it was magic. Most people are already guessing the festival will have to be canceled.

After the PCs have had some time to learn about the current predicament, but not enough to learn any pertinent information, read them Mayor Wimble's announcement:

In the midst of your mingling with the townsfolk, a regal man dressed in finery steps up to a raised podium and begins shouting for silence. As soon as the crowd settles, he clears his throat and begins to speak.

"Good citizens of Dunston and noble visitors to our fair town, I thank you for joining us today, but I regret that I must call our festival off for this year." The mayor stands silent for a moment while the crowd reacts with varying degrees of disappointment to this news. He raises his hands for silence once again.

"I realize how disappointed you all must be, but there is nothing I can do. The food vaults are frozen shut, and all our attempts to open them have failed. We will continue our attempts, but right now the situation looks grim. I know many of you have traveled far to get here, and I offer the town's most sincere apologies. Any taxes levied upon you for admittance into town will be refunded at the constable's office. Thank you all, and again, I apologize."

With that, the mayor steps down, grim-faced, and leaves the throng to deliberate amongst itself.

Mayor Wimble is disheartened right now, but he is a pleasant man, slightly rotund and balding in his middle years. He will converse with the PCs and provide them all the information he knows and will even allow the PCs to make their own attempts at opening the vaults. The DM must

make sure all the PCs' attempts fail; no magic will penetrate the layers of ice sealing the vaults.

The only clue Mayor Wimble can offer the PCs as to who might have done this to the town is to mention an aging wizard named Feltzar, who lives in a tower on the perimeter of the town. The mayor thinks the wizard has been approaching senility and that he might have finally lost his last marble.

Considering the PCs wish to help the town with their plight, they have about three hours before all visitors have evacuated the town, merchants especially intending to seek a new location to sell their wares and salvage something of the costs of their long journeys. The DM can have Mayor Wimble convey this sense of urgency by having him tell the PCs that visitors have already begun to leave and the vendors are standing in line to be refunded so they can depart. The Mayor estimates that nearly all visitors will have evacuated the town by mid-afternoon, approximately three hours hence. Once the visitors and vendors have all left, it will be impossible to salvage the festival, and the town will most likely go bankrupt due to the failed excursion.

What Really Went On

Feltzar, an aging 20th-level mage who lives alone in the tower just outside of town, is indeed responsible for the town's plight, but the wizard is not currently in his right mind. For some time now, Feltzar has been gripped with a nagging insecurity about his age, ever since he overheard some of the townsfolk referring to him as the "senile old wizard who lives in the tower." Feltzar, though forgetful at times, is normally far from senile, but the comments he overheard made him sensitive to the possibility of losing his mental faculties.

So he began experimenting to develop a potion which would improve his diminishing acumen. The last concoction he made released a puff of green gas which had a profound effect on the wizard: it bestowed upon him the senility he was hoping to avoid.

A few days earlier, Feltzar was gathering some herbs and other items he needed for his experiments when a quasit imp named Meezil, polymorphed into the shape of a frog, jumped into the wizard's robes and, so disguised, sneaked into the wizard's tower. For the last several days,

Meezil has been invisibly spying on Feltzar, watching him use the various items in his tower and waiting for the opportunity to wreak great havoc. When the wizard enfeebled himself, the imp recognized the tremendous opportunity.

Realizing the potential for mischief he had with a cleverly misguided, senile wizard of Feltzar's power, the wicked imp had a sinister idea. Playing up to Feltzar's insecurities, Meezil whispered into the wizard's ear that the townsfolk wanted to be rid of the "senile old wizard" and that they were definitely not inviting him to their party. Affronted by this information, the senile Feltzar was all too eager to comply with Meezil's suggestion that he encase the town in ice to prevent the people from having their fun without him.

The Uninvited Guests

The PCs will have to journey to Feltzar's tower if they hope to free the town from its current predicament. But obtaining an audience with the wizard will be no simple matter; Meezil will make sure of this.

Even without the quasit imp's interference, the tower will be difficult to enter uninvited. An anti-magic field surrounds the entire tower, suffusing the outer walls and extending to a 10' radius outside the tower. All spells cast within this field fizzle, and all magic items and effects are rendered impotent while within this range. Anyone trying to climb the seemingly rough walls of the tower will find himself sliding off of a surface that feels as slippery as oiled glass. Grappling hooks will bounce away from the tower as if made of rubber. There is only one way to enter the wizard's tower, and the PCs will have to figure out just what way that is.

The DM should use his imagination to describe entertaining ways in which the PCs' attempts to enter are thwarted. For example, *teleport* spells cast outside the range of the anti-magic field will either simply turn the PCs in the opposite direction they were facing, turn them upside down, or send them across town (remember, the PCs don't have much time, so this effect could be quite nasty). Even *wish* spells will be perverted by the tower's magic. In short, even a wizard of the highest magic should fail in his attempts at entry.

Feltzar, guided by the invisible quasit imp's devious suggestions, will personally thwart the PCs' attempts at entry by casting down bolts of

magic to disrupt spells or destroy ropes, all the while cackling gleefully and shouting such taunts as "Take that, ye trespassers!" and "Go away! Don't want any cookies today!" Feltzar cannot be communicated with and cannot be convinced to allow them inside the tower. Meezil perverts all of Feltzar's reactions to the PCs by whispering paranoid stories into his ear.

Eventually, the PCs should find their way into the tower. After they have exhausted a large number of attempts and seem frustrated, the DM should allow one of them to notice a patch of grass in front of the tower door that seems unusual. Investigation reveals it to be a welcome mat, with the welcome written on the bottom and a brass key hidden beneath. However, the door where the mat lies is a fake door, permanently melded with the tower wall. The tower's real, invisible door is actually on the opposite side of the tower and will appear if the key is held within 5' of it. The key will then easily open the door's lock.

The Uninvited Pest

Once the PCs are inside the tower, Meezil will have his fun with them, doing everything within his ability to prevent the PCs from reaching the top of the tower.

Meezil, quasit imp: INT 15; AL CE; AC 2 (0); MV 15; HD 3 (16 hp); THAC0 17; #AT 3; Dmg 1-2/1-2/1-4; SA see below; SD see below; MR 25%; SZ T (2' tall); XP 2,000.

Meezil currently wears a *ring of telekinesis* (25 lb. maximum lift), a *ring of protection +2* (reducing his armor class to 0) and an *amulet of proof against detection and location*, all of which he pilfered from Feltzar's wares. At the DM's option, Meezil can be equipped with more or different items in order to better protect him from more powerful PCs.

As a quasit imp, Meezil can turn invisible, detect magic, or detect good at will. He also regenerates 1 hit point per round and can only be harmed by cold iron or magical weapons. He has 25% resistance to magic and saves as a 7 Hit Die monster. Meezil's claws are coated with a toxin that causes anyone struck by them to save versus poison or lose one point of Dexterity for 2d6 rounds. Once per day, Meezil can release a blast of fear with a 30-foot radius.

Though chaotic evil, Meezil is not very harmful, at least not directly. He loves to sport with humanoids, all of whom he considers dim-witted mortals, but he has no desire to kill or

seriously injure them--you can't have fun if you break all your toys. This is not to say the imp feels any remorse if someone dies as a result of one of his pranks--he doesn't, but he tries not to kill anyone outright. He is actually too much a coward to attack anyone directly, and if anyone threatens him or even so much as scratches him, he will quickly run away to another part of the tower to await the PCs in ambush again.

The DM is encouraged to torment the PCs as much as he desires. Meezil has rifled through much of Feltzar's equipment, so he has access to just about any type of magical potions and items the DM can imagine. Having watched Feltzar use many of his magical items during the time he invisibly spied on the wizard, Meezil knows the command words to a large number of the wizard's magical items. Following are some suggestions of the methods Meezil can employ to torment the PCs:

- Halfway up a flight of stairs, Meezil will coat the stairs with *oil of slipperiness*, causing everyone on them to stumble back down. PCs will take 1d4 points of damage from the fall, at the DM's option.
- Meezil will use a *wand of size alteration* to diminish each PC to 50% normal size. The imp can stay invisible while using this item, so he will continue to use it until each PC is reduced.
- Meezil will place a *bag of devouring* enticingly in the center of a table, hoping a PC will try to use it.
- The imp will dump a modified form of *dust of sneezing and choking* in the midst of the group, causing all to save vs. poison or be immobilized for 5d4 rounds.
- He will toss a *rope of entanglement* into the party, hoping to entangle all of them.
- Invisible, Meezil will fly above a PC, and on a successful attack roll to hit an AC of 10, he will drop a *hat of stupidity* on the PC's head, immediately lowering the PC's intelligence to 7, or reducing it by 1 if his intelligence is already 7 or lower. Meezil will pick the PC who seems the most intelligent, particularly a wizard if one is present. This will not work if the PC is wearing a helmet or hat already, but will work through the hood of a cloak. Possibly, Meezil will make two attacks, one to knock a helmet off, and a second to drop the hat in its place. The hat's effects remain even if it is removed.

All items' spell effects can be negated by the anti-magic field surrounding the outside of the tower, if imaginative PCs think to try this, though effects that are permanent, such as those of a *hat of stupidity* will return again once the PC is outside this field. PCs rushing back out of the tower waste precious time.

Each time one of Meezil's attempts causes the PCs trouble, the imp will laugh maniacally, a high-pitched, nasally sound that seems to come from nowhere, since Meezil will remain invisible. Remember, Meezil's pranks should be aimed at slowing the PCs down, if not making them fail outright. If Meezil can slow them down at least until mid-afternoon, the festival will be unsalvageable by then.

Inside the Tower

Inside the tower, offensive spells will fizzle, their magic countered by a special dampening field put in place by Feltzar. Strictly defensive and divinatory spells may still work, but it is left to the sole discretion of the DM to determine which spells work or fail. The general rule is to disrupt any magic that will make the PCs' task too easy for them.

The floor-plan of the tower is simple and is described below. There are four floors, each a 20-foot diameter, circular room with a 15 foot high ceiling and a staircase winding along the wall leading to the next level. Each door is magically barred going up, but is easily opened heading down by merely pushing on the door. Each door is plain wood, unadorned with decorations or windows, and has no visible latch.

First floor: This is a simple greeting room where the wizard meets visitors. It is designed as a sitting room, with a simple couch, two plain chairs, and a coffee table, all set before a brick fireplace. This is the only room in which Feltzar allows visitors, except for secular peers on a par with the wizard who have come to study with him. There is a large throw rug in front of the door, a painting of Feltzar on the wall above the fireplace, and lanterns on the mantle which will light with the brightness of a continual light spell whenever someone enters the room. There is a heady aroma of jasmine and incense in the air, adding to the overall cozy effect of the place.

As soon as a PC steps on the rug in front of the door, Meezil will call the command word to activate the *rug of smothering* and cause it to

immediately wrap around the PC and smother him in 1d4+2 rounds unless an *animate object*, *hold plant*, or *wish* spell is cast, or the PC is dragged outside into the anti-magic field surrounding the tower, in which case the rug will release the trapped PC. The phrase to activate the rug is "sic' em, boy!"

There is actually a mundane means of opening the door here leading up to the next level by tripping a hidden latch that is hidden behind a loose stone to the right of the door at the top of the steps.

Second floor: The next floor is a library with two shelves of books standing in the center and a table with a single chair. The DM can put whatever books he wishes in here, but Feltzar will surely have his personal spell books hidden higher up in the tower. The door leading to the next level can be opened by standing in front of it and speaking the command phrase "Emases Nepo." This phrase can be found written on a piece of parchment on the table. Speaking the phrase at the table will not open the door. The phrase must be spoken while standing directly in front of the door and facing it.

Third floor: This floor is the wizard's laboratory. It is filled with a multitude of various spell components, potions, beakers, stills, and any other items the DM wishes to place here. As an option, the DM can allow a PC wizard to find nearly any spell component here. Probably the item of most importance here, though, is Feltzar's potion, the one he was concocting, whose gas had enfeebled him. Ironically, Feltzar's potion was a success, though he doesn't know this yet (neither does Meezil, or the imp would have destroyed it).

When Feltzar mixed the final ingredients of this potion, the mixture released a puff of smoke which was a one-time byproduct released by the reaction of the chemicals. Feltzar accidentally inhaled this smoke, and the effect was to make him senile. To further the irony, one drink of this potion will restore the wizard's acuity. The potion can actually clear a variety of mental illnesses, but anyone of normal competency who drinks it will only feel a heightened sense of perception, much like the feeling one has when waking up from a refreshing sleep. It confers no magical bonuses. There are four doses in the flask containing the potion, so the PCs better be sparing with it until they cure Feltzar, for the ingredients to create a new potion are extremely rare and

difficult to procure. (The DM can determine whatever components he wishes.)

The potion sits atop one of Feltzar's laboratory tables, next to a book in which he was noting the steps and ingredients in the creation of his potion. A wizard or PC with Spellcraft, Herblore, or another, similar ability will be able to tell from the notes that some of the ingredients in the potion are ones believed to help with mental awareness and clarity. It appears Feltzar for some reason dropped his research in the middle, leaving all his ingredients and mixers lying around and the potion he was creating uncapped.

The door at the top of the stairs in this room is only an illusion. The actual door starts two feet to the right. There is an invisible platform extending out from the top of the stairs to the right. Anyone testing the air will find this section to be solid. Stepping on this platform will grant the PC the ability to step through the wall into a short hallway marking the entrance to the next level. If the PCs are having trouble discovering the way through, allow one of them to drop an item that just happens to land on the invisible platform.

Feltzar's Chamber

At the end of this short, 10-foot long hall, the PCs will find Feltzar's sleeping chamber. Feltzar is here, sitting in a high-backed rocking chair, looking out a window, and mumbling and chuckling to himself. There is a small writing table here with quill and parchment and a half-burned candle on it and a meager cot with a nightstand next to it in the corner.

The moment the PCs enter, Feltzar will wheel about to face them, demanding, "Who are you? Why are you trespassing?" Then he will pause briefly, seemingly deep in concentration, his neck leaning to one side, then will look at the PCs with wide eyes. "You're from the town!" he declares. "Sent to steal my rocking chair! Well, you'll not have it, I say!" Then the crazed wizard brandishes a walking cane threateningly in the direction of the PCs. At this point, Meezil will unleash his blast of fear which affects a 30-foot radius and causes all characters who fail their saves vs. spell to run in panic from the tower. Meezil can only use this ability once per day.

Note: in order to get the best comical effect out of the above scene, the DM should secretly have each player roll a d20 for his character

while the group is exploring the laboratory below. Pass a note to those who fail instructing them to have their characters run in fear from the tower the exact instant the old man on the next level brandishes a walking cane at them. If you must, give them a discreet reminder later, but try to keep the other players unaware of the exchange. The characters who run in fear should seem to be doing so for no apparent reason other than fear of an old, senile man shaking a stick at them.

PCs who win past all Meezil's attempts to thwart them will be able to confront Feltzar, though this confrontation will be a difficult one since Feltzar will be ranting and raving, making outrageous, paranoid accusations about what the PCs are doing here. PCs who make successful Intelligence and Wisdom checks will notice the faint sound of nearly concealed, maniacal laughter alerting them to the presence of the quasit imp who is whispering into the wizard's ear, encouraging Feltzar's paranoia.

Bottoms Up

Somehow, the PCs have to get Feltzar to drink the potion, although Meezil will quickly figure out what they're trying to do and will attempt to smash the potion. On a successful to-hit roll at an armor class of 10, Meezil knocks the potion from the hand of whoever holds it, unless that person makes a successful Dexterity check to hang on to it. If the PC is unaware of Meezil's presence, the Dexterity check is made with a -4 penalty.

Even if Meezil succeeds in knocking the potion from a PC's hand, the DM can allow the other PCs to make Intelligence checks to see if they notice the act in time. If so, each PC who made a successful check can attempt a Dexterity check to catch the bottle before it hits the ground. If no one catches the bottle, the DM can make a saving throw for the glass flask containing the potion to see if it survives the fall. If the flask doesn't break, the DM can allow enough of its contents to spill out that there is only enough left for one dose, just to increase the suspense. From here, the DM can play up a hectic scramble as Meezil and the PCs fight to gain control of the bottle. Even Feltzar will join in the struggle, yelling "Yippee!" and other phrases, thinking they are all playing a game.

Once a PC has a solid hold of the bottle a second time, Meezil will be unable to extricate the

bottle from his grasp, since the PC will be able to protect it with a far stronger grip than Meezil can deal with. At this point, Meezil will be most likely to decide his safest course for now is to flee.

Even without Meezil's interference, it will be difficult for the PCs to administer the potion to Feltzar. The wizard will be thrashing wildly and swinging his cane, attempting to knock the bottle away, thinking the PCs are trying to poison him ("Ye'll not poison me!" he'll scream). If there are at least two PCs, they can make the task easier by having one of them try to subdue the wizard by pinning his arms while the other force feeds Feltzar the potion. In this case, the subduing PC is the only one who need make an attack roll, and once he successfully subdues the wizard, the other PC can easily make Feltzar drink.

Concluding the Adventure

Once his mental clarity is restored and the PCs explain what happened, Feltzar will be able to sense the presence of the quasit imp in his tower and will conjure up a diminutive *forcecage* to contain the creature, at that time relieving Meezil of his stolen goods. Feltzar is empathetically in tune to his tower, thus he is easily able to locate the imp.

If the PCs have restored Feltzar to normal before the visiting merchants and patrons leave town, he will be able to reverse his spell in time to save the festival. The wizard will be greatly ashamed of what he has done and will make reparations, assisting the town in any way he can to get the festival back on course. Feltzar will also reward the PCs in some way, possibly giving them some magical trinkets or perhaps just some mundane gems of moderate value. At the DM's option, Feltzar may allow the PCs to keep any magical items the imp used against them. However, the DM may not want to give lower level PCs too many magical items.

Mayor Wimble will be eternally grateful, shaking the PCs' hands and announcing to the town the wonderful deed they have done. He will offer them the "key to the city," 200 gold pieces, and will give them free lodgings for the remainder of the festival.

BOOK V GAMING AIDS

GUIDELINES FOR AWARDING EXPERIENCE POINTS

by Brad Bemis <bemisb@arc.net>

All XP awards are given at the DM's discretion. Situation rewards are based on the player's ability to approach and overcome a situation with the character's abilities, alignment, and personae. These numbers may be balanced differently depending on the power level of your campaign. When adjusting the numbers, please keep them proportional for game balance.

This article expands upon information contained in Chapter 8 of the revised 2nd-edition *Dungeon Master's Guide*.

Common XP Awards

Player has a clever idea	50-100 XP
Player has an idea that saves the party	100-500
Player roleplays character well	2-10% of all XPs gained that session
Player encourages role playing in others	100-200 XP
Clever use of nonweapon proficiency	10 XP
Higher risk involved in clever use of proficiency	20-50 XP
Per successful use of wild psionic ability	2 XP/PSP expended

Rule on XP for overcoming creatures: XP value of creature divided by the number of characters who contributed to the effort (does not necessarily mean who attacked: e.g., watching party's back, healing, etc.) .

Individual Awards By Class

Warrior (Fighter, Paladin, Ranger):

Creature defeated in single combat*	10% of XP gained
Successful use of special class ability	100 XP
Successful use of special kit ability	50 XP
Spells cast to further ethos	50 XP/spell level
Spells cast	10 XP/spell level

*Recommended that only fighters receive this bonus, in order to maintain game balance.

Priest (Druid, Cleric, Specialty Priest):

Successful commune with deity	500 XP
Successful use of granted power	100 XP
Spells cast to further ethos	100 XP/spell level
Spells cast	50 XP/spell level
Rites and sacraments observed	10 XP
Recruiting others to faith	200 XP
Enemies of faith destroyed	10% of XP gained
Creation of potion, scroll, or permanent magical item	XP value of item +10%

Wizard (Mage, Specialty Wizard):

Spells cast to overcome foes or problems	100 XP/spell level
Spells cast	50 XP/spell level
Successful use of special ability	50 XP
Spells located and learned	20 XP/spell level
Spells successfully researched	500 XP/spell level
Creation of potion,	XP value of item

scroll, or permanent magical item +10%

Rogue (Thief):

Successful use of general thieving ability 50 XP
 Successful find/remove traps attempt 200 XP (50 to find/150 to remove)
 Successful pick pockets attempt 100 XP
 Successful backstab attempt 500 XP
 Successful use of special ability 50 XP
 Per gold piece value of item obtained * 2 XP/gp

*Through successful use of thieving abilities only.

Rogue (Bard):

Successful use of thieving ability 25 XP
 Successful use of special ability 50 XP
 Successful performances made 100 XP
 Significant performance (major audience) 500 XP
 Spells cast to overcome foes or problems 25 XP/spell level
 Spells cast 10 XP/spell level
 Spells successfully located and learned 5 XP/spell level
 Per gold piece value of item obtained * 1 XP/gp

*Through successful use of thieving abilities only

Psionicist:

Use of psionic power to overcome foe or problem 10 XP/PSP
 For defeat of psionic opponent 100 XP/opponent HD
 Successful use of special ability 50 XP
 Creation of psionic item XP value of item +10%

HAND TO HEIGHT MELEE WEAPON REQUIREMENTS

by Bryan E. Manahan <sidereal@epix.net>

This chart lists the number of hands required to wield melee weapons, relative to character height.

Melee Weapon	Weapon Length	Number of Hands Relative to Character Height				
		3 to 3_'	4 to 4_'	5 to 5_'	6 to 6_'	7 to 7_'
Axe, Battle	42"	no	2	2	2	2
Axe, Hand	18"	1p	1s	1s	1s	1s
Club, 3 ft.	36"	2	2	1	1	1p
Club, 6 ft.	72"	no	2	2	2	2
Club, 6 ft., Spiked	72"	no	2	2	2	2
Club, 9 ft.	108"	no	no	no	2	2
Dagger, Knife	10"	1s	1s	1s	1s	1s
Dagger, Poniard	12"	1s	1s	1s	1s	1s
Dagger, Stiletto	12"	1s	1s	1s	1s	1s
Dagger, Standard or Dirk	12"	1s	1s	1s	1s	1s
Fist or Open Hand	n/a	1s	1s	1s	1s	1s
Flail, Footman's	48"	2	2	1	1p	1p
Flail, Horseman's	24"	1p	1p	1s	1s	1s
Flail, Iron	42"	no	no	2	2	2
Halberd	78"	no	2	2	2	2
Hammer, Battle	48"	no	2	2	2	2
Hammer, Medium	30"	2	1	1p	1p	1p
Hammer, Small	18"	1p	1s	1s	1s	1s
Javelin	42"	2	2	1	1	1p
Lance, Heavy	168"	no	2	2	2	2
Lance, Light	120"	no	2	2	2	2
Lance, Medium	144"	no	2	2	2	2
Mace, Footman's	60"	no	2	2	2	2
Mace, Horseman's	36"	2	1	1p	1p	1p
Military Pick, Footman's	48"	no	2	1	1p	1p
Military Pick, Horseman's	30"	2	1	1p	1s	1s
Morning Star	42"	no	2	2	2	2
Palspar	60"	no	2	2	1	1
Polearm						
Awl Pike	216"	no	no	2	2	2
Bec de Corbin	96"	no	2	2	2	2
Fauchard	72"	no	2	2	2	2
Fork, Military	108"	no	no	2	2	2
Glaive	96"	no	2	2	2	2
Glaive-Guisarme	96"	no	2	2	2	2
Guisarme	96"	no	2	2	2	2
Lucern Hammer	144"	no	no	2	2	2
Partisan	72"	no	2	2	2	2
Sap	6"	1s	1s	1s	1s	1s
Scythe	60"	no	2	2	2	2
Spear	66"	2	2	1	1	1

Staff, Hardwood	60"	2	2	2	2	2
Sword, Bastard	54"	no	2	2	1	1
Sword, Broad	45"	no	1	1p	1p	1p
Sword, Falchion	42"	no	1	1p	1p	1p
Sword, Long	42"	2	1	1p	1p	1p
Sword, Rapier	36"	2	1	1p	1p	1s
Sword, Scimitar	30"	2	1p	1s	1s	1s
Sword, Short	30"	1	1s	1s	1s	1s
Sword, Two Handed	72"	no	no	no	2	2
Trident	66"	2	2	1	1	1
Whip	180"	no	no	1	1	1

Notes

no: indicates the weapon is too large, too heavy, or too unwieldy for the character to use effectively.

2: indicates the character needs two hands to properly wield the weapon

1: indicates the character needs to use one hand to properly wield the weapon. However, due to the size and/or weight of the weapon, it cannot be used in conjunction with another weapon in two-weapon style. The use of a shield is still possible.

1p: indicates the character can use the weapon one handed and also may use it as a weapon in the primary hand if used in conjunction with another weapon in two-weapon style.

1s: indicates the character can use the weapon one handed and also may use it as a weapon in either the primary or secondary (off) hand if used in conjunction with another weapon in two-weapon style.

A character whose height falls between two categories should be considered the lesser of the two, unless the character is unusually large of build or of exceptional strength. In these cases, the greater of the two should be used.

WORKING WITH MINIATURES

by Calvin Armerding <cutter64@memes.com>

One of the side benefits of roleplaying games (RPGs) is the opportunity to learn new skills related to the games, as well as the chance to study related areas such as medieval armor, feudal structure, or weaponry. Items such as miniatures can increase the pleasure and realism involved in RPGs by allowing others to see your character as you envision it, as well as reducing arguments about where exactly you were standing when the fireball went off. Miniatures generally are provided, however, as rough, lead figurines, and it is up to the player to take the extra step and turn that silver statue into a lifelike representation of a wandering adventurer, evil monster, or helpful bystander.

With this in mind, and because of recent questions on the Advanced Dungeons & Dragons mailing list (ADND-L), I have undertaken the task of compiling some suggestions on the best methods of painting lead figurines. I am also including references on suppliers, notes on painting and finishing equipment, and various miscellaneous suggestions on maintenance and storage of completed figurines. I would like to point out at this time that this article is a compilation of suggestions taken from various sources, and includes suggestions from the ADND-L members. I have not personally tried all the techniques listed here and cannot guarantee the results of using them, but if you come across something that doesn't work or discover something I have neglected to include in this work, please contact me and I will endeavor to keep the article updated. I would also like to point out at this time that I will not be endorsing any specific brand name products, but may, from time to time, indicate that something is available.

Now, with the introductions and disclaimers out of the way, down to the serious business of painting figurines.

Selecting Your Figurines

The first thing you must do when you have decided to start a collection of gaming figurines is decide what characters to buy. Although you could pop by your local gaming store and tell the clerk to pack up one of everything, realistically this is beyond the financial capabilities of the

average gamer. I recommend you start with a variety pack of adventurers, plus two sets of monsters, one set of each of your favorites. A pack of skeletons and a pack of orcs are usually a good bet to get you going, then individual monsters can be added as you introduce them into your campaign. For beginning adventurers, a thief, a ranger, a priest, a wizard, and a couple fighters will usually provide enough variety to your group if you cannot find a set for sale.

The standard size of figurines is 25mm, but be careful. Some companies' 25mm figurines are larger than normal. Although this may seem like a small detail, having one character tower above the rest of the group can be jarring, especially if the player's adventurer is described as being shorter than average!

The ADND-L members have also suggested that plastic monsters are available from toy stores for relatively little money. These can be painted to make them more realistic, and can be a good source of savings. Sets of monsters such as orcs or skeletons may also be available, much like the plastic soldiers we played with as children. Although they do not look as good as the metal figurines, a substantial cost saving may outweigh this consideration.

Tools and Paints

Good, quality equipment is important when beginning to collect figurines. Although a twenty-five cent paintbrush might seem like a good deal, it will not last beyond the first few uses and will degrade the quality of your painting. Pick up several sizes to begin with (Sizes 0, 000, and 10/0, or sizes 5/0, 0, and 2 are examples of two recommendations I received). Red sable brushes are recommended for solvent based paints.

Cleaning and proper brush use are very important if you expect to continue using your brushes. When painting, dip only the tip of the brush in the paint. If paint gets into the bristle base this will cause the bristles to spread, limiting the fine use of the brush. Also, clean the brush thoroughly after every use. A suggestion sent to me for water-based paints was to use a travel size bottle of shampoo with conditioner. The shampoo and conditioner cleaned and conditioned the bristles, and the bottle was

conveniently sized. You should also have a brush dedicated to dry brushing (see below for definition), as this technique will ruin the brush. Change your cleaner as soon as it starts to look dirty or cloudy, especially after using dark paints such as red or black. Tinted cleaner will affect lighter colors if you haven't changed your cleaner recently and you try to paint in white or yellow. When done painting, clean the bristles thoroughly, shape them into a point, and store them in a protective cover if one was supplied with the brush. Whatever you do, do not set or store brushes bristle down in a pot of cleaner. This will ruin the brush.

You will also need an X-Acto knife (a brand name, but in common usage for all hobby knives where I grew up), a couple small files for removing flashing, and glue. Elmer's glue works fine for holding the figures in place during painting. If you buy figurines that require assembly I suggest you use the manufacturer's recommended glue.

An assembler's magnifier is useful for painting. This is an assembly consisting of a large, adjustable, mounted magnifying glass with a strong work light built into the frame of the glass. By mounting it on a table, you can work on your figurines under the glass with bright direct light, freeing your hands, as well as giving you an excellent view of the detail work of your piece. These are not cheap, but shop around and look for a good deal. It is well worth it.

A jeweler's loupe can also be used. These are small magnifying glasses that either screw into your eye or mount on a headband. Cheaper than the magnifier, less useful, but still better than plain eyesight.

Paints are split into water soluble and solvent based. Both have advantages and disadvantages. Water soluble paints are easier to clean and dilute, as well as quick drying. However, they are often not as bright as solvent based paints and do not adhere as well. Solvent based paints, although brighter and more adherent, can be a real pain to clean up, requiring the use of carcinogenic cleaners such as turpentine or paint thinner. If you choose solvent based paints, make sure you paint in a well ventilated area.

Either way, you must now decide what colors to buy. As any kind of paint has a limited shelf life, you want to buy paints that you plan on using immediately. A basic set of colors will include dark blue, red, yellow, white, forest green, black,

flesh, and silver or steel. From these, you can mix browns and various shades of color. Specialty colors such as copper should wait until you have the money to buy that copper dragon.

Prep Work

Now that you have a set of tools, a palette of paints, and a bag of figurines, you are ready to start painting. Well, not quite. First you must get those figurines ready so they will look their best when painted. The first task is to remove all the flashing from the figurines. Flashing is material left over from the manufacturing process. It is most commonly seen as the parting line running all the way around the miniature, but can also include extra chunks of lead on the tips of a sword, the ends of arms, and the bottoms of bases. Carefully inspect the figurine to determine what flashing exists. You don't want to hack off that chunk of ugly metal only to discover later that the gladiator's net is now gone because you weren't sure what you were cutting. Using the X-Acto knife, trim the worst of the flashing, then take the files you bought and carefully sand off the roughness left over. With a flat file, smooth the bottom of the base until the figurine stands up without rocking.

If you have purchased old figurines and are not happy with the paint job, you can remove old paint by soaking them in something with pine oil (such as Pine Sol). This is for metal figurines only. Scrub them well with an old toothbrush, let them dry, and you are ready for the next step.

Once the flashing is gone, it is time to prime the metal to ready it for painting. Very few paints will adhere to a metal surface, so it is necessary to cover the surface with a primer. The color of primer is a matter of personal preference. I use olive green because any areas left unpainted look like woody clothing. White is recommended because it will allow lighter colors to be overlaid without repeated coats that can dull fine detail. Floquil's light gray has also been recommended to me. Whichever type you choose, do a test spray to make sure it is thin. A thick spray will obscure the fine detail of the figurines.

To increase ease of painting, glue each figurine to a small (about 3" by 3") square of cardboard. This is where the Elmer's glue comes in handy as it will scrape right off when you are done. The cardboard will allow the figurine to stand during painting, whereas a figurine

attached to a normal base will fall over if pressed too hard with a brush. The cardboard also gives you something other than the figure to hold on to while doing detail work.

Now prime your figures by spraying a very light coat on one side of the figure, then turn the figure around and spray the other side. Try not to overlap the coats of primer as they will create bumpy areas, but make sure all the metal is covered. If you are not attaching the figurines to cardboard, allow the first side to dry completely before turning them over to spray the other side. Now you are ready to paint.

Painting and Detail

Now you want to make sure everything is as it seems. Is the character holding a club or a funny shaped sword? Is the bare torso actually a close fitting tunic? Decide what color each area will be and map out exactly what will be painted in what color. Now is also when you will decide what order to paint your colors in. Ral Partha's painting guide suggests you always paint from the skin out as if you were dressing the miniature.

There are three ways to apply paint to your miniatures. The easiest is straight application. Dip your brush in paint and apply it to the area which you wish to cover. This is the best way to paint sword blades, belts, and other small details.

For shading, you will apply paint as a wash. Dilute a small amount of paint approximately three parts thinner to one part paint, then apply to the desired area with a brush. The paint should leave a thin, translucent coat over the area, concentrating more darkly in the detail. If the wash runs off without leaving a color, thicken the mixture by adding paint.

Finally, for highlighting raised detail, use the dry-brushing technique. This is where your specialized brush will come into play. To Dry-Brush, first dip your brush in the paint, then wipe the brush tip on a paper towel to remove the excess paint and liquid. The paint remaining on the brush should not flow when applied. Using light, dusting strokes, apply the paint over the surface to be highlighted. The paint should stick to the raised surface, texturing the finish of the prior coats of paint. A wide-tip brush is fine for dry-brushing since it is generally intended to cover larger areas.

To darken blues and greens, add black, but to darken colors such as yellow or red use dark brown.

Ral Partha also suggest that you dry-brush with lighter shades of the base color after the shaded wash coat dries in order to add depth to the miniature.

The following guide to painting faces is paraphrased from the Ral Partha Painting Guide, available at their website (see **Resources** below):

First paint the face flesh. Allow each coat to dry completely before starting the next step. Next apply a light wash of red-brown, adding coats until the skin is the right darkness. Paint each eye white. Don't worry about size as lids will be added later. Paint a thin, vertical strip of the chosen eye color from the top to the bottom of the white, slightly inside the center point of the eye. Finally, paint curved, horizontal lids across the upper and lower edges of the whites using flesh for the lower lid and a slightly darker color, such as leather, for the upper lid. Sound difficult? Well it is, but don't worry, the more you do, the easier it will get, and the results are fantastic.

When choosing colors, select those shades which will be as natural as possible. If you are painting a leather tunic, stop by a leather store and look at natural leather. Boil a small piece of untreated leather in water and let it dry to get a color for leather armor and shields. Check out colors in clothing stores to see what goes well together and what looks natural. Chances are that ranger in the lime green cloak will have difficulty hiding, so use what seems natural. Also try experimenting with paint mixes. If every character has the exact same color green cloak, your figures will rapidly get boring. Add a little yellow to one, a little brown to another, perhaps a little red to a third, and you will get a realistic picture of the differences in shading from one weaver to another. Also use picture books. You can get good ideas for different color shades by looking at pictures of animals, for example.

Finishing

After your figurine is completely finished, how do you prevent the finish from flaking off when some jerk who didn't spend hours painting it knocks it off the table to simulate a fall from a high cliff? Modeller's lacquers are a good start. Generally you should pick a matte finish lacquer as this will prevent your character's appearing to be covered in oil. Test several brands to find one that leaves a very thin, even coat, as I have heard complaints that lacquers tend to clot in the detail area.

Each miniature can then be mounted permanently on a base. Suggestions for bases have ranged from pennies to plastic model bases made by Citadel to my favorite, masonite. Using a table saw and a piece of 1/4 or 1/8 inch masonite, cut as many small squares as needed and glue each figure to a square using epoxy. The squares could also be easily made into hexagons (six sided) for use on gaming surfaces by drawing them out on the masonite, then cutting them in bulk using a jig saw or band saw. Figurines on bases will stand up much better throughout any amount of table shaking, protecting the figurines as well as saving time during gaming.

I have also received several suggestions for storage. One idea I was sent was to mount a wooden silverware tray sideways on the wall, creating a nice display shelf out of reach of pets and small children. I take pieces of styrofoam cut to shoe box size and cut figurine shaped holes in them. Each figurine then has a resting place, and I can store three layers of figurines in one shoe box.

If you are interested in more detailed surroundings, model train stores are good suppliers of scenic accoutrements. Chessex, Inc. makes a product called "Megamat", a vinyl mat with a hexagonal grid preprinted on it. This is useful for drawing walls and obstacles with a water soluble felt tip, a technique somewhat quicker than the traditional method of stacking extra dice around the table. "Master Maze" pieces are made by Dwarven Forge (see **Resources** below). These pieces are dungeon floors and walls, with pieces for corners, diagonals, flat walls, T-intersections, halls, cross-intersections, etc. The pieces are already hand-painted, so you don't need to do anything more than pull them out and use them. They are also expensive, but if you have the bucks, why not?

Arthur Reynolds wrote to me with this piece of advice that I have decided to include verbatim:

It is much easier to learn painting techniques from an experienced painter, than to learn them from any book, no matter how well written. Many game and hobby shops hold painting seminars, and these are an excellent way to pick up information. If someone in your area paints miniatures professionally, you might be able to make a friend, and pick up a mentor. I was painting for several years, then met some friends who were doing it on a professional level. After a little learning, and a great deal of practice, I began improving and have since won several awards at national conventions for my painting.

I will finish up with the best piece of advice I received about miniatures and gaming. Remember, the point of roleplaying games is roleplaying. Don't let the miniatures distract you from your character, but use them to enhance the experience. Too much reliance on miniatures and your game could come to resemble a board game.

Resources

Here is a list of places to look for tips on painting and using miniatures. Again, keep in mind that I have not checked out each of these as they are all submissions from the ADND-L members.

- Battlesystem and Battlesystem Skirmishes books from TSR, Inc.
- Ral Partha: www.ralpartha.com
- Dwarven Forge:
<http://www.mastermaze.com>
- rec.games.frp.marketplace
- The Armory makes some good miniature tools and carries the best miniature modeling book I've ever seen. It is a compilation of a series of articles from *Wargamer* magazine.
- Walthers Co. in Milwaukee WI. has a 1000 page catalog available. I don't know if they are online or not, but their phone number is (414) 527-0770. This catalog also offers a plethora of modeling supplies and tools.
- and don't forget your local gaming store.

THE GREAT EQUIPMENT LIST

Compiled By Mark J. Carrasco <ncc1701I@hotmail.com>

The following is a listing of items for use in the AD&D or D&D setting, along with their prices. DMs are encouraged to alter prices as they see fit to do within their campaigns. For an unabridged and updated version of the list, contact the author.

TABLE 1: CLOTHING

TABLE 2: TAVERN & INN

TABLE 3: FOODSTUFFS

TABLE 4: SPICES

TABLE 5: SKINS

TABLE 6: CREATURE PARTS

TABLE 7: TRANSPORTATION

TABLE 8: TACK & HARNESS

TABLE 9: FURS

TABLE 10: EGGS & YOUNG STEED

TABLE 11: STORAGE ITEMS

TABLE 12: CREATURE EGGS & YOUNG

TABLE 13: FURNISHINGS

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TABLE 15: CLOTH

TABLE 16: ADVENTURING GEAR

TABLE 17: LAB EQUIPMENT

TABLE 18: SCRIBE EQUIPMENT

TABLE 19: SERVICES & WAGES

TABLE 20: TOOLS

TABLE 21: ILLUMINATIONS

TABLE 22: CONSTRUCTION

TABLE 23: SIEGE WEAPONS

TABLE 24: MISCELLANEOUS EQUIPMENT

TABLE 1: CLOTHING

Apron	1 cp
Boots	
High (hard)	2 gp
High (soft)	1 gp
Low (hard)	1 gp
Low (soft)	8 sp
Riding	3 gp
Bracelets	
Gold	25 gp
Silver	10 gp
Breeches	
Sack cloth	5 sp
Linen	1 gp
Woolen	2 gp
Velvet	4 gp

Silk	8 gp
Brooches	
Silver	25 gp
Gold	45 gp
Bustle	
Side	5 gp
Rear	9 gp
Cannons	
Gnome	5 gp
Halfling	6 gp
Elf	8 gp
Human	10 gp
Capes	
Half	4 sp
Full	7 sp
Chemise	
Sackcloth	8 sp
Linen	2 gp
Cotton	3 gp
Silk	6 gp
Cloak	
Plain	5 sp
Fancy w/ Fur	25 sp
Cap	
Plain	1 sp
Fancy	5 sp
Cote	
Gnome	3 gp
Halfling	4 gp
Elf	6 gp
Human	7 gp
Doublet	
Gnome	3 sp
Halfling	4 sp
Elf	6 sp
Human	1 gp
Dress, Linen	
Gnome	7 cp
Halfling	8 cp
Elf	1 sp
Human	2 sp
Earrings	35 gp
Fan	
Silk	1 gp
Tiny, paper	2 sp
Fullcloth, wool	
Halfling	1 gp
Elf	5 gp
Human	8 gp

Girdle			Pin	6 gp
Broad	2 sp		Plain Brooch	10 gp
Normal	10 sp		Purses	
Gloves			Linen	3 sp
Archery	4-6 gp		Leather	2 gp
Leather	5-10 gp		Rain Cape, Straw	20 cp
Linen	5 gp		Ring	35 gp
Cloth	1-2 sp		Robe	
Fur Lined	4 gp		Cloth	6 ep
Silk	15 gp		Fur, Trimmed	3 gp
Snakeskin	16 gp		Embroidered	20 gp
Gown, Silk			Silk	95 sp
Gnome	5 gp		Sandals	2 gp
Halfling	7 gp		Sash	
Elf	10 gp		Wool	1 sp
Human	15 gp		Linen	2 sp
Handkerchief, silk	2 sp		Silk	10 gp
Hat			Sheath, Dagger & Knife (Leather)	10 sp
Cloth	7 sp		Sheath, Dagger & Knife (Wooden)	7 sp
Fur	2 gp		Sheath, Dagger & Knife (Metal)	15 sp
Straw	2 cp		Shirt/ Blouse	4 sp
Hoods			Shoes	
Wool	2 sp		Dancing	15 sp/ pair
Linen	2 sp		Elven	45 gp
Fur	1 gp		Moccasins	2 gp/ pair
Hose			Snow	20 gp
Gnome	2 sp		Tabi	
Halfling	4 sp		Wool	45 gp
Elf	5 gp		Silk	100 gp
Human	6 gp		Slippers	
Hose Supporter	2 gp		Linen	15 sp
Jacket, Silk	80 gp		Quilted Silk	35 gp
Jerkins			Wool	10 sp
Linen	8 sp		Stockings	2 gp/ pair
Wool	1 gp		Surcoat	
Leather	10 gp		Linen	6 sp
Cotton	30 gp		Quilted	2 gp
Jester Clothing			Suspenders	
3-cornered hat w/ bells	3 gp		Canvas	3 sp
star-collar	1 gp		Leather	5 sp
Shirt, satin	10 gp		Sword Scabbard, hanger	
White gloves	7 sp		Tabard	6 gp
Pantaloon, bunched	8 gp		Toga	8 cp
Stockings, bright	8 sp		Trousers / Skirt, Cotton	3 sp
Buffoon shoes	12 gp		Trousers / Skirt, Wool	10 sp
Knife Sheath	3 cp		Tunic	8 sp
Locket	25 gp		Vest	
Loincloth	2 cp		Cloth w/ Pockets	5 sp
Mittens			Fur	1 gp
Common	3 gp		Leather	7 sp
Arctic	75 gp		Silk	10 sp
Money Belt	4 gp			
Nightshirt	6 gp			
Pendants	45 gp			

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Veil, Silk	1 gp
Wig	1 gp
TABLE 2: TAVERN & INN	
Ale	
large barrel, 50 gallon	10 gp
small barrel, 5 gallons	5 gp
1 pint	1 sp
Dwarven Ale	
Large barrel, 50 gallons	100 pp
Small barrel, 5 gallons	10 pp
Pint	1 pp
Banquet	10 gp per person
Beer	
Light, 1 pint	5 cp
Dark, 1 pint	1 sp
Bock, 1 pint	3 sp
Brandy, 1 pint	10 sp
Food, Merchant's Meal	1 sp
Food, Rich Meal	1 gp
Cider	
Hand keg, 2 gallons	1 sp
Cask, 12 gallons	4 sp
Barrel, 30 gallons	1 gp
Butt, 100 gallons	35 sp
Tune, 250 gallons	8 gp
City Room (per month)	
Common	20 gp
Poor	6 sp
Evermead	
Hand Keg, 2 gallons	50 gp
Bottle	30 gp
Feywine (small cask)	100 gp
Grain/ Stabling for Horse (Daily)	
Inn Lodging (per day/ Week)	
Common	5 sp/ 3 cp
Poor	5 cp/ 2 sp
Mead	
Honey, pint	5 sp
Meals (per Day)	
Good	5 sp
Common	3 sp
Poor	1 sp
Rum	
Light, per pint	5 sp
Dark, per pint	7 sp
Saki, per pint	7 sp
Wine	
Excellent, Large Barrel	25 gp
Fair, Large Barrel	5 gp
Excellent, Small Barrel	25 sp

Fair, Small Barrel	5 sp
Excellent, 1 gallon	5 sp
Fair, 1 gallon	1 cp
Wine, Spiced	
Keg, 2 gallons	4 sp
Cask, 12 gallons	2 gp
Barrel, 30 gallons	5 gp
TABLE 3: FOODSTUFFS	
Almonds, per lbs.	3 gp
Apples, per lbs.	1 gp
Applebutter, per pint	5 sp
Apricots, per lbs.	15 gp
Artichokes, Ground, per lbs.	200 gp
Barley, 10 lbs.	7 sp
Blackberry butter, per pint	7 sp
Bread, per loaf	
Wheat	5 cp
Rye	6 cp
Sourdough	7 cp
Corn	3 cp
Ginger	1 gp
Hard Tack	10 cp/ dozen
Beef, per lbs.	
Corned	3 gp
Dried	5 gp
Jerked	7 gp
Sausage	2 gp
Smoked	4 gp
Brandied Fruits, per Pint	
Cherries	2 gp
Grapes	5 gp
Mixed Fruits	1 gp
Raspberries	3 gp
Spiced Pears	4 gp
Spiced Plums	3 gp
Strawberries	2 gp
Buffalo, per lbs.	
Dried	30 gp
Jerked	42 gp
Butter, per lbs.	2 sp
Butternuts, per lbs.	200 gp
Candied Fruits and Herbs, per oz.	
Apricots	5 gp
Carrots	5 sp
Cherries	5 sp
Honeyed ginger	50 gp
Mint	7 sp
Orange Peel	5 gp
Carrots, per oz.	1 gp
Cashews	4 sp
Cheese, Cheddar	

Wheel, 1 lbs.	4 sp	Honey, per pint	
Whey, 100 lbs.	5 gp	Rose Petal	5 sp
Cheese, Nut		Parsley	3 sp
Wheel, 1 lb.	1 gp	Lavender	1 gp
Whey, 100 lbs.	50 gp	Jam, per pint	
Cheese, Pepper		Apricot & Almond	20 gp
Wheel, 1 lb.	5 sp	Elderberry	7 sp
Whey, 100 lbs.	45 gp	Gooseberry	1 gp
Cherries, per oz.	5 sp	Rose petal	1 gp
Chestnuts, per lbs.	1 gp	Strawberry	3 sp
Chilies		Jellies, per pint	
Whole, per lbs.	100 gp	Basil	5 sp
Ground, oz.	20 gp	Crabapple	3 sp
Cocoa, per lbs.	100 gp	Lemon	5 gp
Coconut		Mint	2 sp
dried, per lbs.	50 gp	Rosemary	5 sp
fresh, each	10 gp	Sage	4 sp
Cod, per lbs.		Wine	1 gp
Salted	5 gp	Juice, per pint	
Smoked	7 gp	Apple	1 cp
Coffee, per lbs.	50 gp	Grape	2 cp
Corn, per Sack	4 sp	Orange	1 cp
Crab, per lbs.	30 gp	Tomato	3 cp
Dates, per oz.	5 gp	Lard, pint	5 cp
Dry Rations, 1 week	10 gp	Lobster tail, meal	2 sp
Eggs, per 100	8 sp	Maple Sugar, per lbs.	75 gp
Eggs, per 24	2 sp	Marmalades, per pint	
Egg		Ginger	20 gp
Chicken	3 cp	Orange	15 gp
Duck	11 sp	Meat, Fresh, per lbs.	1 gp
Snake	5 gp	Milk, per pint	
Turtle	7 gp	Cow	5 sp
Roc	1,000 gp	Goat	7 sp
Ostrich	50 gp	Mare	15 sp
Elderberries, per oz.	1 sp	Whale	10 gp
Figs, 1 lb.	3 sp	Molasses, per pt	5 sp
Flour, 10 lbs. Sack		Mushrooms, per oz.	5 gp
Wheat	3 cp	Nuts, ground, per lbs.	30 gp
Corn	3 cp	Noodles, per lbs.	15 gp
Barley	5 cp	Oil, per gallon	
Rye	4 cp	Olive	5 gp
Fruit cheeses, per pint		Almond	10 gp
Apple	1 sp	Walnut	2 gp
Blackberry	1 gp	Hazelnut	3 gp
Damson plum	5 sp	Sesame	10 gp
Gooseberry	6 sp	Sunflower	3 sp
Grain, 50 lbs. barrel	5 gp	Peaches, per lbs.	15 gp
Green beans, per oz.	2 sp	Pears, per lbs.	5 gp
Green Peas, per lbs.	2 gp	Pearbutter, per pint	6 sp
Haggis	5 gp	Pecans, per lbs.	150 gp
Hazelnuts, per lbs.	5 gp	Pickled fish, (small Barrel)	3 gp
Herring, per lbs.		Pineapple, dried	300 gp
Pickled	3 gp	Pine nuts, per lbs.	10 gp
Salted	5 gp	Pistachios, per lbs.	15 gp

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Pork, per lbs.	
Bacon	4 gp
Ham	5 gp
Salted	3 gp
Sausage	1 gp
Preserves, per pint	
Cherry	4 sp
Raspberry	5 sp
Strawberry	5 sp
Prunes, per lbs.	3 gp
Pumpkin seeds, per oz.	30 gp
Raisins, per lbs.	2 sp
Rations, (Standard)	3 gp
Rations, (Iron)	5 gp
Rice, per lbs.	1 sp
Rice Cake, per week	5 sp
Rice candies, per 100 pieces	100 gp
Roast Chicken	5 sp
Roast Duck	8 sp
Roast Pheasant	5 gp
Roast Turkey	3 gp
Roast Goose	7 gp
Roast Ostrich	500 gp
Roast Roc	5,000 gp
Rye, per 10 lbs. sack	7 sp
Salmon, per lbs.	
Salted	10 gp
Smoked	15 gp
Salt Pork, per lbs.	4 sp
Sardines, per lbs.	4 gp
Sarsaparilla, per oz.	10 gp
Smoked Meat, per lbs.	
Beef	5 sp
Ham	7 sp
Shark	15 sp
Bear	20 sp
Venison	17 sp
Steak	
Beef	10 sp
Eel	4 gp
Lizard	2 gp
Shark	3 gp
Venison	6 gp
Snake, Fried	3 sp
Stew, per pot	
Beef	4 sp
Otter	15 sp
Rabbit	3 sp
Snake	5 sp
Wolf	8 sp
Sugar, per lbs.	
Brown	1 gp
Lavender	10 gp
Lemon	15 gp

Orange	15 gp
Powdered	5 gp
Raw	5 sp
Rose	7 gp
Violet	8 gp
Tea, per lbs.	10 sp
Tomato, per pint	10 gp
Tortilla, per 2 dozen	25 cp
Vanilla, per bean	100 gp
Walnut per lbs.	3 sp
Walnuts, Black, per lbs.	100 gp
Waybread (Elven), per day	1 pp
Wheat, per 10 lbs. Sack	5 sp

TABLE 4: SPICES

Arsenic, 1 sprig	10 sp
Belladonna, 1 sprig	4 sp
Catnip, 1 sprig	20 cp
Cinnamon, per stick	10 cp
Garlic, 1 bud	5 cp
Ginger, 1 root	30 cp
Herbs, per lbs.	5 cp
Holly, per sprig	5 sp
Mandrake, root	25 sp
Mistletoe, sprig	10 sp
Nightshade, sprig	15 sp
Pepper, 1 oz.	5 sp
Saffron, per 1 oz.	15 gp
Salt, per lbs.	1 sp
Salt, per 150 1 lb. Bricks	100 gp
Spice, per lbs.	
Exotic	15 gp
Rare	2 gp
Uncommon	1 gp
Wolfsbane, per sprig	10 sp

TABLE 5: SKINS

Behemoth	20-50 gp
Bulk hides	1 gp/ HD
Displacer Beats	3,000 gp
Dragon	50% of subdued value
Dragon horse	20,000 gp
Dragonfly, giant	600 gp/ sq. ft.
Dragonne	1,800 - 20,000 gp
Gorgon	500 gp
Hippopotamus	10 - 40 gp
Ki-rin	25,000 gp
Neo-otyugh	700 gp
Otyugh	500 gp

Reptiles	2 gp/ HD
TABLE 6: CREATURE PARTS	
Ape	
Dung	2 gp
Hair	1 gp
Sinew	8 gp
Basilisk	
Eyelash	80 gp
Bat	
Fur	2 sp
Guano	5 cp
Bee, giant (bread)	30 gp
Bee, giant (unguent)	3,000 gp- 8,000 gp
Beetle, fire (light gland)	300 gp
Bloodhound	
Fur	1 sp
Bulette (neck, Scale)	200-500 gp
Cave Fisher (proboscis rope)	500 gp
Doppelganger	
Blood	25 gp
Dragon	
Scale	5 gp
Eagle	
Feather	2 sp
Flail Snail (shell)	500 gp
Gloomwing (mandibles)	25 gp
Hawk	
Eye	5 gp
Feather	3 sp
Hummingbird	
Feather	1 gp
Imorph (liver)	300-900 gp
Kirin	
Eyelash	60 gp
Ogre Mage	
Eyelash	40 gp
Owl	
Feather	1 sp
Pernicorn (antenna)	350 gp
Phoenix (Beak, talon, or eye)	5,000 gp
Umber Hulk	
Blood	20 gp
Claw	150 gp
Vulture	
Feather	1 cp
Whale (ambergris)	1,000-20,000 gp

TABLE 7: TRANSPORTATION

Barge	500 gp
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Boat, collapsible	500 gp
Boat, small	75 gp
Boat, long	150 gp
Canoe	
Small	30 gp
War	50 gp
Caravel	10,000 gp
Carriage, Common	150 gp
Cart	
Wood w/ steel axle (limit 250 lbs.)	30 gp
Reinforced steel (limit 4 tons)	80 gp
Chariot	
Riding	200 gp
War	500 gp
Coach, ornamental	7,000 gp
Coaster	5,000 gp
Cog	10,000 gp
Curragh	500 gp
Dog Sled	30 gp
Drakkar	25,000 gp
Dromond	15,000 gp
Galleon	50,000 gp
Galley	
Large	25,000 gp
Small	10,000 gp
War	40,000 gp
Kayak	250 gp
Knarr	3,000 gp
Longship	10,000 gp
Oar	
Common	2 gp
Galley	10 gp
Peacock	4 gp
Raft or small keelboat	100 gp
Sail	20 gp
Sedan	100 gp
Ship	
Merchant, large	15,000 gp
Merchant, small	5,000 gp
War	20,000 gp
Skates	
Gnome	7 gp
Halfling	8 gp
Elf	9 gp
Human	10 gp
Sleigh	
two-person	200 gp
four-person	300 gp
Snow Skis	15 gp
Tarn, Cargo	1,500 gp
Tarn, Racing	2,500 gp
Tarn, War	5,000 gp

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Wagon	
Closed	250 gp
Open	150 gp
Wagon or Cart Wheel	5 gp
TABLE 8: TACK & HARNESS	
Barding	
Leather/ Padded (Horse)	150 gp
Scale (Horse)	175 gp
Brigantine (Horse)	500 gp
Chainmail (Horse)	1,000 gp
Plate (Horse)	2,000 gp
Leather/ Padded (Elephant)	200 gp
Scale (Elephant)	350 gp
Bit & Bridle	15 sp
Grain, Horse Meal, 1 day	1 sp
Harness	
Single	3 gp
Double	5 gp
Four	9 gp
Six	15 gp

Eight	22 gp
Harness and Feeding Bag	5 gp
Hobbles, 1 set	20 sp
Horse Blanket / Hood	2 gp
Horseshoes, set	1 gp
Saddle, Riding	10 gp
Saddle, War Horse	20 gp
Saddle, Tarn	50 gp
Saddle Bags	
Large	3 gp
Small	4 gp
Saddle Blanket	3 sp
Saddle Pack	3 gp
Yoke	
Horse	5 gp
Oxen	3 gp

TABLE 9: FURS

<i>Creature</i>	<i>Pelt</i>	<i>Trim</i>	<i>Cape/Jacket</i>	<i>Coat/Robe/Blanket</i>
Aurumvorax	5	40	400	800
Bear	5	20	100	200
Beaver	2	20	200	400
Bobcat	2	20	125	250
Bunyip	5	25	125	250
Caterwaul	7	75	2,250	4,500
Chinchilla	3	90	2,700	5,400
Common furs	1	10	100	200
Devil Dog	5	30	200	400
Ermine	4	120	3,600	7,200
Fisher	3	30	300	600
Fox, red	3	30	300	600
Fox, silver	4	40	400	800
Giraffe	5	20	125	250
Lynx	2	20	125	250
Marten	3	30	300	600
Mink	3	90	2,700	5,400
Musk-ox	5	-	-	50
Nonfel	7	75	2,250	4,500
Otter	2	25	250	500
Otter, sea	3	30	300	600
Owl's ear	5	20	200	400
Panther	7	75	2,250	4,500
Sable	5	150	4,500	9,000
Seal	5	25	125	250
Snow leopard	8	80	2,500	5,000
Spotted cats	4/6	70	2,000	4,000
Tiger	5	20	125	250
Winter wolf	5	75	2,500	5,000

Wolverine	3	30	-	-
Yeti	5	30	-	400
Zebra	5	20	125	250

TABLE 10: EGGS AND YOUNG, STEED

Creature	Eggs	Young
Camel, wild		11-16 gp
Dragonnel	2,500 gp	5,000 gp
Eel, giant	2,000 gp	4,500 gp
Elephant		500-800 gp
Giant Strider	1,500 gp	2,500-2,800 gp
Griffin	2,000 gp	5,000 gp
Hippocampus	1,500 gp	2,500 gp
Hippogriff	1,000 gp	2,000-3,000 gp
Horse, wild		11-20 gp
Mammoth		600-900 gp
Mastodon		500-700 gp
Oliphant		700-1,000 gp
Pegasus	3,000 gp	5,000 gp
Roc	4,000 gp	8,000 gp
Sea horse		2,400 gp
Spinx-hieraco	4,000 gp	6,000 gp
Unicorn		5,000-8,000 gp
Wyvern	2,000 gp	5,000 gp

TABLE 11: STORAGE ITEMS

Bag Cloth, holds 10-50 gp	7-15 cp
Bag, Cloth, tiny	2 cp
Backpack	
Leather, holds 450 gp	2 gp
Wicker, holds 150 gp	5 cp
Barrel	
Wooden, small, holds 5 g	1 gp
Wooden, small, holds 30 g	2 gp
Wooden, medium, holds 40g	4 gp
Wooden, large, holds 50 g	5 gp
Wooden, large, holds 60 g	6 gp
Basket	
Wicker, small, holds 75 gp	2 cp
Wicker, large, holds 200 gp	4 cp
Bottle	
Ceramic, holds 32 oz.	3 sp
Glass, holds 32 oz.	1 ep
Crystal, hold 32 oz.	3 gp
Reagent Glass	3 gp

Crystal	10 gp
Steel	7 gp
Silver	15 gp
Box, ornamental	
Sandalwood	5 gp
Silk	5 gp
Lacquer	8 gp
Bucket	
Leather, holds 3 gallons	5 sp
Wooden, holds 1 gallon	8 sp
Canvas, holds 3 gallons	3 sp
Cabinet	3-8 gp
Cask	
Wooden, small, holds 5 g	1 ep
Wooden, small, holds 50 g	3 ep
Chest	
Armor	5 ep
Common, Wooden, large	3 ep
Common, Wooden, small	3 sp
Quality, large	1 pp
Quality, small	3 gp
Drums	
100 gal.	10 gp
200 gal.	15 gp
Flask, hold 16 oz.	
Clay	1 sp
Ceramic	2 sp
Glass	10 sp
Crystal	15 sp
Steel	3 gp
Silver	20 gp
Jars, Stoppered Ceramic	
2 oz.	3 cp
4 oz.	4 cp
6 oz.	5 cp
8 oz.	6 cp
10 oz.	7 cp
12 oz.	8 cp
14 oz.	9 cp
16 oz.	1 sp
20 oz.	13 cp
24 oz.	15 cp
32 oz. (1 quart)	2 sp
64 oz. (2 quart)	5 sp
128 oz. (1 gallon)	1 gp
Jug, Ceramic, hold 1 gallon	1 ep
Keg	
Wooden, small, holds 5 gallons	15 sp

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Wooden, large, holds 25 gallons	45 sp
Pail	
Metal, hold 1 gallon	10 sp
Wooden, holds 1 gallon	7 sp
Pouch	
Belt, Leather-small, holds 60 gp	15 sp
Belt, Leather-large, holds 100 gp	1 gp
Belt, cloth-small, holds 45 gp	10 sp
Belt, cloth-large, holds 75 gp	5 sp
Quiver	
Arrow	
Small, holds 12 arrows	7 sp
Large, holds 24 arrows	1 ep
Quarrel	
Regular, small, holds 20 quarrels	15 sp
Regular, Large, holds 40 quarrels	1 gp
Siege, hold 10 quarrels	5 gp
Hand, Drow, Holds 30 quarrels	3 gp
Rucksack	1 gp
Sack	
Cloth, small, hold 50 gp	16 cp
Cloth, large, holds 300 gp	40 cp
Leather, small, hold 75 gp	20 cp
Leather, large, holds 450 gp	45 cp
Scabbard, Sword	
Leather, Bastard	2 gp
Leather, Broad	1 gp
Leather, Falcion	15 sp
Leather, Khopesh	25 sp
Leather, Long	2 gp
Leather, Short	15 sp
Leather, Two-handed	25 sp
Leather, Boku-Toll	15 sp
Metal, Scimitar	2 gp
Wooden, Katana	1 gp
Wooden, Wakizashi	25 sp
Wooden, Ninja-to	25 sp
Skins	
Oil	5 sp
Water	1 gp
Wine	1 gp

TABLE 12: CREATURE EGGS & YOUNG

Creature	Eggs	Young
Aarakocra	120 gp	200-500 gp
Afane	900 gp	1,800 gp
Ape, gorilla		400 gp
Ape, carnivorous		500 gp
Axbeak	50-80 gp	50-80 gp
Babbler	300 gp	500 gp
Banderlog		350 gp
Basilisk	2,000 gp	6,000 gp
Basilisk, greater	6,000 gp	10,000 gp
Bear		200-400/ adult HD
Behir	4,000 gp	6,500 gp
Blink dog		1,000- 2,000 gp
Bloodhawk	70-120 gp	70-120 gp
Boalisk	3,000 gp	5,000 gp
Boggle		430 gp
Bulette	4,500 gp	9,000 gp
Bullywug	100 gp	200-300 gp
Canine, Wild		1 gp/ adult HD
Catoblephas		9,500 gp
Cave fisher	1,500 gp	2,750 gp
Centaur		400 gp
Chimera		9,000 gp
Clubneck	50-80 gp	50-80 gp
Cockatrice	4,000 gp	7,500 gp
Crabman	150 gp	300 gp
Crocodile	100 gp	200 gp
Crocodile, giant	400 gp	700 gp
Dakon		150 gp
Dinosaur, carnivorous	100 gp/ adult HD	150 gp/ adult HD
Dire corby	125 gp	200 gp
Displacer beast		6,000 gp
Doombat		600 gp
Dracolisk	5,000 gp	7,250 gp
Dragon	50% subdued	as MM
Dragon turtle	as dragon	as dragon
Dragonne	3,500 gp	8,500 gp
Eagle	60-100 gp	60-100 gp
Eagle, giant	500-800 gp	500-800 gp
Eblis	250 gp	300-500 gp
Ettercap		500 gp
Falcon/hawk	20-80 gp	20-80 gp
Feline, wild		2 gp/ adult HD
Firedrake	1,500 gp	3,750 gp
Firenewt	100-400	200-500 gp

Frog, killer	75 gp	150 gp
Froghemoth	8,000 gp	16,000 gp
Gorgimera		8,500 gp
Gorgon		8,000 gp
Gorilla, bear		400 gp
Grell	2,500 gp	5,500 gp
Harpy	250 gp	300-500 gp
Hook horror	200 gp	500 gp
Hybsil		115 gp
Hydra	2,500 gp	500 gp/ head
Hydra, lernaean	3,000 gp	600 gp/ head
Hydra, pyro	3,500 gp	700 gp/ head
Kamadan		4,200 gp
Kech		550 gp
Kenku	250 gp	300-500 gp
Kui-toa	100-300 gp	200-400 gp
Lizard, fire	5,000 gp	7,500 gp
Lizard king	100-600 gp	200-700 gp
Lizard man	100-300 gp	200-400 gp
Locathah	100-300 gp	200-400 gp
Merman	110 gp	200-300 gp
Muckdweller	50 gp	100-300 gp
Nixie	75 gp	100-400 gp
Quaggoth		125 gp
Sahuagin	100-300 gp	200-400 gp
Su monster		550 gp
Tabaxi		225 gp
Taer		360 gp
Thri-kreen	300 gp	600 gp
Triton	100-600 gp	200-700 gp
Troglodyte	100-400 gp	200-500 gp
Vulchling	120 gp	200-500 gp
Wemic		580 gp
Yeti		580 gp
Yuan ti		600-900 gp

TABLE 13: FURNISHINGS

Armchair, Padded	3 gp
Armchair, Wooden	1 gp
Bed	
Double	8 gp
Single	5 gp

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Bench			Tracking	20 gp
Padded	10 gp		War	50 gp
Wooden	2 gp		Donkey, Mule, or Ass	8 gp
Bookcase, 4' x 5'x 1' , Metal	15 gp		Dove	3 cp
Bookcase, 4' x 5'x 1' , Wooden	5 gp		Elephant	2,500 gp
Buffet	7 gp		Elephant, War	1,000 gp
Cabinet	3-8 gp		Falcon, trained	600-1,200 gp
Candelabra, silver	12 gp		Goat	1 gp
Chair			Goose	5 cp
Padded	2 gp		Guinea hen	2 cp
Wooden	1 ep		Hawk, Fledgling	25 cp
Chandelier			Hawk, Small	18 gp
Oil Lamp	10 gp		Hawk, Large	40 gp
Candle	7 gp		Hawk, Trained	100 gp
Crystal	50 gp		Horse	
Chest of Drawers	5-7 gp		Draft	200 gp
Desk	15 gp		Heavy War	400 gp
Mattress			Light War	150 gp
Single, feather	2 gp		Medium War	225 gp
Double, feather	4 gp		Riding	75 gp
Single, Straw	1 ep		Lama	30 gp
Double, Straw	3 ep		Mastodon	25,000 gp
Rug	1-2 gp		Monkey	4 gp
Sofa/Couch	30 gp		Nightingale	5 gp
Stool	3 ep		Ox	15 gp
Table, 3' x 6	10 sp		Partridge	5 sp
Wardrobe, Plain	15 gp		Pigeon	2 cp
Wardrobe, w/ Mirror	25+ gp		Pigeon, homing	100 gp
			Pig	3 gp
			Piglet	1 gp
			Pony	30 gp
			Ram	3 gp
			Sheep	2 gp
			Songbird	10 gp
			Swan	25 gp
			Wooly Mammoth	27,500 gp
			Yak	9 gp
TABLE 14: ANIMALS				
Ape	150 gp			
Bird				
Canary	2 cp			
Song	2 cp			
Boar	10 gp			
Bull	20 gp			
Calf	5 gp			
Camel	50 gp			
Capon	3 cp			
Cat house	10 sp			
Cat, Hunting	5,000 gp			
Chicken / Rooster	3 cp			
Cow	10 sp			
Cricket, Fighting	10 sp			
Deer				
Doe	5 gp			
Stag	9 gp			
Dog				
Guard	25 gp			
Hunting	17 gp			
House	4 gp			
Lap	5-20 gp			
Sled	30 gp			

TABLE 15: CLOTH

Bandages	
100, 10" squares	2 sp
2" wide, 50 yard roll	1 gp
Blanket , single	
Wool	2 gp
Flannel	1 gp
Blanket, Double	
Wool	26 sp
Flannel	15 sp
Carpet, per sq. yard	1-10 sp
Canvas, per sq. yard	1 gp
Cloth, per sq. yard	
Canvas	1 sp
Cotton	1 sp
Flannel	1 sp
Homespun	5 cp
Lace	5 gp
Linen	5 cp
Satin	4 gp
Silk	7 gp
Velvet	4 gp
Wool	8 cp
Curtains / Drapes, sq. yard	1-4 sp
Cushion	1-3 sp
Honey Leather, per sq. yard	50 gp
Pillow, Feather	1-2 gp
Quilt	1-2 ep
Silk, per yard	1 gp
Black	3 gp
Colored	2 gp
Thistledown, per sq. yard	100 gp
Towels	
Linen	2 sp
Wool	5 sp
Cotton	10 sp
Tread, per spool	5-10 cp
Tourniquet	1 sp
Wicks, per yard	1 cp

TABLE 16: ADVENTURING GEAR

Air Bladder	15 gp
Arrow	
Flare	10 gp
Message	2 sp
Bed Roll	17 gp
Bow, Elven	150 gp
Bracers	
Leather	8 sp
Metal	1-6 sp
Chain Mail, Elven, 1 suit	1,000 gp
Crampons (Ice Walking)	4 gp
Crutches	1 gp

Harp, Elven	500-2,500 gp
Fire grate	3 gp
Firewood	1 cp
Mess Kit	8 gp
Pavilion,	
Camping	
Small, 15' x 15', holds	30 gp
10	
Large, 20' x 30', holds	100 gp
25	
Traveling, 8' circle, holds	20 gp
3	
Piton, climbing	
Iron	3 cp
Steel	2 sp
Silver	1 gp
Rocket Signal	
Whistle	1 ep
Flash	3 ep
Spike	
Iron, 6" long	5 cp
Silver, 8" long	1 sp
Steel, 6" long	15 cp
Wooden, 12" long	2 cp
Splint Set	4 gp
Tent	
Small, holds 2 men	1 gp
Large, holds 15 men	3 pp
Torch, 15 rounds	1 cp
Walking staff	
Basic	3 sp
Ash, carved	8 gp
Water / Wineskin,	
Small, 1 gallon	3 cp
large, 15 gallon	30 cp
Whistle	
Bone	15 cp
Metal	5 sp
Reed	7 cp
Silver	1 ep
Wound Packing, per 4 oz.	1 sp

TABLE 17: LAB EQUIPMENT

Alembic	4 gp
Balance, small, golden	10 gp
Balance and Weights	
Small measure	50 gp
Large measure	150 gp
Beaker	3 gp
Brazier	15 gp
Decanter	
Crystal	10 gp
Ceramic	6 cp

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Silver	4 gp
Funnel	4 sp
Hourglass	4 gp
Lens, Concave/ Convex	5 gp
Mortar & Pestle	2 gp
Prism	10 gp
Leeches, per jar	10 gp
Tubing glass, per foot	3 sp
Tweezers	5 sp
Vial	
Clay	25 cp
Ceramic	1 gp
Glass	3 gp
Crystal	4 gp
Steel	5 gp
Silver	7 gp
Water Clock	3 gp

TABLE 18: SCRIBE EQUIPMENT

Book, Blank (100 pages)	
Papyrus	160 gp
Parchment	220 gp
Paper	275 gp
Vellum	400 gp
Brush, Paint	
Fine	1 sp
Medium	2 sp
Wide	5 sp
Ink	
Writing (Black), 2 oz.	1 gp
Writing (colored), 2 oz.	25 sp
Paint (Colored), per gallon	1-2 gp
Paint, small pot	2 sp
Papyrus, per sheet	15 sp
Parchment, per sheet	1 ep
Paper, per sheet	3 ep
Pen	
Quill	5 cp
Writing (Metal-fine tip)	3 sp
Writing (Metal-broad tip)	2 sp
Writing (Wooden-fine tip)	1 sp
Writing (Wooden-broad tip)	15 cp
Vellum, per sheet	4 gp

TABLE 19: SERVICES & WAGES

Alchemist, per month	300 gp
Ambassador or Official	
Per Week	50-150 gp
Per Month	200-600 gp
Archer, per month	4 gp
Architect	

Per Week	50 gp
Per Moth	200 gp
Armorsmith, per month	100 gp
Artillerist, per month	4 gp
Bath	3 cp
Blacksmith, per month	30 gp
Bowman, mounted, per month	4 gp
Calvary, per month	
Heavy	10 gp
Light	4 gp
Medium	6 gp
Carpenter	
Per Week	1 gp
Per Month	5 gp
Clerk	
Per letter	2 sp
Per Week	2 gp
Per Month	8 gp
Crossbowman, per month	
Heavy	3 gp
Light	2 gp
Mounted	4 gp
Doctor, leech or bleeding	3 gp
Engineer, per month	150 gp
Footman, per month	
Heavy	2 gp
Irregular	5 sp
Light	1 gp
Militia	5 sp
Groomer	
Per Week	2 sp
Per Month	1 gp
Guide, in city (per day)	2 sp
Handgunner , per month	6 gp
Healing, minor, 1-10 hp	100 gp per HP
Healing, major, 11+	250 gp per HP
Huntsman	
Per Week	2 gp
Per Month	10 gp
Laborer	
Per Week	1 sp
Per Month	1 gp
Lady of the Evening	
Lower Class	1 sp
Middle Class	5 gp
Upper Class	100 gp
Lantern or torchbearer (per night)	1 sp
Laundry (by Load)	1 cp
Leeching	3 gp
Longbowman, per month	8 gp
Marine, per month	3 gp

Mercenary Soldier, per month	
Archer (longbow)	4 gp
Archer (shortbow)	2 gp
Artillerist	5 gp
Crossbowman	2 gp
Footman, heavy	2 gp
Footman, light	1 gp
Footman, pikeman	3 gp
Hobilar, Heavy	3 gp
Hobilar, light	2 gp
Horseman, Archer	5 gp
Horseman, crossbowman	4 gp
Horseman, Heavy	6 gp
Horseman, Light	3 gp
Horseman, Medium	4 gp
Sapper/ miner	4 gp
Slinger	3 gp
Messenger, in city (per message)	1 sp
Minstrel (per performance)	3 gp
Mourner (per funeral)	2 sp
Resurrection, per try	10,000+ gp
Sapper, per month	1 gp
Scribe, per month	15 gp
Shieldbearer, per month	5 sp
Stabling, for mount	2 gp
Stonemason	
Per Week	1 gp
Per Month	4 gp
Teamster w/ wagon	1 sp/ mile
Weaponsmith, per month	100 gp

TABLE 20: TOOLS

Blade Knife	3 sp
Block & Tackle, lifts 1,000 lbs.	5 gp
Chain	
Iron, fine, 1 ft	2 gp
Iron, light, 1 ft	15 sp
Iron, Medium, 1 ft	18 sp
Iron, Heavy, 1 ft	1 gp
Silver, Fine, 1 ft	6 sp
Silver, light, 1 ft	45 sp
Silver, medium, 1 ft	54 sp
Gold, Fine, 1 ft	60 gp
Gold, light, 1 ft	75 gp
Coin Minter	10,000 gp
Crowbar, 3 ft long	2 gp
Divers Safety Line, 150 ft long	15 sp
Divers Belt w/ 6 Pouches	2 sp
Divers Goggles	5 sp
Divers Mask	30 sp
Divers Snorkel Tube	2 sp
Divers Weights (Lead)	10 cp

Divers Weight Belt	
Light	3 sp
Medium	4 sp
Heavy	5 sp
File, Metal	2 gp
Glass Working Tools, 1 set	50 gp
Grindstone	5 gp
Hacksaw	2 gp
Jewel spotter gem	1,000 gp
Jeweler Hammer and Chisel	100 gp
Ladder	
Rope, 25 ft long	30 sp
Wooden, 12 ft long	10 sp
Loom	3-7 gp
Map Making Kit	35 gp
Nail (Iron), per lbs.	1 ep
Nail (silver)	1 ep
Pick Axe, Mining	4 gp
Pliers	1 gp
Razor	1 gp
Rock Striker Pick	100 gp
Rope	
Jute, per 50' coil	10 cp
Hemp, per 50' coil	1 gp
Silk, per 100' coil	5 pp
Elven, per 50' coil	1,000 gp
Scissors	5 sp
Spade/ Shovel	3 gp
Smelter	
Small	1,000 gp
Medium	2,000 gp
Large	5,000 gp
Steel etcher	100 gp
String / Twine, Hemp, 250 ft long	1 ep
String / Twine, Silk, 250 ft long	3 ep
Tongs	4 sp

TABLE 21: ILLUMINATIONS

Candle	
Beeswax, 20 turns	1 sp
Tallow, 20 Turns	3 cp
Candlesticks	
Wooden, carved	4 sp
Brass	6 sp
Copper	8 sp
Kiln-glazed	3 sp
Iron	3 gp
Lantern	
Hooded, 3 flaps	7 ep
Bulls-eye, 80' dir. Beam	12 gp
Paper	1 gp
Shuttered, 1 flag	5 ep
Beacon, 240' omnidir.	150 gp

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Standard, 30' omnidir.	1 gp
Sconce, Wall	5 cp

TABLE 22: CONSTRUCTIONS

Arrow slit	3 gp
Arrow slit, crossletted	5 gp
Barbican	4,000 gp
Bartizan, 10'd, 20'h	300 gp
Batter, plinth or splay	50 gp
Battlement, 14'l	20 gp
Building, stone	500 gp
Building, wood	200 gp
Buttress, stone, 3'w 5'd 10'h	15 gp
Catwalk, wooden, 10'l	10 gp
Ditch, 100'l 10'd 20'w	100 gp
Door, iron, 4'w 7'h	100 gp
Door, Secret 2'w 4'h	50 gp
Door, Trap, 2'w 3'l	2 gp
Door, Wooden, 4'w 7'h	10 gp
Door, Wooden, reinforced, 4'w 7'h	25 gp
Drawbridge, 10'w 15'l	400 gp
Embrasure Shutters	3 gp
Gatehouse, stone	2,000 gp
Hoarding, stone	10 gp
Machicolation, stone 10'l	100 gp
Merlon, 4'w 3'd 5'h	6 gp
Merlon, w/ arrow slits, 4'w 3'd 5'h	10 gp
Moat, 100'l, 10'd 10'w	250 gp
Murder hole	10 gp
Palisade, wooden, 100'l 10'h	100 gp
Parapet, stone, 10'l	10 gp
Pilaster, 5'w 3'd 10'h	25 gp
Pit, 5'w 3'd 10'h	4 gp
Portcullis, 10'w 10'h	500 gp
Rampart, earth, 100'l 10'h	100 gp
Stairs, stone, 10' rise 3'w	50 gp
Stairs, wooden, 10' rise 3'w	10 gp
Tower, round, 20'd 30'h	850 gp
Tower, round, 30'd 30'h	1,350 gp
Tower, round, 40'd 30'h	1,600 gp
Tower, square, 10' sq. 30'h	600 gp
Tower, square, 20' sq. 30'h	900 gp
Tower, square, 30' sq. 30'h	1,200 gp
Tunnel, underground, 5'w 8'h 10'l	100 gp
Wall, bastion, 5'w 20'h 10'l	500 gp
Wall, curtain, 10'w 20'h 40'l	1,000 gp
Window, shutters, 2'w 4'h	7 gp
Window, shutters & Bars, 2'w 4'h	10 gp

TABLE 23: SIEGE WEAPONS

Ballista, Heavy	800 gp
Ballista, Light	400 gp
Ballista, Medium	600 gp
Bore	150 gp
Catapult	150 gp
Catapult, Heavy	250 gp
Catapult, Light	500 gp
Catapult, Medium	700 gp
Hoist	150 gp
Ram, Battering	100 gp
Ram Catcher	20 gp
Siege Tower	800 gp
Sow	500 gp
Tortoise	350 gp
Trebuchet	400 gp

TABLE 24: MISCELLANEOUS EQUIPMENT

Ball	
2"	1 sp
4"	2 sp
12"	2 gp
Lead	2 cp
Bar, Iron, magnetized	8 cp
Bath Oil	1 gp
Bead	
Crystal	6 cp
Glass	3 cp
Bell	
Glass	2 gp
Golden	6 gp
Metal	1 gp
Silver	5 gp
Tiny, metal	5 sp
Bellows	5 gp
Birdcage	2-5 gp
Bow and arrow, Toy, Set	2 gp
Bowl	
Ceramic	10 cp
Pewter	2 sp
Silver	2 gp
Brush & Combs	
Gold	12 gp
Silver	2 gp
Tortoise shell	1 gp
Hardwood	1 sp
Cage, Silver wire	8 gp
Caltrop, golden	20 gp
Candle Molds	12 cp
Candle Snuffer	1 sp
Candle, Sealing Wax	3 sp
Cauldron	6 gp

Chalk			Crystal	4 gp
White, per stick	1 cp		Pewter	4 sp
Assorted Colors, per stick	2 cp		Silver	2 gp
Charcoal, 10 lbs. bag	1 ep		Copper	2 sp
Chess set	15 gp		Graduate, 1 dozen	5 gp
Chopsticks, pair	4 cp		Grapple	7 gp
Cigars, each	10 gp		Grog	3 sp
Circle			Hammock	5 gp
Brass	2 gp		Hamper	7-15 sp
Gold	15 gp		Howdah	25 gp
Platinum	25 gp		Incense, per stick	1 gp
Silver	5 gp		Kettle, Iron (various Sizes)	2-12 gp
Coal, 10 lbs. Bag	20 cp		Key, silver	12 gp
Cologne / Perfume, per oz.	1 gp		Lens, small	8 gp
Comb	1 sp		Links, gold	8 gp
Cone,			Lock	
Bull or ram horn	4 gp		Poor, w/ 2 keys	1 gp
Crystal	7 gp		Good, w/ 2 keys	6 gp
Crucible	7 sp		Poison Pin, w/ 2 keys	10 gp
Cruet	1 gp		Magnet, small	1 sp
Cube, cast iron	3 sp		Map/ Scroll Tube	8 sp
Cup			Marble	
Ceramic	8 cp		Black glass	4 cp
Pewter	2 sp		Colored glass	4 cp
Silver	2 gp		Marbles, per bag of 20	2 gp
Wooden	4 cp		Mat, Straw, 9 sq. ft	10 cp
Cutlery			Metal Cube, perfect	10 gp
Copper, per piece	1 sp		Mirror, sq. ft.	12 gp
Pewter, per piece	2 sp		Mirror	
Silver, per piece	1 ep		Metal, small, 3" x 2"	5 gp
Cylinder			Metal, large, 9" x 6"	10 gp
Brass	8 gp		Silver, small, 3" x 2"	20 gp
Copper	8 gp		Silver, large, 9" x 6"	50 gp
Obsidian	14 gp		Nectar of the Gods, 1 oz.	1,000 pp
Decanter			Needle Sewing	1-2 ep
Pottery	3 cp		Needle, Sewing, golden	3 gp
Silver	5 gp		Needle, magnetized	1 gp
Dice / Knucklebones			Net, Fishing, 10" x 10"	10 sp
Normal	2 ep		Oil (16 oz.. Flask)	
Loaded	4 gp		Regular	1 gp
Disc, bronze	1 sp		Fine-Whale	3 gp
Doll			Greek-fire	5 pp
Fabric	3 sp		Rubbing, scented	3 ep
Porcelain	2 gp		Pendant, metal	8 gp
Replica of self	10 gp		Pin, 1 gross	15 sp
Earspoon	2 sp		Pin, silver	1 gp
Fish, Ornamental	1 gp		Pipe, smoking	1 gp
Fishhook	2 cp		Plate Armor, Elven	10,000 gp
Fishnet, 10' x 10'	10 sp		Plate	
Frog Legs, 1 set	1 gp		Ceramic	6 cp
Furnace	35 gp		Pewter	2 sp
Gauze	1 sp		Silver	2 gp
Glue, 2 oz.. Bottle	2 gp		Wooden	3 cp
Goblet			Pole	

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Wooden, 10'	3 cp
Wooden, Iron Shod, 6'	3 sp
Polisher's rag	20 gp
Portable Arch	250 gp
Portal, ivory	15 gp
Prayer Beads	2 gp
Prism, crystal	5 gp
Punk Pot, smolder 2 _	10 sp
Puppets	2 gp
Retort	2 gp
Ribbon	2 cp
Rocking horse	4 gp
Rubber Ball (solid), 3' diameter	3 cp
Sashling	10 gp
Soap, per 80z	1-2 sp
Sphere	
Clay	1 cp
Glass	1 sp
Obsidian	18 gp
Spinner, brass	2 gp
Spyglass, w/ case	1,000 gp
Spoon, silver	1 gp
Stand	
Armor	1 pp
Weapon / stand	3 gp
Symbol	
Silver	50 gp
Wooden	7 cp
Talis Deck	3 sp
Test kit, sufficient for 5-10 uses	150 gp
Thieves' picks	30 gp
Tobacco, per lbs.	10 sp
Tops, toys, per 5	2 gp
Trumpet, hearing, brass, small	6 sp
Tub	2-5 gp
Turban	5 cp

Water, Holy, per Vial	25 gp
Wheel, Prayer	3 gp
Whetstone (course)	8 sp
Whetstone (fine)	1 gp
Whistle	
Bone	15 cp
Metal	5 sp
Reed	7 cp
Silver	1 ep
Wire, per yard.	
Copper	1 gp
Gold	5 gp
Platinum	10 gp
Silver	2 gp

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Windy Strawman

Garland Booth - For pointing out that the first list was far from complete.

This list is a compilation of items found within TSR Products, The Gazetteer Series, Red Steel, FR: Maztica, The Dungeoneer's Survival Guide, Dungeon Master Guide 1st ed., Dungeon Master's Guide 2nd ed., the Player Option Series, The D&D Rules Cyclopedia, Dragon Magazine, Aurora's Whole Realms Catalogue, the Complete Handbook Series, and campaigns throughout the years.

APPENDIX

ADVANCED DUNGEONS & DRAGONS PRODUCT LIST

Compiled by Arthur Reynolds <areynolds@iclub.org>

Player's Rules

2100	Player's Handbook	
2159	Player's Handbook, revised	
2149	PHBOR1	Combat and Tactics
2154	PHBOR2	Skills and Powers
2163	PHBOR3	Spells and Magic
2110	PHBR1	The Complete Fighter's Handbook
2111	PHBR2	The Complete Thief's Handbook
2113	PHBR3	The Complete Priest's Handbook
2115	PHBR4	The Complete Wizard's Handbook
2117	PHBR5	The Complete Psionics Handbook
2124	PHBR6	The Complete Book of Dwarves
2131	PHBR7	The Complete Book of Elves
2127	PHBR8	The Complete Bard's Handbook
2134	PHBR9	The Complete Book of Gnomes and Halflings
2135	PHBR10	The Complete Book of Humanoids
2136	PHBR11	The Complete Ranger's Handbook
2147	PHBR12	The Complete Paladin's Handbook
2150	PHBR13	The Complete Druid's Handbook
2148	PHBR14	The Complete Barbarian's Handbook
2155	PHBR15	The Complete Ninja's Handbook
2165	Wizard's Spell Compendium Vol. 1	
2168	Wizard's Spell Compendium Vol. 2	
2175	Wizard's Spell Compendium Vol. 3	
2177	Wizard's Spell Compendium Vol. 4	
9356	CR1	Wizard's Spell Cards
9362	CR2	Priest's Spell Cards

9457	Fighter's Screen
9468	Wizard's Screen
9462	Priest's Screen
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1134	CD Introduction to AD&D
8006	New Style Dragon Dice

Dungeon Master's Rules

2101	Dungeon Master's Guide	
2160	Dungeon Master's Guide, revised	
2156	DMGOR1	High Level Campaigns
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2112	DMGR1	Catacomb Guide
2114	DMGR2	Castle Guide
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2133	DMGR5	Creative Campaigning
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2151	DMGR7	The Complete Book of Necromancers
2164	DMGR8	Sages and Specialists
9322	HREF1	The Vikings
9323	HREF2	Charlemagne's Paladins
9376	HREF3	The Celts
9370	HREF4	Mighty Fortress
9425	HREF5	The Glory of Rome
9408	HREF6	The Age of Heroes
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9263	REF1	Dungeon Master's Screen
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9380	REF6	Rogues' Gallery

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- 1069 AD&D Trivia Game
1038 Mertwig's Maze

System Units

- 2138 Book of Artifacts
2121 Tome of Magic
2108 Legends and Lore
2167 AD&D CD-ROM Vol. 1 Core Rules
- 9293 Magic Encyclopedia Vol. 1
9421 Magic Encyclopedia Vol. 2
- 2141 Encyclopedia Magica Vol. 1
2152 Encyclopedia Magica Vol. 2
2157 Encyclopedia Magica Vol. 3
2161 Encyclopedia Magica Vol. 4
- 9464 City Sites Accessory
9479 Castle Sites Accessory
9482 Country Sites Accessory
- 9266 Battlesystem
9335 Battlesystem Skirmishes
- 9353 GR1 Strongholds Boxed Set
9377 GR2 Treasure Maps
9365 GR3 Dungeons of Mystery
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9518 GR5 Treasure Tales Accessory
- 1056 Castles Boxed Set
9549 College of Wizardry
- 9506 Chronomancer Accessory
9507 Shaman Accessory
9515 Den of Thieves
9532 World Builder's Guidebook
9556 Dungeon Builder's Guidebook
2170 Of Ships and the Sea
- 9407 Deck of Encounters Set 1
9443 Deck of Encounters Set 2
1090 Cardmaster Design Pack
9458 Deck of Psionic Powers
9423 Deck of Magic Item
- 1067 1991 Trading Card Set
1080 1992 Trading Card Set
1097 1993 Trading Card Set
- 8443 Art of the AD&D Game

- 8449 Art of the D&D Game
8444 Art of Dragon Magazine
8447 Art of the Dragonlance Game
8441 Art of the TSR Worlds

Monstrous Compendium

- 2102 MC 1 Volume 1
2103 MC 2 Volume 2
2104 MC 3 Forgotten Realms Vol. 1
2105 MC 4 Dragonlance
2107 MC 5 Greyhawk
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2109 MC 7 Spelljammer Vol. 1
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2153 MC20 Ravenloft Vol. 3
2635 MC21 Planescape Vol. 3
- 2162 MCX Ravenloft Sets 1 & 2
- 2145 Monstrous Compendium 1994 Vol. 1
2158 Monstrous Compendium 1995 Vol. 2
2166 Monstrous Compendium 1996 Vol. 3
2173 Monstrous Compendium 1997 Vol. 4
- 9521 MA1 I, Tyrant
9539 MA2 The Sea Devils
9569 MA3 The Illithiad
- 2140 MCC1 Monstrous Manual

Basic Dungeons & Dragons

6002	Chainmail
2002	White Box Set
2003	Greyhawk
2004	Blackmoor
2005	Eldritch Wizardry
2006	Gods, Demigods, and Heroes
2007	Swords and Spells
1001	Basic Set 1st Edition
2001	Basic Booklet from 1001 Set
1011	Basic Rules Boxed Set Erol Otus Cover
1012	Expert Rules Boxed Set Erol Otus Cover
1011	Basic Set Larry Elmore Cover
1012	Expert Set Larry Elmore Cover
1013	Companion Rules Boxed Set
1021	Master Rules Boxed Set
1017	Immortal Rules Boxed Set
1071	D&D Rules Cyclopedia
1106	Classic Dungeons and Dragons Boxed Set
1070	D&D Boardgame
1076	Goblin's Lair Boxed Set
1081	Haunted Tower Boxed Set
1073	Dragon's Den Boxed Set
1082	Wrath of the Immortals Boxed Set
1054	Hollow World Boxed Set
9100	AC 1 The Shady Dragon Inn
9099	AC 2 Combat Shield, Treasure of the Hideous One
9121	AC 3 Dragon Tiles, Kidnapping of Princess Arelina
9116	AC 4 The Book of Marvelous Magic
9145	AC 5 Dragon Tiles, The Revenge of Rusak (misprinted as AC 3)
9037	AC 5 Player Character Record Sheets
9037	AC 6 Player Character Record Sheets
9156	AC 7 Master Player's Screen
9173v	AC 8 Creature Catalog (released as AC9)
9173	AC 9 Creature Catalog
9211	AC10 Bestiary of Dragons and Giants
9220	AC11 The Book of Wondrous Inventions
9363	CMR1 Character and Monster Assortment Pack

9047	CMR2	Monster and Treasure Assortment Pack
1002	DM'S Design Kit #1: Palace of the Vampire King	
9004	Dungeon Geomorphs 1	
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9011	Monster and Treasure Assortment Volume 1	
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9259	The Jade Hare	
9350	Assault on Raven's Ruin	
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9023	B1 In Search of the Unknown	
9023m	B1 In Search of the Unknown Monochrome	
9034	B2 Keep on the Borderlands	
9044	B3 Palace of the Silver Princess	
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9049	B4 The Lost City	
9078	B5 Horror on the Hill	
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9043	X1 Isle of Dread	

9401	TM4	Trail Map of Kara Tur	9059	D1-2	Descent Into the Depths of the Earth
9402	TM5	Trail Map of Waterdeep	9021	D3	Vault of the Drow
8009	Monster Cards Set 1		9021v	D3	Vault of the Drow
8010	Monster Cards Set 2				Monochrome
8011	Monster Cards Set 3		9179	MM	Queen of the Spiders
8012	Monster Cards Set 4		9221	DQ1	The Shattered Statue
7014	Conan Game Set		9072	EX1	Dungeonland
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8005	Old Style Dragon Dice Random Number Generators		9017	G2	Glacial Rift of the Frost Giant Jarl Mono
8007	TSR Hex Map Booklet		9018	G3	Hall of the Fire Giant King
1167	Complete AD&D Starter Set		9058	G1-3	Against the Giants
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9038	C2	Ghost Tower of Inverness	9359	HHQ2	Wizard's Challenge
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9110	C3	Lost Island of Castanimir	9429	HHQ4	Cleric's Challenge
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9109	C5	Bane of Llewelyn	9454	HHS2	Wizard's Challenge 2
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9123	CB1	Conan Unchained	9483	HHS4	Priest's Challenge 2
9124	CB2	Conan Against Darkness	9046	I1	Dwellers of the Forbidden City
7401	CN1	Conan the Buccaneer	9055	I2	Tomb of the Lizard King
7402	CN2	Conan the Mercenary	9052	I3	Pharoah
7403	CN3	Conan Triumphant	9053	I4	Oasis of the White Palm
9019	D1	Descent Into the Depths Monochrome	9054	I5	The Lost Tomb of Martek
9020	D2	Shrine of the Kuo Toa Monochrome	9075	I6	Ravenloft
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9057	L2	The Assassin's Knot	9522	MA1-1	Eye of Pain
9104	MV1	Midnight In Dagger Alley	9530	MA1-2	Eye of Doom
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9225	OP1	Tales of the Outer Planes	9571	MA3-2	Masters of Eternal Night
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6060	R1	To the Aid of Falx	1145	XTA1	The Rod of Seven Parts
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9183	RS1	Red Sonja Unconquered	9503	GRM8	Labyrinth of Madness
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9022v	S1	Tomb of Horrors Monochrome	1143	GRM10	Tale of the Comet
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9027v	S2	White Plume Mountain Monochrome	1162	GRM12	Return To the Tomb of Horrors
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9026	T1	Village of Hommlet	9512	JAK2	Jakandor: Isle of Destiny
9026v	T1	Village of Hommlet Monochrome	9472	JAK3	Jakandor: Land of Legend
9147	T1-4	Temple of Elemental Evil	2020S	GEN1	Wild Things Module
9062	U1	The Sinister Secret of Saltmarsh	2019s	GEN1	Dark and Hidden Ways Module
9064	U2	Danger At Dunwater	Al-Qadim		
9076	U3	The Final Enemy	2126	Al Qadim Arabian Adventures	
9066	UK1	Beyond the Crystal Cave	1077	AL Qadim Land of Fate Boxed Set	
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9111	UK3	The Gauntlet	9459	Caravans	
9120	UK4	When A Star Falls	2146	CGR3	The Complete Sh'air's Handbook

9366 ALQ1 Golden Voyages
 9431 ALQ2 Assassin Mountain
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 3124 EXP13 Tuarhievel
 3135 EXP14 Hagenmark

 3102 BC1 Sword and Crown
 3125 BC2 Legends of the Hero Kings
 3110 BC3 Warlock of the Stonecrowns
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Dark Sun

2400 Dark Sun Boxed Set
 2438 Dark Sun Boxed Set Vol. 2

2418 The Ivory Triangle Boxed Set
 2419 CGR2 The Complete Gladiator's Handbook

 2408 Dragon Kings
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 2431 The Will and the Way
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 2446 Psionic Artifacts of Athas

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 2401 DS1 Freedom

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 2424 DSM3 The Marauders of Nibenay

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 2410 DSQ2 Arcane Shadows
 2412 DSQ3 The Astician Gambit

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 2411 DSR3 The Veiled Alliance
 2413 DSR4 The Valley of Dust and Fire

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 1086 Dwarven Kingdoms of Krynn Boxed Set

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 8448 Dragonlance Atlas

 2143 PG1 Player's Guide to Dragonlance

9490		Elminster's Ecologies Appendix 2			
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9233	FR5	The Savage Frontier			
9235	FR6	Dreams of the Red Wizards			
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9388	FR16	The Shining South			
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9341	FA2	Nightmare Keep			
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9333	FMA1	Fires of Zatal			
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9281	FRA1	Storm Riders			
9290	FRA2	Black Courser			
9304	FRA3	Blood Charge			
9238	FRC1	Ruins of Adventure			
9239	FRC2	Curse of the Azure Bonds			
9247	FRE1	Shadowdale			
9248	FRE2	Tantras			
9249	FRE3	Waterdeep			
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9369	FRQ2	Hordes of Dragonspear			
9391	FRQ3	Doom of Daggerdale			
9392	FRS1	The Dalelands			
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9315	LC4	Port of Raven's Bluff			
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9164	OA1	Swords of the Daimyo			
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9203	OA4	Blood of the Yakuza			
9242	OA5	Mad Monkey Vs. Dragon Claw			
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9538	XUT3	Stardock			
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9444	XMV1	Marco Volo Departure			
9450	XMV2	Marco Volo Journey			
9455	XMV3	Marco Volo Arrival			
9484	XRM1	The Sword of the Dales			
9485	XRM2	The Secret of Spiderhaunt			
9488	XRM3	The Return of Randal Morn			
9540	MOD	How the Mighty Are Fallen			
9544	MOD	Castle Spulzeer			
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1064	From the Ashes Boxed Set	9170	CA2	Swords of Deceit	
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9578	Player's Guide To the Greyhawk	9305	LNA2	Nehwon	
2023	Greyhawk Adventures	9318	LNA3	Prince of Lankhmar	
9065	WG4	Forgotten Temple of Tharizidun	9371	LNQ1	Slayers of Lankhmar
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9222	WG7	Castle Greyhawk	9481	Avengers In Lankhmar	
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9385	WGQ1	Patriots of Ulek			
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Lankhmar

9162	Lankhmar City of Adventure
2137	Lankhmar City of Adventure 2nd Edition
1144	The New Adventures of Fafhrd & Grey Mouser
9461	Rogues In Lankhmar
9470	Cutthroats of Lankhmar

Mystara

1094	Champions of Mystara
1037	Dawn of the Emperors Boxed Set
2511	Glantri: Kingdom of Magic
2500	Karameikos: Kingdom of Adventure
2504	Red Steel Campaigne Setting
9500	Savage Baronies Campaigne Setting
2521	Savage Coast Campaigne Book
9372	AC1010 Poor Wizard's Almanac 1
9441	AC1011 Poor Wizard's Almanac 2
2506	AC1012 Poor Wizard's Almanac 3
2517	Joshuan's Almanac
2510	Player's Survival Kit
2512	Dungeon Master's Survival Kit
9193	GAZ1 The Grand Duchy of Karameikos
9194	GAZ2 The Emirates of Ylarum
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9241	GAZ10 The Orcs of Thar
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9246	GAZ12 The Golden Khan of Ethengar
9287	GAZ13 The Shadow Elves
9306	GAZ14 The Altraghin Clans
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Planescape

2600	Planescape Boxed Set
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2610	A Player's Primer To the Outlands CD.
2624	Uncaged: Faces of Sigil
2623	On Hallowed Ground
2620	The Planewalkers Handbook

2625	A Guide To the Astral Plane
2630	Faces of Evil: Fiends
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2631	PS10 The Dead Gods
2629	PS11 Faction War

Ravenloft

1053	Realms of Terror Boxed Set
1108	Raveloft 2nd Ed. Boxed Set
1079	Forbidden Lore Boxed Set
1088	Castles Forlorn Boxed Set
1103	Masque of the Red Death and Other Tales
9498	The Gothic Earth
1124	The Nightmare Lands
2174	Domains of Dread Rulebook
9513	Children of the Night: Vampires
9555	Children of the Night: Ghosts
9583	Children of the Nigh: Werebeasts
9510	Forged of Darkness
9529	A Guide To Transylvania
1163	The Shadow Rift
9559	Champions of the Mists
9298	RA1 Feast of Goblins
9321	RA2 Ship of Horror
9338	RA3 Touch of Death
9439	RE1 Adam's Wrath
9413	RM1 Roots of Evil
9414	RM2 The Created
9415	RM3 Web of Illusion
9418	RM4 House of Strahd
9419	RM5 Dark of the Moon
9352	RQ1 Night of the Walking Dead
9364	RQ2 Thoughts of Darkness
9375	RQ3 From the Shadows
9331	RR1 Darklords

APPENDIX

9336	RR2	Book of Crypts	9497	XRL8	The Evil Eye
9345	RR3	Van Richten's Guide To Vampyrs	9499	XRL9	Neither Man Nor Beast
9348	RR4	Islands of Terror	1141	XR10	Bleak House
9355	RR5	Van Richten's Guide To Ghosts	9537	XR11	The Forgotten Terror
9412	RR6	Van Richten's Guide To the Lich	Spelljammer		
9916	RR7	Van Richten's Guide To the Werebeast	1049		Adventures In Space Boxed Set
9417		Van Richten's Guide To the Created	1072		War Captain's Companion Boxed Set
9451		Van Richten's Guide To the Ancient Dead	1065		Legend of the Spelljammer Boxed Set
9477		Van Richten's Guide To Fiends	1087		Astromundi Cluster Boxed Set
9496		Van Richten's Guide To the Vistani	2130	CGR1	The Complete Spacefarer's Handbook
9523	XGH1	Death Unchained	9273	SJA1	Wildspace
9526	XGH2	Death Ascendant	9286	SJA2	Skull and Crossbows
1146	XGH3	Requiem: The Grim Harvest	9299	SJA3	Crystal Spheres
9541	MOD	Servants of Darkness	9325	SJA4	Under the Dark Fist
9582	MOD	Vecna Reborn	9347	SJQ1	Heart of the Enemy
9494	XRL1	A Light In the Belfry C.d.	9280	SJR1	Lost Ships
9466	XRL2	Howls In the Night	9312	SJR2	RealmSpace
9452	XRL3	The Awakening	9313	SJR3	Dungeon Master's Sj Screen
9456	XRL4	Hour of the Knife	9328	SJR4	Practical Planetology
9476	XRL5	When the Black Roses Bloom	9361	SJR5	Rock of Bral
9493	XRL6	Circle of Darkness	9374	SJR6	Greyspace
9495	XRL7	Chilling Tales	9409	SJR7	KrynnSpace
			9411	SJR8	Space Lairs
			9343	SJS1	Goblin's Return