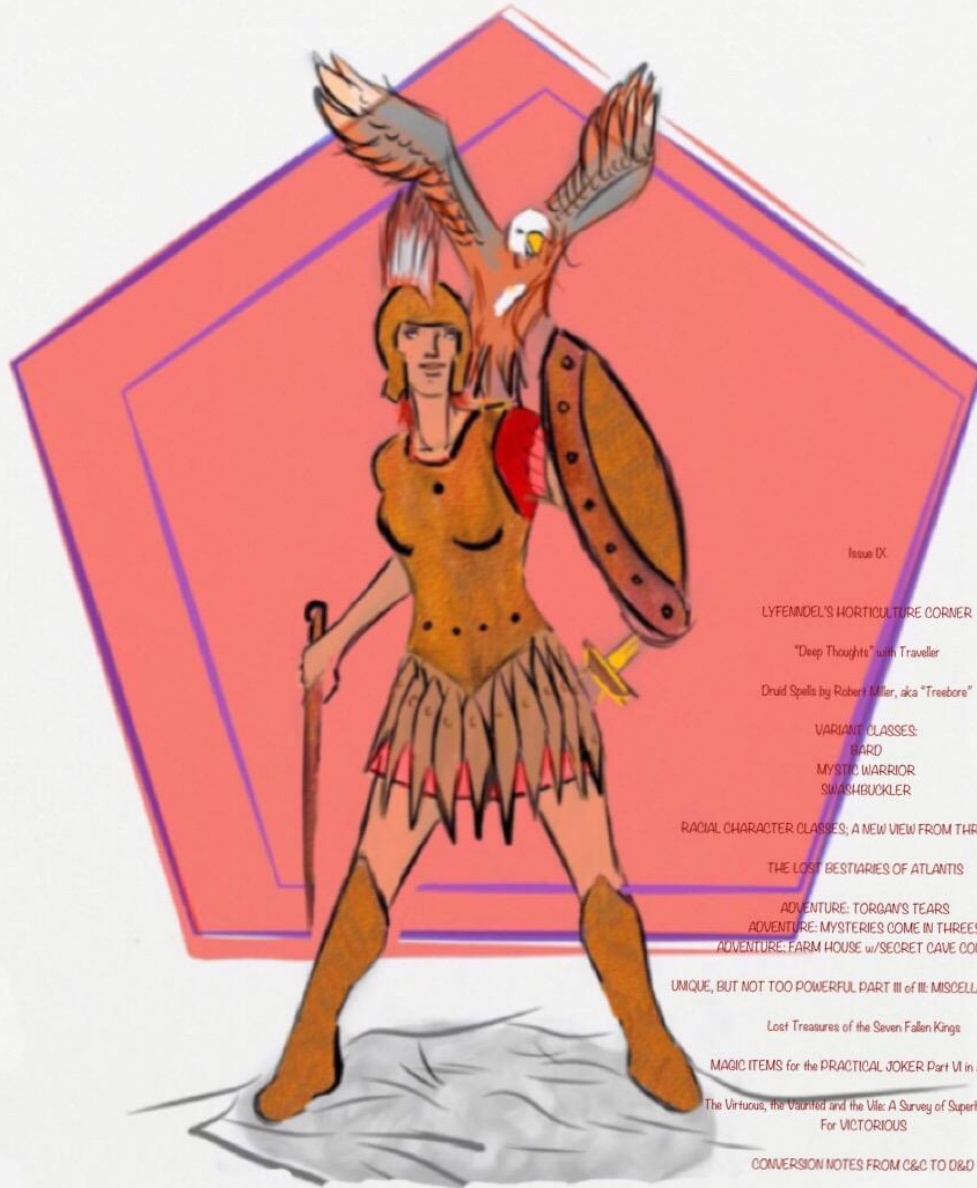


The Domesday Book



Issue IX

LYFEMDEL'S HORTICULTURE CORNER

"Deep Thoughts" with Traveller

Druid Spells by Robert Miller, aka "Treebore"

VARIANT CLASSES:

BARD

MYSTIC WARRIOR

SWASHBUCKLER

RACIAL CHARACTER CLASSES; A NEW VIEW FROM THREE AUTHORS

THE LOST BESTIARIES OF ATLANTIS

ADVENTURE: TORGAN'S TEARS

ADVENTURE: MYSTERIES COME IN THREES

ADVENTURE: FARM HOUSE w/SECRET CAVE CONTEST:

UNIQUE, BUT NOT TOO POWERFUL PART III of III MISCELLANEOUS STUFF

Lost Treasures of the Seven Fallen Kings

MAGIC ITEMS for the PRACTICAL JOKER Part VI in a Trilogy

The Virtuous, the Vain and the Vile: A Survey of Superhumankind
For VICTORIOUS

CONVERSION NOTES FROM C&C TO D&D



The Domesday Book

The Domesday Book is the official magazine of the Castles & Crusades Society. Anyone can join the C&C Society at www.knightsofthecrusade.com. All are welcome to freely download past issues of the Domesday Book as well as adventures, classes, and more! No matter what flavor of D&D you play, whether it be the original edition, 5th Ed., Pathfinder, or Castles and Crusades, the core of these RPGs remains the same. Anyone can easily use and quickly incorporate anything from Issue IX, past issues, adventures, tools, and supplements with just a few quick and simple conversions (see **CONVERSION NOTES FROM C&C TO D&D** near the end of Issue IX). Further, anyone can directly contribute to The Domesday Books or general C&C discussions and debates at: www.trolllord.com/forums/, “games of high adventure – open discussion: general”.

We hope you will find Issue IX of The Domesday Book useful and to your liking. Get your copy here: (http://www.knightsofthecrusade.com/domesday_9 or <http://www.drivethrurpg.com/product/209471>).

All credit goes to the contributing authors and artists.



Castles & Crusades; Old School Rules [2]

FORWARD

We didn't bother to ask again what you wanted in Issue IX of The Domesday Book, so if we're overlooking anything you want or need, please let us know directly (*Treebore* or *Cuchlainkevin*), or better still, contribute it or become an editor. We need new contributors and editors with their significant and thought provoking works to compliment the current contributor's works for Issue X.

WHAT'S NEXT?

This editor is done. The next Domesday Book will need a new editorial staff for issues X, XI, & XII. **Kevin Morton** (*Morty* or *Cuchlainkevin*) will be heading up the staff, he's going to need help, please step up. There is talk of making Issue X a “Best of Domesday” with an eye to updating and reformatting some, most, or all of Issues I through VI. The new

editorial staff may compile/harmonize some of the most popular house rules out there. Please keep everything coming.



THIS ISSUE

Issue IX is a bit chaotic, but grand in scale. The centerpiece adventure, *Torgan's Tears* by *GoOgleplex*, looks like a real doozy for 6th to 9th level PCs. “This dungeon just proves how much of an evil bugger I really am.” On the shorter and lower level side the last two installments of *Mysteries Come in Threes* are also included. Plus a third adventure is the result of six authors combining their talents to give life to the *MadCartographer's Farm House w/Secret Cave Contest*. Please vote for your favorite room, prizes and brag'n rights are on the line (<http://www.trolllord.com/forums/viewtopic.php?f=8&t=16985>). We also have a ship by the MadCartographer, goes well with one of the new classes. There are new monsters, three new/modified classes, four racial character classes by three authors, a 5e race, and new spells as well as the final installments of magic items. Some pre-gens, Victorious stuff, some humor, and a ton of great images and artwork! A pair of studies on *wealth* and *experience* to simplify our lives should work well with the parallel mission by the Troll Lord's in their upcoming release of their latest book for players “*Adventurer's Back Pack*” (similar to the AD&D “*Unearthed Arcana*”).





LYFENDEL'S HORTICULTURE CORNER
as related to Todd "GoOgleplex" Pote © 2017
by Lyfennel Half-Hand, Half-Elf Ranger (retired).

It seems that all the adventurers these days are only after the gold found in some rotting undead's tomb or dragon's lair. They walk past a small king's ransom worth of valuable plants without a clue most of the time. And they call themselves adventurers. HA! Back in my day we checked everything in case it might be worth a few coins. Heck, not even gazebos were safe from closer scrutiny. Though we never attacked any, unlike that one band of zanies I heard tell about.

Anyhow, I want to share some of my wilderness knowledge about some plants out there that could make the enterprising novice adventurer fairly well off and without needing to venture into the guts of a goblin lair. Greenhorns ain't near paranoid enough to be doing something like that right off the bat unless they got a lot of back up, which had better include a lot of healing items. Pesky buggers are trap-happy in their lairs. Pesky buggers are almost as bad as kobolds - oh sorry. At my age it sort of gets easy to wander in your thoughts.

But since I mentioned healing, let's use that as a good start point for the first helpful plant on my list.

SANO TREE: Grows in semi-tropical and tropical regions where there is plenty of moisture and shade. Its leaves are golden colored disks about two to four inches in diameter and grow in clusters of seven leaves per stem. The bark of the tree is almost black, rough, and honey-combed with small pits. Within these pits the light green sap of the tree beads up in small pearl-sized drops.

It is the sap beads that are the treasure of this plant and the trees are usually well protected prizes of elves or druids in the region. The sap beads can be added to boiling water or tea to make a beneficial drink that aids the body in healing and wards it against disease and poison (+4 bonus to Heal/First Aid checks, +2 bonus to saving throws versus disease and poison).

The sap is also used in many healing potions by alchemists. Those in the market for Sano sap will usually pay between five silver pieces and two gold pieces per bead depending on the region and demand. This turns one of these rare trees into a small gold mine for someone lucky enough to discover an unclaimed tree somewhere.

Speaking of the tropics, another tree that is worth a bit of money and is a little more common is the...

IRONWOOD TREE: This tall tree prefers areas with lots of moisture and sun such as the boundaries of swamps or clearings in tropical rainforests. Its leaves are silvery colored and shaped like knife blades about six inches long. The tree grows very fast, usually around a dozen feet or more per year until they hit their maximum height of around one hundred feet. The bark is fairly thick and layered in rust red-black scaly patches with the dark gray wood beneath being

extremely dense and difficult to cut with normal axes or saws. This dense wood is what gives the tree its name and is used commonly by elf woodsmiths to make armor and weapons with a comparable strength to steel armor without the downside of iron poisoning for those of the fey races.

It can also make very good roofing material that is both highly fire resistant (+10 bonus to saves versus normal flame and +5 bonus versus magical flames) and lasts for decades before it significantly decays enough to need replacing. Unfortunately the wood has few artistic uses due to its bleak coloring and unlike most wood it will not slay a vampire if a stake made from it is driven through the creature's undead heart.

Ironwood trees are not long lived, dying off within ten to fifteen years. It is usually these dead trees that are harvested for material use. A good twelve inch diameter ironwood tree can fetch up to one gp per foot.

Hmmm... speaking of metal-like trees, there is another found in the northern latitudes too. Not quite as strong as Ironwood but still darned useful and, if memory serves, more valuable to the right people.

BRONZEWOOD TREE: Grows to about sixty feet or so in height with a canopy of meandering branches stretching out a couple dozen feet away from the abrasively barked gray-green trunk. The leaves are palm-sized with three points and a deep green color providing a great degree of shelter to those beneath its branches. The tree is found in groves in similar areas favored by oak and maple which may be some sort of distant cousin along the vegetative family tree, though it is fairly uncommon in comparison. The tree grows slowly maybe one foot per year in height but the canopy may spread up to three feet.

Elven woodsmiths use this tree to make armor comparable to medium or lighter metal suits without the risk of iron poisoning for those of the fey races and weapons as well as creating breathtaking works of art with its rich colored wood. When polished, it takes on the color of a golden bronze with distinctive patterns that are never the same between pieces. Furniture, doors, and even more mundane items fashioned from this wood tend to go for much higher prices than their counterparts made of more common materials. A twelve inch diameter bronzewood tree can fetch up to three gold pieces per food depending on its quality.

All this talk of gold reminds me of a literal gold mine of a plant if you can find one due to its rarity and its location. Though you have to be careful if you actually do find one, or you may find one because of the dangerous beastie that typically lives near it. Those vicious Aurumvorax feed on the fruit of this bush and bears also love these berries.

GOLD BERRY BUSH: Grows in alpine areas of any clime, particularly if the earth has a high mineral content. The five foot diameter, three foot tall mature fruit bearing bushes are quite rare and if not a favored feeding spot of an Aurumvorax, there is a



strong likelihood of mountain dwarves or a local dragon being aware of it and claiming ownership. In fact an alternate name for this plant is ‘Dwarven Beard’.

This small alpine shrub has tiny nearly ash gray leaves that grow along its thick gnarled branches with several thin string-like vines dangling down. The bush feeds on the minerals of the soil and water but metabolizes gold in a very unusual way. It extrudes gold out at the tip of the dangling threads where it breaks off under its own weight after getting to about the size of a small berry. These gold berries accumulate under the bush where it can be easily collected without harming the plant. There is typically 2d4 pounds worth of berries under the bush during the summer months after the thaw and before the winter snows, assuming that other creatures have not already been collecting them. The berries can be harvested directly from the bush as well at a rate of 1d6 berries per week.

Once per year the Gold Berry bush produces six small flowers with many seeds inside like a pomegranate. Birds, insects, and other wildlife gather the seeds spreading them and pollinating the bush though the seeds only seldom carried to places with the right conditions for them to flourish.

Speaking of dwarves, you really should ask them about that moss they use to make their Fire Ale. Heard of it, but never seen it. Sure that would be worth a pretty penny if someone crazy enough to go into those dark caves knew what to be looking for should they pass by it. Not that I would know anything about that being happy above ground you know.

Q&A with the TROLLS:

Q: *“What was it like working with Gary Gygax to create CnC?”*

Mac: Gary Gygax had nothing to do with creating C&C, but he inspired it.

Steve: Gary was a sounding board for us. Because we were going to publish Castle Zagyg as a C&C setting he oversaw the design. He pretty much enjoyed all of it. He only became involved when rules were being bandied about that he thought broke the spirit of 1st edition. And to that end he only objected to one rule... I can't remember what it was... but it was something he had heard on the message board. It wasn't part of the game, just a concept being tossed around. He sent me a very strongly worded email, but when I explained all to him he had quite a laugh. So really, it was great working with Gary, it helped us keep the spirit of his original game.

Q: *“What is your favorite PC class and race to play and why?”*

Steve: I believe in a more direct approach to problem solving. So I generally play fighters. Often dwarves,

but more often than not humans. Also I die frequently at the table and fighters are pretty easy to make.

Q: *“Which Troll is most likely to need saving in a Thursday night game by the rest of the party?”*

Mac: Davis. He thinks all of his characters have 200 hit points.

Steve: Without a doubt Davis. He tries anything and everything and he doesn't hesitate. Ironic: for a guy who loves numbers he never really figures out the odds against him (or for him).

Q: *“What was the luckiest combat series ever?”*

Mac: Aristobulus, four natural 20s in a roll and five in the combat.

Steve: That has to be Mac Golden and those damn wolves. I was running the game and he was playing a 2nd level magic user. He used his spells up in a heartbeat and pulled a dagger out and attacked the wolves (I think it was wolves). We all thought he was dead, but he proceeded to roll four natural 20s in a row and then a fifth one a round or two later. It was nuts.

WEALTH & EXPERIENCE SIMPLIFIED

Although there are many parts of RPGs that are fun and exciting, few find keeping track of encumbrance and associated penalties to movement and other actions to be all that exciting. Right up there with encumbrance management can be wealth management (“I can't carry all my gold unless I move at ¼ my normal move!”). Some even find keeping track of every experience point for every monster's hit point and copper piece found tedious. The only reason we put up with it at all is without gold we can't buy stuff and without experience points we cannot “level up”! We will leave a detailed encumbrance simplification and equipment selection (aka backpacks) to others for now and focus on a totally alternate way to handle your character's personal wealth and a way to make experience point bookkeeping painless for the CK and unchanged for the player's progression.

WEALTH ATTRIBUTE

*by Gabriel Holland aka “Yellowlantern” ©2017
adapted from Torchbearer
by Thor Olavsrud & Luke Crane*

A less tedious method of tracking money and personal wealth is to simply make it another attribute and require SIEGE checks to purchase items (or perhaps just significant items in the game master's view).

1) Roll 3d6 or Start characters with a Wealth of 12 plus the following modifications:

- Barbarian, Ranger, Monk, Half-orc: -2
- Knight, Assassin, Dwarf: +2



- In a gritty campaign, treat Wealth as a Secondary attribute, otherwise it is a Prime.

2) *When to Roll*: In towns and cities, the characters will be able to avail themselves of many things including taverns, fortune tellers, temples, inns and so forth and it is up to the CK whether to ask for Wealth check with choice or keep tallying costs and slapping the characters with their bills when they try to leave.

Splitting opens the character up to more opportunities for Criticals and Fumbles but requires little to no bookkeeping. Roll for every purchase.

Lumping can be a little trickier if you don't like bookkeeping; you have two options:

Bean Counting: Add up the cash value and choose the corresponding CL form the table above.

Close Enough: Find the highest rated purchase's CL and add 1

3) Remember, the CL of a good or service can also be affected by availability, so adjust the following suggestions up or down as fits your campaign.

4) Failure may still result in obtaining the item/service if the characters are willing to bargain (guard duty, acquiring/stealing objects, running errands, kidnapping, etc.) or steal.

PURCHASING EQUIPMENT	
Price	Challenge Level
5cp	-10
10cp	-9
1sp	-8
2sp	-7
4sp	-6
1gp	-5
2gp	-4
4gp	-3
8gp	-2
16gp	-1
32gp	0
64gp	+1
128gp	+2
256gp	+3
512gp	+4
1,000gp	+5
2,000gp	+6
4,000gp	+7
8,000gp	+8
9,000gp	+9
18,000gp	+10
36,000gp	+11
72,000gp	+12
150,000gp	+13
300,000gp	+14
600,000gp	+15

5) Critical and Fumble

- If you Critical (a natural 20), roll a second d20, add your Wealth Attribute bonus, if any, and consult the **Wealth Critical** table.
- If you Fumble (a natural 1), roll a second d20, add your Wealth Attribute bonus, if any, and consult the **Wealth Fumble** table.

Wealth Critical	
Roll	Event
1	An honest face! Get one free item/service of one CL lower.
2-3	What a bargain! Get one free item/service of equal CL.
4-8	Never pay full price! Get one free item/service of one CL higher.
9-12	The gods have smiled on you! +1 on your next Wealth check.
13-17	He's lucky to still have his shirt! +2 on your next Wealth check.
18-19	You saved the proprietor from being robbed! Add 1 to your Wealth Attribute permanently.
20	Add 1d4+1 to your Wealth Attribute permanently.

Wealth Fumble	
Roll	Event
1	Locals mistake you for a thief/bandit! Subtract 1d4+1 from your Wealth Attribute permanently; keep your mount and what is on your immediate person as you flee town or be arrested.
2-3	You misplaced your coin purse; Subtract 1 from your Wealth Attribute permanently.
4-8	They saw you coming! -2 on your Next Wealth check.
9-12	Taken for a ride! -1 on your next Wealth check.
13-17	Local thugs/merchant sandbag you; take 1HP damage, lose 2 items.
18-19	Item or service is of poor quality and useless; no refund.
20	Proprietor spits on you and insults your mother; get out!

6) *Gaining Treasure & Valuables*: Treasure from monsters and hoards is assigned an integer based on contents (use Purchasing Equipment table as a guide). Treasure acts as a one-time bonus to Wealth checks. Any available Treasure Bonus can be used, saved, or divided up as the player wishes.

SIMPLIFIED EXPERIENCE

by Kirk W. Olsen aka "Captain K" © 2017

A much simpler method of tracking, awarding, and creating experience, and thus level advancement, starts with one simple premise, "We gain experience to advance in level." We all want our PCs to "level up" as the game goes forward. Even the GM/CK wants this to happen (new scary monster to try). If we gained a level once every 50 games, we can all agree that's too slow. One level every hour of play can be assumed to be too fast. I posit that a group of PCs, in conjunction with their GM/CK, can agree on an ideal rate of level advancement for the group "on average". For the rest of this piece let's assume an average level is gained every four games the way you are currently accounting for experience gained in relation to level advancement. Average is used here to avoid discussion on length of a game or how often games occur or which class we are specifically talking about. So the rate is metered in gaming events of sufficient progress/scope to represent significant learning for the average PC.

Based on the above simple assumption and a very minor amount of math (and a spreadsheet), a great deal of time and tedium can be saved for both the DM/CK and the players. First, let's view the classes side by side from a purely numeric point of view (**Table 1 or Table 2; Left Hand Side or Top Table**).



Table 2: Multiclass Examples from PH Exp. Pts. (Top) & Simplification on Bottom

	2 Multi-Class	Class & 1/2	Ninja (C&1/2)	2 Multi-Class
Level	Cleric/Ranger	Illusionist-Bard	Monk-Assassin	Illusionist-Monk
2	4,700	3,650	2,625	4,550
3	9,700	7,550	5,750	9,400
4	18,200	15,100	12,000	19,100
5	36,200	30,800	27,000	41,000
6	75,200	62,500	52,500	82,700
7	145,200	125,000	105,000	165,200
8	290,200	255,000	205,000	330,200
9	550,200	510,000	400,000	665,200
10	925,200	800,000	650,000	1,050,200
11	1,375,200	1,150,000	925,000	1,500,200
12	1,850,200	1,400,000	1,500,000	2,150,200
13	475,200	250,000	325,000	400,200
18	4,701,400	2,900,000	3,450,000	4,551,400
24	7,552,600	4,400,000	5,400,000	6,952,600

	2 Multi-Class	Class & 1/2	Ninja (C&1/2)	2 Multi-Class
Level	Cleric/Ranger	Illusionist-Bard	Monk-Assassin	Illusionist-Monk
2	23.50	18.25	13.25	22.75
3	48.50	37.75	28.75	47.00
4	91.00	75.50	60.00	95.50
5	181	154	135	205
6	376	313	263	414
7	726	625	525	826
8	1,451	1,275	1,025	1,651
9	2,751	2,550	2,000	3,326
10	4,626	4,000	3,250	5,251
11	6,876	5,750	4,625	7,501
12	9,251	7,000	7,500	10,751
13	2,376	1,250	1,625	2,001
18	23,507	14,500	17,250	22,757
24	37,763	22,000	27,000	34,763

When viewed side by side, it becomes clear not all classes advance at the same rate. This is doubly true after 12th level when the rough doubling trend ends and linear advancement changes the game yet again (wizards eventually become the third highest level class at a given experience level just below assassins and rogues). None of the details from the PH experience point requirements, for each class and level, are lost with these simplified tables. The experience point requirements are merely divided by 200. To avoid base ten decimal fractions, a rounding to the nearest ¼ point (the “mround” function) is also performed (Table 1 or Table 2; Right Hand Side (RHS) or Bottom Table).

These simple mathematical manipulations may seem rather arbitrary, but they bring experience to more friendly magnitudes (we grasp 10s and 100s best). Remember, our goal is not to gain experience points from monsters, keep track of their hp, or count every copper piece for the sake of experience point totals, but to use the experience as a record toward our next level. This simplified system hinges on the assumption that we play to get a simple value of experience per game on our way to the next level.

Again, for this example we assume the group of players and DM/CK want their characters, on average, to advance after every four games. Thus after each game the CK/GM awards a one game award to each PC based on the average level of the party on

whole (Table 3). The rate of advancement can change as the party/GM/CK wishes. Optional CK/GM awards to specific players over and above the one game award to all players still exist as a special one game bonus award of experience (Table 3).

The real savings of this approach comes in not having to worry about, or keep track of, experience from monsters (or their hit points), treasure, magic items, or any such sources. Monsters do not even need experience point values under this system. Once the game is finished, award to all players the “one game” experience points noted based on the average level of the group (Table 3). When the group average level is used the group stays closer in level. Optional bonus experience points that were earned for heroism, inspiring role playing, etc. can also be assigned as is fitting to specific players per the CK/GM (Table 3). Ex.: Before the four PCs, levels two, three, three, and four, finish a great night of gaming, the CK/DM declares, “Now that you are approximately a third level group, each of you take 5.25 experience points for tonight’s game. As an additional bonus, Hunter the Elven Archer saved the group several times and Kara played her character very convincingly so they each will receive a one-time bonus of 0.75 points.”

Table 3: Simplified Experience Awards

Level	Level Up Every: 4 Games		
	1 Game	4 Game	1 Game
	EXP	Award	Bonus EXP
2	2.50	10	0.25
3	5.25	21	0.75
4	11	44	1.50
5	22	89	2.75
6	45	179	6
7	89	356	11
8	180	719	23
9	341	1,363	43
10	583	2,333	73
11	831	3,323	104
12	1,104	4,417	138
13	253	1,011	32
18	2,620	10,479	328
24	4,136	16,542	517

The values in these tables could be further rounded, but all values have been kept in line with the PH experience point values. This spreadsheet is available upon request or can be found at the KoC website.

SIMPLE & FUN ENCUMBRANCE RANKING

Encumbrance systems in RPGs can be simple to complex. Fantasy characters range from naked, axe swinging barbarians to hobbits with a hoarding problem. Barring bags of holding, most PCs tend to have more stuff than they can carry unencumbered. One fun/simple solution: Each PC sketches their character (stick figures are fine) with every item they carry in its common location/orientation. The group then votes on each PC’s encumbrance rating.





Druid Spells by Robert Miller, aka "Treebore"

Speed of the Horse, Level: 1

CT: 1, Duration: 1 rnd/caster level

AoE: Target, Range: Touch

Components: V, Material: Holy Symbol, able to touch a living horse, or has a preserved hoof.

Adds 20 to base speed of target. So a 30 base movement becomes a 50 base movement.

Deer's Stealth, Level: 2

CT: 1 Duration: 1 Turn (Minute) per level of caster

AoE: Caster, Range: Caster

Material: Holy Symbol, Hoof of a Deer, or similar

Bestows +4 bonus to *stealth* and *hide* checks in a non-city environments; villages and similarly non-developed communities, as well as natural or wild areas. When in other areas (cities), the bonus is +2.

Stealth of the Herd, Level: 3

CT: 1 Duration: 1 Turn/Minute per caster level

AoE: Caster and +1 "target" per 2 levels of the Caster

Range: 10 foot radius, 20 foot diameter, on caster.

Material: Holy Symbol, Deer Hoof, and Deer Antler

As *Deer's Stealth*, including limitations, but upon additional allies of the caster as well.

Cause Illness, Level: 2

CT: 1, Duration: Up to one hour

AoE: Target, Range: Line of Sight

Save: CON, Components: V, S, M: Holy Symbol

Causes non-lethal illness in a target. Onset is within one round. Symptoms will be of a campaign specific illness (a mild disease per *CKG Diseases page 334-337*) or can be determined by the caster with CK approval. Examples would be nausea, heavy sweating, feeling of weakness, etc. This spell is most often used to make a guard ill and less capable of being vigilant. Caster can have one symptom for every two caster levels. Ex.: a 3rd level caster can use this spell to cause food poisoning, with nausea and vomiting. A 5th level caster could add diarrhea. Penalties to any physical/mental checks should be within the range of -1 to -5. Additional Material Components on hand at the time of casting can affect the CL of the save; rotten food, rats, tainted water, etc.

Climb as an Animal, Level 2

CT: 1 Duration: 1 rnd per level of caster

AoE: Caster Range: Caster

Components: V, M: Holy Symbol and paw of animal known for Climbing (Cats, Monkey, etc...), or able to touch a living specimen at time of casting.

Partially transforms caster's hands/arms and legs/feet to confer a +6 bonus to climbing any climbable surface. Hands and feet will take on animal-like features; claws, elongated digits, pads, etc. If whatever is to be climbed is ruled as being easy for any such animal to do by the CK, the caster would then be able to do so automatically (no roll needed) after the

spell is cast. For example, any normal tree can be climbed by a squirrel with no roll required.

Tenacity of the Raven, Level: 2

CT 1 Duration: 1 round per level of caster

AoE: Caster Range: Caster

Material: Holy Symbol, Thieves Tools, and Raven Feather, or live Raven present

Gives a +4 bonus to anyone using the tools of their trade to do detailed work from gem cutters to thieves *picking locks* or *disarming traps*.

Tenacity of a Murder of Crows, Level: 3

CT: 1 Duration: 1 rnd/caster level

AoE: Caster plus 1 ally per 2 caster levels.

Range: 10 foot rad., 20 foot dia., centered on Caster

Material: Holy Symbol, Live Raven, or 1 Raven feather per desired target of spell, plus the tools of the trade while held in the hands of the craftsman.

As per *Tenacity of the Raven*, but upon additional allies of the caster as well.

Animal Form, Level: 3

CT: rd, Duration: 1 Turn/Minute per level

AoE: Caster, Range: Caster

Material: Holy Symbol and touching living creature of type druid wishes to transform into, or has a hide (or equivalent) of such a creature.

Allows druid to transform into an animal-like form once per casting. This animal-like form is not exactly identical to any specific species. The druid's animal-like form can be close to a specific species, but not identical (a +5 bonus to fool anyone familiar with the original animal). This spell cannot fool a druid or ranger. Animal-like forms are typically dogs, cats, snakes, or birds, but can be any animal the druid has the required material components in hand. The animal cannot be heavier than the druid or less than one pound. Refer to *Polymorph Self* for further guidance.

Cause Plague, Level: 4

CT: 1, Duration: As per Campaign Disease

AoE: Initially targets within a 20 foot diameter.

Range: Up to 50 feet, Save: CON

Components: V, S, Materials: Holy Symbol

As per *CKG Diseases (page 334-337)*. This is a "natural" disease that is simply triggered by this spell. The disease will be highly virulent, spreading quickly through a group or community (one week if they don't start locking themselves in doors and avoiding contact with others). Casters with an evil bent may attempt to cause terminal diseases. While others may simply use this spell to make living in the area unpleasant through milder diseases, hoping to persuade unwanted communities to move away sooner rather than later. Additional Material Components could add additional penalties to the saves of the initial targets of the spell. For example, clothes worn by someone previously stricken by the disease could cause a 2 point penalty.



FARM HOUSE w/SECRET CAVE CONTEST:

We successfully worked **together** to give the MadCartographer’s map a fitting write up. Your peers each picked one of the six named areas to write up. These brave authors created a rather interesting 3rd to 4th level adventure for 4-8 PCs. This adventure, designed each area independently, by six different authors, is presented for you immediate use. Some editorial changes were needed to link the sections together with unique/interesting details and an eye toward logic and consistency. This adventure was play tested at Origins by nine and six player character groups. *Notes from the testers and the test CK/GM (Captain_K) are in italics when appropriate or rolled into the write-up w/o comment.*



Kelly, Pierre, Kirk, Davis, Bridget, Tanner, Jeff Martin, Chris, & Spencer

(Not Shown: John & Kyle Gartner from six PC group)

We promised prizes to the contributors and the Trolls really delivered! *“Greetings from the Dens! We’ve at last had a chance to dig into this latest issue of the Domesday Book, as always it’s beyond awesome. It’s like the hard central core of the effort. There is something more to these Domesday Books than meets the eye. We dove into it and love it. With that in mind, and with your permission, we’d like to roll it up, turn it over to Peter Bradley and Jason Walton (and now Zoe DeVos) and release this as a full-fledged published adventure. Each contributor will receive six copies of the adventure as well as any hardback book of their choice from the TLG stores! Trollzah!*

“It was a dark and stormy night. And then the murders began...” That could be the start to any good adventure, and isn’t far off the mark for this one either.

OLD HOME

by Lesley Rouell aka Lurker © 2017

Nestled in the woods, backed by a cliff-faced stony hillock, stands an old stacked stone home with a steep shingled roof. At first glance, the home and nearby barn appear to be little more than a farmer or woodsman’s home. However, with a second closer

look, a discerning eye will see the home was built far better than a mere peasant’s abode. The stone work is well fitted; the windows are dressed with oak shutters, and the windows are lead framed glass! The shingled roof alone, instead of thatch, points to more wealth than a low born could afford.

History: The house was originally, four generations ago, built as a local noble’s hunting lodge and country retreat. A retreat built specifically for the kinds of pleasures only the rich could indulge when away from the prying eyes of their city neighbors. The duke wishing the house to appear rustic ensured the builders used local stone and wood in the home’s construction, but being a noble, and not wanting to live in discomfort even when ‘roughing it’, spared no expense on the quality and workmanship of the home.



Unfortunately, the sight the duke chose had a dark and cursed past. In archaic times, the clearing in front of the hillock was a gathering place for hags who ruled over a coven of witches. Even though a party of stout hearted adventures destroyed the power of the hags and scattered the coven of witches, the evil of the place drew others. Not the least of which were the Black Druids who continued their dark rites (stone pit and bog sacrifices) in secret for decades independent of who, or what, occupied the grounds and any buildings there about.

The line of lords that commissioned and maintained the house, grounds, and secret rooms within the cave enjoyed their hunting lodge for five score years, but they were always plagued with ill luck for all four generations. Servants sickened and fell to plague, children died in accidents (falling off a horse, snake bites, etc.), and the original lord himself died while hunting. Within four generation of building the



house the lord's bloodline ran out; usually in some horrific manner on or around these very grounds.

Soon after the end of the duke's line, an up and coming merchant family bought the house and leas of the surrounding woods. The family was already profiting from smuggling and moving outlaws from the area to places out of the reach of agents of the local justice, this hunting retreat seemed perfect for them (well built, secluded, near trails crossing the woods, hidden caverns, and a developing reputation as a place to be avoided due to the lord's ill luck).

As this family was even more in line with the dark desires of the powers surrounding the house, the family of smugglers and rogues were very successful for several years. However, within the past three months the evil of the house and leas decimated the smuggler, too. The last son of the family and his group of smugglers, thieves, and thugs were ambushed by rivals and killed a few miles from the house. The ambush and slaughter was brutal, almost all involved from both sides died. Only one thief, a servant of the family, survived the fight and was able to travel to the house to search for the family's treasure and secrets. None have seen him since that murderous night. Maybe the Black Druids found him? Their power having never waned.

Description: If the party reconnaissance the grounds (at a safe distance) they will notice, *"The house is a stone building approximately 40 feet by 40 feet, with an additional 10 by 15 foot extension on the North side of the North West corner of the building. The steep oak shingled roof hints of a spacious loft over the mains of the building. The building has its main doors on the South side of the building and a smaller, single door on the North side. The building's main fire place is on the West side with a smaller chimney just east of the main door on the South side of the house. Finally, there are multiple glass pained windows all around the building."*



Interior Details: The home has a large common room on the West side of the building, with a large table and chairs around it, and other smaller chairs/stools around the room. The Southern entry to this room is barred and locked, a stout, reinforced double door of oak. To

the East of the common room is the home's kitchen, work room, and servant area. It has a small brick oven on the South wall, a work table, and the common paraphilia of a working kitchen and indoor working/living space for servants. The perishable food stuffs have dried or molded during the past three months since the murder of the smuggler family, but the dried staples and some of the meats are in good shape. The bedroom door out to the North of the house is stout, double locked, and barred. *Each room can be lit by five great beeswax candles within ornate carved, wall mounted, candle holders with hurricane glass shrouds. The candles in each room are one inch in diameter and six to ten inches tall (depending on former use). Each room has a unique set of a brightly colored and scented candles; silver with astringent herbs in the bathroom, red rose in the master bed room, white lily in the servant's room, and coniferous green in the main room.*

The path from the back door is lightly worn to a nearby herb and veritable garden (now overgrown and going to seed) and a large oak tree where the game from the hunt was hung to be butchered. *With close investigation by a knowledgeable botanist (druid, ranger, barbarian, etc.) the garden contains one row of common and slightly exotic cooking herbs, one row of medicinal herbs, and a final row of highly toxic and unique plants (used to create ingested, intravenous, and contact poisons from belladonna, wolfsbane, feverfew, Cherry Laurel, Liliith's Tongue, Night Locke, etc. see App B of M&T book for more suggestions). At the end of the row of poisonous plants are two nearly magical plants not even a Druid knows (GM/CK to describe and detail but possible suggestions are Demon's Bane and Insanity's Curse each of which could be cleverly used).*

The extension to the North West of the building is the home's privy, with a copper tub (magical runes keep its water hot and sanitary), wash basin, and chamber pot in a wooden chair. The loft above has been used over the years as storage and as sleeping space for visitors and extended family. The ladder to the loft is in the common room on the wall between the common room and kitchen; recessed wood work designed to blend into the wall.

The house is in good repair and left as it was, unchanged, still waiting for the last son of the family to arrive for the start of the hunting season. However, months of dust have sense gathered. The bedding cloth, lace shades, and table cloth are moth and mouse eaten, and cob webs fill the corners of all the rooms. The yard surrounding the home is quickly turning back to nature and beginning to become overgrown. The surrounding woods have begun to reclaim the areas furthest from the home.



Encounter Preparations Part 1: A character with tracking or woodland skills (ranger, druid, or barbarian) should make a skill check:

CL 0 shows recent tracks into the area and up around the house, barn, and surrounding area

CL 3 shows 10ish tracks – human – in and around the house and barn, and a separate group of tracks around the edge of the clearing

CL 5 shows the other group to be a smallish pack of wolfish marks

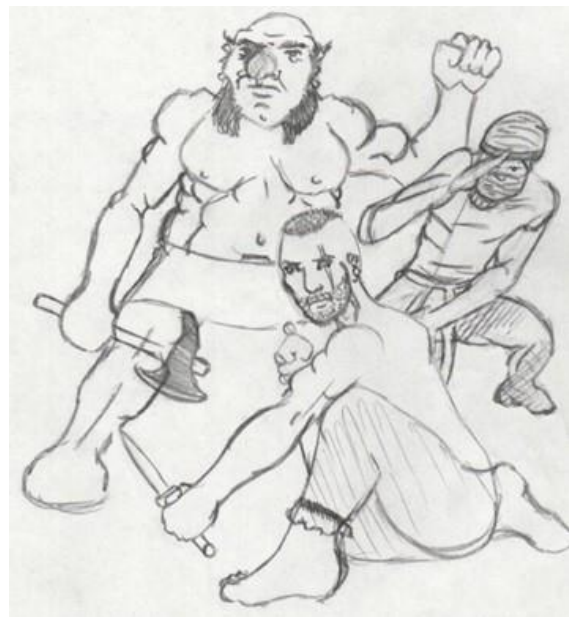
CL 7 shows signs that the wolves are actually gnolls and there is an exceptionally large birdlike creature – large claw mark on an overhanging tree limb, a large vulture like feather, etc.

A ranger making a natural 20 will notice more (the brigand leader has one to two henchmen with him to the north of the building, the gnolls stalking the area, and the harpy watching them all).

A thief with his spot check is at an additional +2 to the above CL. Any other character is at +4 to the above CL. A cleric can do a wisdom check CL 0 to ‘feel’ the innate evil in area. CL 4 to feel it is a deep dark curse, CL 8 to feel the curse in the house and smell wood smoke being near the most cursed point in the house – this could give warning of the pit trap and the undead monster trapped in the pit.

As the party approaches the house, a thief or ranger can check to see (stealthily through the window) or listen to hear mumbled voices and things in the house being moved around.

Encounter Part 2 – Brigands and Thieves: A band of highway robbers (thieves & brigands) arrived earlier in the day and are preparing to explore the area and make the house their base of operation for the near future:



[3]

Brigands (fighters) HD 1 to 2d10, HP 8 - 16, AC 13, PA physical, EQP brigandine, shield, spear and short sword, or axe and club.

Robbers (thieves) HD 1 to 2d6, HP 5-10, AC 12, PA physical, EQP leather, short bow and short sword, or daggers and club.

Brigand leader (fighter/thief) HP 14 AC 14 PA Physical EQP masterwork brigandine & shield, masterwork godentag, short sword, throwing axe.

The band is all human with a mix of 1st to 2nd level fighters and thieves lead by a 2/2 level fighter/thief. The group is at least 6 – 10 brigands scattered through the house (with the leader and 1 -2 others outside to the north of the home). The specifics of the brigands should be adjusted as needed for the level of the party. Aim to make it interesting, but not too difficult of a fight.

The brigands are scattered through the house: three in the main room and one or two in the other rooms (except for the loft, no brigands have made it upstairs by the time the party arrives).

A proper plan should allow the party to surprise at least one group of brigands in whichever room they are in. However, once fighting starts, the others in the house, and then the leader, will move to the fight. The brigands will arrive by ones and twos every two or three rounds; and the leader and those with him will arrive in a turn.

The brigands all have normal mundane kit – a few may have a masterwork weapon (dagger, short sword, axe, or club being the most likely) and are armored with leather (for the thieves) and Brigandine and shield for the fighters.

The leader is armed with a masterwork godentag, a throwing axe, and a short sword. His armor is masterwork brigandine and a masterwork wooden shield. He has 1d6 +2 bottles of a semi-magical dust, *dust of confusion* (when thrown and the bottle breaks, everyone in a 15 foot radius must make a DEX save or be partially blinded and stunned for 1d4 rounds {-2 to hit and +2 to be hit}).

The leader, depending on how the party fared with the rest of the band of brigands, will either join the fight (if they’re winning) or flee into the woods to escape. In either case, he will use the bottle of dust to try and help his henchmen win or flee with him. If the leader or any of the brigands escape into the woods, they will soon be killed by the gnolls and harpy.

Encounter Part 3 - Gnolls and Harpy: There is a small pack of 1d4+2 gnolls and their allied harpy living in the eastern end of the cave and hunting in these wooded hillocks. They have been scouting the house in preparation to attack the brigands (modify the number of gnolls according to the level of the party and the success they had against the brigands). If the



brigands fell easily and the party used little magic in the fight, increase the gnolls up to a maximum of six, if the brigands well bloodied the party, drop it down to two or three gnolls. The gnolls watch the party's fight against the brigands and will react according to what the party does after the combat is over:

Gnoll HD 2d8, HP 10 - 15, AC 15, PA physical, EQP scameil, shield, spear and shortsword, or axe [19].



[3]

Harpy HD 3d8, AC 13 PA physical can attack from the air with two claws for 1d3 or throw darts for 1d4 special ability captivating song – charm effect.



[3]

If the party hasn't become watchful within two to three minutes of finishing the fight (checking out the windows and doors, setting guards at the doors, closing and bracing the doors and the like), the gnolls will attack the party. If they party is watchful, they will prepare to ambush the party once they leave the house. If the party holds up in the house to rest overnight, the gnolls will attack sometime in the night. In this case, the harpy will try and charm the party as they rest and allow the gnolls to more easily do the dirty work.

Encounter Part 4 – Trap and Cuir-Lijik: After the party fights the brigands (and possibly the gnolls) they can safely search the first floor of the house. There is little of interest – the few bags of copper and silver the brigands had on them and the kit they brought with them to set up their base of operations in the house; a few bags of silver and a random gold piece here and there, and ivory comb and the like, from the previous owners of the house.

A CL 4 search check will find a hidden compartment in the stone fire place, the compartment is trapped with a CL 4 pit trap (large stones in front of the fireplace will tilt as a single section dropping whoever is on the stone into a 15 ft deep pit (7 ft by 7ft square) and then immediately closing again unless suitable precautions are taken. The stone lined pit ends in a great granite stone. The pit was used as a sacrificial “alter” of sorts by the black druids, hags, and witches.

CK/DM Options: For centuries sacrificial victims were ceremoniously cast into the pit.

A) *Careful observation of the walls of the pit reveal four unholy water cups recessed into each wall right below the upper lip of the pit. Each is filled with about one pint of unholy water.*

B) *The centuries of continued sacrifices have made the pit the focus of powerful evil in the form of a permanent spell; **unhallow** (150' radii) and linked to it **bane** (50' radii, additional -1 to hit and save if Good aligned). The **unhallow** spell affects only function after blood is spilled in the area and then only for one lunar month.*

Note: Anyone dropped into the pit trap will have to fight the pits current occupant (one **Cuir-Lijik**) alone in the confined dark pit (if the 15 ft. fall and 2d6 damage doesn't kill them); the unmoving corpse will attack suddenly and quite possibly with total surprise. Pulling the character out likely requires a rope. The walls are well fitted stone right down to the boulder, a CL 3 climb for those skilled in the art and impossibly smooth for others. The walls remain wet with seeping acids.

In this case, the cuir-lijik was the lone survivor of the ambush. As a servant and henchman



of the family, he knew generally where the family had a hidden niche in the fire place. However, either he did not know of the pit trap that protected the niche, or in his haste after the ambush, he forgot it was there. As such, he fell into the trap when he tried to open the secret niche. The fall was not great enough to kill him, but with all other family members, servants, henchmen, and smugglers dead, he was left there to die slowly in the dark pit, laying atop the ancient cursed bolder the black druids offered blood sacrifices on many generations ago. As he died slowly, the acid which drips from the walls began to tan his flesh and dark cursed powers filled his body.

The one item that survived the acid curse was his magical scabbard, *Bijstaan*, and the masterwork scimitar it held. The undead creature does not remember it once had a weapon so will not draw the sword, and the magical scabbard does not consider the undead creature its rightful owner, so will not aid the cuir-lijik. But the creature does tend to cling to the scabbard and blade like a final secure link to life with little knowledge of why. Despite the scabbarded blade in its hand the creature can still make two claw attacks, one is just a hilt strike. While the sword and scabbard are held the creature's grapple attacks are at a -2 to hit.

The party members can attempt to get the stones to reopen before they lock in 1d3 rounds by craft (requires a DEX check CL10) or brute force the stones open (STR check CL6) after they lock. Warning, even a successful disarm trap will have a negative result. The trap doors will not open and drop anyone into the trap, but disarming it unlocks the trap doors and allows the entrapped cuir-lijik to escape in 1d4 minutes if not being observed (its claws find easy purchase in the walls). If observed, the cuir-lijik will play dead and bides its time.

Cuir-Lijik aka "Leather Corpse"

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 4 (d8)

MOVE: 30 ft.

AC: 15

ATTACKS: 2 Claw (1d4), Bite (1d6)

SPECIAL: Improved grab, acid attack, grappled, acidic/stinking cloud, darkvision (60 ft)

SAVES: P

INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Undead (common)

The flesh of the cuir-lijik is darkly tanned and shriveled tight to the corpse's skeletal frame. The acidic and cursed ground the cuir-lijik was buried in has either eaten away the lips and tips of its fingers, or the acid tanned skin has pulled tight and away from the mouth and finger tips of the vile undead creature. This exposes the hardened bone claws and jagged teeth the cuir-lijik uses to kill and rend any leaving creature it

encounters. The skin is acid tanned and darkened to a deep oak/earthen brown, and the acid has eaten away most if not all of the creature's hair. What cloths remaining on the cuir-lijik will be acid damaged grimy tatters.

The cuir-lijik hates all living intelligent creatures and is drawn to kill any it encounters. However, despite its low intelligence, the creature remains viciously clever, it will wait to surprise or ambush those it attacks. When possible, it first attacks or moves to attack clerics or paladins hoping to take them out of the fight quickly (knowing that it is most vulnerable to those classes holy turning abilities).

The cuir-lijik attacks with its two claws and bite every round. If faced with multiple opponents in vicinity of each other, it can choose to spread its three attacks out against different opponents with no penalty.

Improved grab: If in one round the cuir-lijik successfully attacks a single opponent with both of its claw attacks, the next round the cuir-lijik will grapple the injured opponent, pulling into it bone crushing embrace. While grappled, the acids soaked into the creature's corps will leach out onto the opponent (causing 1d4 +2 crushing and acid damage without need to score a hit). Also, the cuir-lijik is free to use its bite attack (at +4 to the attack) against any in it clutches.

Once grappled, the cuir-lijik's opponent must make a strength check to break free of the attack, but will still suffer the 1d4 +2 damage that round, but will no longer be held and an easy target for the undead's bite attack.

Acidic stinking cloud: When reduced to below 0 HP, the cuir-lijik collapses and the dark cursed powers explode the cursed remains, filling the area with a foul smelling acidic cloud that lasts 1d4+2 rounds (may be lessened if in high winds or the like). The effect is similar to the spell stinking cloud, but additionally it causes one point of damage every round one is in the cloud.

Magical treasure: *Bijstaan* is a magical scabbard that is highly valued by thieves, brigands, assassins and the like – though it itself is not inherently evil. The scabbard will magically hold and protect a dagger/dirk, a short sword, a broad sword, or a scimitar. It is empowered with magic in a way that any searching the owner of a *Bijstaan* for weapons will completely ignore the scabbard and the blade it holds. Only a spell like 'True Sight' will reveal the owner is armed and carrying a weapon. Finally, *Bijstaan* will magically send the weapon it contains into the hand of the owner before an attack is made upon the keeper of the scabbard. This split second warning will allow the scabbard's owner to attempt to avoid even a surprise attack, but will not be early enough to allow the owner to warn those around him.



It will even awake its owner if asleep before a surprise dead of the night attack.

Encounter Part 5 - Upstairs Loft: If the party searches the loft above the first floor, they will find a square, dark, dusty, cobweb filled room the size of the floor below. There are various piles of items, trunks, and the like around the loft; pallets used to sleep on by visitors, extended family, and a few of the more valued servants, and general clutter. Everything in the loft is moth eaten and of little value.

As the party searches the loft they will encounter 1d4 giant centipedes. Do not use this to overwhelm the party, just keep them on their toes. As such, adjust the number of centipedes accordingly or have them scurry away without attacking.

If the party has had a hard time with the brigands, gnolls, and the cuir-lijik, use the clutter in the loft to hide a few cure potions or other minor magical assistance to bolster the party's depleted magic reserves.

Centipede (1-2 foot long) HD d6, HP 4, AC 13, PA physical, special: poison (paralyzed 1d6 hours); camouflage, and ambush attack.

THE BARN

by Tim Hawkins aka *Trinket* © 2017

At First Glance: Nestled alongside the main path across from the **OLD HOME** is a barn...

Description: If the party approaches the barn using some caution: *"The barn is a stone walled barn in good shape, made in the same fashion as the house across the path. It is approximately 50 feet by 30 feet with a steep oak shingled roof and a dormered ledge on the west side that contains what appear to be bee hives... The building has a set of wide double doors on the south end of the building facing the main path and a single shuttered window on that end (SW corner). Seven other shuttered windows can also be seen; two on the west side, two on the east side and three along the back (North). All shutters are closed and barred revealing nothing of the interior. The west wall of the barn has a special ladder built into the exterior wall that leads to the bee hive ledge. The ladder is not obvious and is designed to prevent animals from employing it to reach the hives."*

Playstyle: This part of the adventure should be run with a light hearted and whimsical spirit. It is not intended to be a combat intensive encounter (although it can be). Be light, have fun, add lib. *Pans* will reward the PC's for getting *Eleanor* to return to her home without killing her by giving them the *silver amulet* he just found in the house (he is not sure what it does, but it seems valuable and of some import based on where and how it was stashed away in the house pantry) and 20 feet of *planar binding rope*. He may

also have some hints to give based on the recon the thieves have performed and he overheard (gnoll tracks, cave hidden in the back hill, feathered creature in cave, scary dark cave filled with bats, etc.). He will primarily want to find his brother. He will describe him in great depth and gush about how great and strong he is until the party wishes him well and likely be glad to be rid of this little chatter box.

Pans had convinced the brigands/thieves that he needs his cooking utensils and spices to create divine culinary perfections for the group and they have let him go to the barn for his tools of the trade. The brigands have thrown his belongings into a pile of other worthless things (in their eyes) they have gotten from recent robberies. Just as the party enters the barn (via the front door or window) *Pans* discovers what he has been looking for, his pouch that contains a circle of magical cloth, a portable hole, inside of it resides his pet spider, *Eleanor*, whom he is going to unleash to take out the guard.

Pans is being guarded by a *Brigand* (fighter) HD 2d10, HP 16, AC 13, PA physical, EQP brigandine, shield, spear, axe, and club.

Pre-Encounter/ Preparations: As the party approaches the barn, a thief or ranger can check to listen (stealthily through the window or at the front door) to hear muffled singing/talking and what sounds like pots and pans being banged around in the barn. *"Grab some flour from the pot, pinch of salt is all I got... Oh where is it? I simply must find it...Add some spice and sugar too, make the bread the best for you."*

If the PC's open the doors or a window *"There it is!"* *Pans* throws the portable hole on the ground, yells for *Eleanor*, places cookpots on his feet, casts *Audible Filter* (to prevent anyone in the house from hearing the scuffle in the barn) immediately followed by *airwalking* to find safety and a good vantage from the hayloft. *Eleanor* will immediately pounce from the portable hole at the *brigand*.

Eleanor (Runt of the Litter Phase Spider)

NO. ENC: 1

SIZE: Large

HD: 5 (d8)

MOVE: 40 ft., 40 ft. (climb)

AC: 16

ATTACKS: Bite (1d4)

SPECIAL: Poison, Web, Darkvision 60', Shift, Twilight Vision

SAVES: P

INT: Average

ALIGN: Neutral

TYPE: Magical Beast

TREASURE: 4

XP: 260+5

**Unless otherwise noted, Eleanor is just like any other phase spider, except she was the runt of the egg sack. She is smaller than normal (a svelte 350# and seven*



foot diameter leg spread), but makes up for it in speed and intelligence. Aside: Oil of etherealness and armor of etherealness also put their wearers into the same phase as this monster when it shifts out of phase.

Upon seeing the PC's, **Pans** will cast invisibility and **Eleanor** will phase out shortly after biting the **brigand**. **Eleanor** is a pet of **Pans** and doesn't get let out often to play and has no intention of going back into her hole without a bit of fun.

Interior Details: *The earthy smell of compost, like a secluded forest floor permeates the barn as the decaying straw from long ago seems to have lingered. The barn is clean as far as barns are concerned (the previous tenants of the home obviously took good care of the house and barn) but dust has settled over time and small spiders and spider webs have become a mainstay across the old oak beams. Shafts of light piercing the roughhewn wood of the shutters allow for normal vision. The ceiling is high, approximately 25', and a store room is at the opposite end of the barn from the doors.*

The barn can become well-lit by the five brass hooded lanterns hung strategically about the barn. Each lantern contains slightly used bees wax candles (un-scented), they are not designed to work with oil, only candles.

Among the many useful items within the barn (nearly every common tool and typical horse tack) are a few unique items: brass candle molds (a circular pattern of five one-inch diameter ten-inch-tall candle recesses) and a full set of bee keeping tools/cloths and extra hive maintenance items. Plus five beeswax candles of white, rose red, and silver candles await use along with three half gallon crocks of fine light honey. In with the crocks of honey is an ornate glass decanter of the finest leaded glass filled with a clear liquid (one gallon of holy water). The glass decanter is dirt and dust free, completely out of place for this location. Careful inspection reveals dust settled around but not on this container, unlike the honey jars. Finally, a rustic looking horse shoe, that is oddly not rusted, hangs above the exit of the barn above the doors.

Encounter: **A Gnomish Cook? Pantheos Adonis Fieldfinder et' Turrin Dimplestumph** or **Pans** (Illusionist) (see Pregens and magic items for details) will immediately begin to search the barn contents for his belongings as soon as the **brigand** is obviously going to be controlled/dispatched either by **Eleanor's** bite or the party. **Pans** and his brother **Saul** were travelling to the city when they were captured by the brigands. **Pans** believes that his brother **Saul** is being held by the brigands and has offered his services to the brigands as a cook until he can find out how to free his brother. The brigands do not fully trust **Pans** so he is closely watched and never left alone. In truth, **Saul** escaped and the brigands have no intention of

mentioning that to **Pans** as he is an amazing cook and entertaining in his eccentricities too boot. Aside: **Saul** is a first level fighter with great strength (gigantic actually); the GM/CK may wish to use **Saul** in the future.

Earlier in the house, **Pans** discovered a **silver medallion** on a chain wrapped carefully and hidden in a secret compartment in the cooking area of the house. He has been wearing it under his shirt. **Pans** will reward the PC's for helping him with the **silver medallion** and 20 feet of **Planar Binding Rope** but will primarily want to find his brother, not adventure with the PCs (*"Not sure what it does, but it seems valuable, it was stashed away in the flour bin in the house pantry. Sure would have made for some lumpy biscuits! Well, thanks for the rescue. Good luck to you all. If you see my brother, tell him I'm looking for him in all the usual places."*).

Magical Treasure:

Silver Medallion: A small silver medallion on a chain (non-magical, but of great artistic quality) that has a demon face inscribed on it. It allows the possessor to be ignored by the guardian demon in the cave and **COMMONS**, but will not permit entrance into the **TREASURE ROOM**. It is unique enough that only higher magic BUT no level of artisanal skill can copy it such that it will fool the demon as anything other than a copy (the demon may initially pretend it does, but when within 10 feet of the medallion the demon will know a copy/fake unless higher level magic was used to create the copy/illusion).

Ropes of Ethereal/Planar Binding are spun from the silk of a phase spider this magical rope can be used to bind an ethereal creature to the prime material plane. Once bound, tied, or lassoed the creature must make a saving throw vs arcane magic to shift to the ethereal plane. If broken or severed it will immediately lose its special properties.

Shoes of the Pegasus are magical horse shoes once fitted to Pegasus. It is unknown rather the shoes were of a magical nature before being fitted to a Pegasus or rather close contact with these magical beasts imbued them with special magical properties. Either way, these unusual, rustic looking shoes, typically found singularly, are half the weight of normal shoes of their size. Although they are magnetic, their golden patina never oxidizes and are tempered to extreme hardness while retaining excellent toughness.

When fitted singularly, or up to four, to any mount their hoof strike acts as a +3 weapon with attack and damage modified accordingly. Finally, the mount's movement increases by 10 feet per round per fitted shoe. When two or more shoes are fitted that mount may run across any solid or liquid surface with sure footing. When four shoes are fitted, the mount may run upon the very air itself so long as the mount maintains a full gallop.



Possibly the most amazing properties of these shoes are their powers when not fitted to a mount. When fitted to any building to “catch luck” (attached above an entry way like the letter “U”), that building will not burn or collapse. Occupants/items within the building will be free from disease as well as pests/vermin. When held skin to shoe the holder receives a luck bonus from +3 to +9 depending on the situation; the more in need of luck, the higher the bonus (CK/GM decision per situation). Remember, the shoe is a +3 magical weapon even in the hands of a humanoid (d5 damage with a 20 foot range). Finally, if the shoe is thrown against any solid object (an armored knight or the skull of a giant are solid enough) it will ring like an anvil struck a might blow causing the spell-like effects of a sound burst to all within range.

New Spell Audible Filter

Level 3 Illusionist, CT 1, Range 450 ft.,

Duration 1 turn./lvl., SV see text, SR no, Comp V, S
The caster invokes a radius sphere around the target. Within this area, conversations can be made and verbal spells cast. Nothing outside the area can be heard inside and nothing outside the area can hear what is inside. The dweomer can be cast at a target location or even at a point in the air. When cast on a creature, the area of silence moves with it. Anyone having the spell cast directly upon them may avoid it with a successful dexterity save, in which case the spell is cast upon a point immediately next to the target. The spell filters out unwanted sounds (shreeker, siren sound, sonic attacks, sounds of battle, etc.). The illusionist can attempt to filter out broad or specific categories of sound while concentrating (one per level with a successful INT roll per sound/category while allowing the rest through). The filter plane is a shell, not a volume, so nothing in or out of the shell. The shell has a variable size from 10’ radius up to 10’/lvl radius.

BAT CAVE, COMMONS, & TREASURE ROOM

by Robert Miller aka Treebore © 2017

Behind the farm house and the barn the bushes thicken quickly as one approaches the cliff face. Vines hang randomly down the steep bare rock cliff face. Roughly between the house and the barn these bushes and vines have been cultivated to obscure an entrance to a cave (CL3 WIS check will enable a character to notice a

hole in the stone cliff face, roughly eight feet in diameter). If they state they are going behind the bushes to search, they will automatically find it. If they do not state they are searching, give them a CL1 check to see it. A character entering the cavern will soon realize there is a strange odor to the air. Since the cavern is in complete darkness, once a light source is used and they look around, the first thing they will likely notice is the true size of the cavern. It tapers at each end, but the average width is roughly 30 feet, the overall length is 60 feet. Since their light source is unlikely to be bright enough to reveal all of this at once, they will likely next notice strange but quiet noises coming from above. If they didn't use a light source, and are going by some type of darkvision that enables sight in complete darkness, the very first thing they will notice is a large mass around the center of the cavern ceiling, roughly 20 feet in diameter. Once they are able to look for details, with their darkvision, they will be able to pick out small individual creatures. With a light source, you will see a dark mass that seems to move in some kind of undulating manner. As their sight focuses, they will realize they see many bats, hanging there, looking down at them. If they are somehow able to count them, it is 162 bats to be exact. As long as the character, or characters are quiet and move slowly, the bats will remain on the ceiling. Otherwise the character(s) will get a scare as these bats drop and swarm out of their cavern, through the very tunnel the character(s) entered through.

If a Druid casts *summon swarm* anywhere in this area, these bats are what will most likely answer the Summons. The previously mentioned strange odor is from the bat feces laying in a mound on the cavern floor under the bats. It is over three feet deep in its deepest areas. While of value, it is unlikely to be of enough value to the character(s) to go through removing it. It sells for 3 CP per pound for fertilizer. There is over 1,000 pounds here.

There is not treasure of any normal kind here. The only thing of interest the character can find here, if they search and go all the way to the furthest points from the entrance, is an intact skeleton the western section of the cave and animal bedding/pallets in the eastern section. After some study they will be able to recognize the skeleton as a large feline, probably a cougar type. It has been picked clean and has not been dead too long. Anyone in the party who has knowledge of such things will guess that the skeleton has been here for weeks to months. With a knowledge check at CL 4, their best guess will be around 13 days. The bones of smaller creatures litter the eastern end of the cave, most of these are quite fresh and similarly picked clean.

COMMONS: Just beyond the **Bat Cave** and outside the **Treasure Room**, a *lesser guardian demon*, tasked with guarding the treasure from anyone



not wearing the golden amulet, awaits. The **Commons** is a largely non-descript, rough carved area able to be lit by its five empty hurricane shrouded sconces. Its only two features of note are an intricate hexagonal mosaic grouted into the floor and a great set of full plate armor (+1 magical armor, stout human sized) standing at the ready on an arming manikin complete with a massive Lucerne Hammer (+1 magical weapon). Note: You must be wearing the golden amulet, or accompanied by someone wearing the amulet, to enter the **Treasure Room** without being accosted by the *guardian*. A silver amulet will permit you to pass the guardian into the other rooms, but not enter the **Treasure Room**. The creature huffs and bubbles with noxious fumes, but retreats to the entrance to the **Treasure Room** to let silver amulet wearers, and their party, travel through the **Commons** under deadly scrutiny. Note: This particular *guardian* is immune to all edged and piercing weapons (axe, sword, spear, arrow, godentag, etc. but not crushing/blunt weapons; its hide seams impervious to cuts and punctures).

Lesser Guardian Demon: Number Encountered: 1, Primes: P/M, Treasure: what they are guarding, Alignment: Neutral Evil; AC: 20; Movement: 40 (90 Fly); HD: 8d12; Attacks: 3; Damage/Attack: d6 bite & d12 Claw 2x, Special Attacks: See below; Special Defenses: See below, SR: None, Size: L (9' tall), XP Value: 3,600.

Guardian demons are summoned to guard treasures. They will do so ferociously and until death/banishment. The *lesser guardian demon* described here is the "standard" type, a weaker and several stronger versions exist. They are all large and physically powerful looking and are often described as a horrific looking cross between a frog and a bear. Aside: They speak all languages.



[3]

Combat: They can breathe fire three times per day in a cone 30 feet long with a 10-foot base diameter. Damage is 5d6 points (DEX save for half). They will never direct this breath at what they protect.

Defenses: All guardians are immune to charm, hold, sleep, polymorph, and fear spells. They are also impervious to weapons with less than a +2 bonus. They are also invulnerable to one attack form (e.g., blunt weapons, fire/heat, electricity, swords, etc.).

Tactics: Guardians must remain at all times within 90 feet of what they have been summoned to protect. They prefer to remain at a distance in battle until they cannot use their breathe weapon any longer.

TREASURE ROOM: *This room is too obviously a treasure room, coins and items are stacked neatly. The room is devoid of much other than treasures of all types. An accountant's tall desk with high stool, the only piece of furniture in the room, holds an open log book, open faced lantern, quill, and inkwell on its top surface, ready for use. The room could be brightly lit by the hurricane hooded candle sconce high on each wall, each filled with golden beeswax candles awaiting a light.* Aside: All items have been entered into a log book denoting all treasure, items, even the general nature of the magic items all in Latin (or any language of higher learning and mathematics such as Sumerian, Greek, or Latin). *Two of the walls are equipped with built in cantilevered shelves to hold the vast collection of extraordinary items in an organized fashion. All items are identified with a leather tag attached by waxed cotton string* (close inspection of the tags reveals a unique, branded number on each item). The room is either the obsessive compulsive work of a true Midas-like accountant or is a most devious serious of traps... nothing could be this simple. GM/CK to build the paranoia and suspense as they see fit.

Coins: 2,666pp 101,828gp 15,065sp 550cp (gp value: 130,000 & 7,500# of coins at one coin/ounce or alternately 1,500# at five coins/ounce).

Extraordinary: 4 Buttons worth 1 gp each, Wooden Gourd-shaped Bottle worth 1 gp, Leather Jerkin worth 5 gp, Expert Spear worth 10 gp, Tabard worth 18 gp, 2 Decorative Eggs worth 100 gp each, Expert Battle Axe worth 100 gp, Banner worth 250 gp, Silver Collar worth 250 gp, Tapestry worth 1,000 gp, Hunter's horn worth 3,500 gp, 5 Blood Red Candles (virgin's blood scented & partially used; 2 hours left) worth 1 gp, and "the" Demon-faced Gold Amulet (magically linked to the *guardian demon* protecting this room, but not inherently magical) worth 150 gp. Total value of extraordinary items: 5,489 gp.

Magic Items: Remove Paralysis (potion) (exp: 200), 3 Spell Levels* (druid scroll) (Spells: remove disease) (exp: 300), 4 Spell Levels (cleric scroll) (Spells: delay poison, silence) (exp: 400), 9 Spell Levels (wizard scroll) (Spells: mass charm & erase) (exp: 900), and 3



Spell Levels (wizard scroll) and (Spell: identify x3 at 9th level) (exp: 300).

Experience value of magic items: 1,800 xp.

Experience (1gp = 1xp): 137,138 xp.

UNHOLY ROOM

by Todd Pote aka Go0gleplex © 2017

The narrow passage into the room becomes cooler the more one advances. It is cool enough that the breath of warm blooded creatures mists as they exhale and raises goosebumps on any exposed flesh. Once within the L-shaped room a sense of dread and malicious anticipation permeates the atmosphere.

The walls of the room are covered in frescoes of a blackened wasteland with rivers of flame and skies of ash. Everywhere upon this dark landscape atrocities and acts of bloody violence are depicted being perpetrated by monstrous, twisted beings upon the pale helpless humans and demi-humans chained before them. Five black colored candles await lighting within their glass and wood enclosures.

Closer Inspection: *To the right of the entrance is a short cylinder of polished white marble laced with veins of black. Floating atop is the closed form of a golden rose blossom (obviously a magical creation; 18 inches in diameter). Five holes are spaced equidistant around the blossom in the top of the marble block. Each hole is rimmed in blood red wax drippings; all are currently empty of candles.*

To the left of the entrance, in the narrow alcove, is a summoning pentagram burnt into the very stone of the floor. Five blood red wax candles are spaced around the pentagram, one burning strongly at each point (to those with a keen sense of smell, no candles currently burn within the room).

Careful & Close Inspection: *Barely visible in the heart of the pentagram is a six inch diameter ball of heat haze floating one foot above the stone floor where it silently roils about.*

Advanced Search: *If a highly skilled thief, elf, or dwarf actively search (WIS) for secret passages they might be able to find this professionally hidden secret door (CL 8) low in the center of the East wall. When first discovered it will likely appear as a well-hidden grated duct. For air flow since no medium sized creature could ever use such a small passage (12 by 9 inches)? Just within the passage is a trip wire connected to a small bell within one of the sarcophagi of the **CRYPT**.*

The pentagram is the displaced manifestation of what exists upon the block of marble on the opposite side of the room. The burning candles actually exist within the wax rimmed holes. No wax exists upon the floor where the pentagram appears. Neither the

pentagram nor the candles can be physically touched or harmed. The heat haze is a representation of the infernal gate existing within the confines of the golden bud that is being contained by the pentagram. This gate was likely created by the witches' coven with tacit approval of the duke's line. For whatever reason, the gate was never opened after its creation and the golden bud may not be forced open by any means short of a wish.

Should the PC's dispel or otherwise erase the pentagram illusion, it will remove the seal keeping the gate closed and the golden bud will begin to blossom like a rose. If *virgin blood infused (red)* candles are placed within the five holes atop the marble block and lit the pentagram will also disappear and the gate seal be removed. *Aside: Any other candles, or torches, will only open the gate half way. No creature may pass the half open gate, but heat, scents, and sounds will leak out.* Within three rounds the blossom will be fully opened and a variety of small twisted and misshapen **infernal vermin** will begin pouring through the gate at a rate of d3+1 per round while the temperature in the room rises to match the hottest of deserts (140°F [60°C]). *These foot long vermin appear as grotesque and painful blends of insects, birds, and reptiles (no two are alike, but all equally unnatural).* Each will immediately attack any living creature they encounter. They will only seek to destroy and kill as they spread out of the dungeon into the world. If the PCs do not manage to close the open portal within an hour, the gate will (*may*) attract the attention of a more powerful infernal being capable of enlarging the gate and bringing even more terrible creatures into the unprepared world.

If the CK/GM wishes a less drastic outcome for curiosity/stupidity, have the gate close when the candles burn out (2 hours yields 2,400 to 4,800 creatures) and any greater demons would be noticed by opposing creatures of this plane to counter their entrance and punish the stupid/curious adventurers after the demons are subdued (if they lived through their actions).

Infernal Vermin

Small, extra-planar, HD: d10; Mv: 20'; AC: 14; Bite 1d3+2 points fire damage; Special: SR: 2, Darkvision 120', Weapon Immunity: half damage from non-magical or non-blessed weapons, Flame Aura (2 pts/rd fire damage on contact); Saves: P & M; Int: Animal; Align: CE; Treasure: Nil; XP: 20 each.

The gate may be permanently closed (destroyed) by pouring holy water into each hole upon the marble block. Each hole will take half a flask of holy water to fill and cause a corresponding candle burning around the pentagram to be extinguished and dissolved. Once all five holes are filled, the heat shimmer in the pentagram will disappear and the



marble block will crack, then shatter. The golden blossom will melt into lead slag, the image of a grinning death's head formed in the center of the resulting metal mess.

XP: 500 (*double if wisdom prevailed*)

CRYPT

by Chuck Kettering © 2017

The narrow hallway is dimly lit by five green candles in glass shuttered sconces each emanating a sickening green flame. (CL-0 Five ever burning (*continual flame*) green candles are spaced at 6 foot intervals and the hallway is 6 feet wide. CL-7 Magic emanates from the area itself - removing a sconce or a candle will not affect the eerie lighting.)

Engraved on the floor in multiple languages "LAIR OF THE ARCHMAGE". At the doorway threshold to the crypt is engraved "NOW I BECOME DEATH". (CL-7 All engraving is of newer construction.)

Entering the dimly lit crypt reveals four stone sarcophagi. Cobwebs, dust, and a number of glyphs seem to gather shadows and writhe across the stone of this room. A raspy but determined voice announces: "I am Death" as a skeletal form springs from the shadows.

This was the burial chamber for four generations of Dukes who built this place but has very recently become the lair of Kits the "Wraith". He has gone to great lengths to use the threat of the undead to scare and confuse unwelcome intruders. Kitz is a small, 4ft humanoid, skeletal in appearance (in low light). He will use this area to great effect as all sarcophagi stands (their supporting wood and stone foundations, not the stone sarcophagi themselves) contain secret panels which allow Kitz to appear to vanish or teleport to any sarcophagi location in the room. If it comes to battle, Kits will use his gauntlets to incapacitate the party, using the undead ruse to reveal the party cleric or paladin. *But he is just as happy to simply frighten visitors away or extort treasure without combat. Kits is no fool, he will know when he's out matched (1/2 hit points gone) or when the faithful are onto his ruse. Without hesitation he will flee using the secret tunnel under the sarcophagi in the South-East corner. When he must, he will bargain for his life.*

Kitz---Lawful Evil Halfling 8th Rogue

HP 44, AC 17, Primes STR & DEX, Str 16, Dex 16, Wis 13, Con 15, Int 11, & Cha 12. A pair of "Demonic" +1 magical gauntlets that each deal damage of d8 (+2 for STR) and permit two attacks per round. Expertly crafted +3 magical leather armor with a skeletal bone motif embroidered. A silver demon-faced medallion hangs around his neck under his

armor. A gold accented belt, worth 30gp, and a pair of high quality rings (5 gp each) complete his ensemble.

TORTURE ROOM

by Gus Badnell aka Lord Dynel © 2017

The door is not locked and easily opens into a rectangular room, dimly lit by a torch on the left wall and by a brazier in far right corner. The heat from the light coupled with the smell of decayed meat makes entering this room quite nauseating. Groans can be softly heard from cages on west side of the room.

The stench of the room is terrible. PCs must make a Constitution save (CL 3) or be sickened until they have left the area for longer than 10 minutes. Sickened characters suffer a -2 on all physical saves and checks and on all attack rolls. After this save is resolved, read the following: *A heavy-set, muscular man with an executioner-style mask and a thick, stained leather apron stands up from whatever he had been doing in the southeast corner of the room. He pulls a long, curved knife from a sheaf on his belt and smiles, his grin revealing several missing and blackened teeth. "Oh, you've come to the right place my pretties. I'm going to free you of your earthly worries!"*

The torturer gleefully meets the PCs in combat, believing he is much more than a match for any who dare enter his domain. He is quite used to the stench and suffers no ill effects.



[3]



THE TORTURER (human 7th level fighter): He is a lawful evil human male whose vital statistics are HP 57, AC 14 (leather apron acts as leather coat). His primary attributes are strength, constitution, and wisdom. His significant attributes are strength 17 and constitution 17. He wears a +3 ring of protection. His long, curved dagger is actually a +3 *Dagger of Pain*. The key to the cages and a silver demon-faced medallion hang around his neck.

The Torturer is overconfident. Although he will fight till the death, he will state his surprised when he is losing the battle, but will make few changes to his tactics. He was once captain of the city guard (lawful neutral), but untreated syphilis has left him with advanced stage neurosyphilis leading to his torturer persona and sever psychosis. If cured of disease (magic plant or spell) he would once again be himself, but his past actions will lead him to death at your hands or suicide (“honor has a price”).

Dagger of Pain: *This wicked looking blade is forged from pain and tempered in suffering. Any wound inflicted by this blade causes searing pain for days after any damage has been taken from the blade; even if the wounds are magically healed. Half the damage caused by this blade does not heal, in any way, until seven days after the wound was delivered (less the victim’s CON bonus). The pain and weakness from the wounds remains even after the flesh has recovered.*

Once the Torturer is defeated, PCs are free to explore the room a bit more. If the PCs check out the cages, provide this description: ***On either side of the torch are four cages, two set against the north and two on the south wall. A dirty, barely clothed figure is huddled each of the cages on the north wall. The south ones are empty. In one cage is a human male, who looks to be in his mid-50s. It appears he has been subject to some torture. In the cage beside him is an elven female who, although disheveled and distraught, appears unharmed.***

If the PCs talk to the captives, they’ll learn that the man is **Otis Teague**, a farmer whose homestead is not far from here. A few days ago, he discovered tracks leading from his barn into the woods. He had been following those tracks when he was ambushed by “shadowy figures.” The next thing he knew, he was in this cage. He lives relatively close to this place, and once he gets out, and can see where he is, he can make it back to his farm in a couple of hours. Otis is considered a normal human, with HP 5 (currently 2), AC 10. His primary attribute is constitution. He has no significant attributes or abilities.

The elven female is **Celandriel Telethdren**. Any PC who makes an intelligence check (CL 5) will know that Telethdren is the name of a local elf lord (elf and bard PCs get a +2 to this check, cumulative). Celandriel is the daughter of Xavros Telethdren, who

rules the local elves from the heart of the forest. A few days ago, Celandriel had been on her way to the city on a diplomatic mission when she and her two escorts were ambushed by similar “shadowy figures” that attacked Otis. She believes they were somehow drugged and lost consciousness. Regardless, she awoke and found herself here. Her two escorts (Kaylien and Androth) were also captured, but they have been since killed by the Torturer. Celandriel will ask the PCs to escort her back to her father’s realm and assures them that they will be rewarded for their efforts. If they refuse, she says she will attempt to make it back on her own.

CELANDRIEL TELETHDREN: She is a chaotic good elven female, with HP 4 and AC 12. Her significant attributes are Dexterity 15.



[3]

Otis wears breeches and Celandriel is clad in undergarments. Their possessions, as well as the possessions of Kaylien and Androth are in footlockers under the table (the rack). Otis has a set of clothes, a dagger, and boots. Celandriel’s possessions are a silk dress, sandals, and a satchel with various contracts and agreements between the elf realm and the city (specifics are left up to the CK), as well as a purse with 150 gp. Kaylien and Androth both wore studded leather armor. Each had a short bow w/quiver (12 arrows), a rapier, and soft leather boots. Celandriel offers their possessions to the PCs, if they can be of any use to them.

Directly across from the entrance to this chamber are two heavy wooden chairs, both of which are equipped with wrist and ankle straps as well as a



restraint for a victim's head. A rack stands next to the chairs adorned with a myriad of implements to cause pain; various knives, thumb screws, hooks, pincers, and pliers.

In the northeast corner of the room sits a brass brazier, alight by coals. Two metal rods sit in the coals, their tips orange from the fire.

On the south wall, just the east of the door is a long table with a ratcheting device at one end affixed with ropes. On the opposite end of the ratchet are manacles attached to the table. This appears this is a device to stretch and break unfortunate victims. Past the table, in the southeast corner of the room (and where the Torturer occupied himself initially), looks to be a former victim of this dastardly device – an elf male lies lifeless, crumpled and broken on the floor.

In the floor in the middle of the East side of the room is a smoothly carved out pit in the floor (5 foot square). While an acrid, pungent scent emanates from it, the pit appears empty.

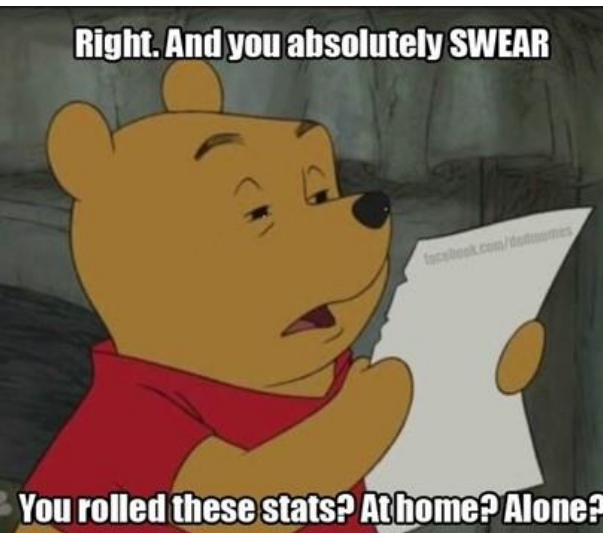
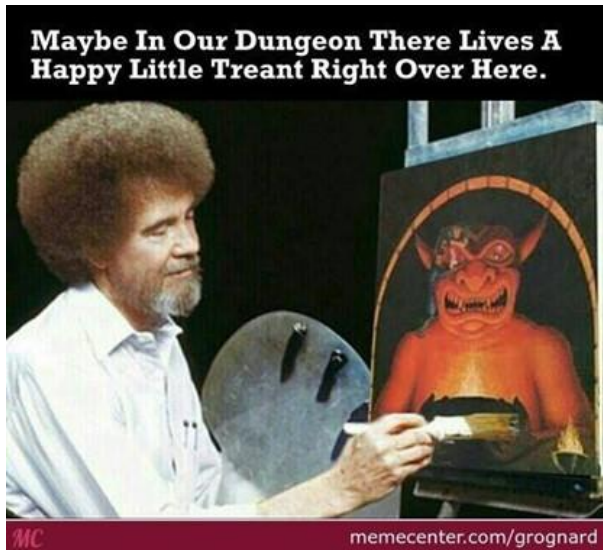
The chairs are where the victims are strapped down and tortured. Various instruments on the rack beside the chair includes knives, thumb screws, tongue tearers, breast rippers, thin metal shoots for insertion under one's fingernails, and other insidious devices. The brazier is unremarkable; the metal rods are obviously instruments of torture. The table device is a rack. Victims' wrists are bound in the manacles while their feet are tied with the rope. The ratcheting device is then turned, pulling the ropes and breaking the body. The elf on the far side of the rack is the body of Kaylien, who suffered and died on the rack.

The pit is approximately five-foot square and eight feet deep. The Torturer puts dead bodies into the pit, where a gelatinous cube dissolves the body. The Torturer was about to place the body Kaylien into the pit when the PCs entered the room. The gelatinous cube is difficult to see, and the pit looks otherwise empty (except for the bones). PCs need to make a wisdom check (CL 4) to notice the cube (the bones are slightly floating, light sources glimmer off the top of the cube, etc.). The cube is trapped in the pit and is harmless unless the PCs jump into the pit. The gelatinous cube's form starts 3 feet from the top of the pit.

Gelatinous cube: This neutral creature's vital statistics are HD 4, 26 HP, Move 0 (trapped in pit), and AC 3. Primary attributes are physical. The gelatinous cube has the traits of an ooze. It attacks with a slam that deals 1d4 points of damage and also secretes a

digestive acid that deals 1d4 acid damage. The gelatinous cube automatically engulfs any victim(s) who fall into the pit (no save allowed). The victim must make a strength save every round while in the cube or become paralyzed. While in the gelatinous cube, a victim suffers slam and acid damage every round.

Tester Map Use Suggestions: A full sized map scaled for use with minis, cut in discoverable pieces, is best. A cut up smaller map to lay out one room or area at a time as those regions are explore or come to light also works.





MadCartographer © 2016





Some time later that day

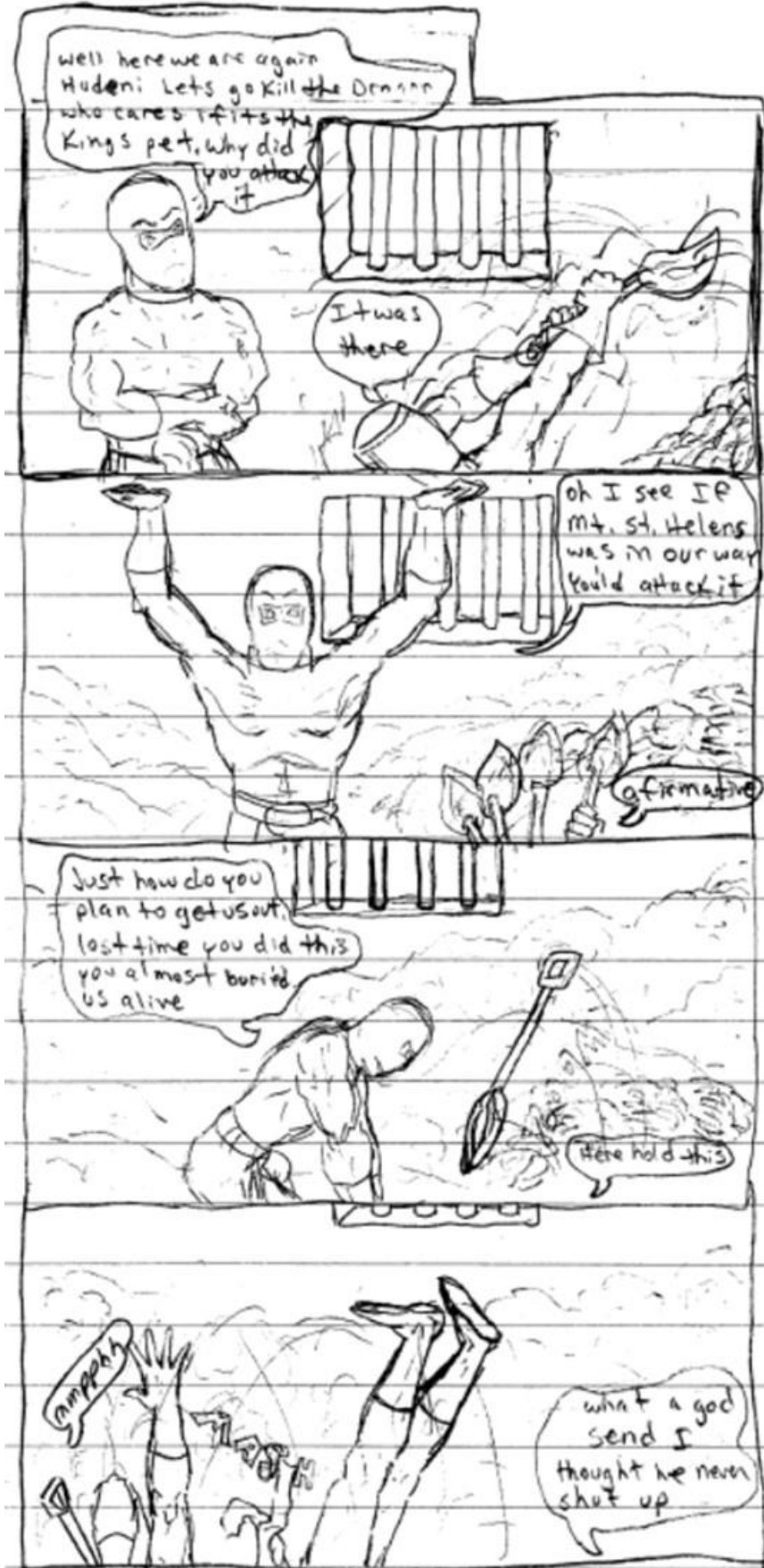


there you got your panel



and now a word from our sponsor.





[7]



BARD (charisma)

Reformatted by Kirk W. Olsen aka "Captain_K"

Some Bards are more closely linked with or accepted by Druidic and some Arcane Magic Circles as well as the Guilds of Men-at-Arms and Rogues. These Bards seem to know everyone and have some loose "membership" or acceptance in at least these four circles of learning/profession/Guilds.



[1]

ABILITIES

No abilities of the bard are removed, but several new abilities have been added plus the inclusion of the following druid and illusionist spells and the counterbalancing change in hit dice/points and experience points required to obtain new levels.

LINGUIST (INTELLEGENCE): Bards easily pick up languages (beyond normal limits) and gain one new spoken language every even level. Further, the bard gains the ability to read and write any one language he or she can already speak at every odd level.

SONIC NEGATION (CHARISMA): Bardic chanting, poetry, singing, or music of any form soothes domestic and savage beasts alike and helps others avoid or negate sonic based attacks of monsters. Any who can hear the bardic music receives a +1 per every two levels of the bard singing/chanting/etc. against any sonic "attacks" or spell like abilities. The Bard's sonic negation works on sonic attacks such as, but not limited to, **Banshee** Keening, **Harpy** Song, **Frost**

Worm Trills, **Gibbering**, **Siren** Song, **Naga** Shrieks, **Satyr** Pipes, **Gig** Fiddles, or any charms or harmful sonic attacks which permit a save. Aside: **Screecher** shrieking can be calmed in just d2 rounds.

BARDIC DRUID SPELLS: All bardic Druid spells must have verbal components and are commonly sung or chanted (add a verbal component to the spell description if it does not have one – such spells are not barred). A Bard picks up and learns spells directly from Druids. Bards fundamentally cast spells as a Druid of half the Bard's level; rounding down. As such, they cannot cast any spells until 2nd level and then as a Druid of 1st level. The number of spells they can cast per day are per the "Cleric and Druid Spells per Day" Table using half the Bard's level; rounding down. They do not gain additional spells for high Wisdom as Druids and they do not get the full range of available spells a Druid can choose from for their daily allotment of spells. Finally, Bards cannot cast or learn spells of higher level than 6th level. Bards only know as many Druid spells as they can cast. Ex.: A 15th level Bard casts spells as a 7th level Druid. The Bard only knows five zero level spells and can cast five zero level spells in one day. The Bard can memorize for the day two uses of the same spell, thus only memorizing four unique spells with one being memorized twice. Similarly the Bard also knows and can cast four first level spells, three second level spells, two third level spells, and but one four the level spell. Bards must be affiliated with, and on good terms with, a Druid Sect (Circle) to gain any Druidic Spells. Bards gain spells one at a time directly from the Druids. The Druidic spells a Bard knows are selected for the Bard by his Druidic Circle (CK). As such, each spell is highly prized and considered a specially gifted ability for the Bard from his or her Druidic Circle. A Bard is not restricted to the weapons and armor rules of the Druids.

ARCHAIC (ILLUSIONIST) SPELLS: At every odd Bard level, starting at third level, Bards can add to their known Druid Spells one Illusionist spell of an equal level to any known Druid spell. All bardic Illusionist spells must also have verbal components and are commonly sung or chanted. A Bard picks up and learns illusionist spells haphazardly from anyone who can teach them to the Bard be they a wizard or dragon. Bards must be taught their spells directly, they cannot learn them from books or scrolls, and thus the gaining of Illusionist spells is part of game play and usually up to the CK. If game play does not permit a spell to be learned when it is first possible, it can be learned at a later time; effectively saving up the ability to learn for later, the ability to learn is not lost due to a lack of opportunity. Bards fundamentally cast illusionist spells as an Illusionist of half the Bard's level; rounding down. They do not gain additional spells for high Intelligence as Illusionists, but they must keep a spell book for their known Illusionist spells if they



learned the spell from a caster who also uses a spell book. Finally, Bards cannot learn spells of higher level than 5th level, but decipher script could permit them to cast them. When learning a new Illusionist spell, to add to the known Druid spells, the Bard must make a successful decipher script check (a willing teacher and time permits a check with no penalties other than -1/level of the spell being learned). Illusionist spells can only replace Druid spells that can be cast that day, they are not in addition to the know Druid spells. In this way the Illusionist spells give the Bard more spells to choose from for the Bard's daily allotment of spells they can cast. Ex.: A 15th level Bard casts spells as a 7th level Druid. In addition to the Druid spells noted above, the Bard has the chance to learn seven Illusionist spells (likely two 1st, two 2nd, two 3rd and one 4th level Illusionist spells) any of which could be memorized in place of an equal number and level of the Bard's daily allotment of Druid Spells. Illusionist spell casting requires the Bard to abide by all the rules of spell casting as noted in the PH as if the bard were the "half class" in a class and a half with an illusionist.

PRIME ATTRIBUTE: Charisma

SPLIT PRIME(S): The Bard is required to split at least one other Prime into two "1/2 Primes" (+3 instead of +6 – similar to Half-Elves).

HIT DICE: d8 **BtH:** per Bard **EPP:** per Barbarian

NEW ABILITIES: Linguist, sonic negation, spells, listen, disguise, case target

Level	HD	BtH	EPP	DSL*	ISP**
1	d8	0	0		
2	d8	1	2,101	1st	
3	d8	2	4,701		1st
4	d8	3	9,401		
5	d8	4	20,001		
6	d8	5	40,001	2nd	
7	d8	6	80,001		2nd
8	d8	7	170,001		
9	d8	8	340,001		
10	d8	9	600,001	3rd	
11	+3	10	800,001		3rd
12	+3	11	1,000,001		
13+			200,000 per level		
			*DSL = Druid Spell Level or Level of Spell		
			**ISP = Illusionist Spell Level or Level of Spell		



[7]

LISTEN, DISGUISE, & CASE TARGET (WISDOM OR CHARISMA): A Bard gains one of the following abilities every three levels (3rd, 6th and finally 9th). The order they are learned is based on game interactions, CK decision, or player choice. The level bonus added to any class based rolls associated with these three abilities (Listen, Disguise, and Case Target as described in the Assassin Class) is the Bard's level divided by two; rounding down.



[3]



MYSTIC WARRIOR (wisdom)

by Todd Pote "GoOgleplex" © 2017

There are practitioners of the mystic arts in the distant lands of silk and spice that have sought to blend their arts with those of combat and harness the power of the five elements (Earth, Water, Fire, Wood, and Void) to achieve balance in life as well as in spirit. These mystic warriors live lives of seclusion away from most civilization in hidden temples, simple dwellings near places of spiritual purity, or unpolluted wilds where they can be at one with the life energy of the world. Places where they can focus on their meditations and exploration of their chi and develop its abilities.

There are times though when these mystics will leave their homes and travel the lands seeking further enlightenment or due to feeling the World's need to have them somewhere else. These travels are oft times interrupted by what some may call adventure or assisting those in need. Some may perceive their actions as heroic or noble, yet to the mystic warrior they are simply helping the world remain in balance.

At first glance those unfamiliar with these rare souls can easily mistake them for itinerant monks or down-on-their-luck wandering mercenaries. Both assumptions are wrong and yet correct. While mystic warriors are not monks they are quite skilled in unarmed combat. They use weapons, wear light armor, and move through the land from conflict to conflict or doing odd jobs as the need arises as the spirit of the World moves them. However they do not do so out of any desire for riches or acclaim, usually settling for just enough to meet their needs and maintain an attitude of humility around others.

Like druids, they take great affront to those that pervert the flow of nature, life, and corrupt the energy of the world. Those that dare to commit these foul deeds will find themselves with an implacable enemy possessing the willpower to move mountains set on erasing their blight from the cycle of creation itself. Mystic warriors respect the purity of nature and will impart their wisdom to others that they feel in need of enlightenment or guidance, whether it asked for or not. While they may seem like paragons of virtue, they are indeed not. Like other folk, they will partake in drink, pleasant company, lie, and other such mortal foibles. They simply strive to do so in moderation or if necessary and spend a part of their day meditating to improve their mind or working to compensate for any damage or injury resulting from their moments of weakness.

Due to the focus and discipline required of this path in life, mystic warriors may not multi-class.

ABILITIES:

Endurance: The Mystic Warrior has made exercise and a focus on stamina part of their daily routine for self-improvement. As a result their endurance is well above that of most normal people. The benefit of this

grueling work out is a +1 bonus to all checks and rolls related to enduring adverse conditions or exertions either mental or physical. This bonus increases to +2 at 5th level and +3 at 10th level.

Improved Speed: Along with an increase of endurance and stamina, the harsh training routine of the mystic warrior develops their movement speed granting a +10 foot bonus to the character's base movement by race.



Improved Unarmed Combat: The Mystic Warrior is practiced in martial arts that is more focused on holds and throws than fists and feet, not that those are not practiced as well. This combat form relies on flow of motion and redirection of force. The Mystic Warrior gains +1 to all rolls for grappling, overbearing, pummeling, and body throws when fighting unarmed. At 3rd level this bonus increases to +2. At 6th level the bonus increases to +3 with an additional +1 increase occurring at 9th and 12th levels respectively.

Spell Use (Limited): The Mystic Warrior has studied learned how to invoke the simplest of magic as part of their studies into the mystic arts. The Mystic Warrior may pick any three zero level druid or wizard spells and any one first level druid or wizard spell with which to start play. As they gain levels, they may choose additional spells from either class list which they will discover through their meditation and study. Unlike wizards they may not learn from scrolls or tomes and unlike druids they do not beseech any higher power. In this way they are much closer to the ubiquitous sorcerer though with a smaller repertoire due to their focus on later abilities.

Spell Progressions

Levels	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
0	3	4	4	4	5	5	5	5	5
1	1	2	2	2	3	3	3	3	4
2	-	-	1	2	2	2	2	3	3
3	-	-	-	-	-	1	2	2	3
4	-	-	-	-	-	-	-	1	2
5	-	-	-	-	-	-	-	-	1

Chi Strike (2nd Level): The Mystic Warrior's meditations have allowed them to harness their inner chi to increase the effectiveness of their unarmed



attacks. In addition to the +1 damage against their target, the mystic warrior's unarmed strike also affects those enemies hit only by +1 magical weaponry. At 5th level the damage bonus increases to +2 and is effective against enemies hit only by +2 magical weaponry, at 8th level the damage bonus increases to +3 and is effective against enemies hit only by +3 or better magic weaponry, and at 11th level the damage bonus increases to +4. This is a passive ability and needs no active concentration to use.

Elemental Affinity (3rd Level): The Mystic Warrior has connected with the energy of the World through their meditation and in the process discovered their affinity to one of the five elements of the world. The mystic warrior gains various resistances and abilities based on this affinity. The CK may assign this based on how the character's personality has developed or allow the player to choose as they will.

Element	Trait	Effects
Earth	Stubborn/Resist Change	+1 CON; +1 to saves vs knock back and overbearing
Water	Adaptable/Change to Fit Surroundings	+1 DEX; +1 to saves vs movement affecting magic
Fire	Motivated/Driven	+1 CHA; +1 to saves vs emotion affecting magic
Wind	Benevolent/Open Minded	+1 WIS; +1 to saves vs charm magic
Void	Spontaneous/Contemplative	+1 INT; +1 to saves vs mental magic

Elemental Chi Abilities (4th Level): The Mystic Warrior's meditations have increased their awareness of their one elemental affinity, selected at third level, and through vigorous training have begun to be able to focus this element-based chi into their fighting style. These abilities are not transferrable to others and tend to be close ranged attack and defense only.

Chain Strike (5th Level): The Mystic Warrior is able to flow through their unarmed attacks in battle like a raging river or wind, one strike flowing into the next against opponents. When attacking, should the first unarmed attack successfully hit the enemy, the Mystic Warrior is allowed a follow up unarmed attack. If this follow up attack successfully hits the enemy, then the Mystic Warrior is allowed a third and final unarmed attack. At 10th level, the number of chained strikes rises from three to four. For purposes of even higher level play, the Mystic Warrior gains an additional chained strike every five levels.

Chi Transformation (12th Level): The Mystic Warrior has perfected their meditations and can effortlessly merge with their chi with their one elemental affinity. This allows them to transform into a being of pure chi acting much like an elemental of that type with all of the commensurate abilities and defenses thereof. They retain their own armor class, hit points, and physical attack types with the added damage of their elemental form. This transformation takes a full round to

complete and will restore 25% of any damage suffered previously by the Mystic Warrior. When changing back to their original form, 50% of any damage suffered while in their Chi Transformation state will be healed. This ability is usable once per day.

	Earth	Water
4 th Level	Gather Earth Chi into the body and circulate it hardening skin and bones so they are harder to damage. Defense Bonus of +2 Armor Class.	Gather Water Chi into the body and circulate it for greater flexibility and flowing motion. Mystic Warrior gains an extra unarmed attack against a single opponent.
6 th Level	Gather Earth Chi into the arms and increase the mass behind the strike. Enemies suffer double damage and must save for knockback/crushing blow. They may also gather Earth Chi into their feet and use it to walk across earth/stone based terrain that would be impassable or difficult as if it were normal ground.	Gather Water Chi into the body and circulate it to purge all toxins, poisons, and foreign agents. Allows Mystic Warrior to Neutralize Poison and Cure Disease within their own body with a single round of concentration.
8 th Level	The Mystic Warrior may gather Earth Chi and release it into the ground with a strike or stomp causing an earthen spike to attack an enemy up to 10-feet away for damage equal to their strike +1 per level.	The Mystic Warrior can gather Water Chi into their arms and release it as a 6-inch diameter piercing jet of compressed water capable of piercing thick stone up to 15-feet away. Water jet is +2 to hit and does damage equal to (1d6) +1 per level of the Mystic Warrior.

	Fire	Wind	Void
4 th Level	Gather Fire Chi into fists and feet, manifesting as flames doing fire damage to targets struck and setting aflame combustibles. Damage bonus is +1 per level of Mystic Warrior	Gather Wind Chi into the feet allowing for faster movement and leaps of great distance. Move Speed +10' and Leap 30-feet horizontal or 20-feet vertical.	Gather Void Chi into fists and feet causing strikes to do double normal damage. Mystic Warrior may choose to 'repulse' target, pushing them 30-feet away with the force of their strike rather than do damage.
6 th Level	Channel Fire Chi through weapons held causing them to do extra fire damage to enemies struck. Damage bonus is +1 per two levels of Mystic Warrior.	Gather Wind Chi into the body and circulate it around to create a wind shield capable of deflecting non-magical missiles such as arrows or stones. Large missiles and magical missiles suffer a -2 penalty to hit when passing through the wind shield.	The Mystic Warrior gathers Void Chi into their body and circulates it to increase all of their senses and perception. Mystic Warrior gains a +3 Dodge bonus to their Armor Class due to a limited form of combat precognition allowing them to dodge incoming attacks, even from the rear. They also are immune to sneak and back attacks due to this.
8 th Level	Gather Fire Chi into the body then expel it out in a radial blast of flames up to 10-feet away. Creatures caught in the flames suffer damage equal to (1d6) +1 per level of Mystic Warrior.	The Mystic Warrior can gather Wind Chi into their hands and feet and release it as blades of air capable of cutting steel. Wind blades are projections of unarmed attacks with a range of 10-feet and cause damage equal to (1d4) +1 per level of Mystic Warrior.	The Mystic Warrior is able to gather Void Chi and release it through their hands as a crackling web of electrical energy capable of striking all foes within 10-feet of them in their front arc doing damage equal to (1d6) +1 per level



PRIME: Wisdom

Alignment: Neutral or Neutral Good

Hit Dice: d8

Weapons Allowed: Hand/Throwing Axe, Dagger, Dirk, Flatchet, Light Hammer, Hatchet, Katar, Knife, Light Mace, Club, Staff, Sickle, Spear, Hook Sword, Short Sword, Falcatta, Blow Pipe, Bolas, Light/Hand Crossbow, Dart, Sling, Sai, Tonfa, Nage-yari, Tessen, Nunchaku, Bo, Jo, Kama, Chain Kama, Yari, Wakazashi, Shuriken.



Armor Allowed: Leather Coat, Leather, Laminar Leather, Padded, Buckler

Abilities: Chain Strike, Chi Strike, Chi Transformation, Elemental Affinity, Elemental Chi Abilities, Endurance, Improved Speed, Improved Unarmed Combat, Spell Use (limited).

Level	HD	BtH	EPP
1	d8	+0	0
2	d8	+1	2251
3	d8	+2	4601
4	d8	+3	9801
5	d8	+4	18501
6	d8	+5	4000
7	d8	+6	81501
8	d8	+7	164001
9	d8	+8	330001
10	d8	+9	550001
11	d8	+10	800001
12	d8	+11	1050001
13+	+250000 per level		

New Weapons:

Jo – A short staff, typically three feet long. Sometimes dual wielded when utilized as part of a particular form of martial art. Enc: 1, Dmg: 1d4+1, Cost: nil

Bo – A more normal sized staff typically six feet long though more flexible and capable of a wider range of use in the hands of an expert (use regular quarterstaff data). Cost: nil

Kama – A slightly crescent shaped blade mounted on a short haft. The nature of the blade allows for piercing and slashing style attacks and is capable of disarming an opponent if used in capable hands. Also capable of being dual wielded. Enc: 1, Dmg: 1d4, Cost: 3 gp

Yari – An oriental type of spear.

Sai – A spike-like dagger with two additional spikes curving slightly away. Looks much like a hand held trident with a narrow fork about a foot long. May be used to disarm an opponent when used by a skilled wielder or to catch and break a bladed weapon. May be dual wielded by capable masters. Enc: 1, Dmg: d3, Range 10', Cost: 5 gp

Tonfa – Typically a two foot long stick with a handle near one end allowing the weapon to be used for parrying, lightning fast attacks, or grappling an opponent's arm. May be dual wielded by a master user at times. Enc: 1, Dmg: 1d4+1, Cost: 2 gp

Nage-Yari – A three foot long javelin capable of being used as a piercing melee weapon or thrown as a light spear. Enc: 1, Dmg: 1d4, Range 20', Cost: 4 gp

Tessen – Otherwise known as a war fan or steel fan. Steel ribs ending in razor sharp edges make this weapon very dangerous when in the hands of a master. When open the fan can be used in a manner similar to a buckler shield or as a slashing weapon. When closed it can be used to club someone or stab them. Enc: 1, Dmg: 1d3+1, Armor Class Bonus +1 used defensively and open, Cost: 15 gp

Nunchaku – A pair of twelve inch long sticks joined at one end by a short length of durable cord or light chain. This weapon strikes hard as it is whipped around at high speed to strike enemies. A skilled master may dual wield this weapon or whirl it about as such speeds as to inspire fear in weak enemies. Enc: 2, Dmg: 2d4, Cost: 5 gp

Chain Kama – As the name suggests, this weapon is a combination of a kama and ten foot long chain. At one end of the chain is the Kama and the other end is a 1-3 pound weight. Either end of the chain can be used to attack or the chain itself used to entangle an enemy. This weapon is considered a 'reach' weapon in terms of combat and loses much of its capabilities in confined spaces. Enc: 3 Range 10', 1d4 (kama) or 1d3 (weight), Cost: 20 gp

Wakazashi – A small sword with a typically eighteen to twenty four inch curved single edged blade. Excellent for use in slashing attacks. Normally carried as a secondary weapon by Samurai or as a primary weapon non-noble warriors in the distant lands of its origin. Enc: 2, Dmg: 1d6+1, Cost: 25 gp

Shuriken – A disk or flower-petal-like throwing blade the size of an average palm and easily concealed. Used as a throwing weapon by assassins and spies primarily, it has never-the-less found its way into mainstream use by practitioners of martial arts and some priest sects. Enc: (1 per 5 shuriken), Range: 10', Dmg: 1d3, Cost: 1 gp each



[3]

SWASHBUCKLER (dexterity)

by Lesley Rouell aka "Lurker" © 2017

Where most fighters wrap themselves in the best armor they can afford and rely on the brutal strength of their arm and weapons there are a select few that rely more on their quickness, wits, and finesse. These fast moving free boots can simply be referred to as swashbucklers.

Moral code: Like the duelist, despite being a non-lawful minded character, the swashbuckler has a deeply ingrained moral code. This code is more focused on his individual personal reputation. As such it may or may not involve a code of justice (though a 'good' swashbuckler may in fact have a strong sense of justice entwined in his moral code).

As such, a swashbuckler will NEVER stoop to tactics like back stabbing, attacking from shadows, using poison, etc. Nor will he take undue advantage of an opponent's poor luck - a slip and fall in the mud, an accidentally dropped weapon (this is different from an opponent that was disarmed by the duelist). Finally, a swashbuckler will accept a foes surrender - unless there is a valid expiation that the opponent will not follow through with an honorable surrender, and will give quarter to a defeated foe - unless the foe continues to fight even when bested.

Even when a swashbuckler is 'ambushing' an opponent - he is choosing to attack at a time place and in position where he has an advantage and the

opponent is less than fully prepared - he will never attack a foe in a way that he is completely flat footed or unaware of the approaching combat. For example, the swashbuckler may maneuver the foe into a scenario that causes him to fight in a remote back alley or on a lonely stretch of a neglected road, and away from friend and allies who may be able to save them. However, he will never fire from the shadows or attack the foe before he is aware that the swashbuckler is present and ready for the fight. This warning may help to unnerve the foe (a whistle from the shadows and alarmingly slowly drawn weapon followed by an ominous 'sir, prepare to meet your final fate') but it will always allow the foe time to ready for the attack and draw his weapon.

ABILITIES:

Finesse fighting (Dex): The swashbuckler can use his Dex modifier instead of his Str modifier for a bonus to hit and damage in combat. This represents their accuracy and quickness of foot and hand in combat vs normal brute strength.

Two-weapon combat (Dex): Swashbucklers take 1 point off the penalties for attack rolls in two-weapon combat. This improves to 2 by level 4, 3 by level 8, & 4 by level 12. The reduction in penalties will never result in a bonus associated with 2 weapon fighting.

Improvised shields: The swashbuckler is able to use items in a surprising defensive manner if not using a buckler or a second weapon. Whether it is a large floppy hat, a cape, or another mundane item, the swashbuckler is always considered to have the benefit of a shield.

Starting at 2nd level four new abilities are gained.

Signature weapon: Per fighter's weapon specialization limited to 'swashbuckling' weapons.

Taunt (Charisma): The swashbuckler can force an opponent to make a charisma save or become enraged. An enraged target is focused on the swashbuckler and will not attack any other target. The effect last for one round per the swashbuckler's level. While fighting an enraged opponent, the target receives a negative to its BTH & AC equal to the swashbuckler's charisma bonus (at minimum the opponent will be at a -1 even if the swashbuckler has no charisma bonus). The swashbuckler can attempt this ability 1 per day at 2nd level, 2 per day at 4th level etc.

Improved disarm: Swashbucklers receive a +1 for their attack rolls when attempting to disarm an opponent. This improves to 2 by level 4, 3 by level 6, 4 by level 8 etc.

Improved armor (Dex): The swashbuckler receives a +1 to their AC, at 4th level they receive a +2, etc.

Starting at 3rd level four new abilities are gained.

Combat sense (Wis): The swashbuckler has a canny ability to sense (and avoid) attacks that would surprise others. With a successful wisdom check, the swashbuckler can cancel the "to hit" bonuses for a thief/assassins surprise based attacks, or avoid a back



attack from any class (the attack still takes place, but receives no bonus to hit). At 6th level, even with a failed wisdom check, the attacker's bonus is limited to half. At 9th level a swashbuckler need not attempt a save to negate his opponent's bonus.

Improved initiative (Dex): The swashbuckler can add his dex modifier to all initiative rolls.

Defensive fighting - attacks (dex): The swashbuckler is able to attempt to make an attack at the end of a round, rather than when his initiate dice indicate, if they have chosen to fight defensively (dodge, parry, evade, etc.) - which normally does not allow an attack. The swashbuckler must make a successful dex check (vs the target's level) to attempt the attack. This defensive attack can be attempted once per day at 3rd & 4th level, twice at 5th & 6th, etc.

Nimble/athletic: At 4th level a swashbuckler adds their dex bonus, and 1/4th their level, to all running, jumping, climbing, and falling checks.

Move silently, scale, and hide abilities are gained at 5th level per the ranger/thief definition, but at 1st level; Swashbuckler level less four.



[8]

PRIME ATTRIBUTE: Dexterity

ALIGNMENT: Any Non-Lawful

HIT DICE: d10

BTH: as Ranger

EXPERIENCE PROGRESSION: as Ranger

WEAPONS: any allowable to the era & society the character comes for, but they must be one handed 'finesse' type weapons - in general this will be rapier, saber, short sword, broad sword, dirk, Main Gauche, Poniard, other weapons may be allowable depending on the society, era, and CK ruling.

ARMOR: padded, leather, ring mail/studded leather, cour bolie, chain shirt, and breastplates, and of course any small shield such as a buckler (only).

Author's aside: If you prefer to use by the book, or close to by the book, classes for a swashbuckler and don't want to introduce home brew classes you have a few options. The easiest is to use the multi class or class and half rules in the PHB. It is a given that the class should be fighter and more than likely thief (though the ranger class could be used to get close to a swashbuckler too). If using the multi class or class

and half option the HD, experience etc. would be by the book.

However, if using the multi-class / class and half option, the DM, or player himself, should restrict the weapons and armor used by the fighter/thief (swashbuckler). If not, the concept and flavor of a swashbuckler will be ignored. It is easy to see an average fighter thief using a great sword, a glaive, or a bearded axe, but no self-respecting swashbuckler or bravo would willingly use any of them. Similarly, a fighter thief, when not trying to skulk around, would easily dawn plate mail and wade into melee, but the quick witted nimble swashbuckler would scoff at wrapping himself in clunky metal.

The mindset of a swashbuckler will be different than the standard fighter/thief. Where the fighter/thief is an equal mix of melee combat and rogue abilities. In one moment hacking and slashing away, the next searching for traps or trying to pick pocket an unsuspecting target, the swashbuckler is a finesse fighter with clever tactics (and the rogue skills to support the tactics). The skills themselves may be the same or similar but the outlook and application of the skills will be different. Similarly, a fighter/thief could easily hide in the shadow and stab the bad guy in the back, but even the basest swashbuckler would never allow himself to stoop to such cowardly tactics.

Because of these, either DM imposed or player self-imposed, restrictions the fighter/thief swashbuckler should receive some benefits over the normal fighter/thief. The DM should allow, or encourage, the player to act as a swashbuckler. In doing so the DM should be willing to 'bend' some of the rules to allow the swashbuckler to fit the class concept. Things like bending the movement in combat rules to allow the swashbuckler (with his restricted armor, and finesse weapons) to make a DEX check leap up to a chandelier, swing from it and land on a stair case in front of the fleeing bad guy cutting off his escape, or roll under a table and come up on the other side with rapier ready for the fight where other heavier armored and armed fighter/thief would get tangled up in the table and chair legs. Finally, the swashbuckler should be expected to be witty, mocking etc. to the bad guys and this should anger them to a point to give the swashbuckler a benefit here and there in the game. This character class is a modification/extension of the duelist class from Dragon Magazine #73. I've dug through other games, characters, and house ruled classes to cobble together this take on a Swashbuckler. Although inspired by various movies (Rob Roy, Stardust, Princess Bride, etc.), TV shows (BBC's 'Three Musketeers'), & books, I also broaden the class to fit into multiple eras. The swashbuckler, for the most part, fits more into a narrower historic definition. It can be extended outside these classic settings.



[8]

Rigon has been kind enough to allow me to play this class in his current Monday night game. From that I will say: On first glance the class does read as crunchy, but it is actually a fairly balanced and easy to play class. It seems class ability heavy, and is for a fighter type, but is as easy to play as a ranger or rogue. Thus far all of the abilities have been useful.

Some of the abilities are more useful than you would think. The biggest one being the athletic ability. It is one of the abilities that give the class the truly 'swashbuckler' feel and allow those perfectly swashbuckler style panache moves that look cool and can save the day.

Also, the taunt ability fits the feel of the class and is useful to get the big bad guy (or the bad guy and his one or two lieutenants) to focus on the swashbuckler – allowing the other party members a round or two to get a quick cure spell, recover from a devastating spell etc. From experience with this, the use of defensive fighting (and the +4 AC from that) coupled with the negative to the monsters attack and AC to survive the attack is critical. However, taunt can be a 2 edged sword when you get the big bad guys all focused on you at once ... it can get ugly quickly if dice go against you.

The class itself is a solid sub-class of the fighter. Other classes outshine the swashbuckler in their specific niche, but thus far there has been no situation where the swashbuckler hasn't been the critical 'second fiddle' helping and supporting the other fighter types. Plus, there are those times the swashbuckler shines with the class abilities.

It is also well balanced in that all the abilities are hampered with the restrictive weapons and armor restriction. All other members of the party had some form of magical armor or protection a good 2 levels before my character. The big issue is the restricted weapons and armor list significantly limits the chance that a random weapon or armor found in the treasure would be something the character could use.

For my critical critiques of the class, the taunt ability does need to be cleaned up a little. I'm not completely happy with it as written, but I'm not sure how I would better write it. Similarly, I'd say the defensive fighting and combat sense could also be improved a bit.

PREGEN CLASS EXAMPLE +2 NPCs

Name: Lupa-Spadar Vinardi (Wolfsword, Wine-son)

Race: Renaarian Human, **Alignment:** NG

Class/Level: Swashbuckler / 3, **Exp:** 2500

Languages: Renaarian, common, dwarf, elf

Description: 5'11", darker brown hair, brown/gray eyes, olive skin. Fit, quick and wiry. Always has an impish half smile on his lips & some form of a prank brewing in the back of his mind.

Religion: Valiant Swift Sword/Bright Eyed Traveler.

STR: 13 +1, **DEX:** 18 +3 (P), **CON:** 17 +2 (P)

INT: 14 +1, **WIS:** 16 +2, **CHA:** 17 +2 (P)

PB: 14 +1, **HP:** 28, **AC:** 21 Steel

Breastplate/Masterwork Buckler,

Defensive/Evade (25)

BtH: 1 (with 2 weapon fighting 0 / 0)

Class Abilities: Finesse Fighting (Dex), Two-Weapon Combat (Dex), Improvised Shields, Signature Weapon (broad sword), Taunt (Cha), Improved Disarm, Improved Armor (Dex), Combat Sense (Wis), Improved Initiative (Dex), & Defensive Fighting - Attacks (Dex).

Weapons: "Dardo" +1 magical Broad Sword 2d4+, Short Sword 1d6, Dirk 1d4+1, 3 Throwing Daggers 1d4, & Crossbow.

Magic / Unique Items: Dardo is a +1 magic broad sword with permanent bless effects and glows blue, Masterwork Steel Buckler +1

Equip: Steel Breastplate, skull cap helm (under hat), sturdy traveling cloths: heavy boots, trousers, shirt, tunic, cloak, large leather hat, & belt. The hat now has an owlbear feather from a recent encounter.

Good cloths: soft boots, breeches, shirt, doublet, cape, signet ring. Back pack: bed roll, blanket, flint steel, tinder box, whetstone, leather oil for armor, water skin x2, wineskin x2, owlbear feather one in hat (3 others packed carefully), & wyvern fangs (one to be carved into a pipe, one for a handle for a masterwork short sword he will commission, two to send back to Zoa to both sides of his family).

Treasure: gp: 115 & sp: 100

Notes: Lupa-spadar Vinardi. Lupa for short. Lupa, a bastard son of the older son of a middling important noble family, and his mistress (a daughter of a wealthy merchant family).

Benefit from the ties and importance of his father's family and his mother's family's wealth in receiving the best teachers and training by renowned sword masters etc. He was expected to receive an officer ship but his family was caught in the shifting sands of politics and was required to send an elder son into a 10 year ostracism.

Lupa volunteered for the exile, saving the family and his father from the political punishment, and at the same time gaining himself legal standing as a true son of the family (instead of a wine-son / bastard). As such, if he survives 10 years, when he



returns he will be a full member of his father's family with all the privileges and benefits (along with the political dangers) of being a son of a noble blood.

On leaving the city for the ostracism, he was given a masterwork broad sword named Dardo. The sword was made by the city's best weapon smith and made to fit Lupa's hand and fighting style perfectly.

On his travels, he met the group he currently travels/adventures with. In their first adventure, they cleared an old temple complex of the goblins that had inhabited the ruins. In clearing the temple, Lupa received a permanent blessing on his favored weapon granting it a +1 magical bonus and bless effect.

Name: Sir Ailin (rock) Fitz-Ealard (Bastard Son of Ealard) De' Mershyll

Race: Human, **Alignment:** LG

Class/Level: Paladin/Knight – 3/3

Languages: Common, Elf, Orc, Hobgoblin.

Faith: The Merry Huntress & The Valiant Sword

Description: 18 years old, male, 6' 0", 195 lbs., black hair, and light ice green eyes.

STR: 13 +1, **DEX:** 15 +1, **CON:** 16 (P) +2,

INT: 13 +1, **WIS:** 15 (P) +1, **CHA:** 16 (P) +1

Beauty: 14, **Speed:** 30, **HP:** 30

AC: Mail Suit, Large shield, Coif (AC 19)

BtH: +2 / # **Atts:** 1.

Bastard Sword (Masterwork +1/+1) d10 +1

Horse man spear (Lance light/Hewing spear) D6,

Short Sword (Magic +1) d6 +1, Mace Large d10,

Dirk 1d4+1

Class Abilities:

Paladin: Cure Disease, Detect Evil, Divine Aura, Divine Health, Lay on Hands, Turn Undead (1st lvl).
Knight: Birthright Mount, Horsemanship, Inspire, & Embolden.

Magic Items: Treow-sinn (True sense), Short sword +1 / feels when extra plainer evil (Demon Devil unique undead) is within 30', +2 vs Illusion, x3/day *Detect Lie*.

Equip: Light war horse, clothing (traveling/adventuring {belt boots, cloak, leather gloves, leggings, tunic} sturdy but weather stained), backpack, flint & steel, whet stone, 10 days rations, winter blanket, water skin, bulls eye lantern, oil, survival items (snare wire etc.).

Sir Ailin is a younger son (bastard) of the minor noble Sir Ealard De' Mershyll (marshal & count). He grew up in his father's household and in the court that was drawn to the noble, and the court that drew his father to his Earl. As such Ailin was surrounded by noble warriors and men of arms. From them he learned the skills of a warrior knight.

However, he also heard the pull of the higher powers of angelic justice and true virtue (knowing that often the justice and virtue in the hangers on at court was merely a surface show and not deep rooted).

One evening a few knights after receiving his sword and spurs, he heard an old gray bearded traveler sing a poem of the evil a coven of witches, and the demon masters they served, did to the land and the need for those willing and able to do so to raise against this evil. In the middle of the epic, Sir Ailin saw in the back of the room an angle that offered to open the door for the young knight. Few in the lord's court noticed him leave into the night.

Sir Ailin was shocked to see his arms and armor already prepared for the journey in the stable next to his steed. But, he did not hesitate to saddle the horse and ride into the knight ready and always willing to hunt evil and the demon darkness that hunts the night.

Before sunrise the knight found a group of pilgrims, poor knights, and the gray bearded story singer from the castle, traveling as the powers of good lead them. Over the next weeks they taught him the ways of not just a knight but a knight of true justice and goodness and the ways to war against the evil from beyond the mere darkness of night.

Soon enough he was ready to quest against the things that bring great evil into the world.

Name: Sir Gairyew De'Olidell (YewSpear son of Olidell) Nickname Gair-2 Axe

Race: Human - Kalmarian, from the outer reaches of P'Bapar holdings. **Alignment:** NG

Class/Level: Ranger/Knight – 3/1 (Class & half)

Languages: Common, Elf, Orc, Hobgoblin.

Faith: The Merry Huntress & The Valiant Sword

Description: 18 years old, male, 6' 0", 195 lbs, black hair, light ice green eyes.

STR: 13 +1, **DEX:** 16 (P) +2, **CON:** 16 (P) +2

INT: 13 +1, **WIS:** 15 (P) +1, **CHA:** 15 +1

Beauty: 12, **Speed:** 30, **HP:** 28

AC: Mail Hauberk, Large shield, Coif (AC 18)

BtH: +2 / # **Atts:** 1.

Horseman Axe (x2 charge on horseback) - axe with longer haft to be used from horseback - d8 +1, Horse man spear (Lance light/Hewing spear) D6, Hand/Throwing axe (x2) d6, Short sword d6, Dirk 1d4+1, Short bow 60ft d6.

Class Abilities:

Ranger: Combat Marauder, Conceal (Dex), Delay Poison (Wis), Move silently (Dex), Scale (Dex), Traps (Wis), Survival (Wis), Track (Wis), & Ditch Medicine (a house ruled Wis skill).

Knight: Birthright Mount, Horsemanship & Inspire.

Magic Items: Fedanacwel (Footman-breaker), Horseman Axe +1 / x3 a day (and when rolls a critical hit) sound burst effect – as cleric spell – centered on the axe, but with the weapon's wielder (and the horse when riding the horse) immune to the effect.

Equip: Light war horse, Clothing (traveling/adventuring {belt boots, cloak, leather gloves, leggings, tunic} sturdy but weather stained),



backpack (flint & steel, whet stone, 10 days rations, winter blanket, water skin, bulls eye lantern, oil, survival items.).

Sir Gairyew is a younger son of the minor knight Sir Olidell Vestre. A minor knight from a minor family who was tasked to act as Sheriff, Marshal, Protector, and Master in and around an unimportant backwoods village from the outer reaches of the region. As such the Vestre line, despite being of noble blood, has little of the pomp and ceremony normally associated with knights and other nobles. Most of the Vestre are more rustic hunt masters than over proud knights.

Gairyew, was the most rustic of the family. Caring little for the trappings of knighthood, and embracing the life in hunting camps and on patrol hunting brigands and protecting merchants, traders, and travelers through the lands protected by the Vestre lead militia. As such, Gairyew - despite his young age - has spent numerous hours tracking hunting and fighting the monsters, thugs, and brigands that plague the area. Additionally, though less skilled at this than the huntsman abilities and skills, he is skilled at mounted fighting and leading the men in his father's militia.

Unfortunately, being a rural and rustic family, the Vestre is also a poor (compared to other knightly families) line. With this, Olidell could ill afford to maintain all of his sons as knights. This has forced Gairyew to accept being an errant knight with no home.

Gairyew was knighted with a barrowed sword and given the bearist armor acceptable to even an errant knight. However, in honor of his service, the local sergants men at arms and villagers commissioned a masterwork horseman's axe for the young impoverished knight.

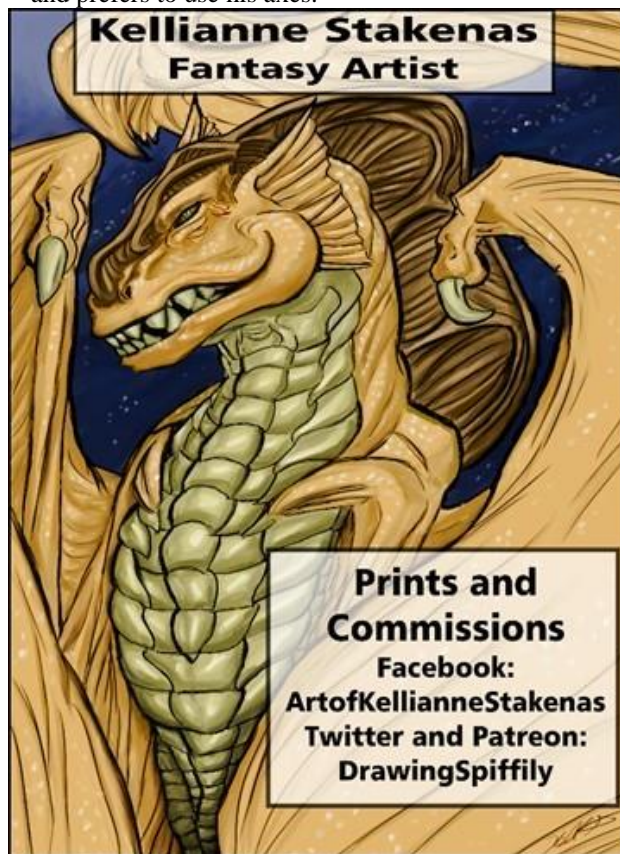
Sir Gairyew left the area and soon, in a fog filled valley found a traveling hermant that claimed to be lost in the gray fog covered dark forest. The knight errant guided the hermant through the woods for over a week, at times fighting the goblins and other darklings they met in the woods, but more often using wits and stealthful careful travel to avoid the monsters.

Unbenonsted to the knight the hermant was a priest of The Huntress and after the week traveling through the woods, blessed the knight's axe and bestowed it a magical +1 and the ability to strike with a clap of thunder, stunning the knight's foes.

Sir Gairyew, being from a rural/rustic poorer family, does not have the normal panoply associated with a knight. His armor and gear is not the mail and plate associated with a knight and what he does have is worn and weather stained. However, despite it not being of standard for a knight it is very well cared for. His armor is always well cleaned and oiled, his axes oiled and sharp, bow oiled and bowstring inspected etc.

Sir Gairyew is quiet and even uncomfortable in urbane and 'noble' social settings. Always feeling his rustic upbringing will lead him to commit some act that will embarrass himself and those associated with him. This causes him to be quiet and carefully withdrawn in most civilized settings. However, to his friends around a camp site/campfire he is more friendly and open. Even then he is more slow to speak and thoughtful than one may expect from such a youthful knight. Though he himself may not be overly talkative and jovial, he enjoys other's stories and jokes. Additionally, despite tending to be normally laconic in his talk, he is clever and observant. As such there are times he will make dry deadpan comments that can startle and surprise those that do not know him.

His closest friends call him Gair-2 Axe for his preferred weapon choices and the fact that he habitually has at least 2 axes on his person as long as possible - first his favored horseman's axe. Then as a back-up a smaller hand axe(s) - which he can throw if needed. He does carry and use other weapons - a bow used for ranged fighting, a horseman's hewing spear for mounted combat or from behind a shield wall, a short sword & dirk for fighting in close quarters or as backups to his preferred weapon. However, when at all possible and practical he has and prefers to use his axes.





RACIAL CHARACTER CLASSES; A NEW VIEW FROM THREE AUTHORS

In the Castles & Crusades roleplaying game, class and race represent two distinct and important aspects of any character. Class can be considered, in a very broad manner, a character's vocation. Class determines many of a character's more intrinsic qualities, like hit dice, basic to hit bonus, allowed weapons, and allowed armor. On the other hand, race is the foundation of any character and forms its cultural background and stock. Race typically defines such characteristics as appearance, personality, as well as other character traits and abilities. Within the Castles & Crusades Player's Handbook, the concepts of class and race are distinct and separate.

Certain non-human races, especially the long-lived ones, form very race-oriented clans, groups, and families. These groups rarely operate or associate away from their own kind. Racial-centric groups such as these don't often practice the arts of other classes. They only seek to improve and defend their own group's ways and traditions. These traditions form the class aspect of the racial class.

What follows is a combination of class and race that forms a singular "racial character class" (RCC). Three authors have presented their unique views on gnomes, halflings, elves, and dwarves with the latter two coming in a multitude of flavors. Should a player select a racial class, there is no need to further select a class as they are described in the Player's Handbook. All such game information is fully listed here with each racial class. As these racial classes have experience costs associated with them and act in all ways as other classes, their use replaces the BTB negatives from races, 2 primes instead of 3, etc. Additionally, if one wants to play a RCC with a standard class, example Elf/Ranger, such a character will fall under the multi-class or class-and-a-half rules.

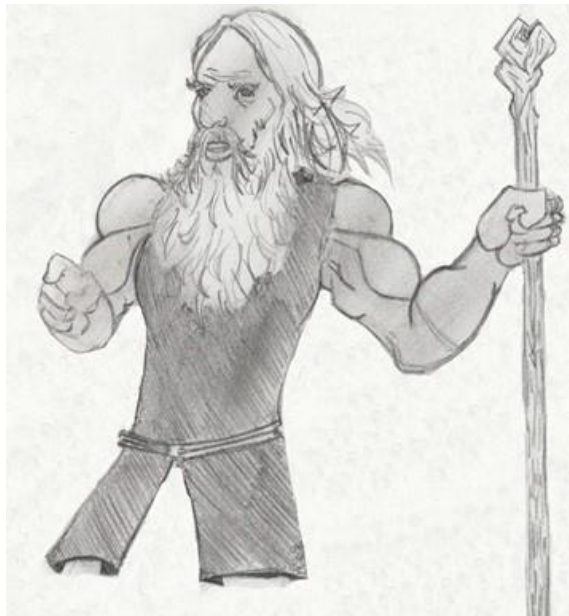
Sometimes members of these races leave their racial groups and seek the abilities of other classes. Alternatively, particular class and race combinations (not the racial classes presented here) are formed within the racial group to fill certain positions within their society. These are the types of characters that are presented in the Castles & Crusades Player's Handbook. These three authors bring you several new options to play in your games.

GNOME RACIAL CLASS

by Kirk W. Olsen © 2017

Living in the wilderness, loving the beauty of both the flora and fauna of the above ground world while maintaining and living in earthen tunnel systems and communities, Gnomes have struck a balance between the elven and dwarven races loves and attitudes. They live in commune with nature with special affinity

toward ground borrowing mammals, partners in their common defense and food gathering; they can even communicate with one another on a mammalian level. Shallow surface ore and gem mining are common occupations for Gnomes. Jewel, metal, armor, leather and weapon crafting are all areas of Gnomish pride. Gnomish communities are tight, their friendships are honored, and their enemies are closely watched via specialized casts of Gnomes. Their communities are organized and well-guarded with their tunnel systems and friendly mammalian and avian comrades.



[3]

Humor and a light hearted approach to life is important for gnomes; how else could you live with a cranky old badger. Gnomes take jokes of all types, but especially practical jokes, to an art form within their communities. But woes be to the unwelcome outsider or evil humanoid on the receiving end of a black joke by a Gnome. Such deadly humor is the making of reputations and even a lifelong nickname. A Gnomes personal commitment to life, a cause, or world view ranges from a natural (true) neutral to lawful goodness. As such, their communities do occasionally produce bards, druids or clerics, rangers, and ever so rarely a paladin-like Gnomish holy warrior devoted to the defense of all things Gnomish from the evils of the big world. More typically Gnomish adventurers are fighters, rogues (occasionally assassins), and of course illusionists plus all manner of multiclass combinations especially with the latter.

But all Gnomes practice warfare with their enemies regularly and gain great skills in battle against their archrivals the Kobold and Goblins. Even the larger evil races are not immune to Gnomish battle skills. Because Gnomes live such long lives, they do not all need to specifically studying a profession or devoting their lives to a class to become formidable



individuals over time or with increasing life experience.

ENHANCED RACIAL TRAITS & ABILITIES

No PH abilities of the Gnome are changed other than the addition or enhancement of the following traits, abilities, and spell casting skill.

GRAND JOKE: Once per day, after careful planning, a Gnome can pull a grand joke on friend or foe. The CK must preside over the exact details, but virtually any prank, joke, or degrading maneuver that requires the Gnome (or his target) to make (or fail) a siege check(s) does so at a bonus (or penalty) of plus (or minus) one per Gnome race-class level. The specific action(s) and the bonus (or penalty) should usually take place in less than three rounds. The bonus to this race-class ability is in addition to the normal class level bonus associated with any ability check.



[3]

MASTER CRAFTSMAN: A Gnome can gain the status of Master Craftsman at three levels. One level of mastery is gained every five levels, rounding down (5th, 10th and finally 15th level). The order and craft of mastery is based on game interactions, CK decision, or player choice. The Gnome can gain mastery in three separate, or related, crafts or focus two or three levels of mastery on a single craft. Typically the Gnome Master Craftsman treats any roll relating to his or her master craft as a class ability and can add the appropriate number of levels; 5, 10, or 15 depending on the level of mastery. Virtually no other craftsman can compete with a Gnomish master craftsman who has focused all his energies on mastering a single craft! Historically Gnomish Master Craftsmen have been unsurpassed as jewelers, lock smiths, precious metal smiths, weapon smiths, leather workers, armorers, artificers, sages, herbalists, apothecaries, and makers

of all sorts of mystic and archaic devices. Note: Mastery can also be applied to skills such as singing, storytelling, or any other disparate form of entertainment.

ARCHAIC (ILLUSIONIST) SPELLS: All Gnome race-class characters start their careers only knowing their bonus three racial spells plus two other 0th level spells. After first level, a Gnome race-class character picks up and learns spells directly from any illusionist, one at a time, never faster than one spell per race-class level (not their affective illusionist level). However, a Gnome race-class character does not keep a spell book like a typical illusionist. They simply cast their limit of spells each day from the list of spells they know. Gnomes fundamentally cast spells as an illusionist of one third the Gnome's race-class level; rounding up. As such, they cast their initial spells as an illusionist of 1st level. The number of spells they can cast per day are per the *Illusionist Spells per Day Table* using one third the Gnome's race-class level; rounding up. They do not gain additional spells for high intelligence as illusionists, but they do get their racial bonus illusionist spells (*dancing lights, ghost sound, and prestidigitation*) in addition to the spells noted in the *Illusionist Spells per Day Table*. Finally, Gnome race-class characters cannot cast or learn spells of higher level than 3rd level. Ex.: An 11th level Gnome race-class character can cast illusionist spells as a caster of 4th level. This 11th level Gnome race-class character has the chance to have learned ten new illusionist spells in addition to the five 0th level spells as a 1st level Gnome race-class character (likely five 1st and five 2nd level illusionist spells) to use toward the Gnome's daily allotment of illusionist spells (four plus three 0th level spells, three 1st level spells, and two 2nd level spells). A Gnome is not restricted to the weapons and armor rules of the illusionist class.

DRUID SPELLS: At every odd Gnome race-class level, starting at third level, Gnomes can add to their known illusionist spells one druid spell of an equal level to any known illusionist spell. A Gnome picks up and learns druid spells haphazardly from any druid, usually a Gnome. Again, Gnome race-class characters must be specifically taught these druidic spells directly, often in a clandestine manner, and thus the gaining of druid spells is part of game play and usually up to the CK. If game play does not permit a spell to be learned when it is first possible, it can be learned at a later time; effectively saving up the ability to learn for later, the ability to learn is not lost due to a lack of opportunity. Gnomes fundamentally cast these special druid spells at the same level as they cast their illusionist spells (race-class level divided by three, rounding up). They do not gain additional spells for high wisdom as druids. Finally, Gnomes cannot learn druid spells of higher level than 2nd level. In this way the druid spells give the Gnome more spells to choose from for the Gnome's daily allotment of illusionist



spells they can cast. Ex.: An 11th level Gnome race-class character casts both illusionist and druid spells as a caster of 4th level using the *Illusionist Spells per Day Table*. This 11th level Gnome race-class character has the chance to have learned five druid spells (at the highest levels possible this would be two 1st and three 2nd level druid spells) any of which could be used in place of an equal number and level of the Gnome's daily allotment of illusionist spells. A Gnome is not restricted to the weapons rules of the druid class.

LISTEN, CASE TARGET, FAVORED ENEMY, SHARP SENSES, AND WOODLAND STRIDE (WISDOM OR CHARISMA): A Gnome gains one of the following abilities every even level (2nd, 4th, 6th, 8th, 10th and finally 12th level): Listen, Case Target (as described in the assassin class), Favored Enemy (as described in the ranger class but can only be applied to Kobolds or Goblins and stacks with the Gnomish racial bonus; this ability can be taken twice), Sharp Senses (as described in the illusionist class) and Woodland Stride (as described in the druid class plus this ability also works within any Gnomish tunnel). The order these abilities are learned is based on game interactions, CK decision, or player choice. The level bonus added to these race-class based rolls associated with these four abilities is the Gnome's race-class level.

PRIME ATTRIBUTE: Any two

HIT DICE: d8 per druid **BtH:** per druid **EPP:** per rogue

ALIGNMENT: Neutral to lawful good typically; any evil alignment is very rare

WEAPONS: per ranger

ARMOR: per druid

ABILITIES: Grand joke, master craftsman, spells, listen, case target, favored enemy, woodland stride

Level	HD	BtH	EPP	Caster Level
1	d8	0	0	1st
2	d8	1	1,251	1st
3	d8	1	2,501	1st
4	d8	2	6,001	2nd
5	d8	2	12,001	2nd
6	d8	3	24,001	2nd
7	d8	3	48,001	3rd
8	d8	4	80,001	3rd
9	d8	4	12,001	3rd
10	d8	5	175,001	4th
11	+3	5	325,001	4th
12	+3	6	450,001	4th
13+			125,000 per level	



[3]

ELVEN RACIAL CLASSES

by Lesley Rouell aka "Lurker" © 2017

My view of the various races are rather Tolkienesk, so there will be a slightly different flavor to the Elven racial class. I am also less interested in balance between the racial classes and with traditional C&C classes.

All elven (PCs) must be good, (in few cases, with an applicable background, PCs may be neutral) and none may be evil. Though relatively few elves are corrupted, twisted, or broken into being evil. These are a vast rarity and have no place for PCs. Additionally, elves tend to be immune, to less effected, by greed. As such even PCs will not overly hoard nor obsess over treasure. However, items of great beauty will tempt them as will items of power (some being evil, this is one of the few ways an elf is slowly twisted toward evil).

Elven craftsmanship, even that of a 'novice' craftsman is considered masterwork. The results may tend to be ornate - but not gaudy - &/or refined works of beauty/art. Additionally, all elven smith weapons are perfectly balanced and may be considered, if at all possible, to be 'finesse' weapons. There are of course some weapons that cannot be considered finesse styled weapons, but those types will not normally be elven made.

All elves are closely tied to fate. As such, there is always a task that draws the elf &/or any doom that hangs over them. The specifics of this fate is up to the CK & the player to discuss. However, the player is not allowed to ignore the fate once it is decided.



Furthermore, there may be elements of the fate the player is unaware of and will find out through role playing and character progression. That said, the elves do not see this as a doom to fear but accept it stoically and happily.

BtH: per Ranger

HD: d8

Experience Progression: per Ranger

Prime: Dexterity & Charisma

Weapons Allowed: Any, but most use the 'classic' elf weapons per PHB.

Armor Allowed: Any but some will restrict the elf's abilities

Attribute Modifiers: per specific sub-race

Size: Medium

Movement: 30 feet

Bared Classes: Illusionist & berserker. Silvan Elves are allowed to be a druid.

Description per PHB except for their height. Elves are as tall as humans, but are more lithe and less massive (this causes others to inaccurately assume they are smaller/shorter than humans).

Abilities Common to All Elves:

Near Agelessness: Elves do not age like other races, nor do they die from the effects of aging. However, wounds, grief, or some effect of great and terrible evil can cause an elf to lose their desire to live and as such they will waste away and die. Most elves 'retire to the blessed rest' after 600 -900 years. However, some elves tie themselves tightly to this world and remain amongst the living indefinitely. These elves must have a strong bond, and specific fate, to endure the endless stream of time as it flows around them. A charisma check may need to be made in specific situations that will tie them closely to life, or pull them towards the desire to leave this waking world and return to the fey lands of rest.

Enhanced Senses (wisdom): Elves are blessed with enhanced vision. They can see farther than humans in just about every circumstance, including torchlight. However, an elf cannot see in complete darkness. Some elves have eyesight so keen that they can read a shield device many miles distant when outside during the day. Elves do not only have enhanced eyesight, their hearing is also beyond that of humans and other races. Elves receive a +2 bonus to all checks involving seeing & listening.

Twilight Vision: Even under starlight, moonlight or torchlight, elves have exceedingly good vision. They can see in dim moon light, or even a moonless but starry light, but are unable to see in total darkness. As long as there is a light source an elf can make out fine details for a surprising distance. However, in the most extremely low light conditions they are not able to distinguish shades of similar color.

Spot Hidden Doors (wisdom): Elves' vision and keen senses allows them to spot secret, hidden and concealed doorways. An elf merely passing within 5

feet of a secret, hidden or concealed doorway is entitled to a wisdom check to spot the door, as if the elf were actively looking for it. When an elf actively searches for such doorways, the bonus to the wisdom check is +2.

Environmental Comfort (constitution): Elves feel no discomfort in hot or cold weather, and they suffer no ill effects normal weather conditions. Even in extreme conditions elves are allowed a saving throw to resist conditions that would injure and kill other races. However, this has no effect on magically enhanced conditions or cold/heat based offensive spells.

Undead Resistance (charisma): The ghosts of men, spirits, and other undead hold no terror for the Elves. All elves are immune to the fear /despair and aging effects that they create. Additionally, elves are restraint to all the harmful effects of undead. Saving at +4.

Sense Power (wisdom): Elves can sense the presence of power, evil, ancient tragedies, and the subtle menace of the great and dark evil / delight of great goodness. When in the vicinity of such a place, if the elf concentrates and opens themselves up to the area (with a successful wisdom check) the elf can gain information similar to the bard's legend lore ability. Additionally, even without concentrating, an elf in the vicinity of such a location will feel something 'evil/good' in the background atmosphere of the location.

Spell Resistance: Elves are fully immune to or particularly resistant to spells and spell-like abilities that charm, cause unnatural sleep, or befuddle the mind. Elves are immune to all non-magical charm abilities and most charm spells, even when not fully immune to the more powerful charm spells they receive a +8 bonus to saving throws against sleep & charm, +6 fear, and hold spells, and a +4 to all saves vs Illusion based spells. Additionally, elves, as they are closely related to fey creatures, are immune to all charm and similar effects of fey creatures.

Swift Healing: Elves heal their wounds at double the normal rate. Furthermore, they are not affected by normal natural illnesses and diseases.

Weapon Training: At 1st level: The long lives of elves allow them to become highly skilled in their favored weapons. Elves begin play with a +1 bonus to hit with one of the following weapons: longbow, short bow, long sword, shorts word, dagger/knife (of any kind). Boar spear, Hewing Spear, Partisan / some type of pole arm specific to elves. Additionally, the character can use either the dexterity or strength bonus (whichever is higher) to the "to hit" rolls - only if wearing armor allowable to a ranger, or masterwork armor fitted specifically to the character. At 4th level, the Elf can also add his dexterity bonus to damage rolls - only if wearing armor allowable to a ranger, or masterwork armor fitted specifically to the character.



Move Silently (dexterity): This ability allows an elf to move silently in outdoors areas (and urban or indoor areas as well, but only if the elf has practiced in such places). The elf can move up to one-half normal speed at no penalty, and his light-footedness allows for faster movement with only minor penalties: -2 for more than one-half, up to the characters full speed, and -5 while running or charging. The elf must be in armor allowed to a ranger, or in masterwork elven made armor.

Conceal: At 3rd level, per ranger ability. Limited to either ranger armor, or master work elfin armor. Additionally, must be in natural outdoor environments at 6th level, the elf can combined move silently and conceal

Speak with / Far Speak (wisdom): At 6th level an elf has the ability to 'speak with' as per the druid spell and 'sending' as per the cleric spell. The character must choose one medium when they gain this ability and said specific medium of the ability depends on their sub-race. *Noldor & Sindar* elves are limited fire, water, or breeze while *Silvan* must use plants or water. This ability is limited to specific medium that must be applicable to both the sending and receiving party. The more complex or intricate uses of this ability will have various progressively more difficult CLs - as per decided by the DM/CK. The mediums are:

Plant: Speak with plants as per spell, send message limited to through the specific area the sender is in - only in the forest the sender is in etc.

Fire: Send message through 2 burning fires, speak with a fire, or the smoldering remains of the fire similar to speak with plants

Water (flowing): Message only on a specific waterway, or into a stream that feeds into the waterway, speak with any water in a natural setting (except salt or brackish water).

Breeze: Message only as the breeze is moving (may send the message against the flow of the breeze, but this will cause an odd ripple in the breeze that may be noticeable), speak with the breeze similar to speak to plant.

Noldor or High Elf (Gold Elf):

The highest, noblest, of the elven races. These elves, or their ancestors, if they are purely bred and not mixed with other races, have stood in the heavenly realms, serving the divine/angelic/fey powers. As such they are closely tied to them.

Abilities of the Noldor or High Elves:

Inner Light (Charisma): Because the Noldor have lived among the greater powers in the heavenly realms, and spent time in the fey realms "across the sea" - or are direct descendants of those that have - they have a great inner beauty/fire. This fire has great power against base/evil creatures. They receive a benefit similar to the Paladin's divine aura ability. The bonus is equal to their charisma modifier. Additionally, as the elves inner power grow (at 4th

level), when facing the servants of evil, the Noldorian elf can cause fear and demoralize their opponents similar to the Knight's Demoralize ability. At 7th level the Elf's inner light is strong enough to cause fear in evil races and foes. However, at no time can a Noldor elf disguise this inner light. At all times anyone that has experience with Noldor elves with know when they are close to one just from seeing/feeling the fire of the inner light. Even ones that know nothing about elves will sense a difference.

Noldorian Lore (Intelligence): Noldor Elves are renowned for their love of lore and the arts of making. They have an ability similar to the Bard's *legend lore* when dealing with any item of great artistic beauty or associated with a great artistic craftsman. Starting at 5th level, a High Elf is able to hold and handle any item of elven expert craftsmanship and/or beauty (with a successful ability check) and tell its properties, much like an identify spell. At 8th level the item does not need to be of elven make.

Fascinate (Charisma): With the Noldor Elf's inner light, grace, and exceptional beauty, he or she can cause a single target to become fascinated. This ability is similar to the Bard's ability, but it does not scale to charm person, suggestion etc. At 4th level the Noldorian elf can fascinate as many targets as his or her charisma modifier. At 8th level, the Noldorian elf can fascinate a room full of targets (2x charisma modifier).

Potent Magic: At 2nd level, a Noldorian Elf magic user, though he gains no additional spells associated with being a Noldorian Elf, adds half of his RCC level to his mage level when determining the damage, duration, and potency of his spells. Ex.: A 4th level Noldorian Elf 4th level Mage would determine the damage of his spells and the opponent would have to save as if he was a 6th level mage.

Potent Confidence: At 2nd level, a Noldorian Elf knight, though he gains no additional abilities associated with being a Noldorian Elf, adds half of his RCC level to his knight level when determining the duration, and potency of his knightly abilities.

ATTRIBUTE MODIFIERS: +2 Comeliness, +1 Charisma, +1 Intelligence, +1 Dexterity, -1 Constitution - 1 Strength

Alignment: Any good, most neutral good, very few lawful. Even Noldorian knights will tend to be less 'lawful' than the average knight.

Sindar or Grey Elves:

The Sindar elves are the most urbane of the elves and those that have the greatest desire to travel and explore the mundane world. As such, they - though relatively rare - are the most likely to be met traveling the paths and byways. However, this love and focus on the mundane world removes them from the more magical aspects associated with their High Elf kin.

Abilities of the Sindar or Grey Elves:



MUSICAL GIFTS (charisma): Grey Elves are renowned for their artistic gifts, especially those of music and song. They are able to perform any artistic skill, such as singing, playing, poetry etc.

DETERMINE DIRECTION AND PATH (wisdom): At 2nd, the Sindar can sense their approximate location and detect the cardinal direction as a human can sense which way is up. Additionally, they are able to tell general paths through the area. However, simply knowing their current location, the correct direction, and a general path, does not necessarily equate to knowing the best/safe path to take.

Survival (Wisdom): At 3rd level, as per Ranger

Legend Lore (Charisma): At 3rd level, as per bard

Combat Sense (Wisdom): At 4th level, as per Barbarian

Fascinate: At 5th level as per Bard

Potent Abilities: At 2nd level, A Sindarian Elf bard & Elf Ranger, though he gains no additional abilities associated with being a Gray Elf, adds half of his RCC level to his Bard/Ranger level when determining the, duration, and potency of his Bardic abilities. i.e. A 4th level Sindarian Elf 4th level bard would determine the duration and effects of his fascinate and the opponent would have to save as if he was a 6th level Bard

ATTRIBUTE MODIFIERS: +1 Comeliness, +1 Charisma, +1 Dexterity, -1 Constitution, -1 Strength

Alignment: Non-lawful, most neutral good.

Silvan or wood elves:

Where the High elves traveled through the magic/dream sea and along fey paths to the heavenly/magical realms, and the Gray elves have traveled the multiple and hidden paths of the world at large, the Silvan elves have remind true to their wooded homes. As such, the Silvan elves are the most at home in the woodlands and wild places they love, at the cost of disliking urbane areas - even those made and populated by other elves.. Additionally, they are the most wild of their elven kin, so are the most chaotic of the elven races. They have little use or need for strict laws (though they do bow and submit to the leadership of the Noldorian nobility and royalty - as long as it is not onerous and does not overly restrict the wild elf's inherent love of freedom). However, this does not equate to anarchy and chaotic resistance against any and all authority.

Woodcraft (wisdom or dexterity): Silvan elves receive ranger abilities of survival, track, scale, and conceal (only in wooded environments) and are at a +1 to all checks related to survival, tracking, or stealth in the woodland environment. At 5th level they are skilled enough to move through the woods as if they had the Druid's Woodland Stride ability.

NATURE LORE (wisdom): At 3rd level, as per Druid.

COMBAT SENSE: At 4th level, only in woodland environments, as per BTB Barbarian.

Potent Woodland Abilities: At 2nd level, a Silvan Elf ranger & druid, though he gains no additional abilities associated with being a Wood Elf, adds half of his RCC level to his ranger/druid level when determining the damage, duration, and potency of his ranger/druid abilities.

ATTRIBUTE MODIFIERS: +1 Comeliness, +1 Wisdom, +1 Dexterity, -1 Constitution, -1 Strength

Alignment: Non-lawful, most chaotic good

Armor Restricted: As ranger.



[3]

DWARVEN RACIAL CLASSES

by Lesley Rouell © 2017

Description: per PHB

Personality: Gruff, laconic, stoic, verbose, bordering on greedy

Lore: Elf and Human sages claim that the dwarf kin were the second race created; however, the dwarves themselves doubt that fact. All that is known for sure is that the dwarves were created deep in the caves by (whomever is the world's main dwarven god, or the master god of crafts/metal work), who they revere above all other powers, and were taught the craft skills as soon as they first drew breath. As they grew in power and skills they expanded beyond their caves and mines into the bright surface of the world. There they first met the goblinoid and other monstrous races they have long ward against, and the elven race as it expanded beyond its forest havens. Unfortunately, though both races - elf and dwarf - were inherently good (or at least not evil like the goblinoid races) their different personalities and outlooks lead to many misunderstanding and needless conflicts.



BtH: per fighter

HD: d10

Experience Progression: per Fighter

Prime: Strength & Constitution

Weapons Allowed: Any

Armor Allowed: Any

Attribute Modifiers: +1 Strength, +1 Constitution, -1 Dexterity, & -1 Charisma (with respect to non-dwarves)

Size: Medium

Movement: 20 feet

Barred classes: Mage & Illusionist. Rune caster is the only "arcane" class allowed to a dwarf.

Abilities: (*For all Dwarf sub races*)

ANIMOSITY (Elves): The disparate personalities of dwarves and elves have resulted in eons of misunderstandings, squabbles and even wars between the two races. As a result, dwarves suffer a -2 penalty to charisma checks when dealing with elves to whom they are not personally associated. Additionally, even with elves that are personal friends to the dwarf, there will always be an underlying 'friendly rivalry'.

DEEPPVISION: Ages spent beneath the earth in the dark and quiet places of the world have imbued dwarves with the ability to see in darkness where a human would find it impenetrable. This vision extends up to 60 feet in even the darkest of nights and deepest of tunnels. Colors tend to erode with deepvision, and objects appear in many shades of gray. It is otherwise like normal sight, and dwarves can function well with no light at all. Bright lights, such as from a lantern or other light source, spoil deepvision. A dwarf requires one turn to adjust his or her eyes when a light source is extinguished before gaining full use of deepvision.

ENMITY (Goblins/Orcs): Eternal wars against goblins and orcs have created an undying crucible of hatred for these vile creatures. When in combat against goblins or orcs, this fury and hatred allows dwarves a +1 bonus to hit these creatures. Dwarves have a similar distrust of half-orcs, finding interbreeding with goblinoids to be the worst of all sins. Dwarves suffer a -4 to charisma checks when interacting with half-orcs, goblins and orcs.

DEFENSIVE EXPERTISE (Giants/Ogres): Long regarded as a food source by many giants, dwarves have developed considerable expertise in fighting them. Combined with their small size, this tactical expertise allows dwarves to offer resistance to the powerful giants. When fighting giants or ogres, dwarves receive a +4 bonus to armor class. At 5th level the bonus is applied to any opponent of large or greater size.

RESISTANT TO ALCANE MAGIC (Intelligence): As unshakeable as granite or iron, dwarves are particularly resistant to arcane magic. They receive a +3 bonus to all saving throws against arcane spells and spell-like effects.

RESISTANT TO FEAR (Charisma): Dwarven loyalty, duty, stubbornness and honor lend them courage where other races might falter. Dwarves receive a +2 bonus to all saving throws against fear. At 4th level dwarves are immune to fear – spell or monster ability – that is caused by one that is the dwarf's class level or lower (5th level dwarf would be immune to a 4th or 5th level magic user's fear spell, but would be required to save vs the spell if the caster was an 6th level or higher mage or a 6HD or higher monster).

RESISTANT TO POISON (Constitution): Dwarves are imbued with great constitutional fortitude. Poisons that might fell a normal human are less likely to affect a dwarf. Dwarves receive a +2 bonus to all poison saving throws.

CRAFT (Wisdom): Dwarves practice their crafts obsessively and possess many secrets of making that are unknown to other people. As such a dwarf must pick an area of craft expertise they possess. In this area. They are considered a master craftsman and as such can create masterwork items if their craft.

Starting at level 5, a dwarf is able to hold and handle any item associated with their craft and tell its properties, much like an identify spell; Additionally, even if the dwarf has not chosen smith as their craft, the dwarf can attempt to use this ability on weapon or armor but at a -2. Additionally, starting at level 8th level a dwarf is able to make items with a +1 enchantment as a result of their craft work. The bonus increases by 1 every 3 levels after 8; the max bonus a dwarf is able to create in this manor is +3, but they can include additional enhancements (DM discretion).

FIND TRAPS/CONSTRUCTION FEATURES: Dwarves are capable of spotting unusual or unique construction or stonework features including new construction, unfamiliar architecture, sliding walls, stonework traps, unsafe stone surfaces, unstable ceilings and secret or concealed doorways. A dwarf passing within 10 feet of one of these features is entitled to a wisdom check to notice these features. Additionally a dwarf may use this ability find traps (only find traps, unlike the Rogues ability to find, defeat or set traps).

WEAPON SPECIALIZATION: At 2nd level, Dwarfs have the weapon specialization ability of the fighter class as it is presented in the C&C PHB

COMBAT DOMINANCE: At 5th level, Dwarfs have the combat dominance ability of the fighter class as it is presented in the C&C PHB.

SPEAK WITH / FAR SPEAK (Wisdom): At 6th level a dwarf has the ability to 'speak with' as per the druid spell and 'sending' as per the cleric spell. The medium of this ability is rock/stone. The more complex or intricate uses of this ability will have various progressively more difficult CLs - as per decided by the DM/CK.



FAVORED ENEMY: At 7th level, Dwarfs have the favored enemy ability of the Ranger class as it is presented in the C&C PHB - except it is limited to a favored enemy from one of these monstrous races: Goblins, Orcs, Hobgoblins, Giants, and Ogres.

RUNECASTING: At 8th level, a Dwarf gains the spell casting abilities of a Rune Caster. They do not gain bonus spells and cannot make use of alternate magic rules. They may create magic items, combining this ability with their craft ability, but any weapon or armor must always contain a Runic property.

EXTRA ATTACK: At 11th level, Dwarfs have the extra attack ability of the fighter class as it is presented in the C&C PHB

Hill Dwarves

Most picture dwarves as creatures living deep underground in stone work fortresses, mines and caves. This is not true for the Hill Dwarves.

Hill Dwarves, unlike their Mountain dwarf kin, are not overly fond of the deep dark places hidden in the mountains. Hill dwarves have found their place to be in and among the mountain slopes, ravines, canyons, and passes that surround the mountain dwarfs' deep holds. Hill dwarves, like their cousins, excel at stone work, and crafts; however, they also have skill in herding mountain cows, goats, and sheep, growing crops off the steep rocky slopes, and tending orchards of trees that thrive in the mountains and rough foot hills that surround them.

Hill dwarf communities will normally tie themselves to their mountain dwarf kin's' deep holds. Providing food stuffs and supplies the Mountain dwarves cannot easily obtain in their deep holds in exchange for minerals ores and aid/safe refuges in times that the foes of the dwarves invade the mountain slopes. Additionally, in many cases, Hill dwarf communities will be centers of trade and commerce giving their Mountain dwarf kin a trade center that does not open their deep holds to non-dwarf races.

Hill dwarves tend to wear lighter armors (compared to their mountain dwarf kin) and more functional clothing needed to traverse the steep and varied terrain they live in. In appearance, Hill Dwarves tend to be taller and less stocky than their Mountain Dwarf cousins (only by a few inches and a few pounds), have lighter colored hair, slightly shorter beards, and more tanned skin.

DETERMINE DIRECTION AND PATH (Wisdom): The Hill Dwarves can sense their approximate location and detect the safest path through any mountain terrain (Ravine, canyon, pass) as a human can sense which way is up. As such, a hill dwarf is never lost in these areas and, with concentration (a wisdom check) can determine the various paths out of/through these locations. Possibly even the safest of the paths

SCALE (Dexterity): At 2nd level, Hill Dwarfs have the scale ability of the Ranger class as it is presented in the C&C PHB. Additionally, the dwarf, to use this ability without penalty, must be wearing armor only usable by a ranger.

FIRE (Dexterity): At 4th level, Hill dwarfs have the uncanny ability to start a fire even in conditions unfavorable to starting a fire - it is rumored that they are even able to burn rock, but this is not strictly true. The fuel for the fire must be burnable, but hill dwarves are knowable with using natural coal and creating other combustible items (compressed sawdust and pine pitch etc.).

The more unfavorable the conditions (wind, mist, rain, wet wood, etc.) involved in the creation of the fire increases the CL of the attempt.

Mountain Dwarf

Most picture dwarves as creatures living deep underground in stone work fortresses, mines and caves. Where hill dwarves do not precisely fit this mental picture, it is a true representation of the Mountain Dwarves. These are the dwarves that dig, mine, and build deep into the mountains. Creating keeps and strongholds to protect the mines they delve into the mountains that they take their name from.

These are the dwarves that mine ores, spend long hours over furnaces and forges, and meticulously carve the living stone. Spending hours and days crafting wondrously wrought items and cleverly built deep holds.

Mountain dwarves are short, stocky, and solid as the stone they surround themselves with. When working, they wear clothing appropriate for which ever task they are completing. When relaxing, they wear simple, but expertly crafted, clothing. Their hair is dark as the black filling the deep caves they thrive in, and their beards are long. They have skin (what little that can be seen and not covered by their beard) that is ruddy to lightly tanned, but normally soot, stone and dust stained from their labors.

DETERMINE DEPTH AND DIRECTION (Wisdom): The world beneath mountains and in the deeps of the earth is the natural home of the dwarf. Dwarves can sense their approximate depth and direction underground as naturally as a human can sense which way is up. As such, a Mountain Dwarf is never lost in these areas and, with concentration (a wisdom check) can determine the various paths out of/through these locations. Possibly even the safest of the paths.

MOVE SILENTLY (Dexterity): At 2nd level, Mountain Dwarfs have the move silently ability of the Ranger class as it is presented in the C&C PHB - except it is limited to stone constructed underground areas &/or caves. However, for the dwarf to use this ability without penalty must be wearing armor only usable by a ranger.



DWARF RACIAL CLASS (strength/constitution)

by Derrick "Omote" Landwehr

The dwarf class is much like the racial description in the Castles & Crusades Players Handbook. While a dwarf's general description remains mostly the same from its racial counterpart, the dwarf class truly personifies the personality, racial affinities, and environment aspects of its description. Some examples of this behavior are that the dwarf class is even more stubborn and loyal than other dwarf-class combinations. Their racial affinities are typically more pronounced, to the point where vocal hatred or open violence has been known to result from these dwarves interacting with elvenkind, even so-called elven allies. When it comes to environment, a dwarf class character sometimes finds it difficult to leave the lands which he is accustomed to. Should a dwarf class leave these lands, his desire to return will always be known to his travelling companions, whether they like it or not. Note: The dwarf class is sometimes referred to as the *Dwarven Protector*.

RACIAL TRAITS & ABILITIES

ANIMOSITY (Elves): As described under the dwarf race in the C&C PHB, but the penalty to charisma checks when dealing with elves is increased to -3!

DEEPEVISION: As described under the dwarf race in the C&C PHB.

DETERMINE DEPTH & DIRECTION: As described under the dwarf race in the C&C PHB.

ENMITY (Goblins / Orcs): As described under the dwarf race in the C&C PHB, in addition the bonus to hit goblin and orc creatures increases to +3. The -4 penalty to charisma checks remains the same when interacting with half-orcs, goblins, and orcs.

DEFENSIVE EXPERTISE (Giants / Ogres): As described under the dwarf race in the C&C PHB.

RESISTANT TO ARCANES MAGIC: As described under the dwarf race in the C&C PHB except the bonus is increased to +4 to save vs. arcane spells and spell-like effects.

RESISTANT TO FEAR: As described under the dwarf race in the C&C PHB except the bonus is increased to +3 to saving throws against fear.

RESISTANT TO POISONS: As described under the dwarf race in the C&C PHB except the bonus is increased to +3 to all poison saving throws.

STONECRAFT: As described under the dwarf race in the C&C PHB.

RACIAL AGES: As described under the Racial Ages section in the C&C PHB.

LANGUAGES: Common, Dwarven, Gnome, Goblinoid, Halfling, Ogrish, Giant, Troll.

SIZE: Small (often between 3'10" and 5'2").

MOVEMENT: 20 feet.

ATTRIBUTE MODIFIERS: +2 CON, -2 DEX

CLASS ABILITIES

DWARVEN WEAPON SPECIALIZATION: At 1st level, the dwarf class can choose one of the following weapons to specialize in: battle axe, bearded axe, dwarf battle axe*, hand axe/throwing axe, piercing axe, two-handed axe, light hammer, war hammer, or dwarf war hammer*. Once chosen, the weapon selection cannot be changed. The selected weapon receives a +1 bonus to either hit or +1 to damage. At 4th level and every 4 levels thereafter, the player may select to add a further +1 to either hit or to damage to the originally selected weapon, or choose a new weapon from the list above to be specialized with. If a new weapon is selected then a +1 to hit or a +1 to damage must be selected as if the ability was taken at 1st level. Each time this ability is gained the character may apply a further +1 bonus to hit or to damage to a previously selected weapon, or choose another weapon from the above list to be specialized with.

*These weapons are described in Chapter 16 of the Castle Keeper's Guide.

FOE SLAYER: At 5th level the dwarf class gains one extra attack with any melee weapon when he is fighting any of the following opponents: elves, giants, goblins, ogres, or orcs. In order to use this ability, the dwarf class must direct all attacks in a combat round against opponents of the above named type. The dwarf class can split the available attacks among qualified opponents as desired. This ability improves as the dwarf class advanced in levels. The dwarf class gains an additional attack of this type at levels 10, 15 and 20.

DWARVEN TOUGHNESS: At 6th level the dwarf class has the ability to shrug off some amount of injury from each blow or attack. Each time the dwarf class is struck by a weapon or other physical blow, the damage from that attack is reduced by 1 point. At 12th level this damage reduction increases to 2 points per blow, at 18th level 3 points per blow, and at 24th level 4 points per blow. Dwarven toughness can never reduce the amount of damage suffered to lower than 1 point. This ability does not reduce damage taken from spells, spell-like abilities, illusions, magic items, magically enhanced weapons, poisons or other non-



physical attacks. This reduction in damage does not combine with other forms of damage reduction that the dwarf class character may possess.

DWARVEN EXTRA ATTACK: At 12th level the dwarf class gains one additional attack each combat round, but only with a weapon with which the dwarf class is specialized in (see Dwarven Weapon Specialization above). This ability does not combine with the Foe Slayer class ability. When in combat where both the Foe Slayer and Dwarven Extra Attack abilities could be used, the dwarf class player must choose to use only one of these abilities during each round. At 24th level the dwarf class gains a further additional attack (for a total of 3). Like the 2nd attack, the 3rd attack follows all of the rules outlined above.

ATTRIBUTE BONUS: At 13th level the dwarf class gains 1 pt to both his strength and constitution attributes. At 23rd level the dwarf class again gains the bonus of 1 pt to both STR and CON attributes.

PIERCING STRIKES: At 14th level, whenever the dwarf class strikes an opponent, his melee weapon attacks are always considered magical +5 attacks for the purposes of overcoming any resistances the opponent may have. This ability does not actually confer any additional bonus to hit or damage caused by the attack.

ARCANE RESISTANCE: At 16th level the dwarf class becomes even more resistant to arcane magic. At this level a dwarf class character automatically takes half damage from any arcane spell or spell-like ability. If the spell or spell-like ability allows for a saving throw, a successful save indicates that he only takes one-quarter damage. Divine spells are not affected by this ability.

FOCUSED ATTACK: At 17th level the dwarf class can make a single, great attack against one opponent. You must declare the use of this ability before the combat round begins and before initiative order has been determined. When declaring a Focused Attack you can immediately choose to take a penalty to your AC equal to or less than your level. You cannot take a penalty which would reduce your AC to 5 or below. This penalty you take to AC is added to the damage roll of your next attack if that attack is successful. You can only use this ability with a normal attack or when charging.

A Focused Attack is the only attack possible in the round in which this ability is used; any other attacks possible in the round, including additional magical attacks, are forfeit. The Focused Attack must be used before the next round of combat or the use of this ability is wasted. If the attack roll of the Focused Attack misses, or is otherwise unsuccessful, the penalty to AC taken still continues until the start of the next initiative round. This ability can be used once per day at 17th level and twice per day at 21st level.

DWARVEN PARAGON: At 19th level the dwarf class is the perfect embodiment of all things within his

race. By this level the dwarf class is considered by many of his kin to be a leader of the dwarven people, even if he has no formal title. His presence alone greatly affects those of his race around him. Any dwarf ally of 18th level or lower who is within 30 feet of the dwarven paragon, gains a bonus of +2 to saving throws. As long as the dwarven paragon is conscious, active, and visible to those around him, this ability is always active.

PRIME ATTRIBUTES: Strength, Constitution

ALIGNMENT: Any

HIT DIE: d10

WEAPONS: Any

ARMOR: Any

ABILITIES: Dwarven Weapon Specialization, Foe Slayer, Dwarven Toughness, Dwarven Extra Attack, Attribute Bonus, Piercing Strikes, Arcane Resistance, Focused Attack, Dwarven Paragon.

LEVEL	HD	BtH	ABILITIES	EPP
1	d10	+0	Dwarven Weapon Specialization	0
2	d10	+1		3,001
3	d10	+2		6,001
4	d10	+3	Dwarven Weapon Specialization	12,001
5	d10	+4	Foe Slayer	24,001
6	d10	+5	Dwarven Toughness	48,001
7	d10	+6		96,001
8	d10	+7	Dwarven Weapon Specialization	192,001
9	d10	+8		384,001
10	d10	+9	Foe Slayer	700,001
11	+5	+10		1,000,001
12	+5	+11	Dwarven Weapon Specialization, Dwarven	1,300,001
13	+5	+11	Attribute Bonus	1,600,001
14	+5	+12	Piercing Strikes	1,900,001
15	+5	+12	Foe Slayer	2,200,001
16	+5	+13	Dwarven Weapon Specialization, Arcane	2,500,001
17	+5	+13	Focused Attack	2,800,001
18	+5	+14	Dwarven Toughness	3,100,001
19	+5	+14	Dwarven Paragon	3,400,001
20	+3	+15	Dwarven Weapon Specialization, Foe Slayer	3,700,001
21	+3	+15	Focused Attack	4,000,001
22	+3	+16		4,300,001
23	+3	+16	Attribute Bonus	4,600,001
24	+3	+17	Dwarven Weapon Specialization, Dwarven	4,900,001



ELF CLASS (dexterity/intelligence)

by Derrick "Omote" Landwehr

Of all the races, the elf class seems the most racially centric. Other people tend to see the elves as xenophobic, uncaring, and unmotivated to action; this couldn't be farther from the truth. The elf class, and its race in general when compared to the other races, does form extremely close and tight-knit communities. But these characteristics can be attributed to their very long life spans and seemingly unending patience.

There are few differences between the description of the elf class here and the elf race as it is presented in the Castles & Crusades Player's Handbook. These minor variations come in the form of very well-defined elvish traits. The predominant differences are the class's inherent ability to cast arcane spell magic as well as being adept in the arts of war. Members of the elf class practice these arts almost from the time of their birth, and understand how to manipulate arcane energies so well that they can wear any armor and cast spells without penalty. Arcane spell casters of other races do not have the lifespan, or the inherent magical connection to the world and etherverse, that allows them free reign to cast spells while wearing armor. Note: The elf class is sometimes referred to as a *Fey Champion*.

RACIAL TRAITS & ABILITIES

- ENHANCED SENSES:** As elf in the C&C PHB.
- TWILIGHT VISION:** As elf in the C&C PHB.
- MOVE SILENTLY:** As elf in the C&C PHB.
- SPELL RESISTANCE:** As elf in the C&C PHB.
- SPOT HIDDEN DOORS:** As elf in the C&C PHB.
- WEAPON TRAINING:** As elf in the C&C PHB.
- RACIAL AGES:** As elf in the C&C PHB.
- LANGUAGES:** The elf class is not as well traveled as the race is presented in the C&C PHB, languages are limited: Common, elf, gnome, goblin, and orc.
- SIZE:** Medium (often between 4'5" and 6'9").
- MOVEMENT:** 30 feet.
- ATTRIBUTE MODIFIERS:** +2 DEX, -2 CON

CLASS ABILITIES

SPELLS: The elf class gains and casts arcane spells just like the wizard class. For the elf, the study of

magic begins at a very early age through the study of ancient elvish arcane texts and through the teaching of elders. Many elves show proficiency with magic and continue study throughout their lives often becoming the wizard or elf class. Others become elven adventurers with non-arcane spell casting classes.

As the wizard, the elf class can prepare spells before casting them by studying from his spell books. While studying, the elf decides which spells to prepare. Spell accumulation, memorization, study, and descriptions are covered in detail in the magic section of the C&C Player's Handbook, as well as detailed under the wizard class therein.

Elf class spell books are 1/2 the size and weight of their wizard counterparts, and each spell only takes up half as many pages within.

BONUS SPELLS: The elf class's bonus spells are based on their intelligence score. If the elf class has an intelligence score of 13-15, they receive one extra 1st level spell. If the intelligence score is 16 or 17, the elf class receives an extra 2nd level spell. If the elf has an intelligence score of 18 or better, he receives an extra 3rd level spell. Bonus spells can only be acquired if the elf class is at a high enough level to cast them. Bonus spells are cumulative.

ELF CLASS SPELLS PER DAY

LEVEL	0	1	2	3	4	5	6	7	8	9
1	3	-	-	-	-	-	-	-	-	-
2	4	1	-	-	-	-	-	-	-	-
3	4	1	-	-	-	-	-	-	-	-
4	5	2	1	-	-	-	-	-	-	-
5	5	2	1	-	-	-	-	-	-	-
6	5	2	2	1	-	-	-	-	-	-
7	6	2	2	1	-	-	-	-	-	-
8	6	3	2	2	1	-	-	-	-	-
9	6	3	2	2	1	-	-	-	-	-
10	6	3	3	2	2	1	-	-	-	-
11	7	3	3	2	2	1	-	-	-	-
12	7	3	3	3	2	2	1	-	-	-
13	7	4	3	3	2	2	1	-	-	-
14	7	4	3	3	3	2	2	1	-	-
15	7	4	4	3	3	2	2	1	-	-
16	8	4	4	3	3	3	2	2	1	-
17	8	4	4	4	3	3	2	2	1	-
18	8	4	4	4	3	3	3	2	2	1
19	8	5	4	4	4	3	3	2	2	1
20	8	5	4	4	4	3	3	3	2	2
21	8	5	5	4	4	4	3	3	2	2
22	*	5	5	4	4	4	3	3	3	2
23	*	5	5	5	4	4	4	3	3	2
24	*	**	5	5	4	4	4	3	3	3



ELVEN FREEDOM: At 3rd level the elf class becomes completely immune to all forms of paralysis, and is always considered to be under the effects of a Freedom of Movement spell. This ability is not a spell effect; it is an acquired trait of the elf racial class and is always active.

ELVEN WEAPON SPECIALIZATION: At 5th level, the elf class can choose one of the following weapons to specialize in: composite longbow, composite shortbow, elf long sword*, longbow, shortbow, longsword, shortsword, or any type of elven crafted bow. Once chosen, the weapon selection cannot be changed. The selected weapon receives a +1 bonus to either hit or +1 to damage. At 10th level and every 5 levels thereafter, the player may select to add a further +1 to either hit or to damage to the originally selected weapon, or choose a new weapon from the list above to be specialized with. If a new weapon is selected then a +1 to hit or a +1 to damage must be selected as if the ability was taken at 5th level. Each time this ability is gained the character may apply a further +1 bonus to hit or a +1 damage to a previously selected weapon, or choose another weapon from the above list to be specialized with.

* These weapons are described in chapter 16 of the Castle Keeper's Guide.

ELVEN BOW MASTERY: At 7th level the elf class receives one additional attack each combat round with any composite longbow, composite shortbow, longbow, shortbow, or any type of elven crafted bow. This additional attack by a bow weapon comes without any further penalty to hit if such a penalty is normally prescribed by the Castle Keeper for multiple rate of fire bow attacks. At 14th and 21st level the elf class again gains one additional attack with the above listed bow weapons. This ability can be combined with the Elven Extra Attack class ability.

ELEMENTAL ACCLIMATION: At 8th level the body of the elf class begins to attune to the elemental nature of the universe. Whenever the elf class needs to make a saving throw from a spell or effect that is elemental in nature (air/wind, earth/stone, fire/heat, water/rain, etc.), he receives a +3 bonus to the saving throw. The CK needs to be judicious when allowing this bonus to saving throws. For example, if the elf class were to fall off the side of a mountain, the CK would not allow this bonus to pertain to the save because the elf is being damaged by the fall, not the stone of the earth. This saving throw bonus does not apply to any form of dragon breath.

BREATH WEAPON RESISTANCE: At 11th level the elf class becomes resistant to dragon breath. The elf class automatically takes half damage from any breath weapon (most notably dragon breath, but includes all breath weapon attacks). If the breath weapon allows for a saving throw, a successful roll indicates that the elf only takes one-quarter damage.

ATTRIBUTE BONUS: At 13th level the elf class gains a +2 to either his dexterity or intelligence score.

ELVEN EXTRA ATTACK: At 15th level the elf class gains one additional attack each combat round with any weapon. This ability can be combined with the Elven Bow Mastery class ability for an additional attack with a bow weapon.

ELEMENTAL TRANSFORMATION: A member of the elf class that reaches this level of development begins to attain a point of physical awareness that slowly begins to transform him into a creature of elemental nature. At 17th level the elf class selects one of the following elements to align himself with, gaining the listed benefits:

• Air: The elf class can fly as per the fly spell description for 10 minutes per level of experience provided he is in an environment where there is at the very least, a light breeze. When there is no air movement, such as when the elf class is underground, this ability only lasts for 1 round per level at most. When the elf class desires to use this ability he must concentrate for 1 round calling upon the spirits of the air to aid him in flight. This ability is usable once per day and is not considered a spell effect. Additionally, the elf class gains a continuous bonus of +3 to AC as he moves as easily as the wind.

• Earth: The elf class can speak with the earth. When the elf touches stone or rock and concentrates for one round, he can speak with the rock as per the Stone Tell spell description. This ability is always active and is not considered a spell effect. Additionally, the elf class gains a continuous natural damage reduction of 3.

• Fire: The elf class is immune to all normal and magical fire damage of the prime material plane. Deific fire, dragon fire, and fires originating from the outer planes or from creatures of the outer planes will still affect the elf at the discretion of the CK. This ability is always active and not considered a spell effect. Additionally, the elf class gains a permanent +1 bonus to two of the following three attributes: Strength, Intelligence, or Charisma. Alternatively, instead of the +1 bonus to two attributes the elf class can gain a single +3 bonus to one of those attributes.

• Void: The elf is immune to the debilitating touch and supernatural abilities of various undead and outer planes creatures that drain life away and cause the loss of hit points and attribute scores. This ability only functions on the prime material plane. Additionally, the elf gains a continuous +3 bonus to all saving throws.

• Water: The elf class can breathe underwater as easily as he can breathe air. This ability is always active. Once per day the elf class may submerge himself wholly in water for a minimum of 1 minute after which time he gains 30 temporary hit points. These temporary hit points last for 10 minutes per level. These abilities are not considered spell effects.



ELVEN PARAGON: At 19th level the elf class is the ideal of excellence and perfection in elvenkind. He is considered a leader of the elven people, even if he has no formal title to speak of. The elf class's proximity around others of his race enhances them by his mere presence alone. Any elf ally of 18th level or lower, who is within 30 feet of the elven paragon, may immediately reroll one die roll that they have just made before the CK declares whether the roll results in success or failure. Damage rolls (of multiple dice) can also be rerolled in this manner, however the reroll must be declared before the results of the damage are applied to a target. The result of the reroll must be accepted even if it is worse than the original roll. Each elven ally can only benefit from this ability once per day. As long as the elven paragon is conscious, active, and visible to those around him, this ability is active.

ELDRITCH FONT: As the elf class continues to mature, his body and spirit have fully transformed into a creature of elemental nature. At 22nd level the elf class becomes categorized as Humanoid – Elf (Elemental). This classification means that any spell, effect or ability that would affect an elemental creature, also affects the elf class.

Additionally, the weave of magic itself and the elemental nature of the elf class begin to merge and become one. At 22nd level the elf class no longer applies spell slots to his 0-level spells. The elf class can cast any 0-level spell he knows, as often as he likes, with a limit of one spell per round. Even if the known 0-level spell has a casting time greater than one round, the elf class can cast it in just a single round. Additionally, with an elf class's 0-level spells, he can move up to his full movement in the round and still cast the 0-level spell. The elf class no longer needs to memorize or study 0-level spells that he knows. Any 0-level spell that is written in his spellbook is now intrinsically part of his being.

At 24th level, spell slots for 1st level spells that the elf knows no longer apply. Like with his 0-level spells, the elf class can cast any 1st level spell he knows, as often as he likes, with a limit of one spell per round. Even if the known 1st level spell has a casting time greater than one round, the elf class can cast it in just a single round. With an elf class's 1st level spells, he can move up to his full movement in the round and still cast the 1st level spell. The elf class no longer needs to memorize or study 1st level spells that he knows. Any 1st level spell that is written in his spellbook is now intrinsically part of his being.

AGELESS: At 23rd level the elf class progresses even further in his evolution, becoming immortal. The roll of years no longer endangers the elf to a death due to advanced age. However, the elf still suffers any penalties or bonuses due to age, such as with attributes. The elf class is still susceptible to death from disease, magic, combat and all other forms of damage.

PRIME ATTRIBUTES: Dexterity, Intelligence

ALIGNMENT: Any

HIT DIE: d6

WEAPONS: Any

ARMOR: Any

ABILITIES: Spells, Bonus Spells, Elven Freedom, Elven Weapon Specialization, Elven Bow Mastery, Elemental Acclimation, Breath Weapon Resistance, Attribute Bonus, Elven Bow Mastery, Elven Extra Attack, Elemental Transformation, Elven Paragon, Eldritch Font, Ageless

LEVEL	HD	BtH	ABILITIES	EPP
1	d6	+1	Spells, Bonus Spells	0
2	d6	+1		4,001
3	d6	+2	Elven Freedom	8,001
4	d6	+3		16,001
5	d6	+3	Elven Weapon Specialization	32,001
6	d6	+4		64,001
7	d6	+5	Elven Bow Mastery	120,001
8	d6	+5	Elemental Acclimation	240,001
9	d6	+6		480,001
10	d6	+7	Elven Weapon Specialization	800,001
11	+3	+7	Breath Weapon Resistance	1,100,001
12	+3	+8		1,400,001
13	+3	+9	Attribute Bonus	1,700,001
14	+3	+9	Elven Bow Mastery	2,000,001
15	+3	+10	Elven Weapon Specialization, Elven Extra Attack	2,300,001
16	+3	+11		2,600,001
17	+3	+11	Elemental Transformation	2,900,001
18	+3	+12		3,200,001
19	+3	+13	Elven Paragon	3,500,001
20	+1	+13	Elven Weapon Specialization	3,800,001
21	+1	+14	Elven Bow Mastery	4,100,001
22	+1	+15	Eldritch Font	4,400,001
23	+1	+15	Ageless	4,700,001
24	+1	+16	Eldritch Font	5,000,001

HALFLING CLASS (dexterity/constitution)

by Derrick "Omote" Landwehr

The halfling class exemplifies and often accentuates the halfling character as a race. While remaining very close in the general description, appearance, and personality as the halfling mentioned in the C&C PHB, the halfling class is more keenly focused to the attributes of the race. The halfling class is often more family oriented, and clannish in its ways. Though, of all the racial classes, the halfling class is the most likely to head out into the big world for adventure, preferably for the betterment of his family or clan. The



halfling class is sometimes referred to as a *Halfling Sherriff*.

RACIAL TRAITS & ABILITIES

FEARLESS: As described under the halfling race in the C&C PHB except the bonus to saving throws against fear effects are increased to +3.

HIDE (Dexterity): As the halfling in the C&C PHB.

MOVE SILENTLY (Dexterity): As the halfling in the C&C PHB.

DUSKVISION: As the halfling in the C&C PHB.

RESISTANT: As described under the halfling race in the C&C PHB except the bonus to all constitution saving throws is increased to +3.

LANGUAGES: The halfling class is not as well traveled as the race is presented in the C&C PHB, therefore languages are more limited: Common, gnome, halfling, and sylvan.

SIZE: Small (often between 3'5" and 4'5").

MOVEMENT: 20 feet.

ATTRIBUTE MODIFIERS: +2 DEX, -2 STR

CLASS ABILITIES

HALFLING COMBAT ABILITIES: The halfling class receives all of the following combat bonuses at the 1st level of experience:

- +2 AC when being attacked by enemies of large (or bigger) size categories.
- +1 to attack rolls with ranged weapons.
- +1 to initiative rolls.

Additionally, add a further +1 to any one of the above mentioned abilities at 5th, 10th, 15th, and 20th levels of experience.

HALFLING SLING MASTERY: The halfling is trained with the sling (and the staff sling) from a very early age, and continues to practice and evolve the art of war with it. At 2nd, 8th, 16th and 24th level, the halfling class gains one additional attack each melee round but only with the sling (or the staff sling).

The staff sling is generally an uncommon weapon that is most often found in communities of halflings. The staff sling is typical for a staff in weight and length, but has a sturdy sling affixed to the top of it. Some staff slings are handed down from generation to generation within a halfling clan, and are more often than not considered family heirlooms. In this case, many halfling staff slings tend to be of expert quality (see equipment section of the C&C PHB for more information on expert quality weapons). The unique nature of the staff sling allows for the weapon to be used as a typical staff, as well as a sling. The damage when using the staff portion in melee combat is 1d6. When using the sling, the damage is 1d4. A typical staff sling and its profile are not listed in general equipment section of the C&C PHB. Instead the information for this weapon is listed here.

WEAPON	COST	DAMAGE	RANGE	WEIGHT	ENC
Staff Sling	2 gp	1d6 (1d4)	60 ft.	4.0 lbs.	4

UNCANNY PERCEPTION: Over time, the halfling class's senses attune to the world around him in an almost supernatural manner. Upon reaching 4th level the halfling can see into the darkest natural shadows just as he could see anything else with his duskvision. It is at this point that the halfling class can also detect illusions or shadow magic by simply looking at an area and concentrating for 1 minute. This ability only extends to a range of 10 feet as the halfling must see the area to determine whether any illusions or shadow magic exist. The range of this uncanny perception is increased by 10 feet every 4 additional levels of the halfling's experience (8th, 12th, 16th, etc.). Additionally, whenever the Castle Keeper calls for an attribute check to notice something, whether it is by sight, smell, or sound, the halfling class adds a +3 to the roll. As before, this bonus is further increased by +1 for every 4 additional levels of the halfling class's experience level (8th, 12th, 16th, etc.).

ARMOR OF SHADOWS: The halfling class is adept at using shadows to his advantage. At 6th level, the halfling class adds a +3 bonus to his armor class anytime he is in or near shadows. The shadows needed for this ability to work must be relative to the halfling's size. Ex.: Dappled sunlight under trees does not count unless there are dark shadows about the same size of the halfling nearby. The halfling class does not necessarily need to be in the area of shadow for this ability to work. As long as the shadows are within his movement distance he can utilize the areas of darkness to distract his enemy granting the bonus to AC.

MAGIC RESISTANCE: At 12th level the halfling class becomes resistant to all forms of magic damage. At this level a halfling class character automatically takes half damage from any spell or spell-like effects (such as magical items, but not magical weapons). If the spell or spell-like ability allows for a saving throw, a successful save indicates that he only takes one-quarter damage. This ability applies to both arcane and divine forms of magical damage.

HALFLING QUICKNESS: At 13th level the halfling can move up to his full movement rate and still attack in the same round. Additionally, the halfling can root around in his pockets, pouches, backpacks, etc. and pull an item he is looking for and use it in the same round.

HALFLING EXTRA ATTACK: At 14th level the elf class gains one additional attack each combat round with any weapon. This ability can be combined with the Halfling Sling Mastery class ability.

BREATH WEAPON RESISTANCE: At 17th level the halfling class becomes resistant to dragon breath. The halfling class automatically takes half damage from any breath weapon (not just dragon breath, all breath weapon attacks). If the breath weapon allows for a saving throw, a successful roll indicates that the halfling only takes one-quarter damage.



SLIP THE MATERIAL PLANE: After a lifetime of using shadows to his advantage the halfling class taps into a deep seeded supernatural ability to access and manipulate the Plane of Shadow. Upon reaching 18th level, whenever the halfling class is fully immersed in shadow, he is considered invisible as per the Improved Invisibility spell description. This ability always functions as long as the halfling's body is totally within shadow. The following additional abilities can also be performed by the halfling class, once per day with Slip the Material Plane:

- **Shadow Cache:** By concentrating for 1 round the halfling class can open a tiny portal into the Plane of Shadow where he can place small, non-living objects into a shadow cache. Up to 30 cubic feet of objects, no heavier than 300 pounds, can be placed into any one cache. The portal to the shadow cache remains open for as long as the halfling class requires, and objects can be retrieved from the cache by using this ability again once the portal is closed.

- **Shadow Form:** By concentrating for 1 round, the halfling class can call forth shadowy tendrils directly from the Plane of Shadow and meld them with his own body. While melded, the halfling's shadow form partially walks on both the Material Plane of existence and the Plane of Shadow. Any attacks against the halfling class in shadow form will automatically miss, seemingly passing directly through shadow, unless the attacks are from weapons which are considered +1 magical or greater. Normal weapons and physical attacks cannot harm him while in shadow form. This ability lasts for only 1d4+2 rounds before the shadow tendrils fade away. Once this ability ends, the halfling class suffers 1d4 constitution damage from the sapping of his endurance by the tendrils of shadow. After 24th level, the halfling class no longer suffers constitution damage from the shadow form.

- **Shadow Walk:** This ability works as per the Shadow Walk spell description.

ATTRIBUTE BONUS: At 19th level the halfling class adds +1 to any one of his attribute scores. At 23rd level the halfling class again gains another +1 to any attribute score.

HALFLING PARAGON: At 21st level the halfling class is measured as the ideal member of the halfling race. He is considered a leader of the halfling people, even if he has no formal title. The halfling class's proximity around others of his race enhances them by his mere presence alone. Any halfling ally of 20th level or lower, who is within 30 feet of the halfling paragon, gains a +2 bonus to their AC. As long as the halfling paragon is conscious, active, and visible to those around him, this ability is always active.

SHADOW FADE: At 22nd level, once per day, the halfling class can open a 10 foot wide portal to the Plane of Shadow allowing the halfling and any others passage into that realm of existence. The halfling class

must concentrate for 1 round to open the portal. The portal remains open for only 3 rounds before it fades away and closes. You must be in an area of heavy shadow in order to use the Shadow Fade ability.

PRIME ATTRIBUTES: Dexterity, Constitution

ALIGNMENT: Any

HIT DIE: d6

WEAPONS: Blowpipe, bolas, club, crossbow (light), crowbill (polearm), dagger, dart, dirk, hammer (light), hatchet, hand / throwing axe, katar, knife, long sword, mace (light), main gauche, pick (light), sap, short bow, short composite bow, short sword, sickle, sleeve-tangler, sling, spear (standard), spiked gauntlet, staff, staff sling, rapier, tulwar (sword), whip.

ARMOR: Hide armor or armor less than EV3.

ABILITIES: Halfling Combat Abilities, Halfling Sling Mastery, Uncanny Perception, Armor of Shadows, Magic Resistance, Halfling Quickness, Halfling Extra Attack, Breath Weapon Resistance, Slip the Material Plane, Attribute Bonus, Halfling Paragon, Shadow Fade.

LEVEL	HD	BtH	ABILITIES	EPP
1	d6	+0	Halfling Combat Abilities	0
2	d6	+0	Halfling Sling Mastery	2,001
3	d6	+1		4,001
4	d6	+1	Uncanny Perception	8,001
5	d6	+2	Halfling Combat Abilities	16,001
6	d6	+2	Armor of Shadows	32,001
7	d6	+3		64,001
8	d6	+3	Halfling Sling Mastery, Uncanny Perception	128,001
9	d6	+4		256,001
10	d6	+4	Halfling Combat Abilities	500,001
11	+3	+5		750,001
12	+3	+5	Magic Resistance, Uncanny Perception	1,000,001
13	+3	+6	Halfling Quickness	1,250,001
14	+3	+6	Halfling Extra Attack	1,500,001
15	+3	+7	Halfling Combat Abilities	1,750,001
16	+3	+7	Halfling Sling Mastery, Uncanny Perception	2,000,001
17	+3	+8	Breath Weapon Resistance	2,250,001
18	+3	+8	Slip the Material Plane	2,500,001
19	+3	+9	Attribute Bonus	2,750,001
20	+3	+9	Halfling Combat Abilities, Uncanny Perception	3,000,001
21	+1	+10	Halfling Paragon	3,250,001
22	+1	+10	Shadow Fade	3,500,001
23	+1	+11	Attribute Bonus	3,750,001
24	+1	+11	Halfling Sling Mastery, Uncanny Perception	4,000,001



ABERATIONOID (race for 5e D&D)

by the Albino Lion © 2017

Cursed, aberationoids are not born but made. When a humanoid is exposed to unknown magic's of the far realm, are cursed by a wicked god, or are the terrible experiments of some mad scientist, an aberationoid is made. Through whatever circumstances make them, an aberationoid is a mutated humanoid. In their new form, most people will view them as freaks unless they go through great pains to disguise themselves, even then mistakes happen, and townsfolk will see them as monsters. Because of their trauma and societal abuse, aberationoids all suffer from insanity, though it takes many forms, as they are all unique to the individual. Many try to pretend to be normal, and cannot bear to look at themselves in the mirror, but when aberationoids come to terms with what they are, and the fractured nature of their minds, that is when their true brilliance comes out.

Aberationoid Names: Some keep the name they were born with and as potentially any race can become an aberationoid, any kind of name is fitting for them. Others that might have been created in a lab might be given an Illithid or beholder name. While some feel that their bodies are so changed they might as well change their name to represent a new beginning. This could just be a different name, or maybe a virtue name like with Tiflings.

Size: Medium

Base Height: 4'5'' height modifier 2d10 inch.

Base Weight: 100 lbs. weight modifier x2d6 lbs.

Ability Score Increase: Your intelligence score increases by two.

Speed: 30ft

Warped Mind: Resistance to psionic damage.

Broken Mind: All Aberationoids have a mental disorder, choose one from the following table.

1) Phobia: Choose a certain type of creature, your character fears that type of creature. (If you choose aberration you are not scared of yourself) When your character encounters a creature of this type, it must make a wisdom saving throw DC 10+the creature's challenge rating. If you encounter multiple creatures of this type at once, roll only once using the highest challenge rating creature for the save DC. On a failed save, you become frightened of that creature. If you kill or help kill a creature you are afraid of gain an inspiration die.

2) Narcissism: You believe yourself to be greater than every other creature in existence. If you succeed at a goal, not just a challenge but a significant goal, you must make a DC 15 charisma saving throw. If you fail; Until you take a long rest, all your social rolls are at disadvantage as you are too engrossed in yourself. On a success, you gain an inspiration die.

3) Addiction: Your character has a hunger for humanoid brains. If your character gains a level of

exhaustion from starvation and is nearby a humanoid brain, that you are aware of, you must make a DC 13+level of exhaustion constitution saving throw. On a failed save you cannot resist your hunger. On a success you resists your hunger until you gains another degree of exhaustion. When you eat a humanoid brain, you gain an inspiration die, it also functions as nutrients for you.

4) Paranoia: All insight checks you make are at disadvantage. Whenever you fail an insight check, you assume the person bears ill will toward you. If you make an insight check and successfully determine someone does not mean you ill will and it is later proven by them performing trustworthy acts for you, gain an inspiration die. This feature can only be used once per creature.

5) Inferiority Complex: Whenever you fail a goal, roll a DC 15 Charisma saving throw. On a failed save you become depressed. Until you take a long rest, you have disadvantage on all saving throws you make. If you are ever able to redeem yourself from a failure and do so, gain an inspiration die.

6) Schizophrenia: You hear voices in your head. While going about your day, you sometimes see things that are not there. If you are ever unsure if something is real, a DC 16 intelligence check will tell you if you are hallucinating, unless it is an illusion spell with different rules. The hallucinations, do offer you advice about how to accomplish your goals. Gain training in one Intelligence, Wisdom, or Charisma based skill.

7) Multiple Personality Disorder: You have a separate personality. This person has a different alignment and background than you do. This means their background skills are different, but they do not have any bonus items, your original personality determines that. Personality traits are also different. Whenever you finish a long rest, choose which personality you are. You cannot go more than 3 days without switching personalities.

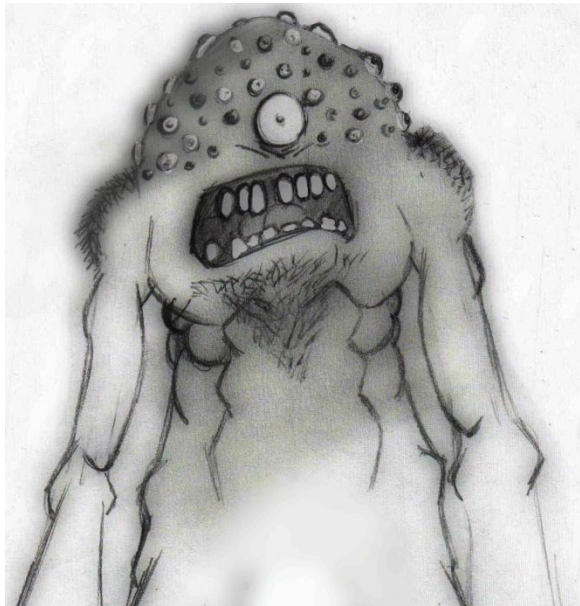
8) Enslavement: You are under control of a more powerful being. Whenever you want to act against your master's will, you must make a DC 19 Wisdom saving throw. On a failed save, you are dominated by your master until you complete what you tried to resist doing, or take a long rest. If your master is ever defeated, double your XP reward for slaying it.

Subrace: Aberationoid mutations generally take three similar forms.

1) Visual Aberationoid: This sub race has multiple eyes covering its skin. People can easily see these if the person is not wearing concealing clothing. Even then, there are often more than two eyes on the person's face.

Ability Score Increase: +1 to wisdom.

Perfect Vision: You have advantage on investigation and perception checks that rely on sight. You have darkvision with a radius of 120ft and can still discern color.



[3]

Spellcasting: Know the following spells and can cast them once per day, wisdom is your spellcasting ability modifier, and you can cast *true strike*. When you reach 3rd level, you can cast *detect magic*. At 5th level you learn *eye beam*. You learn one of the following spells and can cast it without material components: *charm person*, *ray of sickness*, *sleep*, or *chromatic orb* as first level spells. Every odd level you can learn another one of these and can cast each one once per day.

2) Mouther: Aberationoid: Your body is covered with mouths. You are not as worried about people discovering your secret, as the mouths can flow over your skin as if it were water. You could have 3 mouths on your face at once, or zero.

Ability Score Increase: Your charisma score increases by one.

Multi Mouthed: All of your mouths fall into one of these classes.

- a) **Mouth of Razors:** You can make a bite attack, it is the same ability as an unarmed strike, but on a hit you deal 1d4 piercing damage.
- b) **Mouth of Emptiness:** Any poison consumed through this mouth has no effect on your anatomy. You also do not gain any nutrition from food or other magical benefits from anything consumed by this mouth.
- c) **Mouth of Spellcasting:** You know the following spells and do not need the material components, your spellcasting ability modifier is charisma, and you know the vicious mockery cantrip. At 3rd level you learn *dissonant whispers*. At 5th level you learn *suggestion*. You can only cast the leveled spells once before a long rest.

3) Tentacle Aberationoid: Coming out of your shoulders, back, and sides are several tentacles.

Ability Score Increase: Your strength score increase by one.

Multi-grip: You can hold up to 6 items, this does not generate additional attacks, and shields can only be used one at a time.

Extended Reach: Your reach increases by 5 feet.

Descendant of the Squid: You have a swim speed equal to your walking speed and can breathe both air and water.

Unarmed Tentacle: Your unarmed strike with a tentacle deals 1d6 damage on a hit.

Spellcasting: You can cast the following spells without components once per day, strength is your spellcasting ability modifier, and you know the thorn whip cantrip. At third level you can *summon tentacles* from the ground. At fifth level you can infuse your weapons with *psionic energy*. You can cast *magic weapon* on an item you are holding or one of your tentacles. When you do this you can choose whether to deal normal damage or convert it to psionic damage.

Feats:

Eyes of the Beholder: *Prerequisite:* Visual Aberationoid, eye beam spell(s). You can cast a number of your eye beam spells at 2nd level, this number is equal to your total level divided by four. Rounded down. Also you can learn new spells for your eye beam trait: *Hold person* and *levitate object*.

Mouth of Destruction *Prerequisites:* Mouther Aberationoid, level 7 or higher. You open the mouth of destruction, a giant mouth that only fits on your chest. The mouth casts fireballs once per day. You cannot be wearing medium or heavy armor when you use this trait.

Evolution of the Squid: *Prerequisite:* Tentacle aberationoid. You grow suction cups on your tentacles, you gain a spider climb speed equal to your walking speed. Also creatures are at disadvantage to escape your grapples.

THE LOST BESTIARIES OF ATLANTIS

This installment of creatures from the *Lost Bestiaries of Atlantis* [5, 6] brings you *The Beast of Destruction*, *Horned Serpent*, *Tree Oyster*, *Phoenix*, *Night Crow*, and *Moon Owl*. Plus a new creature contest for Issue X!

BEHEMOTH (aka The Beast of Destruction) by Robert "Treebore" Miller

Size: Huge (30+ feet long, plus a tail equal to half its body length). Height from ground to dorsal is 15' or more. Its width is 20 feet or more.

HD: 14 and higher

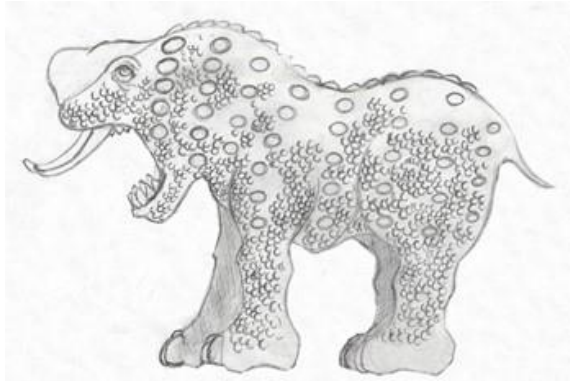
AC: 24 and higher

HP: (d12) 140 and higher

Saves: M and P

Speed: 40 on land, Burrow 20.

Attacks: Bite (5d10 Damage), Claw (4d8), Trample (8d10 or 4d10 structural), & Tail (4d6)



[3]

This is a monstrously large creature, with heavy scale like plating for its hide. It is a dark rust red in color, because its hide does have a high iron content. Its eyes are a solid black. It appears to be lizard/reptile like, so may be somehow related to dragons. Fortunately it does not fly, but it can burrow at half its ground movement speed.

This creature seems to be heavy even for its immense size. The ground shakes as it moves within a 50 foot radius of any location. If anyone approaches or gets caught up in this radius they must make a DEX check to remain on their feet, or fall prone. CL=half of creatures HD, so 7+.

Walls of huts, houses, barns and the like will start to crack and crumble, but not collapse, as this creature approaches within 100 feet, and be completely flattened if the creature walks over or through it. Interiors of any structure within this 100 foot radius will suffer damage as if experiencing a severe Earthquake. So anything not fixed in place will fall over, objects will fall off of shelves, and so on.

Defensive walls of cities and castles will crack and crumble to a much lesser degree, but suffer similar effects within to what happens within homes, etc. If the creature decides to go through any such walls, or structures, it will do so at its burrowing rate of movement, destroying the structure, leaving a path equal to the creatures width, plus roughly an additional 10 feet to each side of the creature, so a minimum of a 40 foot wide path of devastation.

Combat/Specials: This creature is very, very tough. It's hard to effectively hit (AC 24 or more), is completely immune to electrical attacks, and versus fire attacks it is only harmed if it fails it's Save. If it makes its save versus a Fire attack, it is actually healed, as the fire will actually cause its hide to melt and reseal its wounds, equal to half the damage of the full attack damage rolled. So if 30 points of damage was rolled, and it saves, it will heal for 15 HP. If these creatures enter into lava, they will REGENERATE 5 HP/round. It is also highly resistant to cold attacks, taking only half damage on failed saves, and quarter damage on successful Saves. Only Acid based attacks damage this thing normally.

Magical weapons are required to damage this beast, the magic need not be any more powerful than a **bless** or **prayer** spell cast upon the weapon to enable the weapons to inflict damage. Blunt weapons, such as hammers, maces, and the like, do normal damage, but edged weapons, such as swords, axes, daggers, and arrows, only do half their die in damage, but still get full value of any additional bonus', such as STR and magic.

This creature is not effected by any "mind" spells, such as Charm Monster, Fear, and so on.

If a creature is Trampled by this monster, for every 5 feet of the monster that passes over the Trampled target(s), they must make a STR or CON save to avoid having a bone broken for each failed save. CL=HD of creature. So if the full 30 feet of the creature "tramples" a given target creature, they must make 6 such saves. For each failed save, a significant bone is broken, such as a upper or lower leg bone, skull, 2 to 4 ribs, etc... CK will have to adjudicate penalties to movement, etc... Any critical failures will be compound fractures, and the limb with be completely useless, skulls will cause loss of consciousness, ribs will cause serious loss of breathing, and so on. If Crit rules are not used, obviously ignore all of this. Regardless, for each failed save, add an additional D6 of damage to the base Trample damage dice rolled.

If a creature of 15 feet or less in height is bitten by this creature, it will be swallowed if the unmodified roll is a 15 or higher, suffering the same challenges and damage as if swallowed by a Purple Worm (refer to Purple Worm entry).

The Behemoth can cast the following spells as a Druid of a level equal to its own HD, at will, as many times per day as it desires: Entangle, Spike Stones, Wall of Thorns, Summon Elemental Swarm (Earth Elementals only).

Lore: Communes, Divinations, and the like have revealed that these creatures pretty much literally "come from the Earth", and are a way to undo the creations and destruction of humanoids and return the world to a more "natural state", which is further proven by how quickly nature will reestablish itself in the wake of this creatures destruction. For example, the last "attack" of such a creature was completely covered over by plant life within 6 months of its occurrence, and any rebuilding that took place had to do much more work to keep the destroyed areas clear of encroaching plants until the walls were rebuilt, etc... So this creature's power comes from very primal sources.

We also know that when the creature is destroyed, and only destroying them will stop them, and not harvested, that the area its carcass is in, out to a mile radius from it, will become a very rich area of growth, and that within a few weeks a natural spring will appear. These areas also tend to attract a number



of Sylvan creatures. So Druids will usually strongly discourage the harvesting/desecration of the carcass of these creatures, as the Druids, rightfully, see these as manifestations of Nature itself. Since these creatures tend to yield a wealth of metals, minerals, and magical resources, ugly battles usually ensue. When the Druids are victorious, the carcass remains, and the Druids turn the location into a holy site. When the Druids lose, the carcass gets its wealth harvested, and no rich natural area results.

What does such a carcass yield?

Mithril ore, that once smelted will yield 2d4 pounds of Mithril. Adamantine ores, that once smelted will yield 1d6 pounds of Adamantium. Iron ore, that once smelted, will yield 1d6 tons, yes tons, of Iron, that can then be turned into the best quality steel. Gold Ore, that once processed will yield 1000 + 10d100 pounds of the purist gold. Silver ore, that once processed will yield 5,000 + 5d20 pounds of the purist Silver. Mercury, aka liquid silver, 500 + 2d100 pounds of it. Gem grade crystals that will yield, in the hands of a Jeweler: Diamonds, Rubies (which are Sapphires), Sapphires of all colors, Spinel of all colors, Tourmalines of all colors, Beryls of all colors (Aquamarines and Emeralds being the most coveted), Topaz' of all colors, Garnets of red, green, orange or yellow shades. 2d6 crystals of each will be found, and EACH crystal will be capable of yielding 1d6 cut gems worth a base of 1,000 GP each, assuming the jeweler goes for the largest cuts possible. Which they almost always do, since that is the best way to maximize value. Massive amounts of copper based semi-precious ores will be found as well, predominantly Malachite and Lapis Lazuli, typically 500+ 10d100 pounds of each. Ichors that have been found to be very effective ingredients in healing potions and great for inscribing healing related spells into books and onto scrolls. (Game effect determined by CK, I suggest potions be of maximum potency/effect, and spells be of similar potency). Typically 2d100 gallons are recovered, valued at 1000 GP per gallon. So as you can see, many people will resist letting the Druids just leave the carcass alone.

HORNED SERPENT

Inspired by Kevin Morton's Artwork

by "Morty" & Kirk W. Olsen © 2017

NO. ENCOUNTERED: 1 OR 3

SIZE: Large (30+ feet long)

HD: 9 (d10)

MOVE: 40 ft. (land or water)

AC: 17

ATTACKS: Bite (1d20) &/or tail sting (d4)

SPECIAL: Poisons, Deepvision, Pheromones, Contact Telepathy

SAVES: P & M

INT: Inferior

ALIGNMENT: Chaotic Neutral

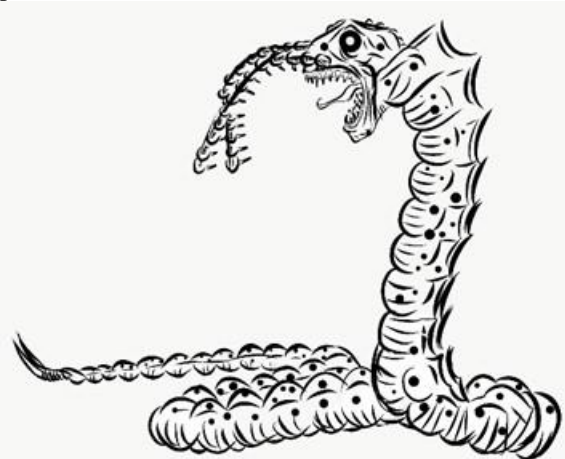
TYPE: Magical Beast

TREASURE:

XP: 1800+9

The horned serpent is neither horned nor a true serpent. This insectoid-like magical beast can move like a serpent, strike like a venous snake, and even spit venom like a cobra, but there the similarities end. First this subterranean horror functions without ill effects from total darkness, cold, heat, or moisture (continual *endure elements*). Its metabolism seems un-phased by any extreme heat, cold, or moisture or lack thereof. This snake-like creature is equally at home in the hottest dries lands, the darkest slimy tunnels, or in the coldest subterranean waters. This creature is far too intelligent to be a simple reptile and its contact telepathic abilities only further widen the gulf between natural serpents and this highly unusual, intelligent creature.

These creatures are solitary hunters. Smart enough not to put themselves into mortal danger. They will attack quickly, secure their meal (two small sized creatures or one medium creature), eat their fill in 3d4 rounds, and then leave the kill if harassed in any way. They will always leave themselves an escape route from any encounter or will simply not attack when outnumbered. Once combat has been entered, they will always look to flee after more than half of their hit points have been lost.



The only time more than one of these creatures is encountered is when two females are attempting to impress a male into mating with one of them. This species requires the females to offer fresh kills and feats of prowess to impress a male enough to join together to drive away the less inspiring female and mate. Mating is fast and efficient with the mates going their separate ways within minutes. During the mating displays of hunting prowess, the females will risk more and remain in combat until just ¼ of their hit points remain. Woe to the party engaged by two amorous females attempting to woo a male; one can quickly become little more than a horny serpent's aphrodisiac.

COMBAT: A horned serpent will use its pheromone cloud on groups of prey before closing to eat the smallest, weakest, and/or most engrossed victim



within range. The serpent's main attack is a snake-like strike from a fully raised position (similar to a cobra, maximum head height is roughly 1/3 the serpent's body length). Similarly, the tail can protect the remaining 2/3 of the body when the head is raised. The serpent will lash out with its barbed tail at any who attempt to attack it while it closes on, or feeds upon, its intended victim. If particularly pressed, it can also spit venom up to twice its body length with blinding accuracy; an extra +4 to attempt to hit (always a *called shot* to the face). The thick and sticky venom causes temporary blindness (no save – must be washed out with about one gallon of water or alcohol) and facial numbness, making comprehensible speech impossible.

PHEROMONES: The horned serpent's most feared power is its ability to silently project an invisible cloud of pheromones which affect all within the area of affect (a 25 foot diameter sphere zero to 30 feet away). The effect of these pheromones upon all living creatures is highly similar to the illusionist spell *hypnotic pattern* (no HD limit). Any creature within the cloud may make a CON save, at CL9, to avoid its affects. The horned serpent can create such a cloud twice per day; usually once to attack and once as an aid to escape.

CONTACT TELEPATHY: Any touch of the serpent's "horns" permit telepathic communication between the creature and its victim. The horns are actually supple feather-like antenna. Although they can move independently and in very sinuous ways they are quite tough and strong (each requires a *called shot* direct damage of more than 10 points to cripple and 20 points to remove/destroy). Contact (considered a touch attack) always occurs when the creature's bite scores a hit or when the creature specifically targets a hypnotized victim for telepathic contact (touch attach to hit an immobilized/prone target; +10 to hit). Once telepathic contact is made, there is no save for the victim. The victim's thoughts and feelings will be known to the horned serpent and, unfortunately for the victim, the creature's emotions, thoughts, and hunger will be poured through the telepathic link to flood the victim's mind and emotions with fear and hopelessness (CHA save to avoid these affects which manifest like the fourth level spell *fear*). Note: Any creature under the effect of pheromones prior to telepathic contact cannot not flee if they fail their fear save, but collapse on the spot.

POISONS: Whenever the horned serpent scores a hit with bite or the stingers on its tail venom is carried along with the physical damage. The bite venom cause the wound to be utterly painless, but also prevents all clotting and healing (natural or magical) until after 2d4 hours or the poison is neutralized. The lack of clotting means the wound, no matter how large or small, continues to weep blood at the rate of one point every other round until the victim falls unconscious

(immobile unconsciousness stops the continual loss of hit points). The venom of the tail stingers produces severe hallucinations and temporary but debilitating insanity (separate INT and WIS saves required to avoid each affect). Each affect lasts for 3d4 rounds and 2d6 turns respectively. Anyone who fails either or both saves becomes immediately unconcerned with actions and events around themselves and instead focus all their skills and attention on unreal events they believe are occurring around them or conversely sink into inwardly focused thoughts fully removed from the world around them – becoming little more than a ranting lunatic energetically moving about in dangerous ways or simply babbling and shrieking with little movement.

TREE OYSTER

by Mike Stewart © 2017

NO. ENCOUNTERED: 2-4

HD: 8 (d8)

MOVE: None, strike range up to 20 ft.

AC: 18

ATTACKS: Slam (1d8), Bite (1d10)

Special: Camouflage, Entrap, Resistance: Cold and Fire, Swallow

SAVES: P

SIZE: Variable

INT: None

ALIGNMENT: Neutral

TYPE: Plant

TREASURE: 6

XP: 700+8

Tree Oysters appear at first glance to be large brown lumps hanging off vine covered trees and are often mistaken for beehives. However, when a victim gets in range the pod will open into an oyster like shell that will lunge down toward their prey, remaining attached to the tree by vine-like protrusions emerging from the back-joint of the "shell".

COMBAT: Tree Oysters lurk above a victim waiting to attack by surprise whenever possible. The larger varieties of Tree Oysters have up to 4 different "Oyster-like" shell maws that they can drop upon prey. Small Tree Oysters have one shell and 2 Hit Die, Medium have 2 and 4 Hit Die, and the Larger varieties have 3 or 4 clam maws and full Hit Dice as noted above. They are able to attack in any direction around their chosen tree, and are never surprised. Each vine holding an Oyster shell-maw has 3-10 hp (1d8+2) hit points, any damage exceeding these when a strike is specifically upon a vine will cause the oyster to drop to the ground. It will feign death while waiting to reattach to the main plant via new vines or failing that will eventually grow vines of its own to climb into another tree.

CAMOUFLAGE: A Tree Oyster's cunning disguise makes it difficult to discern as a threat, therefore granting the monster a roll to surprise opponents on a 1-6 on a d8.



ENTRAP: Tree Oyster vines can entwine victims, entrapping them for eventual consumption. A victim struck by a vine must make a successful Strength save to avoid being entrapped. An entrapped creature is immobilized from movement, but can try to break free of the vines grip or attack the vines themselves. After being entrapped, the subsequent rounds will have the victim suffer 1-6 (1d6) hit points of constriction damage automatically until the victim is freed.

SWALLOW: On an attack roll of natural “20” the Tree Oyster has swallowed the head of their victim and will draw itself up into the tree. Its vines hold with an 18 STR (Prime) and the victim must make a saving throw versus suffocation (CON) or pass out immediately from lack of oxygen. Even if the save is made, the victim will asphyxiate in 2-5 (1d4+1) rounds unless freed. Any attacks on the Tree Oyster’s Clam-like Shell itself have a 50% chance of half the damage being transmitted to the victim’s entrapped head. Two successful STR checks versus a Challenge Level of 6 will free the victim by opening the clamshell. Victims who pass out will die within 1-3 rounds (1d6/2) after consciousness is lost.

Due to their interest in chomping the heads of victims, occasionally a skull of an animal or humanoid will remain in the Tree Oyster, irritating the muscle like tissue within and the creature will generate a pearl-like surface over the skulls. A Wizard will pay up to 1,000 gp for such a human sized skull-pearl, with animal skulls fetching between 300 and 600 gp. Depending on size.

Special thanks to Lothar TVNI for the suggestion of this monster concept!

THE GOOD, THE BAD, & THE BALANCED

by Todd Pote

Throughout mythology one legend that shines forth in many cultures is that of the Phoenix. An immortal bird of fire and magic known to be a guardian of the Light and fierce adversary of evil, the Phoenix is a symbol of life, rebirth and healing and had been represented in other works many times. But little is said about its two counterparts. After all, what is the light without the dark and what watches over the twilight between them? While based on mythology, the following creatures are more properly taken in a fictional context, the latter two having no real place in world mythology; at least to my knowledge. What follows is my take on all three of these mythical creatures which may be used or discarded as the CK wishes.

All three of these powerful creatures share certain traits and powers. They are each avian, have genius level intellects and can communicate through telepathy as they choose, can fly at speeds nearing that of sound, require magical weapons of +2 or greater to injure them, and are nearly immortal.

PHOENIX (THE GOOD)

No. Appearing: 1

Size: S (6” tall, chick), M (2-3’ tall w/5’-8’ wingspan)

Hit Dice: 1d12 (chick), 12d12 (adult)

Move: 2’ (chick), 600’ Fly/ 10’ (adult)

Armor Class: 5 (chick), 20 (adult)

Attack: Nil (chick), 1d6 x2 –talons (adult)

Special: Fire Aura, Regeneration (5), MR: 15, Rebirth, Healing Tears, Divine Song, Telepathy, Titan Strength, Flash Teleport, Detect Evil, Detect Magic, Detect Untruth, & Twilight Vision

Saves: M & P

Intelligence: Genius

Alignment: Neutral Good

Type: Magical Beast

Treasure: Special (See Below)

XP: 7+1 (chick), 10000+12 (adult)

The Phoenix is a magical bird of fire known to be a guardian of the Light and fierce adversary of evil. The Phoenix is a symbol of life, rebirth and healing to many. It appears as a large raptor with feathers of red, orange, and yellow, sometimes bearing accent colors or crests of white, black, or gold. The Phoenix tends to lair in remote regions noted for heat or associated with fire though on very rare occasions a Phoenix will choose to accompany a human or humanoid of pure spirit and goodness, guiding them and assisting them in making the world a better, kinder place. It would be easy to mistake such companions as familiars when nothing could be farther from the truth. Phoenix are unable to bound to any mortal creature as a familiar and even most divinity since the fiery essence of their magic burns away all such constraints upon their freedom so that they can champion the cause of pure good in perpetuity.

Phoenix may resemble a raptor but their diet consists of fruits, seeds, and other such fare. They consume no flesh to keep their spirits pure and magic uncorrupted. While seemingly immortal, the Phoenix can be killed permanently in the right circumstances albeit such circumstances are difficult to bring about. Their wide range of abilities and powerful regeneration and rebirth cycle sees to this. While these abilities are powerful, they are unable to be used while the Phoenix is in its chick form with the exception of the regeneration, intelligence, telepathy, and detection abilities.

A Phoenix does not collect or keep treasure, though it may decide to guard areas or magical items of world altering importance. Not to say that a Phoenix has nothing of value. Phoenix feathers, tears, blood, vocal chords, and eyes are extremely valuable spell components, commanding prices of several hundred gold pieces to tens of thousands of gold due to their rarity and highly magical nature. Contrary to popular belief, Phoenixes do not lay eggs, do not mate, nor reproduce in any biological fashion. A Phoenix is born to the world in a place of fire that is rich in magic at the same time a new star is birthed in the heavens. Like a dryad draws life from her tree, a Phoenix draws its



life and magic from the star responsible for its birth. When the star dies, so does the Phoenix and when the Phoenix permanently dies so does its star.

Abilities:

Detect Evil: Like the spell of the same name though with a range of 120' around the Phoenix and is always active.

Detect Magic – Like the spell of the same name though with a range of 60' around the Phoenix and is always active.

Detect Untruth: This ability is similar to a Detect Lie spell though broader in scope. The Phoenix can tell if a person speaking within its hearing (100' give or take pending conditions) is lying, being evasive, or speaking in a manner that is in any way less than 100% truthful in both word and intent. This ability is always active.

Divine Song: The song of the Phoenix will uplift all those of pure heart and goodness that hear it, breaking any negative emotive spells or effects upon the person, banishing sadness, calming tempers, and otherwise acting as a positive reinforcement. For those creatures lost to evil and vile at their core, the song will cause agony and discomfort, forcing them to flee the area as fast as they can should they fail a CHA save to endure its effects. Even if they manage to endure the pain, the discomfort will be obvious to all present observing them.

Fire Aura: The Phoenix can surround itself with an aura of flames at will. It has absolute control over this magical fire having it burn hot enough to match the sun or simply warm those nearby. This aura affects all within up to 20' of the Phoenix as it desires. If it chooses to seriously attack an enemy in this fashion with intent to kill, the flames will do 12d10 points of damage upon contact with its targets while not even elemental fire creatures being immune to this damage though they suffer only half the amount. The Phoenix can control how much damage its flames do. (So damage could range from the equivalent of a bad sunburn (1d3) to its maximum as the CK requires.)

Flash Teleport: The Phoenix is able to teleport to any known place within 1000 miles or unknown place it can visualize within 100 miles. This teleport is unable to be stopped by any wards or protections currently known, though it cannot enter into an area protected by a Protection vs Good spell. When utilizing this method of transport the Phoenix and any person or creature touching it or that it carries disappears in a flash of fire and light, reappearing at its destination in the same manner. The Phoenix may transport up to 10 tons of equivalent weight in this manner.

Healing Tears: The tears produced by a Phoenix that chooses to shed them are among the most powerful healing agents known to magic. Each tear is the equivalent of a Cure Critical Wounds spell, Neutralize Poison, and Cure Disease all in one package. It matters not what type or origin of the disease or poison. As

long as it is not cursed or evil in nature such as Lycanthropy or Mummy Rot, the tears can cure it. The Phoenix can produce 1d6 tears per round. Tears stored in vials will last as long as the seal on the container. A typical vial such as used for potions will contain 1d100 tears with such a vial being worth 200 gold pieces per tear. Such vials are almost never found or sold however.

Rebirth: The Phoenix ages in a unique fashion since its lifespan is tied to the star that birthed it. While it cannot die of old age while its star exists it does endure an accelerated life cycle tied to the Solstice of the world it dwells in. Two weeks before the Winter Solstice, the Phoenix begins to rapidly age. Its feathers fall out and turn to ash, its color fades to a dull parody of its former luster, and its body begins to shrivel like a dried fig. Upon the height of the Winter Solstice, the Phoenix will burst into self-immolating flame and burn to ash. Five minutes later, a small Phoenix chick digs its way out from the ashes and begins to grow (regenerate) to its former adult form. It is at the moment between the Phoenix burning to ash and the chick rising from it that the Phoenix may be permanently slain. Should a "Slay Living" spell or "Wish" spell be used upon the ashes within the five minute window, the Phoenix will be slain and its star explode in the heavens.

Telepathy: The Phoenix can communicate with the mind any intelligent creature of good alignment within its visual range as if it spoke their native tongue.

Titan Strength – The Phoenix is capable of lifting up to 10 tons of weight in its talons with little to no apparent effort.

NIGHT CROW (THE BAD)

No. Appearing: 1

Size: S (2' tall, 5' wingspan)

Hit Dice: 8d12

Move: 400' Fly/ 10'

Armor Class: 22

Attack: 1d4 x2 –talons, Bite (1d3)

Special: Darkvision – 120', Regeneration (2), Shadow Teleport, Necrotic Poison, Detect Magic, Detect Good, Telepathy, Withering Strike, Aura of Corruption, Shadow Merge, & Mirrored Birth

Saves: M & P

Intelligence: Genius

Alignment: Neutral Evil

Type: Magical Beast

Treasure: 9 (See Below)

XP: 2475+8

The Night Crow is a creature of blackest and purest evil. It knows no master nor will it ever bond with a mortal. At best it may perform some favor for an evil being in exchange for something of value to it. Whereas the Phoenix is colored to match fire and the sun, the Night Crow resembles a very large crow with feathers so black that they seem to absorb whatever light happens to fall upon them. Its eyes are also merely blackened looking pits that seem to open upon



death's very stoop. Night Crows are a mirror of sorts to the Phoenix. They are born at the same time as the Phoenix in places of absolute evil and darkness for there can be no light without the dark and will live as long unless permanently killed. It is active during the night and almost never encountered during the light of day.

The Night Crow is a symbol of death and corruption which it delights in spreading. It is sensitive to the presence of the Good and the Balance in the world though it will help neither achieve their aims. Nor will it oppose their works, instead focusing on its own goals and agenda. Unlike a Phoenix, the Night Crow delights in collecting shiny coins, gems, magical items that are shiny, and whatever items it may be offered for its services by evil mortals. It has no use for armor, weapons, potions, or scrolls, nor bulky items such as cloaks, belts, staves, lamps, and the like. Night Crows will make their nests in places absent of any light and steeped in evil though like the Phoenix, they do not reproduce in any biological manner. The diet of a Night Crow is one of carrion and decayed fruits.

There are no magical uses for any part of a Night Crow though its blood is among the most toxic of poisons, quickly killing any living creature not of divine origin on contact no matter its level of resistance or immunity. The ground within 100 yards of where Night Crow blood lands will become cursed and barren, incapable of supporting even microbial life or magic for the rest of eternity as the very essence of death and evil pollutes it.

Abilities:

Aura of Corruption: The Night Crow is surrounded by a dark aura that is easily mistaken for shadows. Any living creature within 10 feet of the Night Crow will be affected and must make a saving throw versus CHA each turn they are within the aura. Failure will result in the creature being diseased with something akin to consumption or leukemia that will have them quickly wasting away and dying within 1d4 weeks of exposure. A cure disease coupled with a remove curse at 10th level is required to defeat this corruption. Exposed foods will rot within minutes, beverages become foul and tainted, finished goods decay and weaken to the point of breaking due to this aura. The aura will also slowly corrupt the wilderness area used as a lair and/or hunting ground by the Night Crow. Lush forest and wildlife will begin to wither and die due to frequent exposure, resulting in up to 10 square miles becoming a twisted, decayed mockery of its former self in a matter of a few months.

Detect Good: Like the spell of the same name though with a range of 120' around the Night Crow and is always active.

Detect Magic: Like the spell of the same name though with a range of 60' around the Night Crow and is always active.

Mirrored Birth: The Night Crow comes into existence at the same time as a Phoenix, being the dark matter of the star for as light cannot exist without the dark, good cannot exist without evil. A Night Crow will turn to shadows unless permanently killed and regenerate from them whole and unharmed once it regenerates to its maximum hit points. To permanently kill a Night Crow, the spot where it died must be bathed in daylight or stronger equivalent with a Banishment spell cast upon the shadowy residue within the first five minutes after death.

Necrotic Curse: The Night Crow's bite carries with it a horrible curse that manifests as a black bile-like substance that rapidly mixes into the unfortunate victim's bloodstream within minutes. The victim is allowed a saving throw versus death magic, failure resulting in ten minutes of mind shattering agonizing pain as they watch the blackness spread through their veins through their skin before mercifully passing out as the veins and flesh over them begins to rapidly putrify and decay. Within twenty minutes the victim is nothing but a pile of bones and foul goo. A Remove Curse will remove the bile and a Cure Critical or Heal spell repair the damage done if used before the curse has run its course. A Cure Disease or Neutralize Poison will temporarily halt the progression of the curse for one minute per level of caster yet will not abate the pain the victim is feeling. The curse may also affect undead and creatures normally unaffected unless they are of Abyssal or Divine origin. If the saving throw is successful, the victim will merely collapse in severe pain for the next 1d3 turns as the curse is fought off and dissipates. Until it has run its course, the victim is unable to do anything other than writhe on the ground in pain, leaving them vulnerable to any enemies that may come across them.

Shadow Merge: The Night Crow is able to merge with any shadow it rests within making it undetectable to anything other than a Moon Owl or Phoenix. It can do this at will with no time limit or limit per day. However, should a powerful light spell be used to dispel the shadow it is in, the Night Crow will suffer 1d6 damage per level of caster and be ejected from the shadow itself.

Shadow Teleport - The Night Crow is able to teleport to any known place within 1000 miles or unknown place it can visualize within 100 miles as long as there are shadows present at both its origin point and destination. This teleport is unable to be stopped by any wards or protections currently known, though it cannot enter into an area protected by a Protection vs Evil spell. When utilizing this method of transport the Night Crow disappears in a silent flash of darkness and shadow, reappearing at its destination in the same manner.

Telepathy: The Night Crow can communicate with the mind any intelligent creature of evil alignment



within its visual range as if it spoke their native tongue, though it rarely chooses to do so.

Withering Strike: The Night Crow may attack a living creature with its claws outspread. When it does so, it attacks as normal but the damage resulting is much like a level drain. In this instance the Night Crow's successful attack will reduce all physical attributes by one point, no saving throw. Should any attribute of the victim reach zero as a result of this damage, they will seem to wither and gray before collapsing dead upon the ground. Victims slain in this manner may not be animated as undead and only the most powerful of magic can restore them to life. Damage sustained without causing death may be healed by powerful restoration magic as normal per the spell.

MOON OWL (THE BALANCE)

No. Appearing: 1

Size: M (2-3' tall with 5'-8' wingspan)

Hit Dice: 10d12

Move: 500' Fly/ 10'

Armor Class: 22

Attack: 1d3 x2 – bite, 1d6 x2 - talons

Special: Control Mass, Regeneration (3), MR: 10, Liquid Moonlight, Moon Gaze, Lunar Strength, Telepathy, Flash Teleport, Detect Evil/Good, Detect Magic, Dusk Vision, & Silent Flight

Saves: M & P

Intelligence: Genius

Alignment: Neutral

Type: Magical Beast

Treasure: Special (See Below)

XP: 5700+10

The Moon Owl is appears as a large snowy or barred owls when born and during the new moon. When exposed to moonlight after becoming an adult its feathers will take on a metallic silver sheen that glows brightly within the moonlight. Moon Owls are creatures of balance, being creatures of the night that live within the reflected light of the sun. Both Phoenixes and Night Crows respect them even if the Moon Owl is more attached to mortality than they are. The Moon Owl will act to preserve the balance between good and evil as it sees fit. No manner of coercion will change this though it is possible to earn its favor by being of pure heart and spirit while acting in the best interests of the natural order. It may also choose to intervene in the case of a life experiencing too much suffering versus happiness or vice versa.

On very, very rare occasion a Moon Owl may choose to become the companion of a strong spell caster that has been deemed worthy in the eyes of the Moon Owl. This is not a bond of any kind. The Moon Owl retains its independence and ability to act as it wills just as another friend or companion of its chosen might.

Any species of white colored owl such as the snowy owl and barred owl have a chance of being born as a Moon Owl. More specifically, there is a 10% chance that any such owl born during a solar eclipse will hatch

as a Moon Owl. These new Moon Owls will live as normal owls of their species subject to life and death as normal until they come into their powers at adulthood. While able to regenerate rapidly, the Moon Owl is readily killed like any mortal creature unlike the Phoenix and Night Crow. As a result, Moon Owls are extremely rare and exist more as myth than fact.

Moon Owls do not collect treasure like some monsters do. They themselves produce a treasure that is unique to their species and cannot be replicated by any other creature not of divine nature (see ability descriptions below). Moon Owls are also desired as spell components by less scrupulous magic wielders and those corrupted by power. Its blood, feathers, talons, and eyes can demand princely sums in the right markets.

Abilities:

Control Mass: The Moon Owl may alter the mass, or weight, of any item or creature it touches at will. It may make the target nearly weightless, much like a dandelion seed, or so heavy that even a titan would be challenged trying to lift the target up. The number of targets the Moon Owl may affect at one time is equal to its current Hit Dice modified by the phase of the Moon (refer to Lunar Strength).

Detect Good/Evil: Like the spell of the same name though with a range of 120' around the Moon Owl and is always active.

Detect Magic: Like the spell of the same name though with a range of 60' around the Moon Owl and is always active.

Flash Teleport – The Moon Owl is able to teleport to any known place within 1000 miles or unknown place it can visualize within 100 miles. This teleport is unable to be stopped by any wards or protections currently known. When utilizing this method of transport the Moon Owl and any person or creature touching it or that it carries disappears in a flash of silver sparkles and moonlight, reappearing at its destination in the same manner. With its ability to control the mass of what it touches, the Moon Owl is not limited by the weight of objects or creatures it chooses to carry.

Liquid Moonlight: The Moon Owl is capable of collecting the light of the full moon upon its wings and magically turning said light into a quicksilver-like fluid that drips from its feathers. This liquid is worth its weight in platinum as a magical reagent. The fluid may have either the effect of being an absolute cure for any sort of lycanthropy or inflict said disease upon a creature that drinks it as chosen by the Moon Owl. A creature cured of lycanthropy using this fluid will be forever immune to the disease unless cursed by similar fluid produced from a Moon Owl. Correspondingly, a creature cursed with lycanthropy by the fluid will be immune to any other cure for the rest of their miserable life. The Moon Owl can produce one fluid ounce of liquid moonlight per turn while bathed in the



unobstructed light of the full moon. There is a magical side effect while producing this fluid. The Moon Owl's magic creates a resonance, for lack of a better word, that is detectable by every lycanthrope, Phoenix, and Night Crow within a 10 mile radius. The Phoenix and Night Crow may come to visit if they choose, neither being hostile, but the lycanthropes will be affected by the desire to hunt the Moon Owl down and kill it, ignoring any other obstacles or opponents.

Lunar Strength: The Moon Owl is affected by the phases of the moon. When the moon is full, the Moon Owl is at its strongest and has unrestricted use of its powers (100%). When the moon is new, the Moon Owl is at its weakest and is capable of only using a fraction of its abilities and power. Each week after the full moon, the Moon Owl's power is reduced by 10% with the lowest point being the day of the new moon. Each week after the new moon, the Moon Owl's power is increased by 10% back to its maximum on the day of the full moon. This also affects the number of people or items the Moon Owl may affect with its Control Mass ability, said number being reduced by two (-2) each week and gained back as noted.

Moon Gaze: The Moon Owl can use its gaze to affect any creature within 15-feet into whose eyes it stares. The creature is allowed a saving throw versus CHA (willpower) to avoid being influenced by the Moon Owl. If the saving throw is failed, the Moon Owl may inflict one of the following statuses on its target. Sleep (as per the spell), Insanity (as per the spell), Charm Person/Creature (as per the spells), or Calm them down (treat similar to a Daze spell or Calm Animals). These effects will last 1d6 turns unless actions are taken by outside influences.

Silent Flight: Like normal owls, the flight of the Moon Owl is silent, producing no noise. Owls in flight gain a +1 to surprise rolls and sneak attacks versus their opponent(s).

Telepathy – The Moon Owl can communicate with the mind any intelligent creature of neutral alignment within its visual range as if it spoke their native tongue except on the night of the new moon.



Trolls, why the gnome's many faces? Please explain. Possibly this is a question for Mr. Bradley? Do tell. Just for fun, we've added two more possible looks.

“Deep Thoughts” with Traveller © 2017

Q: Can wands, staffs, or wands be recharged? How?

A: Usually, but not always. But it must be done prior to the last charge being used. Monster & Treasure noted methods (... with certain spells and rituals...) are intentionally left to the GM/CK possibly with input from the player. We're hoping *mmbutter* will write this up with detailed/interesting recharging ideas.



[3]

Please send the Domesday Staff your write up for the above amazing creature image. Top white ups will likely get published. The adventure room by room went very well, creature write ups could be our next success!



[18]



TORGAN'S TEARS

by Todd Pote © 2017

Golem by K. Morton "Morty" © 2017

Torgan's Tears is a short dungeon adventure for 4-6 characters of 6-9th level suitable for insertion to any campaign or for one-off play. The adventure sight is in the forested mountain foothills of a temperate region with low cliffs. It is highly advisable that at least one healer be included in the party.

The Castle Keeper may need to fight the urge to give hints to the party for them to get by some of the tricks and misdirection presented in this dungeon. These features are key components to the defenses of a proper tomb particularly in the absence of more numerous guardians to deal with would be tomb robbers and will play on player psychology to some degree so that the players become their own opponents in certain instances.

HISTORY: The Dwarf Lord Torgan Ogrebane was a figure of renown to his people. His defeat of the Ogre Lord Mu Chang the Merciless and his followers in single combat earned him his name and a place in their songs. Torgan ruled well and wisely for almost fifty years and became known for his smithy skills almost as much as his combat prowess. But like most reputable warriors, Torgan died in combat covering the retreat of his people when a wurm overran their hold. That he managed to severely wound the wurm enough that it spent the nearly the next century recuperating is not so well known and the only reason so many escaped and were later able to recover his body and personal arms.

To honor his sacrifice, a monument and tomb were created by his surviving subjects before they moved on to settle a new area within the mountains. The entrance was hidden and protected with additional traps and tricks placed to prevent tomb robbers from gaining anything but a quick end. In the end, the dwarven priests placed a guardian in the tomb without the knowledge of any other member of Torgan's people before they closed and sealed the tomb. The massive monument to Torgan, his head carved in stone with a river flowing from his eyes like the endless tears he shed for the loss of his people's homeland, has watched over the hidden entrance to his tomb for the past few centuries. The small amount of erosion despite the river flowing through it is a testament to the skills of its builders.

KEY: The river waters flow fast above and below the waterfall and its pool. The frigid waters full of fish and river eels run clean and pure though any who spend more than a few minutes immersed in them risks hyperthermia. The area around the splash pool of the falls is heavy with cold mist thrown up by the cascading waterfalls. Creatures and items within eighty feet of the falls are soon soaked and chilled by the icy water mist.

Within the tomb itself, the ceilings are only eight feet tall in most locations and the air is stale and oxygen deficient. Torches and lanterns burn like candle-light, constantly guttering due to the lack of air, and dust layers most every flat surface present in the rooms and halls. Heavy exertion will likewise leave players gasping for air due to the shortage of oxygen here. A shortage that becomes more and more prevalent the longer interlopers are within the tomb using air for breathing and/or keeping fires burning.

Sound echoes dully due to the layer of dust and strands of cobwebs hanging like veils throughout the passages and corners of the tomb. There are several iron torch scones set about five feet from the floor in the walls throughout the passages and rooms though all are empty of actual torches or lanterns.

A – Hidden Entrance: A single moss covered pinnacle of stone rises from near the center of the river basin into which the twin waterfalls of Torgan's Tears thunder down into, the moss wet and slick due to the constant mist thrown up by the cascading waterfalls. The waters below the falls roil and churn before they begin calming as they reach this lonely rock only to begin roiling again as they leave the river basin on their journey as rapids flowing down stream.

About ten feet below the surface of the pool in the face of the rock pinnacle looking towards the waterfalls is an eight foot tall by six foot wide cave opening. The tunnel is pitch black and the water even colder within the tight passage which dives down another thirty five feet before changing to a gentle arc some sixty feet long where it once again becomes vertical and rising upwards into Area 1.

Players traversing the tunnel will need some way to breathe water and keep warm against the freezing water temperature to avoid hyperthermia. It may be possible for them to hold their breath if they can swim through the tunnel fast enough but those attempting to do so would be risking drowning.

B – Spillways Above: The massive construct of Torgan's head creates a partial dam across the river at the top of the cliffs. The dwarven stonemasons left eight foot wide by five foot tall square channels through the monument which channel the river through the eyes of the monument face. The river has formed a small lake behind the monument with a deceptive current flowing through it. If swimmers are not careful, they can easily be caught by the current and quickly swept through the stone spillways and over the falls to crash into the river basin below the cliffs. That is assuming that someone is crazy enough to swim in freezing glacial melt waters in the first place. This upper pool is bordered by steep rock slopes about ten to fifteen feet in height making reaching the water a challenge.

Those that are swept over the waterfalls will suffer (4d6) falling damage, slightly reduced for



having water to land in fifty feet below rather than rocks.

1 – Pool Chamber: The freezing water gives way to air though the area is still black as a starless night. The small cave is roughly worked stone with a floor that gently rises several feet before it levels off at a passage opening. The ceiling of this small caver is nearly twenty feet above the water surface.

The cave will be dark other than whatever light source the party may be using which will cast many dark shadows against the jagged edges of the rocks. Oddly enough, these shadows almost look like silhouettes of fierce creatures all staring at the interlopers of their domain. This is nothing more than an optical illusion generated by the stonemasons' skill to possibly frighten off would be grave robbers.

The passage entrance is actually a small fifteen foot wide by ten foot tall patio of sorts with a pair of heavy stone doors, five feet wide and eight feet tall, centered at its back. These doors are carved with intricate runic knot-work (similar to the works of real world Vikings) and locked with a stone mechanism controlled by pushing certain runic carvings (four in total) in a specific order. (The order is upper left, lower right, upper right, lower left or the CK may have any rogue present just use their Open Locks skill with a CL+3.) This combination lock is also trapped (Detect Trap CL+1 / Disarm Trap CL+3) so that a wrong attempt will open a hidden plug in the ceiling causing water from the spillways above to pour down on those in front of the door with all the force of a high powered pressure washer, blasting them back into the pool of water they entered through. The water will continue for ten minutes before the trap resets itself and the plug re-seals itself. No matter how much water or how long it flows into the room the water level of the pool will not change due to it being equal to the level of the river below the waterfall.

2 – Fake Tomb: A wide, dark hall extends away from the doors, shadowed openings visible in the side walls though not large enough for side passages.

Each of the small five foot wide by five foot tall alcoves are centered about midway up the walls on both sides. Each alcove contains a dust and cobweb covered statue of a fierce dwarven warrior in full arms and armor. Loyal soldiers to help protect their lord in the afterlife.

At the end of the hall is a stone bier with a shroud covered form laying atop its dusty surface. It looks to have been thoroughly looted and the visible trigger of a trap that the earlier visitors disarmed.

The only way forward into the true tomb is by rearming the trap and triggering it, something that most wary tomb robbers would never do (Re-Arm Trap CL+1). When triggered, the trap causes an eight foot tall by eight foot wide block of stone to lower from the ceiling. This block of stone has a narrow five

foot wide stairway cut into it that ascends into the black opening its descent has left behind.

3 – Forge Chamber: A medium sized chamber smelling of soot, metal, and dust set up to resemble a well-equipped forge. Smithy tools hang upon the walls, bellows wait to breathe air across the forge waiting to be lit, and an anvil rests near-by. A stack of iron ingots rests in the corner to the left of the entryway.

There is approximately twenty ten pound ingots of iron stacked in the corner. Each ingot is worth two gold pieces. The tools are all master work items and have a total value as a set of 150 gold pieces.

The bellows will crumble if someone tries to operate them, the leather long since dried out and cracked from age and the moisture leaching dust covering it.

4 – Provisions Chamber: A medium sized chamber smelling of aged wood, the lingering scent of alcohol, and dust containing two very large seasoned oak barrels set on chocks and set with ready taps, a small stack of oak boxes, and a large drinking horn hanging from a peg on the wall opposite the entryway.

The barrels are still full of good dwarf spirits, each barrel containing some three hundred gallons of beverage. The boxes are sealed to preserve dried meats and cheeses though sadly time has had its way with these items making them inedible. The drinking horn is an actual ogre horn gilded in silver and gold with runic designs etched in the metal. It is slightly larger than a standard tankard in terms of volume.

The horn can be sold for one hundred gold pieces though if a dwarf gets a clear look at it and recognizes it as Torgan's drinking horn there might be some problems. The dwarf spirits can be sold at double market value due to them having aged nicely. If anyone drinks more than a cup full of these spirits they must make a CON save to avoid becoming drunk and impaired due to their potency.

5 – Guardian's Chamber: A medium sized chamber with a fifteen foot tall ceiling and side walls covered in faded tapestries of faded fabric. In the center of the chamber is a detailed eight foot tall statue of Torgan in full armor carved from marble and coated in dust.

The statue is actually an alternate form of Stone Golem set here by the dwarven priests as the guardian of the tomb. Though powerful it is less formidable than its more commonly encountered cousin. It will attack intruders in the tomb, pursuing them wherever they may flee to on this level until they are slain, the golem is destroyed, or the intruders retreat down the stairs into the false tomb.

The Golem stands on top of a sealed trap door in the floor (Find Hidden Doors CL+2) that opens to reveal a dark shaft descending approximately thirty feet. Metal rungs in the side of the wall serve as a ladder though due to age, they cannot support more than three hundred pounds of weight at any one time.



Stone Golem, Lesser (1) Large Construct, HD: 10d10 (hp: 87); MV: 20'; AC: 23; Attack: Slam (3d6); Special: Slow, Immunity to Magic; Saves: P; INT: None; Align: Neutral; XP: 2520 (refer to Stone Golem, Page 61, Monsters & Treasures-4th printing for descriptions of abilities.)



[3]

6 – Antechamber: The shaft descends into a ten foot square alcove at the end of a moderately sized hall-like chamber with four twelve inch marble columns spaced equidistant from its center reaching from the floor to the ten foot high ceiling. Each column is carved with ornate dwarven runic carvings though none are magical in nature. Centered in the wall at the far end is a stone door, also carved similarly to the columns.

The area between the four columns is trapped (Find Trap CL+2 / Disarm Trap CL+3). Stepping upon this ten foot square slab will cause it to slam anyone upon it into the ceiling above. Victims are allowed a DEX saving throw to dive off of the slab to safety, though if they fail they will suffer (3d10) points of crushing damage. The trap is easier to avoid by going outside of the columns than to disarm.

The door slab itself is locked with a stone lock combination mechanism but not trapped. Three of the circular runic carvings at its center are able to rotate in thirty degree increments. The correct rotation of each disk, from right side to left, is 120-degree rotation to the right, 60-degree rotation to the left, and 210-degree rotation to the left. (Optionally the CK may just have any rogue present use their Open Lock skill with a CL +3.) What makes this lock infuriating and why no trap is present is due to the combination resetting automatically after each failed attempt to open it. The new combination will be the same as what was used for the previous failed attempt. This means that unless those trying to crack the combination use the exact same combination immediately after it just failing, the lock will never open.

7 – Torgan’s Tomb Chamber: A medium sized chamber with a twenty foot tall ceiling and the rear half of the room a partial hemisphere from ceiling to floor. The back portion of the chamber floor is raised two feet with a pair of steps leading up to the stone bier centered upon it. A dust covered armored dwarf-sized form lays supine and motionless upon the bier. To either side of the raised section of floor are tall stone statues of powerful looking dwarves. The ten foot tall statue on the right is a blacksmith and the ten foot tall statue to the left is a noble looking warrior.

The form on the bier is the armored bones of Torgan Ogrebane laid to honorable rest by his people. Disturbing his remains will bring a curse upon those robbing his tomb. This curse will result in bad luck for the remainder of their lives (or until a Remove Curse cast at 10th level is received) and they will suffer a -2 penalty to all future dice rolls.

Torgan’s armor is dwarf-sized scale mail +2. The battle axe across his chest is a masterwork axe, its blade shaped in the form of a snarling hound (200 gold piece value), the dagger at his waist is a +1 dirk. The front of the bier is a panel with a simple latch at the top. Opening it reveals a cache of 5000 gold pieces, over a dozen large gems, and several pieces of jewelry and statuary worth another 4000 gold pieces total. Carved into the stone on the inside of the panel is a crude map showing the tomb and what can only be the location of Torgan’s lost halls wherein resides the worm with its stolen treasures.

FUTURE HOOKS: Thus ends the delve into Torgan’s Tomb though if the Castle Keeper and players wish to continue on they have the option to pursue the map to the lost halls, investigate the ogres under the supposedly defeated Mu Chang the Merciless, or even try to track down the surviving descendants of Torgan’s people. Then again, trying to get all of the loot out of the tomb through the underwater passage may be a challenge of its own without it acting like a very valuable anchor.

“Thank you for playing and happy gaming!” Go0gleplex

GETTING YOU READY TO GO

Something new to help you get your characters made, from the clever keyboard of a new contributor, Tony and Gale Lewis, we present a nice guide to creating a new PC or detailed NPC. The following pre-generated character sheets are either NPCs from adventures within this issue of the Domesday (Pans by *Trinket* and Old Bjorn by *Captain_K*) or the pre-generated PC used within the adventures by the roll testing players from Origins – their names say it all. PCs provided by the MadCartographer and it is with great embarrassment I have forgotten/lost who supplied the other pre-gens! Please let me know and I will find a way to make amends. I’m sorry for my laps in record keeping, but they are most valuable and most needed!



AND NOW A WORD FROM OUR SPONSORS!



by Bill De Franza, "Relaxo"
BD Games www.playBDGames.com

Fast and fun pirate RPG! Cannons! Treasure! Kraken! Gill-people! (even ninjas!)

Yarr can be loved by kids and seasoned players alike. Yarr is accessible and fast to play and more narrative than crunchy. It features a unique ship to ship combat system which balances realism with playability so that it doesn't take an hour to play one broadside. Thar even be a gloss'ry o' pirate talk, me hearties!

The game mechanics are based on Swords & Wizardry, so it's compatible with any OSR game and easily adapted to any d20 game if desired. To keep it simple, there are no ability scores, action rolls are either saving throws or a chance on 1d6, and combat uses the d20 mechanic you know and love. It is easy to house rule and optional rules for skills are included.

The core book is a complete RPG in one volume. All you need is a d6, a d20, and a crew of willing sea dogs to enjoy it with. Yarr!

<http://www.drivethrurpg.com/browse/pub/5781/BD-Games>

While yer there, me hearties, plunder a copy o' "The Baron's Gold," a sandbox adventure to get yer crew started wit' a swashbucklin' adventure what's got sev'ral possible journeys and destinations depending on the players' choices. Now discounted 25% 'til the end o' September to celebrate Talk Like a Pirate day (September 19th)! Yarr!



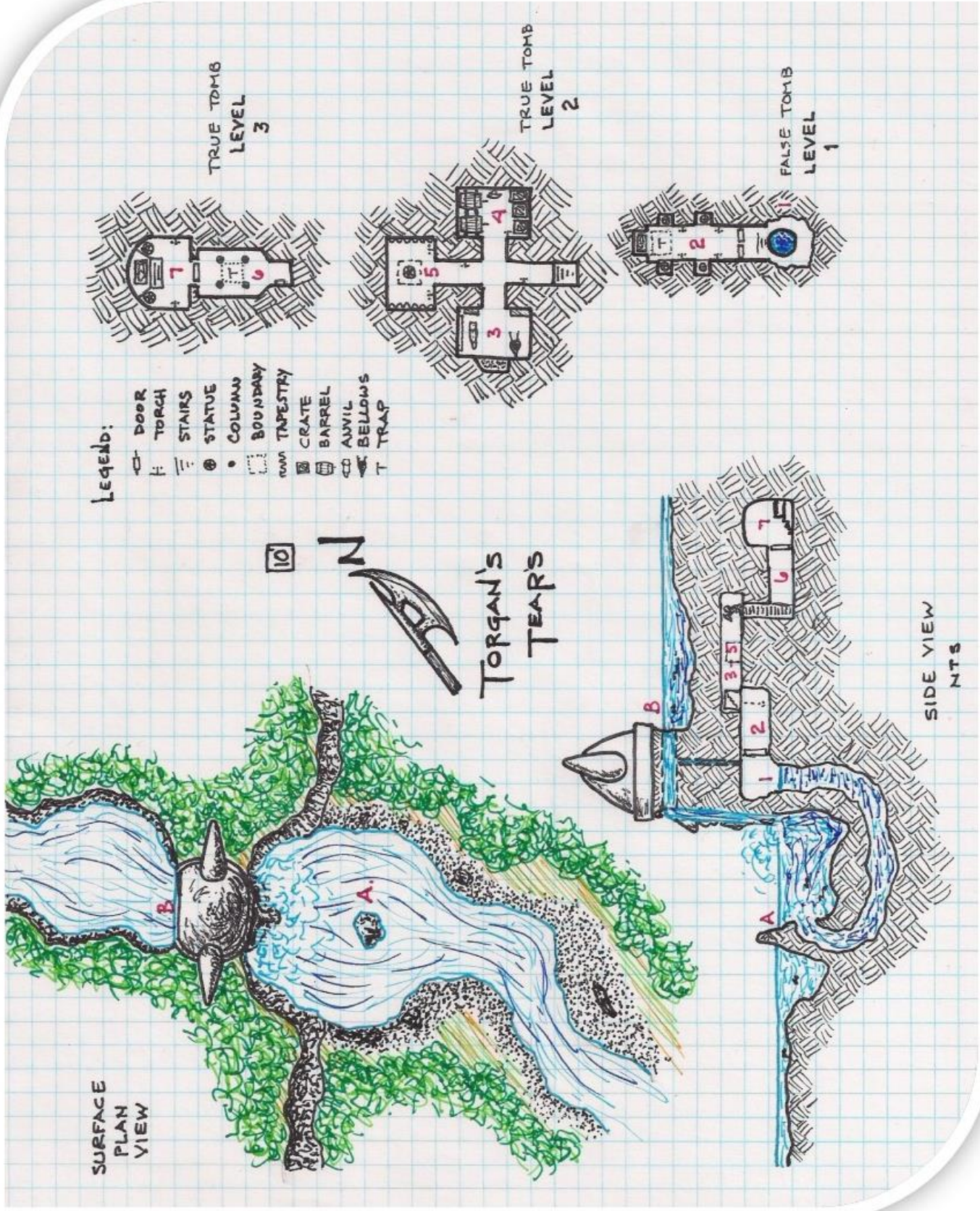
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CHARACTER CREATION SUMMARY (6TH PRINTING)

CHARACTER CREATION SUMMARY	
PAGE	CREATION STEP
15	ROLL ATTRIBUTES
15	NOTE ATTRIBUTE MODIFIERS (TABLE ON PAGE 16)
17	SELECT CLASS - NOTE PRIME ATTRIBUTE - NOTE CLASS HIT DIE NOTE WEAPON AND ARMOR RESTRICTIONS - NOTE CLASS ABILITIES
19	ASSASSIN PRIME: DEXTERITY
22	BARBARIAN PRIME: CONSTITUTION
24	BARD PRIME: CHARISMA
26	CLERIC PRIME: WISDOM
28	DRUID PRIME: WISDOM
30	FIGHTER PRIME: STRENGTH
31	ILLUSIONIST PRIME: INTELLIGENCE
33	KNIGHT PRIME: CHARISMA
36	MONK PRIME: CONSTITUTION
38	PALADIN PRIME: CHARISMA
40	RANGER PRIME: STRENGTH
43	ROGUE PRIME: DEXTERITY
46	WIZARD PRIME: INTELLIGENCE
48	SELECT RACE - NOTE TRAITS AND ABILITIES - NOTE LANGUAGES NOTE SIZE - NOTE MOVEMENT - NOTE ATTRIBUTE MODIFIERS
49	DWARF
50	ELF
52	GNOME
53	HALF-ELF
54	HALFLING
55	HALF-ORC
57	HUMAN
16	SELECT NON-CLASS PRIMES (HUMANS GET 2 ADDITIONAL, OTHER RACES GET 1)
58	DETERMINE PERSONA
59	DETERMINE ALIGNMENT
60	SELECT DEITY
60	CHOOSE NAME
61	CALCULATE STARTING COIN
62	SELECT EQUIPMENT
77	CLERIC SELECT SPELLS
78	DRUID SELECT SPELLS
80	WIZARD SELECT SPELLS
83	ILLUSIONIST SELECT SPELLS



Pantheos Adonis Fieldfinder et Turrin Dimplestumph "Pans"



CHARACTER NAME AND RANK

CLASS Illusionist DEITY: Garl Glittergold

RACE Gnome

ALIGNMENT CG

LANGUAGES _____

Common, Dwarf, Elf, Gnome, Goblin, Kobold

20 MOVEMENT

7 EXP: 98,347
EXP. NEXT LVL: 170001

LEVEL EXPERIENCE

ATTRIBUTES (ATTRIBUTE CHECK = D20 + LVL + MOD)

P	SCORE	CATEGORY	MOD
<input type="radio"/>	8	STR STRENGTH	PARALYSIS & CONSTRICTION -1
<input checked="" type="radio"/>	15	DEX DEXTERITY	BREATH WEAPON & TRAPS +1
<input type="radio"/>	9	CON CONSTITUTION	DISEASE, ENERGY DRAIN, & POISON 0
<input checked="" type="radio"/>	19	INT INTELLIGENCE	ARCANE MAGIC & ILLUSION +3
<input type="radio"/>	11	WIS WISDOM	CONFUSION, DIVINE MAGIC, GAZE ATTACK, PETRIFICATION, POLYMORPH 0
<input type="radio"/>	11	CHA CHARISMA	DEATH ATTACK, CHARM, & FEAR 0

14 AC = 10 +

23 HP

ARMOR SHIELD MOD MAGIC MISC
 +1 +3

ARMOR WORN: None
 SHIELD: None HELM: None

DAMAGE: _____

HITS POINTS BY LEVEL (INCLUDES CONSTITUTION BONUS)

1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th
4	3	3	4	4	2	3								

WEAPONS	BTH	MOD	MISC	MAGIC	TOTAL	DMG	MOD	MISC	MAGIC	TOTAL
Improvised Weapon	+2	+ -1			+1	d?				
NOTES: Damage die, type, range, etc. are at the DM's discretion						NOTES: Range?				
Dagger	+2	+ -1/+1			+1/+3	d4				
NOTES: Range 20'						NOTES:				
Frying Pans +1	+2	+ -1/+1		+1	+2/+4	d6				
NOTES: 10' range						NOTES:				
NOTES:						NOTES:				
NOTES:						NOTES:				

CLASS ABILITIES

SHARP SENSES (Wisdom):
DISGUISE (Charisma):
Bonus 1st, 2nd and 3rd level spell via INT

HOLY SYMBOL _____

TURN UNDEAD

TURNING CHECK	# TURNED
WIS	D12+CHA MOD

RACE ABILITIES

Darkvision 60 ft
ANIMAL EMPATHY:
COMBAT EXPERTISE (Goblins, Kobolds):
ENHANCED HEARING: +3 to hearing
SPELLS: 1x per day as a 1st level caster
dancing lights, ghost sound, and prestidigitation

SPELLS

LEVEL	# SPELLS	BONUS SPELLS	TOTAL
0	5		5
1ST	4	1	5
2ND	3	1	4
3RD	2	1	3
4TH	1		1
5TH			
6TH			
7TH			
8TH			
9TH			



POSSESSIONS

ITEM	EN	ITEM	EN	ITEM	EN
Pans of Wondrous Creation	6lbs	Mug	0.5	pipe and tobacco	0.2
Mess kit		Block of cheese			
Cooking utensils		Tea Leaves			
Waterskin					
Rope of Ethereal Binding	5lbs				

AMMUNITION

ARROWS/ BOLTS	STONES/ OTHER
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>

VICTUALS

FOOD	WATER
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>

COIN

PLATINUM	<input type="checkbox"/>
GOLD	<input type="checkbox"/>
SILVER	<input type="checkbox"/>
COPPER	<input type="checkbox"/>

SPELLS/MAGIC ITEMS/SCROLLS/POTIONS

Ring of Protection +1	0 Level	2nd Level
Alchemy Jug	Dancing Lights	ALTER SELF
Portable hole	Detect Illusion	INVISIBILITY
Ropes of ethereal binding	Message	MIRROR IMAGE
Bracers of Armor +2	Influence	MISDIRECTION
	Magic Aura	
	1st Level	3rd Level
	Color Spray X2	Audible Filter
	DARKNESS	MAJOR IMAGE
Prepared spells: Includes INT Bonus	DAZE	SUGGESTION
	VENTRILQUIST	
		4th Level
		MIRAGE ARCANA

MAGIC ITEMS & TREASURE (CONTINUED)

Pans of Wondrous Creation: Create water 2x per day, Purify food and drink 2x per day, Airwalk (place pots on feet) 1x per day +1 Frying pans

Ropes of Ethereal/Planar Binding: Spun from the silk of a phase spider this magical rope can be used to bind an ethereal creature to the prime material plane. Once bound, tied or lassoed the creature must make a saving throw vs arcane magic to shift to the ethereal plane. If broken or severed it will immediately lose its special properties

HORSE/ANIMAL COMPANION/FAMILIAR	NAME	Eleanor
AC <input type="text" value="16"/>	MOVE <input type="text" value="40 ft"/>	SAVES <input type="text" value="P"/>
	HP <input type="text" value="35"/>	DAMAGE <input type="text" value="Bite (1d8)"/>
TYPE <input type="text" value="animal"/>	NOTES <input type="text" value="Eleanor is a phase spider that lives inside a portable hole carried by pans"/>	
<hr/>		

ENCUMBRANCE
TOTAL <input type="text"/>
PENALTY <input type="text"/>
MOVE <input type="text"/>
ATTRIBUTE CHECK <input type="text"/>
ARMOR CLASS <input type="text"/>

DESCRIPTION/PERSONALITY/BACKGROUND

HEIGHT <input type="text" value="3' 6"/>	SEX <input type="text" value="Male"/>	HAIR <input type="text" value="Red"/>
WEIGHT <input type="text" value="40"/>	AGE <input type="text" value="250"/>	EYES <input type="text" value="yellow"/>

PLACE OF ORIGIN <input type="text" value="Bright Burrow"/>
--

NOTES/SCARS/ETC <input type="text" value="Clean Shaven"/>

DESCRIPTION: Pans carries no traditional weaponry save a small knife he instead fights with spells and cooking utensils

PERSONALITY: VERY talkative (You will be hard pressed to get a word in), Has a deep admiration for his brother Saul (The bravest gnome fighter ever) who saved his life as a young boy although Pans is much more powerful

Loves to cook and is willing to make a meal on the spot for those who will wait for his finest. Generally stays out of the main fight preferring to buff the party or distract the enemy

BACKGROUND: Perfect execution of a traditional favorite, or impromptu creative cooking.

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Halrise Prari Davis

CHARACTER NAME AND RANK

CLASS Druid DEITY: Dagda
 RACE Halfling
 ALIGNMENT Neutral
 LANGUAGES Common, Fey, Druidic

20 MOVEMENT

4 EXP: 14,211
 EXP. NEXT LVL:
 LEVEL EXPERIENCE

ATTRIBUTES (ATTRIBUTE CHECK = D20 + LVL + MOD)

P	SCORE	CATEGORY	MOD
<input type="radio"/>	9	STR STRENGTH	PARALYSIS & CONSTRUCTION
<input type="radio"/>	14	DEX DEXTERITY	BREATH WEAPON & TRAPS
<input checked="" type="radio"/>	13	CON CONSTITUTION	DISEASE, ENERGY DRAIN, & POISON
<input type="radio"/>	13	INT INTELLIGENCE	ARCANE MAGIC & ILLUSION
<input checked="" type="radio"/>	18	WIS WISDOM	CONFUSION, DIVINE MAGIC, GAZE ATTACK, PETRIFICATION, POLYMORPH
<input type="radio"/>	15	CHA CHARISMA	DEATH ATTACK, CHARM, & FEAR

17 AC = 10 +
27 HP
 DAMAGE:

ARMOR **4** SHIELD **1** MOD **1** MAGIC **1** MISC

ARMOR WORN: Cuir Bouille, Ring of Protection +1
 SHIELD: Small Wooden HELM: Leather

HITS POINTS BY LEVEL (INCLUDES CONSTITUTION BONUS)

9	6	7	5											
1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th

WEAPONS	BtH	MOD	MISC	MAGIC	TOTAL	DMG	MOD	MISC	MAGIC	TOTAL					
+2 Spear	2	+			2	=	4	d6	+				2	=	d6+2
NOTES:															
Dagger	2	+	(+1)					2	(+3)	d4	+				
NOTES: (+1 if thrown)															
Short Bow	2	+	1					3		d6	+				d6
NOTES: 20 arrows															
		+									+				
NOTES:															
		+									+				
NOTES:															

CLASS ABILITIES

Nature Lore
Resist Elements (+2 to save)
Woodland Stride

HOLY SYMBOL _____

TURN UNDEAD

TURNING CHECK **WIS** # TURNED **D12+CHA MOD**

RACE ABILITIES

Fearless (+2)
Hide - Outside (DEX)
Move Silently (DEX)
Duskvision
Resistant (+1 on CON saves)

SPELLS

LEVEL	# SPELLS	BONUS SPELLS	TOTAL
0	4	+	4
1ST	3	+	4
2ND	2	+	3
3RD		+	
4TH		+	
5TH		+	
6TH		+	
7TH		+	
8TH		+	
9TH		+	



Grelldon "Grell" Durond

CHARACTER NAME AND RANK

CLASS: Cleric DEITY: Durendale (The Avenger)

RACE: Dwarf

ALIGNMENT: Lawful Good

LANGUAGES: Common, Dwarven, Gnome,

Goblinoid, Halfling, Elven, Ogrish, Giant, Troll

20 MOVEMENT

3

EXP: 5675

EXP. NEXT LVL: 9001

LEVEL EXPERIENCE

ATTRIBUTES (ATTRIBUTE CHECK = D20 + LVL + MOD)

P	SCORE	CATEGORY	MOD
<input type="radio"/>	STR STRENGTH	11	PARALYSIS & CONstriction
<input type="radio"/>	DEX DEXTERTY	12	BREATH WEAPON & TRAPS
<input checked="" type="radio"/>	CON CONSTITUTION	16	DISEASE, ENERGY DRAIN, & POISON
<input type="radio"/>	INT INTELLIGENCE	10	ARCANE MAGIC & ILLUSION
<input checked="" type="radio"/>	WIS WISDOM	18	CONFUSION, DIVINE MAGIC, GAZE ATTACK, PETRIFICATION, POLYMORPH
<input type="radio"/>	CHA CHARISMA	14	DEATH ATTACK, CHARM, & FEAR

16 AC = 10 +

HP

22

DAMAGE:

ARMOR	SHIELD	MOD	MAGIC	MISC
+5	+1			

ARMOR WORN: Mail Hauberk
EV: 4 (2)
SHIELD: Large Steel Shield (EV: 4) HELM: Mail Coif (EV: 1/0)

HITS POINTS BY LEVEL (INCLUDES CONSTITUTION BONUS)

10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th	

WEAPONS	BTH	MOD	MISC	MAGIC	TOTAL	DMG	MOD	MISC	MAGIC	TOTAL
War Hammer +1	+1	+	-	+	+2	d8	+	-	+1	d8+1
NOTES: EV: 4										
Dagger	+1	+	+	+	+1	d4	+	+		d4
NOTES:										
Hand Axe	+1	+	+	+	+1	d6	+	+		g6
NOTES:										
		+	+	+			+	+		
NOTES:										
		+	+	+			+	+		
NOTES:										

CLASS ABILITIES

Spell Casting (+1 1st, +2 2nd, +1 3rd)
Turn Undead (Wisdom)
Sacrifice Wealth (gold, gems, etc.) +1d4 temporary HP

HOLY SYMBOL: Silver War Hammer (on chord around neck)

TURN UNDEAD

TURNING CHECK	# TURNED
WIS	D12+CHA MOD

RACE ABILITIES

Animosity (Elves) -2 Cha
Deepvision - 120' colors erode
Determine Depth & Direction
Enmity (Goblins/Orcs) - +1 to hit, -4 Cha to Goblinoids
Defensive Experties (Giants/Ogres) +4 AC
Resist Arcane Magic: +3
Resist Fear: +2
Resist Poison: +2
Stonecraft (Wis) - Detect Secret Doors
Passive 10' +2, Active +4

SPELLS

LEVEL	# SPELLS	BONUS SPELLS	TOTAL
0	4	-	4
1ST	3	+1	4
2ND	2	+1	3
3RD	-	+1	-
4TH			
5TH			
6TH			
7TH			
8TH			
9TH			



Player Name Lee A. Smith			
Character Name Captain Rawlings			
CLASS Rogue DIETY Loki			
RACE Elf MOVEMENT 30'			
ALIGNMENT Neutral Evil			
LANGUAGES Common, Elf	6	PH pg 17	EXP: 24,001
	Level	EXP for next level	48,001

ATTRIBUTES (ATTRIBUTE CHECK =d20+LVL+MOD)

PRIMARY	SCORE	CATAGORY	MOD	AC=10+	ARMOR	SHIELD	Helm	MAGIC	MISC
	PH pg 16	CK pg 13	PH pg 16						
<input type="checkbox"/> STR	11	Paralysis & Constriction	0	13	3				
<input checked="" type="checkbox"/> DEX	17	Breath Weapon & Traps	2	HP PH pg 17 48	Damage: Birthmark over right eye.				
<input type="checkbox"/> CON	9	Disease, Posion Energy Drain	0						
<input checked="" type="checkbox"/> INT	11	Arcane Magic & Illusion	0	PH pg 61	Armor Leather Laminar 55gp	AC	3		
<input type="checkbox"/> WIS	11	Confusion, Polymorph, Divine Magic, Geze, Petrificaton	0		Shield	AC			
<input type="checkbox"/> CHA	7	Death Magic, Charm, Fear	-1		Helm	AC			

WEAPONS	PH pg 61	DMG	RNG	HND	MGL	TO HIT	Ammo
Sword Scimitar 15gp		1d6	NONE	1	+2		
Dagger 2gp		1d4	20 ft.	1			

Transport	Tack	Tack	Tack
Sloop 20000gp			

CLASS ABILITIES	PH pg 17
Back Attack	
Cant - Hand Signals	
Climb	
Decipher Script	
Hide	
Listen	
Move Silently	
Open Locks	
Pick Pockets	
Traps	
Sneek Attack	

HOLY SYMBOL
TURN UNDEAD
PH pg 180
TURNING CHECK # TURNED
11 d12+CHA mod
RACE ABILITIES PH pg 48
Twilight Vision
Move Silently
Spell Resistance
Spot Hidden Doors
Weapon Training

SPELLS	PH pg 17		
LEVEL	# SPELLS	BONUS SPELLS	TOTAL
0		+	=
1st			
2nd			
3rd			
4th			
5th			
6th			
7th			
8th			
9th			



Bjorn the Old or "Ole the Giant Slayer" or "Crazy Ole"

CHARACTER NAME AND RANK

CLASS Ranger - Woodland Wizard DEITY: Uller
 RACE Human (with Norse Trollblood)
 ALIGNMENT Lawful Good (recent C.E. Taint)
 LANGUAGES Norse, Elf, Celtic, Frost Giant

25/40* MOVEMENT

7 EXP: 128,450
 EXP. NEXT LVL: 150,001

Learning: Dwarf, Norse Troll, Fire Giant

ATTRIBUTES (ATTRIBUTE CHECK = D20 + LVL + MOD)

P	SCORE	CATEGORY	MOD
● STR STRENGTH	17 (24)	PARALYSIS & CONSTRICTION	+2 (+6)
● DEX DEXTERITY	17	BREATH WEAPON & TRAPS	+2
● CON CONSTITUTION	was 15	DISEASE, ENERGY DRAIN, & POISON	was +1
○ INT INTELLIGENCE	13	ARCANE MAGIC & ILLUSION	+1
○ WIS WISDOM	13	CONFUSION, DIVINE MAGIC, GAZE ATTACK, PETRIFICATION, POLYMORPH	+1
○ CHA CHARISMA	16	DEATH ATTACK, CHARM, & FEAR	2

26 AC = 10 +

HP 56

ARMOR 4+5 SHIELD 5 MOD 2 MAGIC MISC

ARMOR WORN: Mithrial Chain Shirt (XL sized) 4+5
 SHIELD: Adamantine L. Metal (1+4) HELM: Adam. Helm (5+4)

HITS POINTS BY LEVEL (INCLUDES CONSTITUTION BONUS)

11	7	9	7	9	6	7								
1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th

WEAPONS	BTH	MOD	MISC	MAGIC	TOTAL	DMG	MOD	MISC	MAGIC	TOTAL					
+1/+3 Giant's Bane Dagger	6	+	6	+	1/3	=	13/15	d4	+	6	+	1	=	d4+7	
NOTES: +3 to hit against All Giants (-6+2= -4 to hit when 2 weapons)															
+3 Featheredged Axe	6	+	6	+	3	=	15	d6	+	6	+	1	=	d6+7	
NOTES: (-3+2=-1 to hit when fighting with axe & dagger; 2 weapons)															
2 throwing knives	6	+	2	+		=	8	d3	+	6	+		=		
NOTES: 25' range															
+1 Heavy Crossbow	6	+	2	+	1	+	1	=	10	d10	+	1	+	=	d10+1
NOTES: 120' range (All bolts are greater expert bolts)															
		+		+		=			+		+		=		
NOTES:															

CLASS ABILITIES

Cast Druid Spells as 1st level Druid
Combat Marauder (+7 vs Giants & Humanoids)
Conceal (DEX +10 for cloak)
Delay/Neutralize Poison (WIS)
Move Silent (DEX)
Scale (DEX)
Traps (WIS)
Survival (WIS)
Track (WIS)
Favored Enemy: Giants +2

HOLY SYMBOL Silver sickle with rowan wood handle

TURN UNDEAD
 TURNING CHECK # TURNED
 WIS D12+CHA MOD

RACE ABILITIES

Optional: Trollborn (see in the dark & lucky)
Partially Undead (Immunity): +10 vs mind-affecting spells, poison, sleeps, paralysis, stunning, disease & death effects.

SPELLS

LEVEL	# SPELLS	BONUS SPELLS	TOTAL
0	3	0	= 3
1ST	1	0	= 1
2ND			=
3RD			=
4TH			=
5TH			=
6TH			=
7TH			=
8TH			=
9TH			=



UNIQUE, BUT NOT TOO POWERFUL
PART III of III: MISCELLANEOUS STUFF

by Kirk W. Olsen, © 2017

Artwork by Kevin Morton, "Morty" © 2017

These class tailored miscellaneous magical items add a great deal of flavor and fit nicely for each class without too much power, enjoy!

Target Class	Misc
Ranger	Bridget's Ever Burning Torch. This hard wood torch is well made and upon the command word bursts into flame like a normal torch but it will burn continuously in any wind or rain. Only full immersion in water, sand or soil will extinguish it. The torch can also act as a club doing d6 damage.
Fighter	Stone of Sharpening: This magical whetstone will sharpen any blade in 13 passes to extreme razor sharpness. If any blade is sharpened by the light of a full moon, that blade will become a moon blade and will receive a +1 to hit and damage the first time it is used.
Thief	Vest of Pockets: This nice vest has 17 small but oddly shaped sealable pockets all about its exterior and interior. If any pocket is given to hold one small mundane items of less than 1 GP in value and that item is sealed within, an image (embroidered cut out) of the item appears on the outside of the pocket. That image can be removed from the pocket, once per day, and it magically becomes an exact duplicate copy of the item sealed within the pocket.
Assassin	Chain and Locks of Binding. This magical 20' length of chain and seven locks can fasten any inanimate object closed or secured if given purchase to stout surroundings. A command word is given to bind or free said objects.
Monk	Cripple's Stick and Begging Bowl. This short, thin (crooked) walking stick and metal begging bowl when used together give the illusion that the user is crippled, old and destitute. Both items also double as a club and buckler in combat. The bowl will also turn water into nourishing but tasteless gruel.
Barbarian	Spider Silk Rope: This slightly magic silk rope is half the weight of normal rope and offers a +2 to all climbing checks using this rope.
Illusionist	Bertram's Ball of Wacky Wax: This magical bee's wax (baseball sized) can be molded by an Arcane Spell caster into any single spell component of any value with the expenditure of a particular cantrip. Any component can only be created once and the wax only functions once each day. The component must be no larger than the ball of wax. Each molding dirties the wax and when it is black with filth, its magic is spent. Usually useful 5d6 times before too dirty to function.



[3]





Bag of Protection: This seemingly innocuous paper covering is used to protect valuable books, doubling their useful life. Photography and inspiration by *Trinket*.



[7]

Pans' Flask of Many Fluids: This ceramic flask and stopper is painted with seven to 14 symbols/pictograms. When opened whichever symbol the pourer's thumb is closest to indicates the

fluid that will pour forth (8 oz. max), 3/day, each fluid but once per week.

Pans' Plate of Plenty: No matter how little or how terrible the food on the plate is in actuality, when eaten off this plate, it is filling and nutritious as if a *goodberry* spell were cast upon the food on the plate.

Pans' Drinking Horn: No poisoning is possible via this drinking horn. It acts as if a permanent *neutralize poison* and *purify water* are cast upon any fluid within the drinking horn.

Pans' Pot Helm: This magical cooking pot can also be worn as a +1 magical pot helm by any class with no penalties. As a cooking pot it will magically heat any food placed within. As a helm it provides the wearer protection from fire/heat as a ring of fire protection. Finally, if the wearer should ever be stuck or attacked in a way that would decapitate the wearer, the handle will sacrifice itself (and all the magic within the pot/helm) to automatically prevent the decapitation.

Pans' Canister of Seasoning: This magical container is filled with magic and seasonings of the world. It will turn any bland dish into a savory treat. But just a few shakes of its contents can also be blown from the palm as a mini-breath weapon of sneezing and blindness to all within the conical area of effect (10 foot long and 10 foot wide). All within the area of effect must save vs breath weapon or suffer a sneezing fit and temporary blindness for d3 rounds.

MORE MISCELLANEOUS MAGIC

by *Tanner R. Furno aka "Inferno"* © 2017

Giant's Slather: This magical paste can be applied to any edged weapon. The magical properties of this alchemical paste lasts approximately eight hours. Any edged weapon becomes a +3 magical blade against all giant types (per the ranger class definition).

Anole Ring: Silver ring shaped as an anole wrapped around the wearer's finger. Can animate three times per day to perform telepathically commands. Always retains its metallic appearance and can remain animated for not more than nine turns.

Sonic Sticks: This small bundle (two inch diameter by twelve inches long cylindrical bundle) of Firecrack Willow twigs must be kept dry and brittle to function. Their magic is evoked when the bundle broken in half (STR check +12). When the last twig breaks all creatures in the direction of the sprayed fragments must make a CON save or be stunned for d4 rounds. This sonic attack has a conical area of affect with a ten foot range, ten feet wide at its maximum extent.

Pants of Sliding: These leather pants are favored by monks, rogues, and assassins because they permit the wearer to slide, with no deceleration, as much as 25 feet after a full move or charge in a straight line on any firm and flat surface. Attacks made while performing a "slide" suffer a -2 to hit and all the normal advantages/disadvantages of a normal move or charge attack. After 27 slides these pants lose all their magical properties and become mundane leather work pants with many rips and abrasions (all the fashion in some circles).



Target Class	Misc
Mage	Candles of Speed Reading: These quick silver infused bee's wax candles give off superior clear white light, temporarily cancel magical darkness, and permit anyone reading by their light to read at twice normal speed. This enhanced speed reading also reduces the time needed to memorize arcane spells from a spell book by one third.
Druid	Fife of Calling: This small tin whistle can be played normally but it will always attract all manner of small song bird within a 1/4 mile radius to the playing. The birds sit about entranced by the music as long as it is played.
Cleric	Hamdar's Sewing Kit. When used to stitch wounds no scar will be left and the patient will not be susceptible to infection. Healing will be at twice the normal rate from the wound stitched. The stitched wounds will never bleed or tear. If all wounds are stitched d4 healing also takes place. Each kit has enough magical thread to stitch 20 patients.
Paladin	Undergarments of Courage. These magical short cloths wrap the wearer in warmth and comfort in any climate and suffuse the wearer with a feeling of safety and security. Any failed saves versus fear or similar affects may be re-rolled. For Paladin's turned by an Evil Cleric, these garments force the Cleric to reroll for success.
Knight	Shoe of Might: This one jet black horse shoe will magically join with any horse's hoof, shod or otherwise. Once attached, this shoe will give the horse maximum hit points as well as the temperament and training to be considered a "war horse". Unfortunately, the remainder of the horse's life will be shortened by a quarter.
Bard	Endless Ball of Twine. This magical ball of twine is connected to the multiverse in strange and unusual ways. Any length of mundane twine, any kind of string, chord, or yarn lost by anyone anywhere ends up, potentially, in this ball. A successful INT check finds the desired mundane string/twine/chord/yarn and a successful DEX check allows it to be removed. The ball is always 2" in diameter despite having an endless supply of raw material within it.



[3]





Lost Treasures of the Seven Fallen Kings

by Todd Pote

Long ago in the lands over the far horizon there were seven kings that wielded seven great treasures of almost god-like power. Unfortunately these great treasures were also their undoing for mortal men and women were never meant to wield such powers. To do so always demands a price be paid to the powers of the universe to maintain the cosmic balance.

No word was ever said about what these seven kings had done to seize the power of the great treasures but tales talk of an eighth kingdom that disappeared overnight, consumed by the wrath of the Emperor of the Heavens. Without doubt there was some connection between the two events but no proof. The seven kings existed for seven years in a state of wary peace between them and then whatever their past deeds, they came for the kings with vengeance.

War broke out between the seven kings and yet, it was as if their armies were attacking someone or something else for rarely did their troops vie against each other on the battlefield. No matter the issues, within two years all seven kings were slain, their kingdoms in ruins, and their people scattered like leaves upon the tempest. The great treasures the kings wielded vanished with their people and kingdoms never to be seen again no matter how many have spent their lives and fortunes seeking them.

There are actually eight great treasures though the eighth was cursed by the eighth king that the others turned upon and sacrificed to gain their treasures. The great treasures are actually minor artifacts consisting of the following:



[3]

The Twin Blades of Absolute Demise

Alone, each of these ebon blades can be mistaken for simple +3 sabers of sharpness. When used together by the same person their true power is released and they become +5 Vorpal Sabers. The user is unable to be physically restrained by any sort of bonds or barriers, the sabers slicing through them as if slicing through so much warm butter, be the material rope, stone, or steel. The possessor of both blades becomes afflicted with a cold cutting logic and soon loses all emotional capacity and empathy with others. They will act in anyway necessary to achieve their goals no matter if it involves cutting down innocents or saving entire towns. To them it is no different than moving and sacrificing chess pieces in a game (The possessor's alignment becomes Neutral, -2 to CHA). The Twin Blades may only be disposed of after the possessor is hit with a high powered Remove Curse spell. The possessor is also able to be found anywhere on the planet by the Revenant King (see below).

GP: 200,000

XP: 20,000

The Invulnerable Bulwark

This emerald colored +5 pavis is made of overlapping plates of mithril and adamantite and is capable of protecting against any attack it is set to receive. While it is held with both hands and the user fully focused on defense, no attack, be it physical or magical can bypass the bulwark's protection nor can it force the possessor back, they having become rooted to the ground for all sense of purpose.

However, if only held in one hand or the user merely has it set while readying a counter attack, it acts only as a magical shield without the invulnerable aspects of its ultimate defense. If an attack comes from behind the possessor of the shield, then not even that bit of magical protection is of use. The possessor of the Bulwark slowly tends to become more and more careless of things around them as a sense of personal invulnerability pervades their thinking despite the fact that such invulnerability only exists in set circumstances and only with the shield in hand. The possessor is also able to be found anywhere on the planet by the Revenant King (see below).

GP: 150,000

XP: 15,000

Scepter of Pandemonium

This scepter has a haft that is crafted from a large golden colored quartz crystal bound with wires of gold and mithril. The bottom of the haft is a one-inch diameter brass sphere carved with many tiny runes while the head of the scepter is an elongated sphere of mithril set with numerous colorful gems and fittings of gold with more tiny runes etched into the metals. The possessor of the Scepter may cast any illusionist spell up to fifth level as if the caster were a twelfth level illusionist though only a dozen spells may be cast per day.

The major powers of the Scepter may be used one per day each. The first is False Reality which makes all creatures within 100 yards of the possessor perceive whatever reality is imagined. This false reality cannot directly injure but it also is impossible to disbelieve and can mask real dangers such as cliffs or worse.



The second major power is Mass Vertigo. All creatures within 100 yards of the possessor must make a CHA save to avoid having their sense of equilibrium temporarily disrupted making it impossible for them to stand or maintain any sort of balance and becoming extremely nauseous.

The third and last of the major powers is Howl of Pandemonium. This ability summons a gale from the very plane of Pandemonium itself that will blast across the battlefield within 50 yards of the possessor, said person being safe in the eye of the wind. All creatures caught within the gale must make a CHA save or go insane (per the 7th lvl Illusionist spell Insanity) as they are exposed to the very essence of madness and chaos. The gale screams with the howls and wails of the damned, the insane, cries of suffering and pain, and crazed laughter of madness.

All three major powers will last six rounds only. The possessor of the Scepter of Pandemonium will begin to lose their mind as they use this treasure. Each time they use up all of the allowed illusionist spells per day or one of the major powers, they lose one point of WIS permanently as they begin to lose touch with the reality around them. These lost points may not be recovered by any means as long as they still possess the Scepter. Once their WIS score hits zero, the possessor goes irrevocably mad and rampages across the lands until slain. The possessor is also able to be found anywhere on the planet by the Revenant King (see below).

GP: 300,000 XP: 30,000



[3]

Great Sword of Juggernaut

This massive two-handed sword looks to be more at home in the hands of a hill or fire giant than a human warrior. The +5 sword has a seven foot long blade of blue-gray adamantite that is etched with several runes. The cross-guard is pure mithril set with a large blue star sapphire on each side and a large moonstone set in a mithril fitting as the pommel stone.

The wielder of this sword is granted a MR 5, will do double damage against large creatures, will do structural damage against buildings or fortifications, and gains a +5 bonus to their initiative roll. These powers are passively activated simply by possession of the Great Sword as is the increasingly arrogant attitude of the possessor as they come to believe the power of the sword is theirs alone. This arrogance and sense of superiority become so bad that the possessor may seek to displace the rightful rulers of the lands they travel through and assume that they have the power of high justice without need of legal authority. This arrogance will disappear with the application of a high level Remove Curse upon the possessor and getting rid of the Great Sword. Otherwise, they may find themselves the enemy of entire kingdoms and their armies. The possessor is also able to be found anywhere on the planet by the Revenant King (see below).

GP: 200,000 XP: 20,000

Sun Strike Crossbow

This +5 heavy crossbow is made of a rich red cedar stock and adamantite with a built in cocking lever to allow for a faster rate of fire (one shot per round instead of every other as normal). The possessor of this crossbow is granted the same keen eyesight as possessed by an elf and is able to hit targets up to one mile away when using this crossbow. Bolts fired are accelerated by the magic of the crossbow to appear as streaks of light similar to a sun beam. When the bolts hit the target it does an additional 2d6 kinetic damage plus 1d4 of heat damage.

While the possessor is superb at ranged combat with this crossbow they gradually lose awareness of dangers in close proximity making it easier to surprise them and fight them in melee combat (Saving throws and checks regarding awareness and surprise within melee range are all made at -4 penalty. When fighting in melee combat, the possessor suffers a -2 to their hit rolls.). This situational awareness restores itself within a week once the possessor of this great treasure gives it away. The possessor is also able to be found anywhere on the planet by the Revenant King (see below).

ROF: 1/1, Range: 1 mile,
DMG: 1d8 + (2d6 kinetic + 1d4 heat)
GP: 250,000 XP: 25,000

Staff of Heavenly Rage

This delicate looking staff is crafted from adamantite with small runes and sigils engraved along its length. The foot is an unremarkable sphere of mithril silver while the head is a very large and long amethyst crystal set in a fancy gold and mithril setting. The staff grants the possessor use of any electrical or weather based arcane spell at will as if they were an 18th level wizard up to 20 times per day. Once per week the possessor may invoke its major power called Rage of Heaven which



essentially creates a massive electrical storm with a half mile radius centered on the possessor. Within the area of the storm 10d20 lightning bolts strike each round targeting flying objects first, then moving to the tallest objects around and working their way down to ground level. Each bolt does (18d6) damage and the storm will last an hour.



[3]

The possessor has a great deal of destructive power in their hands with this staff. This destructive force is not just limited to their targets though. The possessor will gradually become more volatile in temperament, flying into rages over minor things and responding with ever increasing violence. Within a month, two at most, use of the staff will be their first response to the most minor of provocations regardless of the setting or collateral casualties. The only way to cure the possessor of their rage is to cast a high power Remove Curse spell upon them and get them to give up possession of the staff. The possessor is also able to be found anywhere on the planet by the Revenant King (see below).

GP: 500,000 XP: 50,000

Crown of the Broken Veil

The Crown appears as a thin mithril circlet with two small metal horns set to either side of a central inverted triangle set with a black opal in a gold setting. The inverted triangle rests over the forehead in a position that could be called a third eye. The possessor of the circlet is capable of using any known healing, restoration, and curative spells of divine nature. They may also

use True Resurrection once per day at will and Speak with Dead once per week, the crown allowing them to break the veil between life and death as easily as they might breathe. While they wear the crown, it acts as a ring of regeneration for the possessor if they are wounded and makes them immune to disease and death magic.

This possessor of the crown will be subtly influenced by the constant connection to the other side of the veil and not even realize that it is slowly corrupting them. The possessor will begin playing at godhood since they have such power over life and death, eventually turning into a manipulative sociopath not adverse to 'human experimentation' which they can easily justify in their own twisted mind. This process usually takes several months and can result in a shift of alignment. The only way to restore the possessor's mind is by ridding them of the Crown and using powerful magic such as a Wish spell as their mind and spirit are essentially broken. The possessor is also able to be found anywhere on the planet by the Revenant King (see below).

GP: 500,000

XP: 50,000



[3]

Revenant Armor of Doom

This suit of +5 full plate armor is made of adamantite with mithril inlays that may look beautiful on any other set of armor than this demonic looking spiked monstrosity. The armor will alter its size to fit and bond to the body of a new victim automatically on contact. The curse of the armor will overwrite the victim's personality and intelligence reducing them to a rampaging engine of carnage and destruction with the sole



purpose of tracking down and destroying the other seven lost treasures and their possessors.

The armor is able to repair itself and heal its victim by draining hit points from those it attacks with its spiked fists. For each point of damage it inflicts with its cestus-like fists (1d6+2) it will heal one point of damage to itself. The armor is also resistant to magic and has an effective MR 15 while the victim it is bonded to is still alive. This drops to an MR5 once the victim inside dies. Other powers of the armor are; Leap 50-feet, True Seeing 60-feet, Rend (2d4+4), Giant Strength-Fire, and Berserker. The armor is also capable of using the racial skills and abilities of its victim.

The armor is currently bonded to a very unlucky ogre and leaving a swath of destruction in another land as it searches for the other treasures. The only way to truly destroy the armor is by affecting it with a high powered Remove Curse, Atonement, and Holy Word. Otherwise it will eventually regenerate itself and possess some other hapless humanoid.

GP: Nil

XP: 150,000

MAGIC ITEMS for the PRACTICAL JOKER

Part VI in a Trilogy

by Todd Pote © 2017

Moo Juice: This magical drink looks, smells, and tastes exactly like normal milk found at any common farm with cows. Those that imbibe this drink will hear themselves talk, but all others around them will hear whatever they are saying come out as nothing more than Mooing. The imbiber must also make a save vs magic or they will sprout a cow tail and small horns on their head. Both of these effects will last a half hour or until a dispel magic is cast upon the victim.

Moving Picture: This usually appears as a large painting of some family ancestor or close relation to the owner in an ornate frame of precious metals and ash wood. When non-family members are present and alone, the figure in the painting will begin moving randomly and making rude or embarrassing gestures just out of the visitor's direct line of sight. At most, they will note something moving in their peripheral vision yet when they turn to look, the figure of the painting will have returned to its original motionless pose. This will continue until the visitor leaves or is rejoined by a family member of the home. If caught by use of a mirror or other reflective device, the figure will make a final rude gesture before returning to its original pose not to move again in that visitor's presence.

Pucker Potion: This potion can be added to any drink, usually citrus based in nature, leaving only a slight whiff of lemon scent behind to betray its presence. Any creature imbibing a dosed beverage will taste something so incredibly sour that their lips will pucker and swell close. This leaves the imbiber unable to speak or use their mouth for the next ten minutes as the pucker power wears off.

Ring of Shocking Clasp: This normal looking silver ring can be worn on any finger and will resize itself to fit perfectly. It can be removed at any time without aid. When worn, every time the wearer goes to shake someone's hand or even pet an animal, its magic activates. The ring produces a mild and uncomfortable shock to the person or creature touched. This

shock is not powerful enough to injure but it can definitely make ones hair stand on end.

Snarky Cushion: This seat cushion is usually made of dark fabric without too many frills or embellishments. It can be placed on a chair or on the end of a sofa or even the floor. Wherever someone may need to sit or as extra padding. When sat upon or leaned against the cushion will randomly express one of the following; roll d8:

1-YOU ARE CRUSHING ME!

2-NO! NOT A BUTT TO THE FACE!

3-My dear, you REALLY need to wash more.

4-(makes a very loud and drawn out farting sound)

5-OH MY STARS! THE CRACK OF DOOM HAS ARRIVED!

6-Now THOSE are some daring skivvies.

7-GET OFF ME!!!

8-Just what the HELL have you been EATING?!

Soda Drops: These items look like harmless golden-brown hard candies and come individually wrapped. They have a nice mellow flavor and are sweet like candy. They will last about 5-10 minutes before they completely dissolve in the imbiber's mouth. Not five minutes later the imbiber will let loose with a thunderous burp lasting for nearly thirty seconds and quite capable of being heard several hundred feet away by anyone not hearing impaired. There is no way to prevent this burp from escaping. If more than one drop is eaten at the same time or before the first burp escapes, then the imbiber will burp a number of times equal to the drops consumed +2 with each burp lasting 10 seconds longer than the last and randomly spaced over the next hour.

Squirrel Nuts: Appearing as normal roasted acorns, anyone eating these nuts must make a saving throw versus magic to avoid sprouting large buck teeth and a large bushy tail. In addition, their voice will take on a high squeaky pitch (think of someone sucking on too much helium) for the next hour unless a dispel magic is used.

Wooden Pony: This innocuous looking children's toy appears as nothing more than a moderately sized rocking horse made of fine wood with exquisite detailing, leather tack, and glass eyes. An adult could sit astride it albeit with some minor discomfort in trying to keep their feet off the floor but it is more appropriately sized for children of 6-10 years old. Should such a child sit upon the pony and say "Let's Ride Horsey!" the wooden pony will come to life and trot forward off of its rockers, looking and behaving just like a real pony for up to an hour or until the child says "Whoa Horsey!" at which point it will immediately trot back to and onto its rockers, returning to its normal wooden state. The pony will not travel more than 250 yards from its rockers as the crow flies and if forced to do so will revert immediately to its wooden state and lose its magic. Any child up to the age of 13 may activate the wooden pony. Though if any child older than 13 or an adult were to try, they would simply be left looking foolish and dressed in a two-sizes-to-small child's riding outfit rather than the clothes they were wearing. This is a fitting gift for that kid always asking for a pony with parents that are wound a bit too tight about proper behavior in the house. Especially if you do not like them.



MYSTERIES COME IN THREES

Part II & III of a 2nd to 4th level adventure for four to six characters

by Kirk W. Olsen © 2017 [9 - 12]

This is a short insertion adventure for players that need an ethical dilemma in their game. This module was created to test the ethical metal of the adventuring party. The adventure should readily plug into any current campaign with a setting similar to Tolkien's Middle Earth or 8th Century Celtic England or Gaul with knowledge of the Scandinavian countries. This tri-lobed adventure offers obstacles of various natures, from the allure of the dark arts to the mysteries of Norse Runes [9, 10, 11, & 12] to a weighty consideration of evil.

The first part of this adventure, meeting and dealing with the trapper (aka a ranger) Bjorn the Old (see NPC sheets), can be found in Issue VIII of The Domesday Book. No matter how the party fared with Bjorn the Giant Slayer, the party should now be attempting to find and follow the trail of the ghoulish pack back to their lair; a raven shaped burial mound. The party should be encouraged to not only attempt to destroy them, but discern the reason for their being. Thus the final leg of the adventure should start at Old Bjorn's cabin.



[13]

THE BURIAL MOUND AND TWO MYSTERIES: The thirteen mile travel through the woods, an occasional meadow, and several shallow streams to the burial mound should take not less than four hours, but not more than eight. The trail of the pack of ghouls and their ghoulish leader heading toward Crazy Ole's camp is very easy to follow for a ranger and even possible for any outdoorsman (druid, barbarian, elf, etc.). The trail of the few surviving ghouls that fled Old Bjorn's camp requires an unmodified tracking roll to find and follow (trackers with a good sense of smell gain that bonus - *enhanced sense of smell* yields a +5 to this tracking roll). Note: The surviving ghouls are quickly retracing their arrival path back to the burial mound by scent alone (recall a ghoulish came with them affectively scent marking the path toward the cabin).

SETTING: Ideally this challenge takes place in the foot hills of a great mountain range or rolling, wooded hills off the beaten path in or near a mature/thick forest interspersed with open meadows and dark quiet woodland streams. Any season works. Recall, Bjorn will track the party at a mile or two distance. DM/GM aside, Bjorn may never show himself nor be found

unless the party does something very surprising, but he will be there to help (further proving he's not evil) if needed. May be a good way to fully wrap up the adventure if the first part was left in limbo or the group decided to attempt to kill Ole.

SUGGESTED RANDOM ENCOUNTERS: When the party has travelled one half mile from Ole's cabin there is a one in six chance of a random encounter with each passing hour.

- 1) Gnoll pack (one per PC plus leader with +3 Thunderstone tipped spear) [17].
- 2) Mother Wolverine and two cubs (half sized and orner/hungry).
- 3) Pack of Yeth Hounds (d4).
- 4) Undead Treant (dead and rotting; ½ stats) – confused/insane/mad at the world.
- 5) Black Bear Ghoul.
- 6) Ogre Zombie.
- 7) An overcurious and tailing raven searching for shiny objects to pilfer (flees with first theft), can speak, willing to bond with appropriate partner. Larger than normal and very intelligent.
- 8) Wounded baby green dragon (spear head and dragons bane shaft festering in flank).
- 9) Herd of upset Centaurs; war party, all male, heavily armed and armored (one per PC less a leader). If parley and no fight, gift of fresh meat and healing herbs (d4-1 hp/wound/day directly applied, six poultice).
- 10) Kobold hunting party (two per PC plus leader/shaman who has The Hand of Glory about its neck) [17].

ENCOUNTER AT THE BURIAL MOUND: *Light precipitation and an overcast day continue to hound the party as they leave old Bjorn's cabin in dogged pursuit of the fleeing ghoulish pack....* The DM/CK should decide how long the 13 mile trek takes based on the comments of how the party hopes to follow the ghouls, success on tracking rolls, the severity of the weather the DM/GM decides to inflict upon them, and what time of day the party sets out and thus should arrive at the burial mound (midday, early evening, or after dark?).

Since there is likely no way for the party to catch the fleeing human and *gnoll ghouls* before they return to their burial mound, the surviving ghouls will most likely be huddled together in the back of the burial mound with a **quasit** until well after sunset. Without their ghoulish leader, they will not venture forth to hunt until full dark has set in; hunger will drive them forth. If the party happens to arrive after full dark then the pack will be out hunting without the **quasit**. If the party arrives when the ghouls are out of the burial mound, or have been eliminated, the **quasit** will hide, cast *darkness* around the excavation entrance, and *polymorph* into a **coyote** and flee (as a harmless coyote) if it believes the party will not help it to create a doorway to a plane of evil.

The **quasit**, former familiar of the necromancer turned ghoulish, is now without a mortal master. The **quasit** cannot control/command the ghouls as its former master did, but it is attempting to guide them and use them for its own nefarious plans: carry the soul of its former mortal master to its infernal



masters. The necromancer's soul is now in the possession of the **quasit**. The necromancer's soul has taken the form of a human faced **larva** (appears as a sickly yellow, 6" long, one inch diameter, maggoty worm with the anguished face of the necromantic ghastr); a truly repulsive, nearly helpless, but nasty thing of condensed evil. The **quasit** clutches the writhing larval soul to itself like a grotesque parody of a mother and babe. The **quasit** is loath to give up its prize, limiting its polymorph to that of an unnaturally large toad or a coyote so that it can still carry the larval soul in its mouth. Aside: The quasit knows devils and demons alike desire larval souls to form quasits or imps and liches employ their essence in order to retain the un-dead status and power. A Necromancer's soul is doubly coveted.

Quasit Small, HD 1d8, HP 7, Move 40 ft. (60 ft. fly), AC 14, 2 claw (d2) & bite (d3), Save P, SR 3, INT Average, 3/day polymorph, 1/day cast *protection from good, darkness*, and *pyrotechnics* as a 3rd level caster.

Larva Tiny, HD 1d4, HP 3, Move 10 ft., AC 14, bite (1d2), Save P, SR 2, INT Low.



[3]

GNOLL GHOULS

NO. ENCOUNTERED: 1 per player character

SIZE: Large (7 to 8 feet tall)

HD: 2 (d8) +4

MOVE: 30 ft.

AC: 16

ATTACKS: Bite (1d6+2) & 2 Claws (2d4+2)

SPECIAL: Darkvision 60 ft., Paralysis

SAVES: P

INT: None

ALIGNMENT: Chaotic Evil

TYPE: Undead (Common)

TREASURE: 1

XP: 40+4

Gnolls which have become ghouls have all the abilities of both sets of evil humanoid and undead. Their living pack mentality

is only amplified and bolstered by their now mindless hunger for flesh.

COMBAT: Gnoll ghouls ferociously attack with bite and claw, their strength and towering height make them fearsome creatures. Their desire to devour the living is unquenchable, only the light of day can keep them at bay.

THE BURIAL MOUND: *In the middle of a significant clearing in the woods rests an ancient burial mound. The mound itself is shaped like a great raven with wings spread.* Over the centuries the Celtic tribes buried their honored dead in the wings, their chieftains in the head, and their honored enemies in the belly. Slowly growing in size over the centuries (120 foot wing span, 30 foot tall by 20 foot wide mid-section). *No recent burials have been added to mound gone fallow. Grasses and wildflowers grow, but not a shrub or sapling have taken root on the hallowed mound or surrounding clearing.*

Recent excavations (1-2 months old) have been taking place within the belly, entering between the legs, like some great earthen Samhain turkey ready for stuffing. The excavation is complete and professional with stacked field stone and fresh timbers to retain the recently exposed earth (and protect the tunnel and mound from collapse).



[3]

Casual inspection of the clearing around the mound shows all the signs of a small army/mining encampment. Of peculiar note, upon the surface of the mound itself, are many cast off weapons, shields, and a few segments of armor as if a small army dropped their kits at random. Closer inspection and good detective work/tracking will reveal that *the surface of the mound was the scene of a terrible battle between a human guard/militia unit and a pack of larger bipedal, weapon-using, armor-wearing creatures (gnolls).* It should be possible for the party to figure out that the humans came with a wagon (gone now), worked with the gnolls to excavate, but something went wrong and both sides killed each other, to the man, on top of the burial mound. All rose from death in the middle of the first night (six days ago) as ghouls lead by one ghastr (the human necromancer leading the excavation). Aside: The wagon can be easily tracked into the woods where *the team and wagon became stuck and the horses slaughtered and devoured in their tack.* The mound has scattered over it: 6 knives, 5 clubs, 3 axes, 3 spears, 6 small metal shields (all painted black with a red dot in the middle), 2 short bows with roughly a score of serviceable arrows between two quivers (all fit for humans). The following oversized and poorly kept gnoll items are



intermingled with the human items: 12 large skinned shields (each roughly painted with a bleeding heart insignia), 3 heavy flails, 4 morning stars, 5 large maces, and one wicked looking barbed bull whip plus stray bits of armor of all sorts.

A small dark tunnel (15' long) leads into the belly of the burial mound, its earthen walls use rough timber and field stone as reinforcement. The tunnel is but four feet high and a mere three feet wide at best. The center of the mound has been excavated to a rough oval. Evenly spaced around the perimeter of the excavated area lay four half excavated skeletons, each partially exhumed from the soil they were once laid to rest within. Each a decorated warrior based on oxidized brass armor and rusted iron weapons. The furthest back on the right skeleton is most notable as it has a modern Norse style spear thrust through the center of its chest and into the earth below. The excavated oval is no more than 4 ft high, lower where reinforcement timbers have been placed.

There are no lights from within although two oil filled, hooded lanterns hang from support pillars, forgotten, but appear to be ready to use. Although the human soldiers and gnolls were bivouacked outside the burial mound, the necromancer made the excavated burial mound his private quarters. Still neatly arranged, and unmolested, is a sturdy wood framed canvas cot layered and draped in sleeping furs. On top of the cot and furs is a sturdy quarterstaff of dark black wood. If one looks under the draped furs: Under the cot are two chests. One a small leather foot locker in style while the second is a much smaller wood and metal strong box (obviously pad locked). The cot is magical, providing pest free, restful sleep for eight hours in every 24. Neither chest is magical, but each has a magic mouth cast upon it. At a touch, the foot locker yells in Gaelic (Celtic/Irish/English, etc.), "You dare disturb my most unholy possessions! Your eyes shall go blind, your lips bleed, and your ears will fall off!" Also at a touch, the strong box will shriek, "Curse you, curse you, curse you all! Leave be my treasure! Flee or suffer my wrath!"

The metal reinforced strong box is locked with a simple pad lock (the key is hidden in a secret pocket in the necromancer's cloak as described in the first part of this adventure Domesday Issue VIII). It appears that it can be easily picked or forced by thief or thug. The contents of the strong box are 350 gp and five bloodstone gems (48 gp value each - 22# of coins/gems at one/ounce or 4.4# of coins/gems at five/ounce within the 10# strong box).

*The leather covered wooden foot locker is secured with two leather straps and brass buckles. Within the foot locker are two changes of fine clothing, sleeping robes and cap, four sets of clean small clothes, highest quality shaving kit/soap/perfume, silver snuff box, five candles, flint, steel, and tinder box, three vials of ink (black, blue, and dark red), six fine writing quills, and one leather satchel. The satchel contains a thick necromantic mage's spell book (most appropriate 1st, 2nd, and 3rd level spells associated with necromancy plus general personal safety against the dark arts), a dark arts prayer book, a silver star (holy symbol) on a silver chain, and one long thin metallic scroll tube (clerical scroll within containing: *speak**

with dead, remove paralysis, dispel magic, locate object, remove disease, and remove curse).

If the party enters the burial mound excavation at any time but full dark, the surviving four **gnoll ghouls** and two human ghouls will be in one huddled mass; alert but unmoving, in the back of the excavated area. In their center hides the **quasit** and its prized **larval** soul. These ghouls are without weapons or possession except that which has not fallen from their bodies (ragged clothing and segments of leather armor).

Depending on the actions of the party, the quasit will want to remain deep within the pack of ghouls. Once it realizes there is an adventuring party in the area it will cast *darkness* and *polymorph* into a coyote and flee if it believes the party will not help it to create a doorway to a plane of evil. The quasit is smart enough to know a full adventuring party will likely destroy the remaining ghouls and it will not want to be trapped in the burial mound. It will cast the *darkness* spell to ensure the tunnel into the excavated area is within the area of spell effect to best ensure its departure is not noted while giving the scent guided ghouls the advantage of opponents who cannot see in the *darkness*. Once clear of the party and in the cover of the forest, the quasit will return to its natural form and fly away with its prize, the larval soul of its former mortal master. Note: The quasit knows how to gain the attention of its infernal masters so that they will open a gate for the quasit and larval soul to return; significant blood sacrifices; evil helpers will be needed.

Once the quasit departs, or the ghouls are attacked within or outside the burial mound, the ghoulish pack will charge to the first opponent as a pack and attempt to surround/overbear. Aside: Despite their size, the natural weaponry of the ghouls (gnoll or human) is not hampered by the low ceilings like most weapon wielding PCs will be (-2 to hit and +1 to be hit).

Pack Tactics: The whole pack will attack one victim, ignoring all others, and attempt to surround, kill, and eat their first victim quickly so they can catch the second, third, etc. Their fearless, ravenous pack tactics are based on a natural assumption that all creatures will flee from a pack of ghouls. Should the pack be attacked while killing/feeding on a victim, they will defend themselves and eventually be forced to fight in a more typical one-on-one melee style, but they will always attempt to focus their numbers on one victim at a time; usually the weakest first.

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Spear of the Dead: This Norse style spear has five runes carved into the shaft and also repeated via etching into the head. Norse Spear stats: d8 damage, 5 foot range, 5# weight, 3EV with extra stout shaft that could be used as a quarter staff. Raven's feathers adorn the silver wire lashings/decorative wire wraps. The runes represent *spear, fire, god, birch, and ice*. This +1 magical spear will magically detect as moderate magic of a necromantic nature and will obviously be Norse in history/style/make. A Norse bard (skald) will be twice as likely to recognize the legendary nature of such a spear; dedicated to Odin (The All-Father) and know the carved/etched runes. A runecaster will know the runes on sight.



In the hands of runecaster, cleric, or necromancer the weapon is a +2 magical spear and it can be used to *speak with dead*. There are special conditions for the later power to manifest. First, both of the hands of the wielder must be ceremoniously self-bloodied (a small sacrifice of one's own blood - two hit points of damage minimum). Second, the spear must be thrust into the chest of a dead human (only works on dead humans); the body may be buried or exposed, fresh or ancient. If these two conditions are met, then the dead human is immediately transformed into a **revenant** (average hit points less spear thrust damage).

The revenant will remain trapped under the spear tip until it has answered questions from the bloody palmed, spear wielder (similar to the spell *speak with dead* except the revenant must answer all questions, it cannot resist). The speech of the revenant is in its native tongue, but the spear holder magically understands the revenant's words and the revenant will understand the spear holder's questions. The revenant need only answer the first question without attempting retribution on the spear wielder who dare disturb its rest. For every question after the first, the revenant gains a save vs magic to free itself and attack/kill the spear wielder (as a full revenant) before returning to its eternal rest. The revenant will only attack to kill the spear user if it successfully makes its save, otherwise, when the questioning is done and the spear is removed, the revenant once again become an inanimate human corpse. Note: Each question after the first drains the spear holder of two more hit points which are transferred to the revenant (gaining one HD per four hp). Each question after the second gives the revenant an accumulative +1 to its save vs magic to gain freedom and attempt to kill its questioner (tormentor).

CLOSURE WITH BJORN: No matter how the party deals with the ghouls, the quasit, the larva, or even if they attempt to use the spear, Old Bjorn is waiting in the woods for them. Depending on how they left off with him at his camp, he will want to know what they discovered within the desecrated burial mound. He is a desperate man. Willing to take any risk to rid himself of the curse he seems to be under. Ole will immediately believe the buried skeleton warrior and the spear can help him (a man desperate for a cure). Once Old Bjorn is within the burial mound and within ten feet of the skeleton with the spear (or was originally pierced with the spear), it will animate, raise a boney finger to point at Ole, and rattle, *"You may not rest until your woods are free of the restless dead who cause trouble or are troubled. You will become the first Ranger of the Night, ever vigilant to protect the peaceful dead and their resting places. This mantle I place upon thee for four score years. See that the post is filled for eternity."*

A guardian for the burial mounds and the entombed. A noble and good cause. Can such a guardian really be a simple ranger with the taint of the undead? Would he be immortal? How does such a creature fill his post upon his retirement? How does such a creature end his four score tenure?

WHAT'S NEXT FOR BJORN: The flat light, the icy expanses, the semi-frozen oceans, and a never ending winter make a harsh and unforgetting home.



[4]

"Trust neither new ice nor a borrowed weapon" [10]

But home it is to hardy souls. For only the strong dare walk this icy land. Be wary those who try to follow in their steps. A return to Bjorn's formative years? Who wants to go giant hunting with Bjorn and be witness to his fabled early years? If ten people want such and Norse adventure, I'll write it up!



[4]

**The Virtuous, the Vaunted, and the Vile:
A Survey of Superhumankind**

by Mycroft Holmes (aka Kevin Morton & Mike Stewart)

As part of my duties to her Royal Majesties Service, I have been asked to provide a dossier, if you will, of the current, known personages that have demonstrated, publically, or privately, what are common and vulgarly termed "powers".

It is hoped that this dossier will enable The Service to better assess potential threat and more successfully engage these "super-men" before another tragedy like the "Bristol Incident" occur. I would be remiss to point out that, had your Lordship listened to my warnings about Dr. Jekyll's dangerous



experiments a great deal of pain and suffering could have been averted.

It needn't be said that such information is privy only to those active agents in The Service and is not meant for public consumption.

"For your eyes only", and all that. With that in mind...

Virtuous- Athena Atlas

Past: Athena Atlas was born 23 years ago to the Prussian Strongman Eugen Sandow and an unknown circus acrobat. Athena was blessed with her father's magnificent strength, and unknown to him, actually was one of the new breed of "superhumankind" that were appearing all over the globe.

Athena spent her early years traveling with her famous father and learning the secrets of his stage act. Athena's own fame was assured when her father was attacked by the villainous Professor Attila (once his mentor) during a performance in front of a young Prince Edward, the Prince of Wales. Leaping to her prone father's defense, the maiden of might quickly dispatched the villainous Professor to the great pleasure of all attending.

Tragically, the rise of Athena led to a permanent estrangement from her egotistical father who could not bear to be upstaged, even by his own progeny. Since that time Athena has embarked on a world tour demonstrating her physical prowess. Her travels have given her ample time to engage in heroic deeds and she has quickly established a reputation for daring-do.

Personality: besides her obvious physical gifts, Athena is cheerful and courageous. She is quite bold for a Victorian woman (no doubt do to her superior physical abilities), but she also displays an admirable sense of decency and respect.

Powers: Athena is a marvel, capable of lifting extreme weights (28) and enduring massive blows (con 26). It appears she has some level of invulnerability, as she has shaken off attacks from small caliber weapons.

It is recommended that The Service quickly make contact with Ms. Atlas. Her vast potential as an agent cannot be overstated. Her obvious physical abilities combined with her natural cover as a world traveler would make her a perfect agent. We should remember our blunder in failing to secure the services of Nemo when we had the chance. Should we fail to bring Miss Atlas into the fold, I predict with a 98% certainty that the Americans will secure her services within the next 2 months. Time is of an essence here.

Vaunted- Lord Charles Huffington, the Behemoth, the 15th Earl of Huffington

Past: Lord Charles is the scion of the House of Huffington. Born into a life of privilege and wealth, Lord Charles has done very little to maintain the dignity of his illustrious ancestors. Indeed, Charles cares for little but his own needs. He is not necessarily villainous, but neither does he show much compassion for those other than himself.

It was apparent that Lord Charles was...different from his peers at an early age. Even as a child he showed an immense capacity for food and drink. Being quite wealthy, his parents indulged their only Child with whatever he desired. Charles soon became...quite "robust" as his mother would put it. By the time

her was 10 years of age, it was quite noticeable that Charles was not normal- by that time he was close to seven feet tall and weighed over 70 stone.

From an early age Lord Charles has known how to "throw his weight around" as it were, and he made it a point to make himself useful to the nobility of Britain.

Lord Charles is at a crossroads in his life. His appetites are seemingly endless, his inheritance, however, is not. At the rate he is expending his fortunes, Lord Charles is likely to find himself a pauper within the next 5 years. The service is unsure whether Lord Charles will find an inner resolve to rise to meet his adversity or whether he will use his vast physical abilities for nefarious ends.

Personality: Lord Charles, to be blunt, is a pig. He is unable or unwilling to control his passions. As such, a man who has been gifted with incredible talents that could have been a blessing to the Empire has wasted his existence in the cheap pursuit of hedonistic pleasures. I assure you, the reader, that I am no tea Toller. I enjoy my passions as well as the next man, but Lord Charles is a waste of potential. He is, in turns, petulant and pampered, rude and lazy.

Powers: My assessment of his personality aside, Lord Charles truly lives up to his vulgar nom'de plure as The Behemoth. He stands well over eight feet in height and weighs nearly 2 tons. Despite his massive girth, his weight is far too heavy to be composed of mere flesh, bone, and muscle- it is therefore highly probable that Lord Charles has some sort of powers of density. In order to even move his massive bulk, Lord Charles demonstrates incredible strength (at least 30). Combined with aforementioned powers of endurance (con 28+), Lord Charles is a veritable titan walking amongst us. It should be noted that I hypothesize that, in order to maintain his massive physique, Lord Charles must consume prodigious quantities off. Food and drink. This could be the key to. Either bending him to the use off The Service or neutralizing him should he become a threat.

Vile- The Rapsallion

Past: With the proliferation of superhumankind there has also arisen a menace on unparalleled malice and destructive capabilities. The first "known" appearance of The Rapsallion was a mere 2 years ago during the infamous "Brussel's Dilemma". The seriousness and magnitude of that tragedy needed be elaborated on. Suffice to say, whenever there is a gathering of superhumankind, the potential of an appearance by the Rapsallion increases manifold.

Personality: How does one describe the Devil? I should not that I am not a religious man, by any means. I pride myself on being a man of reason and intellect. It pains me to admit, for all intents and purposes, that a malignant supernatural being such as The Rapsallion exists.

He (It?) exists. That is evident. What is not certain, is what The Rapsallion is.

An advanced form of alien? A powerful super-man? A demon? This is what is known: The Rapsallion is drawn to the presence of superhumankind. The Rapsallion has the ability to negate ANY power known to exist in our data base. This power of



negation is seemly infinite, or is so powerful, that it is EFFECTIVELY infinite in scope.

Once a super-man's power is negated The RapsCALLION will kill his (its?) victim. Kill in a gruesome and painful manner.

The second power that we are aware of one of the more horrible of The RapsCALLION's: after killing a victim, the entity somehow creates a simarcula or homunculus of that victim. These "minions" serve The RapsCALLION unwaveringly. What's more, these minions share their human predecessor's powers and abilities, though in a limited scope. More terrifyingly, it appears from reports from several of our agents that these minions retain some sort of knowledge and awareness of their past.

It seems likely that these minions contain the...spirit...for lack of a better term, of their antecedents.

Lastly, The RapsCALLION APPEARS to possess some sort of immortality. His (Its) death has been witnessed and reported by too many reliable sources to discount this.

It is a terrifying thought.

There are two facts that we seemingly take comfort in:

1: The RapsCALLION either has no interest or no ability to affect the lives of "base" humans. It seems the "Scourge of Superhumankind" is just that. That being said, the entity can and has, killed agents through mundane means if they had attempted to interfere with its endeavors. The success of the vigilante Black Knight, who I am to understand is nothing more than a superbly trained human, in battling the entity would seem to bear this out. Unfortunately, The Black Knight also has proven to be quite elusive, so The Service has thus far been unable to access his expertise in this matter.

This remains a high priority.

2. The RapsCALLION is indiscriminate in his (its) appetites- villains are just as likely to become one of his (its) victims as are heroes.

The Director has asked that I provide an assessment of the potential effects that The RapsCALLION might have on the asset code-named Palladium. To this I respond, "I have no idea". As all our agent's know "Palladium" is not of this Earth. Without careful study of the asset (which has been denied by The Director- not showing snark, just stating a fact) I have no way of knowing if "Palladium's" skillset are natural for his species or another form of superhumankind. I suppose the Martians may know, but again, I have not had the opportunity to question the few surviving Martians we still have alive in captivity.

The data I provide is only as useful as the data I am given to work with. As I have stated numerous times before, The Director's need to withhold certain state secrets from me reduces my efficiency as an analyst.

The argument grows tiresome.

Just as a reminder to our agents, any references to "Palladium", "The Director" or "The Service" made to non-Service personnel lower than Acolyte rank is considered treason against Her Majesties government and punishable under the 1845 Covenant Act.



[3]

Nom de Guerre: *Athena Atlas*

Proper Name: Anne McCaskill

Init: +0

Actions: 1/round

AC: 10

Defensive: +6 Temporal

Hit Points: 42

Level: 1

Alignment: Good

Victory Points: 1

STR: 28 +8 INT: 12 WIS: 11 CON: 21 +4 DEX: 8 CHA: 13 +1

Primes: Strength, Constitution, Charisma

Skills: Thespian

Supernatural Powers

Attributes rank 3

Climate Resistance rank 1

Invulnerability (+6 Temporal) rank 2

Might rank 2 (3d6)

Shortcomings

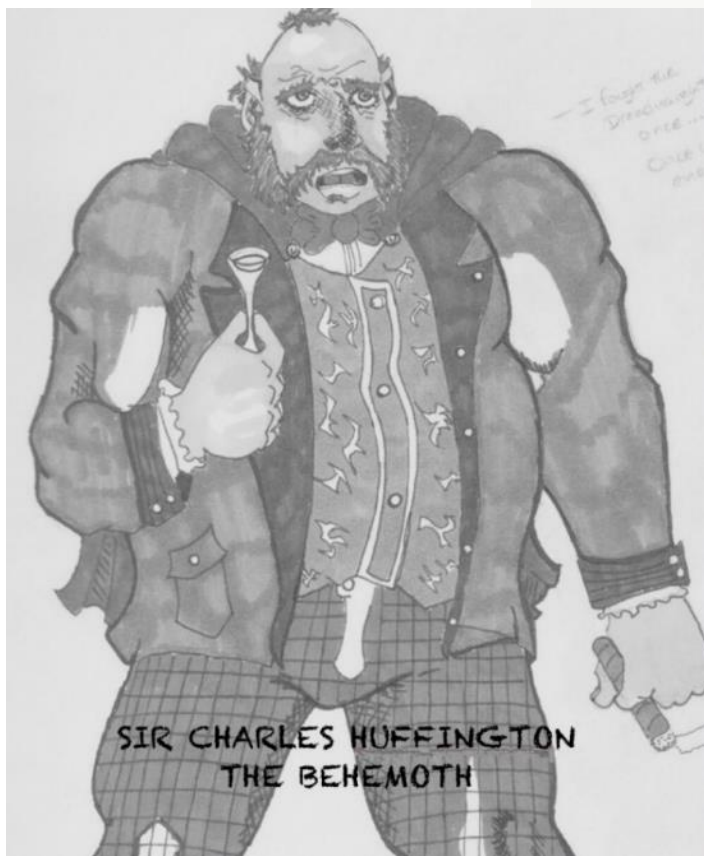
Dependent Mundane (Agent)

Enemy: Black Angus

Looking for a Broom Closet

Notorious

Phobia: Overconfident



[3]

Nom de Guerre: Behemoth

Proper Name: Sir Charles Huffington III
 STR: 30 (+9) INT: 10 WIS: 8 CON: 28 (+8) DEX: 12 CHA: 9
 Init: +0
 Actions: 1/round
 AC: 10
 Defensive: +6 Temporal, +3 Knockback
 Hit Points: 56
 Level 1
 Alignment: Neutral
 Skills: Etiquette, Polite
 Primes: Strength, Constitution
 Supernatural Powers: Theme "Monstrous" rank 4
 Gigantism (always on) rank 1 (cost 2)
 Invulnerability +6 Temporal, +3 Knockback -
 Gigantism) rank 2
 Might 2D8 damage rank 2
 Attributes rank 4
 Shortcomings:
 Fame
 Odd Appearance
 Phobia: Self-Centered
 Weakness: High Metabolism must eat 6xday or suffer 2d6 damage per day



[3]

Nom de Guerre: Rapscallion

Proper Name: Unknown
 STR: 13 (+1) INT: 16 (+2) WIS: 18 (+3) CON: 11 DEX: 20
 (+4) CHA: 10
 Init: +0
 Actions: 1/round
 AC: 14
 Defensive:
 Hit Points: 22
 Level 1
 Alignment: Evil
 Skills; History/Legend: Demonology, Martial Arts, Targeting
 (ranks 2, only on SuperMankind)
 Supernatural Powers:
 Theme "Demonic Puppeteer" ranks 8
 1 Homunculi (max 6, details below*) rank 5
 2 Healing (self only) rank 4
 3 Suppression (Themes) rank 5 (always on)
 Attributes rank 1
 Shortcomings:
 Enemy: Most heroes on sight rank 3
 Inhuman
 Notorious
 Odd Appearance
 Phobia: murderous
 Weakness: Holy objects
 * Rapscallions Homunculi
 These are 2 Hit Dice creatures that can inflict 1-6 hit points of damage with claws. Each has powers (5 ranks) as noted for



their class. Each homunculus has the following shortcomings: Odd Appearance, Fame, Weakness: Only 12 inches tall, Phobia: Must obey RapsCALLION.

At each encounter of RapsCALLION, the GM should roll a d6 to see how many homunculi RapsCALLION has on hand at a time. The Genteel Magistrate is encouraged to create his or her own but a list of quick homunculi is given below. Use the baseline class powers for each as described in the Victorious rulebook. The GM is free to use whatever names they wish for the characters on hand, as well as if they are heroes, villains, or neutral.

Die Roll/Type

1/Contraptionist

2/Magician

3/Paragon

4/Radiant

5/Strongarm

6/Other (custom character, GM option)

CONVERSION NOTES FROM C&C TO D&D

Stolen & Edited by Kirk W. Olsen © 2017

Originally by Jason Vey & Davis Chenault [15, 16]

Converting any C&C or Troll Lord Games' product to other d20 OGL RPG rules sets should be fairly straightforward. All of the core classes, spells, and monsters have direct analogs. As with all rules, these are just suggestions for you to use or discard as you like. Indeed, for some DM/CKs this sort of "on the fly" stat generation may seem uncomfortable or new; it is, however, the hallmark of a great game master to be able to adapt on your feet when necessary.

Other than the barbarian and knight classes, the thirteen classes of C&C align well with all other forms of d20 OGL RPGs (Pathfinder omits the assassin and the illusionist).

Player's Handbook classes^[4]	
Base class	Sub-classes
Bard	n/a
Cleric	Druid
Monk	n/a
Thief	Assassin
Fighter	Paladin, Ranger
Magic-User	Illusionist

[14]

These guidelines should come in handy in any d20 OGL RPG where you need to quickly invent character statistics. When the time comes to do so, remember the following:

1. Use standard ability scores found in the PHB.

2. Determining Save DC: 8 + Proficiency Bonus + Primary Ability Bonus.
3. Proficiency Bonus: +2 through level 4; +3 through level 8; +4 through level 12, etc.
4. AC: Light armor = 11; medium armor = 15; heavy armor = 17 (plus DEX bonus).
5. Fighters, barbarians, rangers, and paladins: Add thematically appropriate features such as extra attacks, AC bonuses, second wind, attack advantage in specific situations, damage bonuses against specific creatures, improved critical, etc. Rangers and Paladins gain spellcasting abilities. For barbarians...rage, baby, Rage.
6. Improvised bards: Improved spellcasting, abilities that influence others, and bolster allies through the use of Bardic Inspiration dice.
7. Faithful clerics: Add channel divinity abilities such as extra radiant damage, emboldening allies, extra healing (or damage), powers that directly affect undead, etc. Add access to 3 or 4 extra domain spells not normally for clerics.
8. Natural druids: Keep in mind that their wild shape gets more powerful as they grow in level, possibly allowing features such as wild casting, communication, etc.
9. Disciplined monks: Ki abilities, monastic traditions, fast movement, extra attacks, AC bonus, and deflect missiles. Also improved unarmed combat damage.
10. Quick-and-dirty rogues: Mobility, improved saving throws, skills, and advantage on attacks are the key.
11. Sorcerers and Wizards: Spellcasting - 2nd level spells at 3rd level; 3rd level spells at 5th level; 4th level spells at 7th level, etc. Don't worry about spell slots for a single encounter; just don't cast any more than 2 of the maximum level spell. Wizards get a school specialization, sorcerers a sorcerous origin.
12. Bloody warlocks: Pick-a-pact, add spells, serve hot.

Relative to playing PCs and NPCs, their class described ability checks are simply replaced with the appropriate skill checks. Where you see Challenge Level (CL), this represents the overall difficulty of the task. Simply add the CL to 12 and then round off to the nearest increment of 5 to come up with the appropriate Difficulty in your other game. Thus, if a task has a CL of 5, the final Difficulty would be 17, rounded to 15. Alternately, for a simpler process that is not mathematically identical but is close enough for field work, you can assign Difficulty (the final target number for your roll) as follows:

CHALLENGE LEVEL	DIFFICULTY
0-2	10
3-5	15
6-8	20
9-11	25
12-15	30

[15]

Either method should work fine; just be consistent in how you apply the conversions.



NPCs who function in the course of the adventure as “monsters” may not follow the same rules as player characters, and thus may have alternate, more or fewer class abilities than one might expect; the idea is to present just the statistics needed to run an encounter with these creatures and non-player characters (NPCs). As such, many characters the PCs meet in adventures may not have full stat blocks at all, but may simply reference a race, alignment, class and equipment. This should be plenty for the DM/CK, if needed, to whip up necessary statistics on the fly. If, for example, a character is a fifth level fighter, the DM/CK knows that they probably have +5 to +7 to hit, +3 or +4 on damage, and can attack once or twice per round. Add a few other situational bonuses on, and run with it! If it’s a 7th-level wizard, you know they can cast up to 4th level spells (but have many more first and second level ones available) and probably have a spell save DC around 14 or 15. Keeping in mind the standard starting ability score array and tweaking here and there on the fly should give you everything you need to whip up a combat if necessary.

NPCs can also simply use guidelines similar to monsters. Fighters & rogues have P saves and spell casters have M saves. It is usually best, when converting quickly, to assume that NPCs follow an archetypal path such as those outlined in your basic rules document.

That should be enough to get you rocking with whatever sort of class-based NPC you need. Just remember; it’s normally only a single encounter. Don’t sweat the details. Fill in what you need and run with it! If you need to create a recurring NPC, you can always do a full character sheet for them later! One of the beautiful things about most d20 OLG RPG rules sets is just how easy it is to run off the cuff. Take advantage of it. Your players will never know the difference, and your stress levels and preparation times will drop drastically!

CONVERTING MONSTERS

In most write ups we will endeavor to include sufficiently detailed stats for every monster. In general, however, the monster statistics you will find in **Castles & Crusades** scenarios will be very compatible with those in most D&D d20 OLG RPG rules set and can be converted on the fly, requiring a only a basic understanding of how monster ability checks work in C&C. Note that this method replaces the use of proficiencies to provide for a quick and dirty means of conversion. The most accurate way to convert, obviously, is to put together a full stat block for your monsters from your game master’s guide and/or monster tome.

To improvise and convert monsters on the fly without referencing a manual, simply understand that monsters in C&C have saves of “P” for “Physical” or “M” for Mental. Grant a given monster their Hit Dice +4 to their saving throw or ability check if they have a save or Prime of the listed type, and Hit Dice +0 if not. Thus, a 3 HD monster with P saves making an Intelligence Save would roll d20+3. The same monster making a Strength save would roll d20 +7. Monsters with “P” saves will have a base perception score of 10, while those with “M” saves will have a base perception score of 14.

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The 9th Hour Social Diverston Society w/ Jason Vey & Tim Burns at Origins

