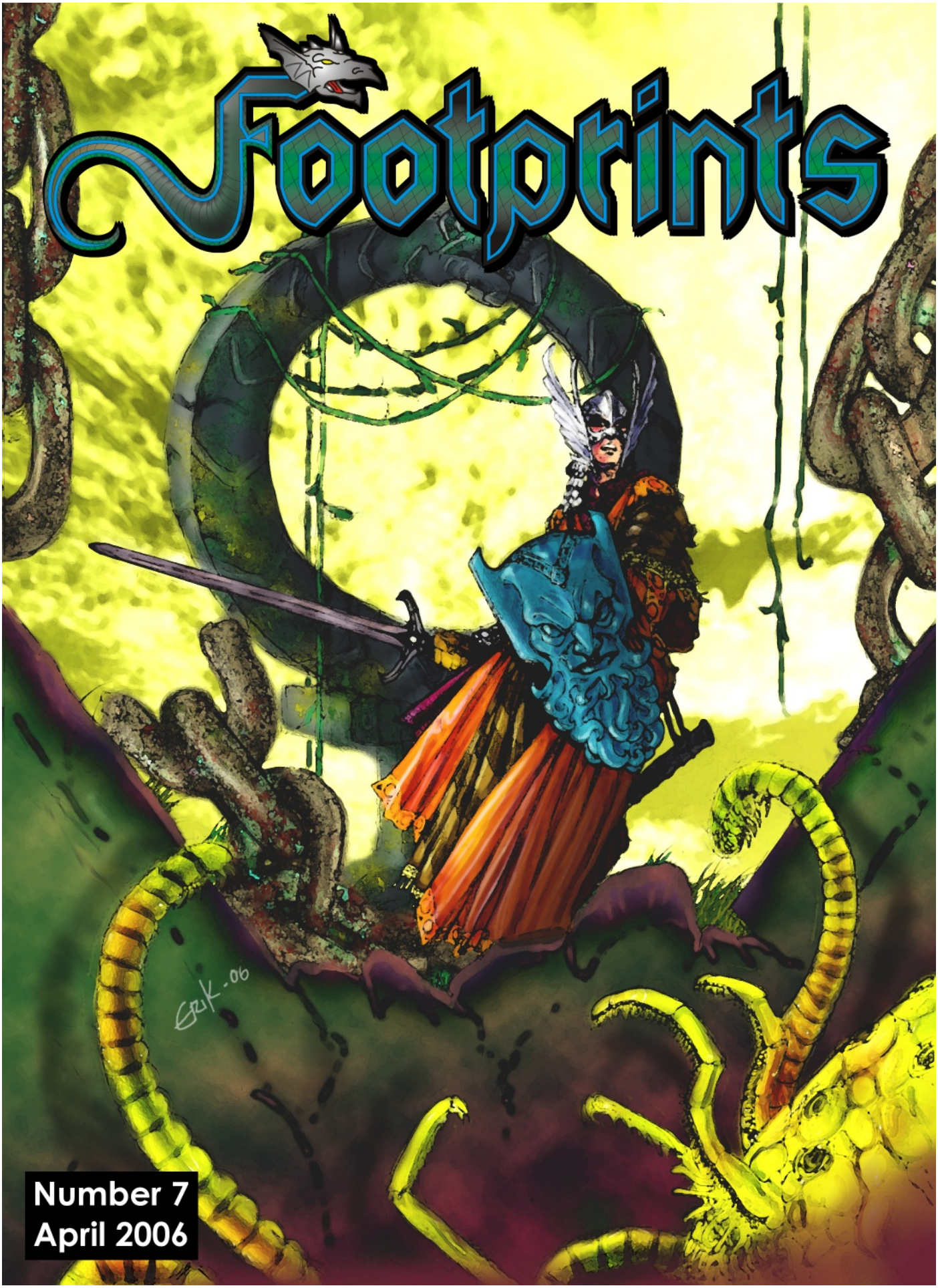
Footprints
Number 7
April 2006

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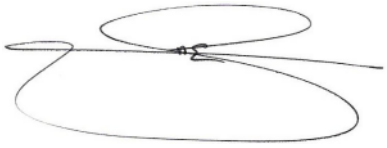
% in Lair

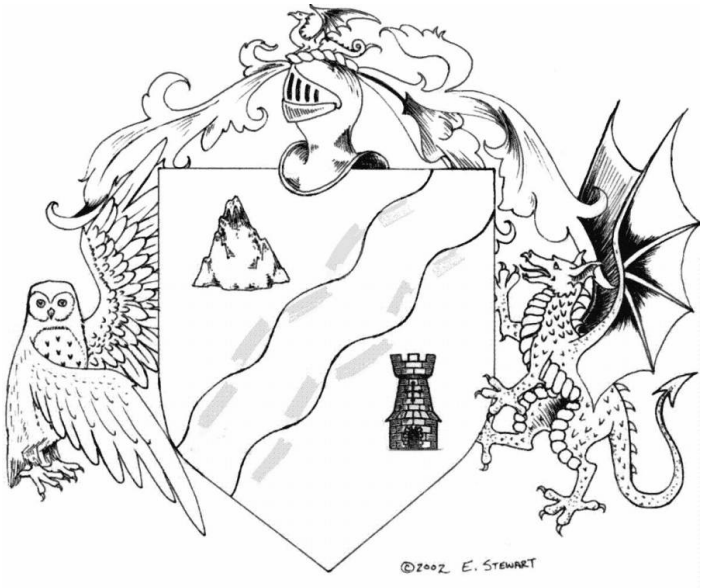
By way of introduction, my name is John Turcotte. If you are a member of the Dragonsfoot forums, you've seen me on the boards as Gnarley Bones. I've been lucky enough to act as an Assistant Editor on *Footprints* since April of 2004 when Mike Stewart founded this publication. I've seen it grow over the past two years from its first hesitant issue, where we all wondered, 'Will anyone read this?' to a full-blown AD&D magazine with articles and modules by the likes of Jim Ward and Len Lakofka.

Starting next issue, the Editor in Chief hat will pass to me. I commit to you that *Footprints* will remain dedicated to bringing you new First Edition AD&D content first and foremost, together with support for other out-of-print D&D editions, maintaining the direction and standards provided by my predecessors, Mike Stewart and Chris Gonnerman.

This issue would not exist but for the generous and enthusiastic contributions of Len Lakofka, who has provided new spells, a new monster and a new NPC class! And that's not all; we've also got faeries from Slavic folklore, random encounters and a well thought-out article discussing clerics and their ability to turn undead.

Footprints wouldn't survive without contributions from you. Please, keep them coming and let's keep our game in print!





Artisans

A New NPC Class

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An artisan is a person who can make an object from raw material. The object could be a dress, a pair of shoes, a hat, a sword, or a suit of armor. Some objects are quite simple and do not require great skill or training--passing on the knowledge from mother to daughter or father to son is sufficient for many basic items used in daily life. When the item in question is complex or has tricks and secrets in its crafting, then the artisan is truly in his element.

Artisans who are skilled enough to craft items capable of being made magical are few and far between. To understand when that is possible and how to rank artisans, it is essential to relate their statistics and experience into levels in the same way that adventurer class is divided into levels. Similarly, some professions rely on Strength, some on Dexterity, and many on Intelligence, depending on the method of construction of the item(s) in question. The following rules are offered as a basic framework for DMs wishing to flesh out artisans in their game world.

Most of the magic items that AD&D deals with are in various categories.

1. Weapons and Armor
2. Jewelry, including rings
3. Clothing, including boots, hats, belts, pouches, sacks, packs, leather goods in general, etc.
4. Household objects like braziers, candle sticks, brooms, cups, plates, pottery, etc.
5. Miscellaneous metal items like horns, flasks, mirrors, bells, chimes, etc.
6. Wands, Staves, and Rods
7. Concoctions, brews, mixtures, ointments, oils, and potions
8. Written words and drawings
9. Musical instruments

Key artisan classes are

1. Blacksmiths, Armor smiths, Fletchers, Bowyers, etc.
2 Precious metal smiths (gold, silver, copper, brass, bronze, electrum, etc) and Jewelers
3. Tailors, Weavers, Spinners, cloth specialists
4. Leather smiths, including Cobblers
5. Alchemists, Brewers, Wine makers, etc.
6. Scribes
7. Carpenters, Masons, Boat Builders, Glassblowers, Potters, etc.

As mentioned above, each profession has ranks or levels of proficiency. Most of these artisans receive training within a guild system, with some overlap between levels of skills and training times resulting from the talent and/or hard work of the student. The system runs as follows:

Title	Level	Years of Experience
Trainee	Level 1	Less than 2
Helper	Level 2	1 to 3
Apprentice beginner	Level 3	2 to 5
Apprentice student	Level 4	3 to 6
Apprentice senior	Level 5	4 to 7
New Craftsman	Level 6 and 7	5 to 8
Experienced Craftsman	Level 8 and 9	6 to 11
Master Craftsman	Level 10, 11 and 12	8 to 15
Grand Master Craftsman	Level 13 and 14	10 to 21
Keeper of the Seal or Secrets	Level 15, 16 and 17	12 to 47
Potentate	Level 18	16 to 85

Each profession is unique. It may provide only five or less levels of effective experience and therefore, using the rules below, would be unable to craft an object that could be made into a permanent magic item. Other professions would top out somewhere between 7th to 12th level since the item(s) being made are not that complex or difficult. Finally, there are professions without such limitations, like Carpenters (Cabinet makers), Masons, Blacksmiths, Armor Smiths, Sword Smiths, etc.

The DM should determine an artisan's level by determining the years of experience and coupling this with appropriate prime ability scores.

Intelligence and level go hand in hand. I would limit top level to those of certain Intelligence scores (on rare occasion, Wisdom could be used along with or instead of Intelligence). This could be modified for the very strong (Strength), nimble (Dexterity), and/or healthy (Constitution), characteristics that would be required in certain professions. It is assumed that the person's eyesight is good to passable.

It would be helpful when designing a population center (hamlet, village, town, city, etc.) for the DM to rank the artisans as they are created, giving them statistics where necessary. An artisan can most certainly also be an adventuring class (either active, inactive or retired). In fact, it is likely that, unless some artisans were adventurers at one point in their lives, their crafted items may be limited in quality. The artisans that first come to mind are weapon smiths and armorers. To be able to make a top quality sword, throwing dagger, bow, or set of plate armor, the craftsman has to understand fully how the item is deployed and used. If he or she had never been trained as a fighter (or cleric or thief for some items), how could a top quality item be produced? The DM of course has complete freedom to link adventurer Class and Profession as he or she sees fit.

Intelligence Score	Maximum Artisan Level	Work on Quality Item
6 or lower	1	No
7	3	No
8	4	No
9	5	Simple item
10 or 11	7	Simple item
12 or 13	9	Multiple parts
14	10	Multiple parts
15	12	Complex
16	14	Arcane
17 or higher	18	Creation or Discovery

New Spells

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Meld Into Fog

Level:	Druid 3
Components:	V, S, M
Range:	0
Casting Time:	3 segments
Duration:	1 turn per level plus 1-6 turns
Saving Throw:	Special
Area of Effect:	Any fog bank or *obscurement*

To cast this spell, the druid must be within an area of fog (including magical fog such as *obscurement*). The fog or vapor must rise at least one foot above the earth or water; it does not have to be over the druid's head as he stands. Over the period of three segments after the spell is cast, he and all of his possessions, save for any fire (magical or mundane), will gradually meld with the fog itself, becoming a part of that area of fog or substantial mist. During this transition, he cannot attack physically. Also during the transition, his armor class *improves* as his corporeal body slowly becomes water vapor (this is different from the form or composition of *gaseous form* [from spell or potion]). The druid improves by two armor classes until he is totally water vapor at the end of the third segment. At that point, only magical weapons of +1 or better nature can hit him in vapor form. The druid becomes an amorphous blob that occupies about six cubic feet within the fog. He can be seen only in daylight or brighter light as something different from the fog itself. In dim or no light he is undetectable by sight. A *detect magic* or *detect life* spell will report a vague aura that cannot be accurately pinpointed.

In vapor form, the druid can move at the rate of 1,440 feet per round but only within the existing fog. He cannot leave the fog bank, but if it is expanding, he may move along with it. He may also move and be a part of a cloud either in the sky or as it might touch a mountain side.

The druid has limited ability as to sight or sound in this form, but his senses of taste and smell are greatly enhanced, and he can detect any item (living or dead) that is also in contact with the same patch of fog or cloud. He can "see" and "hear" normal movement and sounds at a range of only 30 feet (barriers and winds being factors, of course).

If the fog or cloud is dispersed, the druid must take on corporeal form at once as the mist, fog, or cloud breaks up.

The druid can take along up to 40 pounds of living or dead material plus 5 pounds per level in this transition to water vapor. Thus, he cold hold a small child or halfling that would also meld into fog. Note the weight limit carefully as it includes clothing, armor, and all carried possessions. If the druid attempts to meld with too much carried weight any excess item(s) will simply be left behind. Magic items and living, unwilling creatures receive a saving throw to negate the transition all together. The save does not apply to the druid's carried minor magical possessions. Items of great potency (worth 10,000 gp or more) will receive a save and therefore might be left behind.

The druid does not know the exact duration of the spell, and he may be forced into corporeal form at a time not of his choosing.

Cold and electrical attacks do double damage to the druid in vapor form. Living beings taken by the druid are in contact with his "blob" and will take the same damage if attacked by cold or lightning.

It is important to remember that a druid in water vapor form could slip under a door and re-form on the other side, but he could not, for example, go into a cave much beyond the opening since the fog would only penetrate for a short distance into the cave mouth.

Pests

Level:	Druid 1
Components:	V, S, M
Range:	100' plus 20'/level
Casting Time:	3 segments
Duration:	1 round/level
Saving Throw:	Special
Area of Effect:	50' r. sphere

The *pests* spell is cast by the druid on an opponent, usually a spell caster, who is within 100' plus 20' for each of the druid's levels of experience. The target figure then becomes the center of a 50' radius sphere. The spell seeks, within that sphere, 1 to 4 like creatures that would be rated at 1 to 4 hit points—such as rats, bees, wasps, gophers, small birds, etc. —that would be capable of inflicting a point or more of damage with a bite, stink, scratch, sting, etc. Note: The DM may rule that a simple sting or minor bite will not do a whole point of damage and therefore can be ignored. However, multiple minor stings or bites could add up to a point of damage.

The first test is decided by the DM. Are there one or more living mundane creatures that qualify under this spell? In a woodland or grassy plain or along a flowing river, the likelihood would be very high, and the DM merely decides on the type and rolls a d4 to see how many will attack the target. If the DM has a doubt, he will quantify his doubt to a percentage and roll for it. For example, in a sandy desert the chance might be only 5 to 10%, but if the number is rolled a normal scorpion would do quite nicely.

Once the number of creatures is established, the victim must suffer the one to four attacks, which might come on as many as four separate segments depending on the initiative dice rolls for each pest. Each must roll 'to hit' vs. the victim's armor class, of course, to inflict any damage.

The victim can attack a pest if he chooses. If he ignores the pests, they may attack for multiple rounds. A bee, for example, gets one attack, and then its sting is gone and that bee would be eliminated. But a rat could try to bite round after round until the spell expires. The DM determines that by the kind of pest.

An *anti-animal shell* keeps these pests completely at bay. *Dispel magic* will cause them to lose interest.

Protect Plants

Level:	Druid 1
Components:	V, S, M
Range:	0
Casting Time:	3 segments
Duration:	1 day/level
Saving Throw:	None
Area of Effect:	Circle 30' in diameter, plus 3' per level

This spell is cast upon mundane plants, including very small saplings but not any tree that is already more than three years of age. It will not affect plant-like "monsters" such as treants or shamblers in any case.

The spell shelters the protected plants, which can be of mixed types, from extremes of heat

and cold, or from lack or abundance of water. Temperatures must exceed 120 degrees or be below 12 degrees to cause the protected plant any damage. The plants can live without moisture from any source over the spell's duration . The plants are safe from being submerged, as in a flood, during the spell, but if the flood causes the land itself to erode and wash away, the spell is not powerful enough to prevent that destruction.

No plant can benefit from this spell more than three times in 30 days. After the third, additional applications will not have any affect. Note that a 10th or higher level druid could protect plants month after month even through a mild winter since the duration of his spell would be 10 or more days per application. However, cold weather that reaches below 12 degrees would still kill many plants, and this spell cannot prevent such deaths. But in areas where winter's hold is a light one, a druid might keep some plants safe through the entire winter.

The spell's major purpose is to protect against oncoming frost or an impending storm. Severe storms that actually damage the soil due to high winds or hail, etc., will still damage the plants (usually a crop).

Save Plant

Level:	Druid 2
Components:	V, S, M
Range:	100 yards plus 10 yards per level
Casting Time:	4 segments
Duration:	1 day/level
Saving Throw:	None
Area of Effect:	Circle 20' in diameter, plus 2' per level

This spell can bring back to vital health plants damaged by frost, sustained or intense heat (short of actual burning), or prolonged absence or abundance of moisture, even drowning.

The plants so affected must still have the smallest spark of life left in them, or this spell will not work.

"Monster plants" such as treants and shamblers are not affected by this spell.

Point of Light

Level:	Magic-user 1
Components:	S
Range:	Touch
Casting Time:	Special
Duration:	Special
Saving Throw:	Negation
Area of Effect:	Dot (see below)

A *point of light* can be cast as an individual point or as a burst of up to 10 points. The tips of the fingers are placed on an object or in the open air (or a combination thereof) where the caster wishes the points to appear. The points are immobile if placed in air and mobile if placed on an object. An unwilling target (alive, undead, or from another plane) receives a save vs. spells if successfully touched in combat. A single save will show whether all the attempted *points of light* stick or fail to stick.

Magical items also receive a save of 12, +1 for every "plus" of the item. Very powerful items can have a better save or a worse one depending on the nature of the item itself—is the item designed to hide its true nature or not? This spell does amount to a partial *detect magic* spell because an item that rejects the *point of light* is magic. Note that a mage must use his or her bare finger tips to actually touch the item, and that very touch is enough to invoke negative effects in many cursed items.

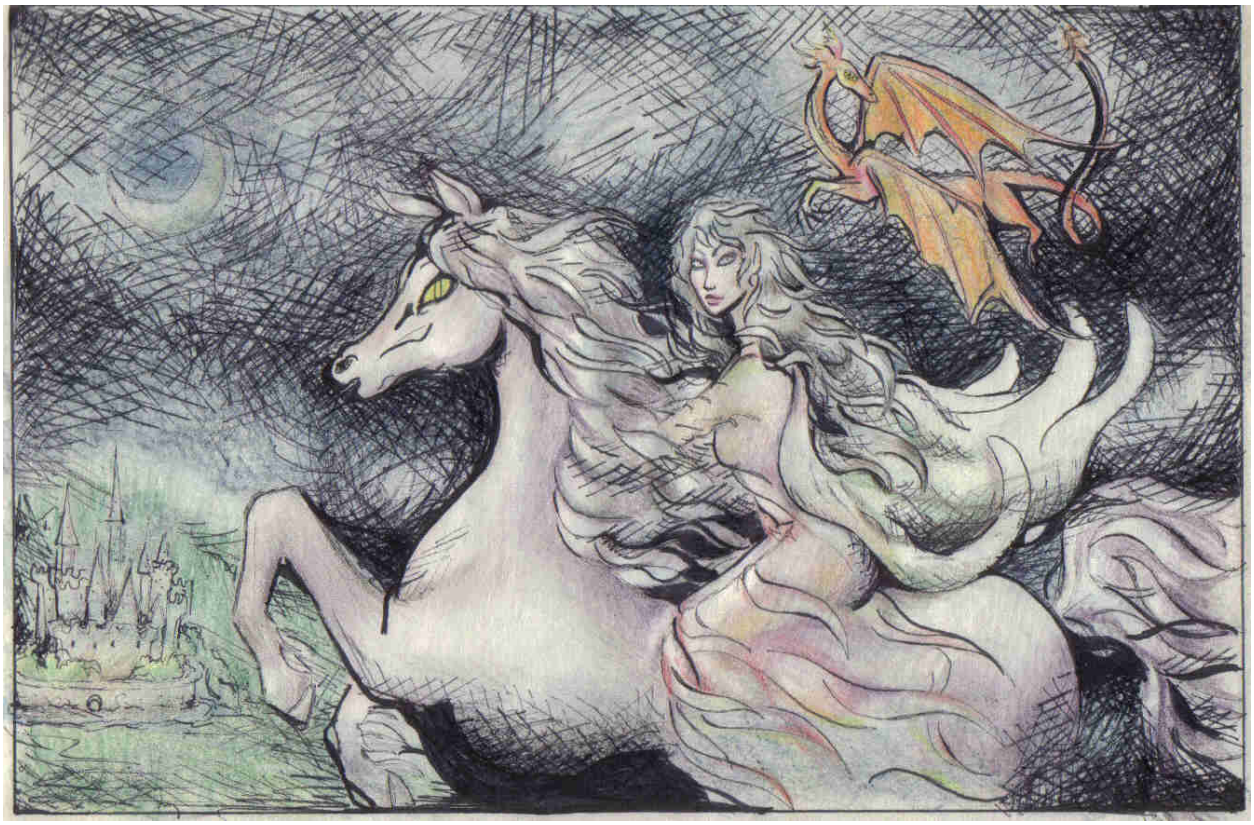
The number of *points of light* available to the caster is 6 plus 3 per level, with a maximum of 60 possible. These *points of light* can be cast one at a time or in bursts for up to 4 hours plus 1 hour per level of the mage. So a 10th level magic-user would have 14 hours in which to cast all of his *points of light*.

At the end of the duration, all *points of light* wink out simultaneously—or the magic-user can speak a command word at any time and all the *points of light* will wink out simultaneously. If the mage crosses a magical barrier, such as a *wall of force*, or a magical barrier is set up between him and some of the points, then the command will not affect the trailing *points of light*. In like manner, if he crosses to another plane, he can no longer command any *points of light* left behind.

The spell creates a very dim point of light. In total darkness, a *point of light* can be seen at about 20 feet with a chance of seeing it for another 20 feet (decreasing by 5% per foot past the first 20). If a number of *point of lights* are placed together, then the visual range increases by 5 feet per additional point, as does the additional range. Therefore, six *points of light* could be seen at 20 + (5 x 5) = 45 feet with a 100% likelihood; this chance will decrease by 5% increments at intervals equal to the number of points beyond the first, expressed in feet.

A *point of light*, alone, is not enough light to pick a lock or to read by. Six such points can do either task. Using 2, 3, 4, or 5 *points of light* to read by means a 20% chance per light fewer than six that an error in reading will occur—a major problem in memorizing a spell or reading a scroll!

Point of light can be used to read things by or to mark a trail or to mark an individual among others. While *point of light* can be attempted against an unknowing figure, this figure is assumed to be unwilling also and thus is allowed a saving throw. Anytime a figure must save vs. any magical effect there is a chance that he, she, or it will be aware that "something" was just attempted. The target may not know what or where the effect came from but will be aware that something did occur. A save vs. magic is a good awareness roll.



Little Prayers

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The day-to-day life of the cleric is spent in tasks both spiritual and secular. The vast majority of game world clergy, including druids, are not out slaying dragons, combating those of opposing alignment or seeking lost treasures. They are caring for the flock of people who worship their deity, demon, devil or other Outer Plane power.

My own inclination is to believe that chaotic evil powers could not be bothered with day-to-day ritual and prayer at all. Devotion either happens or it doesn't, and unless the cleric is 7th level or higher why even pay attention? Thus it is my belief that demons will not deal with Little Prayers.

Little Prayers are devotions that the cleric engages in to obtain minor spells. They are granted due to the study and devotion of the cleric or novice and do not require either the deity or a minion as an intermediary. Most literature implies that the Deity Himself or Herself only answers the prayers for the 5th and higher level spells. Third and 4th level prayers are assigned to a minion of the deity so that the cleric is actually talking to *someone* when he or she asks for spells of that level. As long as the cleric is faithful and devout, the granting is automatic. Most likely the minion does not pay any attention at all.

A minion will take notice of a prayer for a 3rd or 4th level spell only 10% of the time under ordinary circumstances. Even if that roll is made it does not imply that the minion will interact with the cleric. If the cleric has committed some 'sin' or infraction of procedure, and the minion or deity is aware of it, then the chance of listening can go up dramatically to 30%, 50% or even 100%. "The next time I hear from YOU, I'm going to reply."

A reply to being noticed can manifest itself in four major ways but others are certainly possible.

1. You have sinned. Get on the ball or else. Here is your penance.
2. You have sinned. I'm cutting you off. Pray to someone else until you Atone.
3. I have a few questions or comments so stay on your knees and *listen* this time.
4. The minion or deity *manifests* him/herself.
   - 4a. A manifestation is usually something on the order of a candle beginning to talk or an altar statue animating. Something the cleric will *notice*.
   - 4b. The minion will actually *show up*. This occurs if the minion or Deity *wants something*. That something could be a task or a penance or an explanation or some combination of both.

Punishment is not out of the question. Common punishments are:

1. No prayers above 3rd level are granted to you.
2. Physical damage that might be severe depending on the Deity and minion. Anything from a mere whipping all the way to loss of hearing, an eye or a limb!
3. Destroying, diminishing or taking magical or non-magical wealth.
4. Aging the cleric without benefit.
5. Teleportation to a place where the Deity wants the cleric to act.
6. Teleportation to a jail or prison (do not pass go, do not collect …)
7. POOF, you're dead, start over (roleplayers look very dimly on that one)
8. POOF, a loved or trusted partner is dead, dismembered, imprisoned etc.

The cleric then more fully understands that the relationship he or she has with his Power is really there and things can happen if he or she if unfaithful or not devoted enough.

This brings us to the subject of Little Prayers, finally. A cleric may pray for three Little Prayers instead of a single First Level spell or seven Little Prayers instead of a single Second Level spell.

Example Little Prayers

Benison
Area of Effect: Caster
Range: 0
Duration: 1 turn
Casting Time: 3 segments.

Benison magnifies the cleric's aura. A cleric using this minor prayer gains 1-4 points of Charisma (with a top of 18 in any case). Influence, but not control, will be enhanced by this small prayer.

Draw
Area of Effect: 200 square inches of material
Range: 10'
Duration: 1 turn
Casting Time: Not to exceed one round

The Draw Little Prayer is used to scribe a symbol, small drawing, series of words, etc. The cleric "writes" upon a surface of some type such as a wall, door, or piece of parchment. Soil, sand or like granular material will not work. Skin may be used if done on the cleric's own body or upon the skin of a willing subject. The drawing or writing will vanish ten minutes after the first mark is made. Note that pen and ink are not required. The color of the drawing may be either black or white, one or the other.

Drops of Water
Area of Effect: A point
Range: 3'
Duration: 1 turn
Casting Time: 1 segment

The cleric points at a point in the air. From that point a drop of water forms and eventually (within 10 seconds) falls. This produces a maximum of 60 drops of water, a small mouthful of water. It can moisten lips or cause a small puddle to form. It can be used to demonstrate that the person is in fact a cleric since the drops appear to come from 'nowhere'. The drops are affected by wind. If the point is touched by an object or being no more drops will appear.

Glow
Area of Effect: A point
Range: 10'
Duration: 1 turn
Casting Time: 1 segment

The Glow little prayer produces a glowing point of light in the air. This point can be attached to a non-magical object using the index finger. The glow is not bright and certainly not bright enough to read by or do any detailed work. It is about half the intensity of a small candle. In darkness there is enough illumination to see ahead about five feet. It is mobile if attached to something otherwise it stays in the air where it was placed originally. The Glow prayer can be repeated up to three times in the same 24-hour period.

Hear
Area of Effect: Special
Range: 0
Duration: 1 turn
Casting Time: 1 segment

The Hear prayer allows a cleric to speak more clearly and with a slight increase in normal volume. There is no magical influence brought to the words he or she says but they should be easier to understand.

Lift
Area of Effect: One small object
Range: 10'
Duration: 5 segments
Casting Time: 5 segments

The cleric points at a small object ("small object" being defined by something that weighs one pound or less and is not more than seven inches long in any one dimension) and can move that object in any direction, provided the item is not held in some way or too heavy. Through this prayer, the cleric may lift a piece of paper, a pen, a small candle, a single small key, etc. The rate of movement cannot exceed 3' per segment. It can be used to pull, push or lift a small item. It is usually not strong enough to open even a small box and could not move a door, open a window or raise a bar.

Repeat
Area of Effect: One small object
Range: Touch
Duration: 1 turn
Casting Time: 1 segment

The Repeat spell is cast upon a small object (see above) like a rag, spoon or ball. The cleric makes a motion while holding the object; like stirring a liquid with a spoon, spinning a ball, flipping a coin, etc. The same action will then occur over and over for the full ten minutes unless interrupted in some way. It could be used to demonstrate that someone has just been there or it can be used to repeat some minor task. It certainly does not have the power to throw any object.

Sustain
Area of Effect: Caster
Range: 0
Duration: 6 turns
Casting Time: 3 segments

The Sustain little prayer banishes minor fatigue and quiets hunger. While it provides no real substance, it makes the cleric more relaxed at the end of a long day or a complex task. Both fatigue and hunger will return at the end of the hour. It can be used once per day.

Well-Being
Area of Effect: Caster
Range: 0
Duration: Permanent
Casting Time: 3 segments

The Well-Being prayer causes the cleric to become more centered and calm. It quiets nerves and produces relaxation. There is a 50% chance that the spell will cure one point of real damage. The curing effect, if it occurs, cannot be repeated for 24 hours. It cannot be used to calm or cure another being.

Final Comments:

The direction of these Little Prayers is to accomplish minor tasks that would never rise to the level of a first level spell. Duration should not exceed ten minutes, casting time should be less than one round and range is be ten feet or less. Specific small spells might exist based on the alignment, pantheon or specific deity that would be poorly applied to another deity. The Little Prayers still have to be created and for that purpose a minion of a deity would have to agree to allow it. Therefore all Little Prayers must begin with 5th and higher level clergy.

They would be among the first teachings given to a novice or would be acolyte. They would demonstrate the connection between magic and prayer and would require a teacher who could already cast the Little Prayer and be able to answer questions about it. Most likely this would require a 2nd level cleric at the very least.

Cat of Nine Lives

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Frequency:	Very Rare
No. Appearing:	1 (65%) or 10 (35%)
Armor Class:	1 and see below
Move:	13"
Hit Dice:	4+6
Treasure Type:	Incidental
No. of Attacks:	1
Damage/Attack:	1-4
Special Attacks:	See below
Special Defenses:	Polymorphing powers
Magic Resistance:	25%
Intelligence:	Exceptional to Genius (15-18)
Alignment:	Lawful Neutral (evil tendencies)
Size:	S
Psionic Ability:	Nil

Attack/Defense Modes: Nil/Nil

XP Value: Adult magical cat 1150 + 8/hp
Kitten (2+4 HD) 95 + 3/hp
Adult male (2+4 HD [plus d4 hp]) cat 185 + 4/hp

The Cat of Nine Lives resembles a simple house cat, always jet-black in color with black eyes as well. If is about 6 inches at the shoulder. The Cat of Nine Lives gains a +2 bonus when attacking from a darkness or deep shadow. It can remain totally immobile and in shadows it is nearly invisible. It has both *infravision* and *ultravision*. The 'Cat can run and jump like a domestic cat.

The Cat of Nine Lives has some ability to shape shift and can become either a small black dog (bite for 2-5 damage plus poison as explained below) or a raven (DM: 1 plus poison). Its hearing is improved in canine form. In raven form, of course, it can fly at a rate of 18".

The Cat of Nine Lives is empathic to any warm blooding living creature of the Prime Material at a range of fifty feet. It can also sense and project its feelings to all of canines and felines, regardless of alignment, at a range of fifty feet. A Cat of Nine Lives is *telepathic* at a range of fifty feet. It communicates with any sentient being with an intelligence score of 9 or higher. It can influence beings whose intelligence score is between 3 and 12 (as a *suggestion* spell, save versus magic applies). Those with an intelligence above 12 cannot be convinced to do the 'Cat's will except by the power of the train of logic or the strength of the argument that the 'Cat is trying to convey.

A Cat of Nine Lives seeks out spell-casters among humans and it can sense that ability in any being who has currently memorized spells. It can sense spell casters at a range of fifty feet. Detection of spell casting ability is 50% likely with other races and species. In like manner and range, the Cat of Nine Lives can sense shapechangers and polymorphs. Therefore, it can detect a druid in human or animal form, a gold dragon in human form, a

lycanthrope, etc. This detection extends to creatures of the Prime Material only.

The Cat of Nine Lives has a bite that injects a very potent poison. There is enough poison in its mouth to inject into four creatures. It is so potent that even elephant-sized mammals will fall over dead if they fail their save versus poison (4-32 hit points of damage if the save is successful). Very large creatures such as dragons or dinosaurs will merely get a bit sick (1-8 points of damage if their save is successful, 2-16 if not) and will not die if they fail their save. Undead and extra planar beings are not affected by the poison.

After four poison injections it takes 4 + 1d6 hours before there can be another bite that injects poison. Poison for a 2nd, 3rd and 4th bite occur in additional d4 hour intervals thereafter (thus in 8 to 28 hours the Cat of Nine Lives will have all four poison bites available again).

The Cat of Nine Lives possesses a breath weapon it may use three times per day in a 6' long cone that is 3' wide at the base. Prime Material being that fail their save against breath weapons are paralyzed for 3-24 rounds. Those who save are unaffected.

Cat of Nine Lives have superior memories and are capable of repeating *verbatim* long conversations that they may have heard a week or more previously. A Cat of Nine Lives can be taught up to six languages that it learns from its companion via *telepathy*. To project or repeat a conversation it has heard, the other being must speak the same language. Otherwise the telepathic message takes the form of images instead of words.

They are prized by spell casting wizards, illusionists and alchemists. They are never owned by anyone. They seek and agree to serve and be a partner with someone or they may simply leave. A Cat of Nine Lives is immune to charm and hold spells and magical sleep has no affect on them.

A Cat of Nine Lives has a 25% resistance to all magic but they do not convey that protection to any other being.

The life cycle of a Cat of Nine Lives is quite complex. It can mate with another cat and pregnancy is assured ("cat" means a feline the size of a domestic cat, not a lion or bobcat, etc.). The female will bear exactly nine male kittens in 30 + d12 days. The order of the births is important and may need to be tracked. The kitten grows rapidly to a full-grown cat in a mere six months. The kittens will live for 300 plus two d100 days. After that amount of time passes the firstborn cat will die. Another will die on each of the next eight days. During those nine days the parent male will seek another mate. If he fails to find one before all nine kittens die he will die out as well on the tenth day. The kittens are AC 4, have a bite for 1-2, are of intelligence rating 4 to 7, and have 2+4 Hit Dice. In adult form they add d4 more hit points. The kittens' bites have a very mild poison that does either 1-8 or 1-4 points of damage depending on a poison saving throw. It can inflict only one poison bite in 24 hours. The adult cat can use a poison bite twice in 24 hours. The damage from its poison is 2-16 or 2-8 depending on the save.

The Cat of Nine Lives, if killed in melee or by some mishap, will move its life force into one of its male kittens (which may be a full grown cat) if one is within twenty miles. Its life force will move in this way for all nine kittens if they are each within twenty miles of current kitten possessing the life force. The kittens will sense the presence of their father and attempt to stay within twenty miles of him if at all possible. At least one kitten of the litter will stay very close to the father and be the first in line to receive his life force if the father is killed.

Once the life force is transferred to one of the kittens that kitten will gain all of the powers of the father Cat of Nine Lines in d8 + 1 days including its hit dice, more potent poison, intelligence and all of its abilities and attack and defense forms! During that period of time the offspring is most vulnerable. The life force will *not* transfer if that offspring is killed before the transfer is complete.

The 'Cat has the ability to see and hear through each of its kitten's eyes and ears once during a 24 hour period. The 'Cat cannot be moving or in under stress of any kind. It must be immobile with its eyes closed while concentrating on forming the link to its kitten. This connection takes one full minute and has a range of twenty miles. Once the contact is made the Cat can see and hear for 3-12 minutes. The kitten is not aware that its parent is looking and hearing through its eyes and ears. If the kitten is asleep, in a dark room, wandering aimlessly, etc., then little useful information is transferred. Contact does not mean the 'Cat knows exactly where the kitten is (range or distance). However it may see a landmark or hear a noise or voice that will give it that information.

The Cat does not control its kittens; they are free willed. However, the 'Cat does have suggestion power (as the spell) over a kitten within fifty feet per its empathic and telepathic abilities as mentioned earlier.

The kittens will feel a twinge of desire if they pass out of the twenty-mile radius of the male parent. They have no sense of direction of where the parent is. The kitten will desire to get back in range and that compulsion is quite powerful. The kitten will appear disoriented and distracted when beyond twenty miles. It will actively seek to get back within the range. The kitten may not necessarily reestablish the distance again quickly or ever. A kitten that does not reestablish the necessary distance in nine days will not be eligible for transfer of the 'Cat's life force. It will simply be a 2+4 HD cat with a poison bite even if it were to get back in range after the nine days have past. The connection is forever broken.

The female mate of the 'Cat is not magical in any way. It will bear the litter and raise them as a normal female cat would. The kittens will leave the mother sometime after two or three months. The male parent will stay close to its mate during the period of the kitten's maturing process. However, the male is free to leave the litter altogether if it desires to do so. If it goes beyond twenty miles of the litter for nine days that litter is lost to the Cat. The Cat now has nine new days to find a new mate and have another litter.

The Cat will sense the loss of its kittens either from death or if it breaks the twenty-mile link for nine days. The Cat will not be aware of a kitten that just wanders beyond the twenty-mile transfer range.

A Cat of Nine Lives greatly prefers temperate forests if it is not with a companion. It is a carnivore. Persistent temperatures below freezing or about one hundred degrees will cause the Cat of Nine Lives to move to a better climate if at all possible.

Experience is gained for killing the adult Cat of Nine Lives. The kittens and adult male cats are of significantly lower XP value.

The kittens, even in adult form, cannot sire other cats unless one of these kittens receives the life force of its dead father.

The Cat of Nine Lives and its kittens do not radiate magic. However, a detection spell which is absorbed by the 'Cat's magic resistance may well be noticed by the spell caster. The 'Cat's behavior and high intelligence sometimes can lead a careful observer into realizing the 'Cat is extraordinary in some way.

Boggarts!

Fairies from the Slavic Pantheon

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The fey beings who inhabit the cold, unforgiving mountains and brooding forests of Eastern Europe and Russia are no less mischievous and unpredictable than their western counterparts, indeed perhaps more so. Slavic folklore is rich with fairytales, or *bylichki*. While some Slavic fairies, such as the kikimora and polevik are benign, even benevolent, others, such as the leshy and ovinnik, make for decidedly less pleasant company.

Bannik

Frequency:	Very Rare
No. Appearing:	1-3
Armor Class:	4
Move:	15"//18"
Hit Dice:	1+3
% In Lair:	90%
Treasure Type:	C, Q
No. of Attacks:	1
Damage/Attack:	1-3 or by weapon
Special Attacks:	See below
Special Defenses:	Spell use; Save as 9th level magic-user
Magic Resistance:	15%
Intelligence:	Very
Alignment:	Chaotic Neutral
Size:	S (3' tall)
Psionic Ability:	Nil
Attack/Defense Modes:	Nil/Nil
XP Value:	171 + 2/hp

Banniks are tempestuous water sprites. They inhabit cold rushing streams, waterfalls, and hot springs. They are sometimes sought for their powers of divination. They can be dangerous foes, however, against those who seek their treasure.

Banniks can become *invisible* at will and use the following spell-like abilities one at a time, once per round, as 6th level druids: *detect magic*, *obscurement*, *precipitation*, *purify water*. Once per day, a bannik may cast *divination* and *water breathing* (upon another, as a 6th level druid). Banniks cast *divination* at the 12th level of ability. Once per day, the bannik can cause the waters of its home to boil and froth, inflicting 2-16 hit points of damage to those in the water (save versus breath weapon for one-half damage); the resulting steam cloud inflicts 1-8 hit points of damage to all persons in a 20' x 20' x 20' cloud (no save).

Banniks will avoid combat if possible. In order to defend their treasure, or if forced into combat, they wield large hammers of stone. The hammers inflict 2-8 hit points of damage, and, in the hands of a bannik, those struck must save versus spells or become *charmed*. Charmed enemies are usually forced to serve the bannik for one year and a day. Banniks speak their own language and that of nixies, pixies, and sprites, in addition to the common tongue.

When consulted, persons seeking the bannik's advice must provide some offering, usually of at least 500 gp value. The banniks dislike being bothered, and roll must be made, modified by the petitioner's reaction adjustment, to find the bannik's response. A petitioner may add +5% to the roll for each 100 gp value of the offering above 500 gp.

Description: Banniks appear as small, thin fairies with wild manes and tangled black beards. Their skin is light blue and their eyes are pearl colored. They are never clothed. They tend to lair behind waterfalls or in small caverns accessed through churning pools.

Kikimora

Frequency:	Rare
No. Appearing:	1
Armor Class:	6
Move:	9"
Hit Dice:	2-7 hit points
% In Lair:	25%
Treasure Type:	S, T, X
No. of Attacks:	Nil
Damage/Attack:	Nil
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	Standard
Intelligence:	High
Alignment:	Neutral Good
Size:	S (3' tall)
Psionic Ability:	Nil
Attack/Defense Modes:	Nil/Nil
XP Value:	85 + 1/hp

Kikimora are a type of domestic fairy that adopt human and demihuman families and live in their homes. A kikimora secretly assists with the daily chores and protects the health and well-being of her adopted family.

At will, a kikimora may become invisible, and use any of the "Useful" cantrips at will. Once per day, a kikimora may use the following spell-like abilities as a magic-user of the 8th level of experience: *bind*, *dimension door*, *erase*, *hold portal*, *levitate*, *light*, *locate object*, *mending*, *preserve*. Once a month, a kikimora may cast *cure disease*, *death's door*, and *neutralize poison* as an 8th level cleric.

A kikimora will never engage in combat, but she will defend her adopted family to the best of her ability if the need arises, interfering with the actions of the aggressors and raising the alarm if possible. She makes all saving throws as an 8th level cleric.

A kikimora will never willingly reveal herself. Those who notice her sometimes leave a gift of fern tea. A kikimora's treasure is usually hidden somewhere in the house in which she resides. Kikimoras have keen senses and are never surprised. They speak the common tongue and that of fairies.

Description: A kikimora is scrawny, with long, braided black hair. Her skin is dark brown in color and she has oversized ears. Her feet are birdlike. Her eyes are green, and she typically smells of freshly baked bread.

Leshy

Frequency:	Rare
No. Appearing:	1-3
Armor Class:	5
Move:	12"
Hit Dice:	3
% In Lair:	30%
Treasure Type:	Individuals K; B in lair
No. of Attacks:	1
Damage/Attack:	By weapon or 2-5
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	Standard
Intelligence:	Average to High
Alignment:	Chaotic Neutral
Size:	S (4' tall)
Psionic Ability:	Nil
Attack/Defense Modes:	Nil/Nil
XP Value:	120 + 3/hp

The leshy are the "old men of the forest." These nature spirits embody the wildness of their home. They dwell in thick old-growth forests and are seldom seen. Woe to those that cross their path, for the leshy enjoy nothing more than waylaying intruders.

All leshy move well in woodland surroundings, passing without any trace, although if the mood strikes them, they may leave behind tracks of any type of animal they choose. They blend into the vegetation and are considered *invisible* (as the spell) when doing so, as long as they take no offensive action. Leshy have keen senses. They are surprised only on a 1.

Leshy may perform any of the following spell-like abilities at will: *cloudburst*, *dancing lights*, *faerie fire*, *scare*, and *ventriloquism*. Once per day, they may use the following: *animal summoning I*, *charm person or mammal*,

entangle, *obscurement*, *summon insects*, and *warp wood*. Leshy use all of the foregoing at the 6th level of ability. Three leshy working together can create a *wall of thorns* as a 12th level druid, once per day.

Leshy are fond of capturing intruders; robbing them; turning their clothing inside out; and allowing their victims to flee if in a good mood, leaving them naked and defenseless for wild beasts if not. While unpredictable and capricious, leshy are no friend of evil. They will ruthless repulse organized intrusion into their haunts.

Leshy are as tough as old gnarled wood and can strike with their hard fists. Leshy are notorious for their rapacious appetites for food and drink. A leshy is always hungry, and its primary motive is usually to obtain food and drink. Leshy are on good terms with buckawns and pixies but dislike brownies and sprites.

Description: Leshy invariably appear as tiny wizened old men or women, virtually covered with long hair. The skin of their faces and hands is light blue, and their thick, untamed tangled hair is usually green in color, as are the beards on the males. Males have curling horns, more likely than not coated with moss. Leshy dress in earth tones that match the seasons, green and yellow in the spring and orange and brown in the autumn. They are surprisingly fast on their feet and nimble.

Ovinnik

Frequency:	Rare
No. Appearing:	1 (2-5)
Armor Class:	6
Move:	15"
Hit Dice:	1-1
% In Lair:	50%
Treasure Type:	S, T, X
No. of Attacks:	1
Damage/Attack:	1-4
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	Standard
Intelligence:	Average
Alignment:	Chaotic Neutral
Size:	S (2 ½' tall)
Psionic Ability:	Nil
Attack/Defense Modes:	Nil/Nil
XP Value:	104 + 1/hp

Ovinniks are a type of malicious fairy that lives in close proximity to rural villages. They are quick to take offense and more quick to avenge perceived slights. If seriously annoyed, an ovinnik may cause a deadly fire to break out. More ominously, they may follow those who have earned their animosity, waiting for a chance to abduct the victim. Those captured by the ovinniks are seldom seen again.

Ovinniks attack from behind whenever possible, striking at +4 to hit. If they hit, they have wrapped their long fingers around their victim's throat, inflicting an automatic 1-4 hit points per round.

Ovinniks can become *invisible* at will. They may use any of the "Reversed" cantrips at will. Once per day, they may cast the following spells at the 8th level of magic use: *affect normal fires*, *audible glamer*, *dancing lights*, *fool's gold*, *grease*, *irritation*, *melt*, *scare*, and *shatter*. They make saving throws as if they were 8th level magic-users.

Ovinniks have a particular weakness for butter and honey. At times, they may secretly assist with chores, but they expect to be rewarded for their efforts. They typically

conceal their treasure in a well-hidden place. Ovinniks can see perfectly well in darkness (although not of the magical variety). Their keen senses prevent them from ever being surprised. They speak the common tongue, as well as that of fairies. Ovinniks largely shun the company of other fairies and avoid kikimoras and polevik altogether, for those members of their kind actively seek to root them out. Occasionally, several ovinniks will gang together, causing no end of trouble.

Description: Ovinniks are small and wiry, with outsized hands and feet. They have black skin and yellow, catlike eyes. They are exceedingly quick.

Polevik

Frequency:	Rare
No. Appearing:	1-4
Armor Class:	5
Move:	12"
Hit Dice:	3
% In Lair:	10%
Treasure Type:	O, P, Q
No. of Attacks:	1
Damage/Attack:	1-6
Special Attacks:	Spell use
Special Defenses:	See below
Magic Resistance:	25%
Intelligence:	Very
Alignment:	Chaotic Good
Size:	M
Psionic Ability:	Nil
Attack/Defense Modes:	Nil
XP Value:	245 + 3/hp

The polevik are rustic fairies who inhabit cultivated farmlands and the edges of civilized areas. They are benevolent in nature and seek to assist farmers and field hands, protecting them from evil. Acting discreetly, they assist in the planting and harvest and patrol the fields at night.

Polevik are naturally *invisible* and can cast spells and, if necessary, attack without becoming visible. They can become visible at will, although they are loathe to do so. They may use the following spell-like abilities at will, at the 6th level of ability: *speak with animals*, *speak with plants*, *whispering wind*. Once per day they may cast the following: *create food and water*, *cure serious wounds*, *dispel exhaustion*, *hold monster*, *hold plant*, also at the 6th level of ability. They speak the common tongue, halfling, and the language of fairies. They never leave tracks when they move.

Polevik make all saving throws as 6th level clerics. They detest evil and attempt to drive it off if possible, warning others if the evil is too strong to be repulsed. They prefer to act in secret, never revealing their existence. Those who are aware of polevik often leave them gifts of eggs and milk in the fields they watch.

Description: Polevik appear as tall (5') fairies with dark skin the color of loam. They have grass for hair, green and lustrous in the spring, yellow and stiff in the autumn. Their eyes are always mismatched, one green in color, the other blue. Their lairs are always secret places under field and farm.

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Scion of Cthulhu

By Jeff Childers and Kálmán Faragó

A while back, Jeff Childers (aka arcnon) staged a competition on the Dragonsfoot.org forums. He showed a picture he'd created of a monstrous cthonic creature, and asked who could write the most interesting AD&D 2E statistics and description of the thing. Kálmán Faragó (aka Premier) won the competition, and Jeff's art and Kálmán's text appear below. Enjoy!

Scion of Cthulhu

(Child of Cthulhu)

Climate/Terrain:	Prime Material, Lower & Chaotic Planes
Organisation:	Solitary
Activity Cycle:	Any
Diet:	Intellect & Sanity
Frequency:	Very rare
No. Appearing:	1
Armor Class:	-5
Movement:	12"
Hit Dice:	25 (120 HP)
Treasure:	See below
THAC0:	5
No. of Attacks:	5
Damage / Attack:	(2-5 + special)*5
Special Attacks:	See below
Special Defenses:	See below
Magical Resistance:	20%
Intelligence:	Supra-Genius (22)
Alignment:	Chaotic Evil
Size:	L (8' tall)
Morale:	Fanatic (20)
XP Value:	70,000

The Scion of Cthulhu is a terrifying lord of massacre and destruction, reputed to be the spawn of a creature of sheer madness and insanity. Physically, it looks vaguely like a great, 8-foot tall, golden statue depicting a humanoid creature clad in a long, hoodless robe down to the ground. It has five identical heads—on its neck, each shoulder, and at the end of its two arms—each one a skull-like nightmare of diamond horns and teeth. A muscular tentacle, terminating in massive claws, covers the mouth on each head.

The Scion can telepathically communicate with any waking intelligent creature within 1 mile, and can send dreams at will to any sleeping intelligent creature within 100 miles.

Combat: Confident in its near invulnerability, the Scion considers most combat to be little more than a feeding session with added excitement. When encountering enemies it considers to be little challenge, it will usually incapacitate or weaken them with two or three spells, then simply stride into their midst, attacking them with its five clawed tentacles. When encountering a more significant threat, the Scion will use its extensive magical power to weaken it first from a distance—a full barrage of its spells is quite certain to bring down its adversary.

The Scion can cast spells as a 20th level Wizard and a 20th level Priest and has no need of spellbooks, holy symbols or material components. It can use any and every kind of spell except *Wish*, but—like every spellcaster—must prepare them beforehand in a period of silent contemplation. With a Wisdom of 22, the Scion receives additional Priest spells, making his spell repertoire the following:

Level	Wizard	Priest
1	5	12
2	5	12
3	5	12
4	5	11
5	5	9
6	4	5
7	3	2
8	3	
9	2	

When engaging in melee combat, the Scion can make five attacks per round with its tentacles. These can be five attacks against a single target, one attack against five different targets each, or any combination in between (except with tentacles that are already gripping a victim, q.v.). If a victim is already being held by at least one tentacle, any subsequent attacks against that victim occur with a +2 bonus per tentacle holding the target. When an attack hits, it causes 2-5 HP damage, and the DM has to make an extra attack roll with the same To Hit target number. If the second attack hits as well, the Scion has managed to grab the victim. Roll 1d8 to determine the location on the victim's body that was grabbed:

1-2	right arm
3-4	left arm
5	right leg
6	left leg
7	torso
8	head

If a tentacle already holds the body part rolled, or the target lacks such a body part, re-roll. The Scion can make called shots at specific body parts at a -4 penalty.

A grabbed victim can make a Bend Bars roll every round to try and pry off the tentacle and its claws. Alternatively, he can forfeit the roll and attack the Scion normally; if a called shot against the tentacle hits, the victim is released. Other combatants can also make called shots against a tentacle, with successful hits having the same result. Note that a victim whose arm is held cannot use any weapon or item in that hand.

Once a body part is grabbed, the grab causes an automatic 2-5 points of damage each round while the hold is maintained. Wearing heavy and solid armor on that body part—plate mail or better, helmet, gauntlets, or greaves and metal boots—reduces this damage (but not the damage suffered from the first hit) by 2 points, possibly to 0. Furthermore, the Scion has the following options every round:

- If gripping an arm, the Scion can make an attack with another tentacle against the weapon, shield or item held in that hand. The attack receives a +4 bonus, and the item is knocked out of the owner's hand on a hit.

- If gripping a leg, the Scion can try to trip the victim. A successful attack roll makes the

victim fall prone. Whether the attempt is successful or not, the grab is maintained (unless the victim makes his Bend Bars roll, or a called shot hits the tentacle, obviously).

- If gripping the torso, the Scion can lift the victim into the air and fling him at a distance of 1d8+2 meters in a direction specified by the DM. The victim takes 1d4 points of damage if he falls on the ground, 1d6 if he hits a wall or pillar or other, similar hard vertical surface, and ends up prone in either case. If the victim is thrown at another character, that character must make a saving throw against Breath Weapons, or both he and the thrown victim take 1d4 points of damage and fall prone.

- If simultaneously gripping the torso and any other body part, the Scion can attempt to rip the victim in two. At the end of the combat round, after every attempt to free the victim has been unsuccessfully resolved, both the Scion and the victim roll 1d20, adding their damage adjustment bonus to the roll (for the purpose of this roll, the Scion has +3 damage adjustment). If the Scion's adjusted roll is higher, the gripped extremity is torn off the victim's body. If it was the head, the result is automatic death. In any other case, the victim must make a saving throw vs. Death or he falls unconscious from the shock and dies in 1d6 combat rounds unless his wounds are attended to.

- If gripping the head, the Scion can pull the victim close to himself and force him to look into the Scion's eyes. The Scion's glare drains away the victim's intellect and sanity, decreasing his Intelligence and Wisdom scores by 2d4 points each per gaze attack (make separate rolls for the two ability scores). If the character makes a successful saving throw vs. Death, the damage is halved. If a character's Intelligence reaches zero, he becomes catatonic, while if his Wisdom drops that low, he becomes insane and control of the PC is taken over by the DM. If both values reach zero due to the Scion's glare, the character's mind is completely destroyed—the character is irrevocably and permanently lost. If the character survives the battle, he will automatically regain one point of Intelligence and one point of Wisdom every week.

Not only does the Scion have devastating attacks, its defenses are also well nigh impenetrable. It is completely immune to nonmagical melee weapons, and to missiles with less than a +3 enchantment (in the case of bows and crossbows, only the magical bonuses of the bolts themselves count.) It has an inherent *True Seeing* ability, as per the 2nd edition Wizard spell. It is immune to nonmagical fire and cold, and to any and every spell cast on it except for ones that manipulate the Scion's surroundings rather than the Scion itself, or that deal direct damage (*Magic Missile*, *Fireball*, etc.), and even those have to overcome a 20% Magic Resistance. Mind-affecting spells cast on the Scion have a 50% chance of being reflected back at the caster.

Habitat/Society: The Scion of Cthulhu is a solitary creature that patiently advances its own unknown agenda. It seems that the Scion divides its time between the Prime Material and the various planes of Evil and Chaos. The Material plane seems to be its hunting ground, or possibly its retreat. Now and again, sinister cults spring up in the world, dedicated to and controlled by the Scion from the shadows, where it feeds on the sanity of human (and demi-human) sacrifices. It also sucks away, albeit much more slowly, the sanity of its own acolytes, slowly but inevitably twisting them into insanity. If not discovered and destroyed, these cults carry on with their activities for a couple of years or maybe a decade, at which point the Scion of Cthulhu abandons them and returns to the lower planes.

After this, it spends a few decades wandering the planes of Evil and Chaos. Moving from plane to plane, it seeks out places of power, and sometimes makes short-lived alliances with various infernal and demonic potentates. However, the Scion's intentions and the goals

of its quest—if indeed it has one—are not known to anyone or anything.

Ecology: If brought to -10 HP, the Scion's animating force is destroyed, turning it into a statue of solid gold with teeth and razor-like horns of diamond on the five heads. It's quite unlikely that anyone could afford—and would be willing—to buy the statue whole. A total of 2d20 larger diamonds (base value 1,000gp) and 4d20 smaller ones (base value 500gp) could be removed from the heads, and the melted down gold would be worth 10,000gp.

Should someone try to dismantle or melt down the statue, they would find 2d10 rough, black gemstones inside it. The stones are a byproduct of the Scion consuming mortal creatures' sanity and they radiate an aura of magic. The magic in the stones makes them appear irresistibly beautiful and valuable to anyone looking at or handling them. Every stone has a base value of 500gp in its uncut state. Swallowing a stone increases the eater's Intelligence and Wisdom by 1d4 points for 2d4 weeks. If its nature is discerned through extensive magical examination, a gemstone could be cut into a jewel and set into an amulet or ring, which would increase the wearer's Intelligence and Wisdom by 1 point while worn. Rough stone cut into shape without this previous examination will lack such properties.

The Scion of Cthulhu cannot be destroyed entirely, and will incarnate again 3d100 years after the loss of its body. When that happens, the new Scion of Cthulhu will be instantly aware of the location of every diamond, black gem or ounce of gold that constituted its former body. Whether it will wish to exact some form of vengeance on their owners is up for speculation.

Spells for the Sophisticated Traveling Wizard

by Dennis Hes

Traveler's Wineglasses (Conjuration)
Level: Magic-user 1
Range: 0
Casting Time: 1 segment
Duration: 1d3 hours/level
Saving Throw: None
Area of Effect: Special
Components: S, M

Traveler's wineglasses enables the caster to create up to 1 wineglass per level. The glasses created have a 5% chance per level to be made of crystal. After the duration of the spell expires, a handful of sand is all that is left of the glasses. These glasses are as vulnerable as any other glass. Dropping a glass or breaking it in any other way will cause the spell to end and leave nothing but a little bit of sand.

The material component is a handful of sand, which should be heated with some fire; blowing the sand over a candle will do the trick, for instance.

Water to Wine (Conjuration)
Level: Magic-user 3
Range: 0
Casting Time: 1 segment
Duration: NA
Saving throw: None
Area of Effect: Special
Components: S, M

With this spell, up to 1 glass of wine per level of the caster is created. The caster fills each glass with water, and, upon finishing the casting, drops in a fresh grape. If the grape is not fresh, the spell will fail. If the water is spoiled (or poisoned), the wine will also be poisoned. There is a 15% chance, -2% per level of the caster, that the wine will turn out to be of very poor quality and, barring that, a chance of 2% per level of the caster that the wine will be of excellent quality.

The material components of this spell are some water and a grape per glass. The kind of grape determines the kind of wine; a white grape will cause the wine to be white.

Clerics Turning Undead

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The MATRIX FOR CLERICS AFFECTING UNDEAD (Dungeon Master's Guide page 75) was originally written when AD&D was newly published and the Monster Manual was *the* source for all monsters. That table listed twelve undead plus the "Special" entry, which covered evil creatures of the lower planes with suggestions for which lower plane monsters were exempt from turning. At that time it covered all the known undead creatures and it functioned well.

Things were great, right? Yes they were! Unfortunately they didn't stay that way for long. Rather quickly, problems reared their ugly heads. For instance, how does the DM handle the situation if a more powerful skeleton is created? Say an NPC animates a hill giant skeleton as a 6 hit die monster. Does a cleric turn it as the 1 HD skeleton, or turn it as a mummy, which is 6+3 HD?

Then came the Fiend Folio and the Monster Manual II, with more undead creatures. And what about the banshee (groaning spirit) in the original Monster Manual that wasn't included in the list of undead? Many DMs, including the Author, adapted by using an undead monster that had the same hit dice as the new undead monster.

While this system worked, it didn't exactly *feel* right. Using the above example, although I treated a 6 HD skeleton as a mummy for turning, it didn't really fit because a mummy is a far more dangerous foe.

A closer examination of the MMI undead list shows other discrepancies. Table U1 lists the MMI undead in the order presented in MATRIX III along with their hit dice. Zombies and ghouls have the same hit dice but have different turning values. The ghast has less hit dice than the wight but has a higher turning value.

Table U1 -- Undead Monsters and Hit Dice

Undead Type	HD
Skeleton	1
Zombie	2
Ghoul	2
Shadow	3+3
Wight	4+3
Ghast	4
Wraith	5+3
Mummy	6+3
Spectre	7+3
Vampire	8+3
Ghost	10
Lich	11+
Special	--

So a new ranking system for turning undead is needed; one that fairly ranks the existing undead monsters and helps the DM handle non-standard ones. The obvious conclusion is that hit dice alone is **not** a sufficient criterion for ranking undead for the purpose of turning by a cleric. So what are the criteria?

Ranking the Undead

I continued my examination by listing the special defenses and attacks of each undead, as that seemed to be a good place to start. Table U2 lists the undead from the MMI, including the banshee but excluding Special (which can't really be classified), and adds the undead from the MMII and the Fiend Folio. The list shows a lot of commonality, things like requiring silver/magic weapons to hit and special attacks such as draining (strength, levels, etc). Also, a few undead monsters have low armor class and/or magic resistance.

Note: The Demilich, Haunt, Phantom, and Revenant are specifically excluded, as they cannot be turned.

Table U2 -- Undead Special Abilities

Base HD	Undead Creature	Special Attacks	Special Defense
1/2	Poltergeist	--	silver or magic to hit
1	Skeleton	--	--
1-1	Skeleton, Animal	--	--
2	Coffer Corpse		magic to hit
2	Ghoul	paralyzation	--
2	Huecuva	disease	silver or magic to hit
2	Zombie	--	--
3	Sheet Phantom	--	--
3+12	Zombie, Juju	--	magic to hit
3+3	Shadow	drain strength	magic to hit
4	Ghast	paralyzation	--
4	Pĕnanggalan	--	--
4	Son of Kyuss	disease	regeneration
4+2	Sheet Ghoul	--	--
4+3	Wight	energy drain (1)	silver or magic to hit
5+3	Wraith	energy drain (1)	silver or magic to hit
6	Crypt Thing	--	magic to hit
6	Zombie, Monster	--	--
6+3	Mummy	disease	magic to hit
7	Groaning Spirit	death wail	AC0, 50% magic resistance, magic to hit
7+3	Spectre	energy drain (2)	magic to hit
8	Apparition	--	silver or magic to hit, AC0
8+3	Vampire	energy drain (2)	magic to hit, regenerate
9	Death Knight	--	75% magic resistance, AC0
9+	Skeleton Warrior	--	magic to hit, 90% magic resistance
10	Ghost	age victim	AC0, silver or magic to hit
11+	Lich	--	magic to hit, AC0
12	Eye Of Fear & Flame	--	--

Most of the special abilities have to do with the connection to the Negative Plane. Skeletons taking half damage from edged weapons and the ghasts' stench are significant exceptions, which I later decided to exclude as they result from the physical properties of the respective monsters rather than an "undead quality" like the other special abilities.

This provided a basis for creating a metric which determines the relative strength of each undead. I used hit dice as a basis for comparison, as it is the standard indicator of monster strength. Then I added hit dice modifiers based upon special abilities. See Table U3 for the list of hit dice modifiers used.

Table U3 -- Adjusted Hit Dice Modifiers

Special Ability	Notes
age victim	1 point for aging the victim
armor class	1 point for every 2 points of AC below 2, e.g., AC0 is 1 point, AC-2 is 2 points, etc.
death wail	1 point
inflict disease	1 point
drain energy level	1 point
drain attribute	1 point for each attribute drained, e.g., if a monster drains strength AND constitution that counts as 2 points.
magic resistance	1 point for every 25% of magic resistance, e.g., 1% to 25% is 1 point, 26% to 50% is 2 points, etc.
paralyzation	1 point
regeneration	1 point
silver or magic weapon to hit	1 point per plus required to hit, so silver or +1 weapon is 1 point, +2 weapon to hit is 2 points, etc.

To generate the "base" HD, I dropped any "pluses" to simplify things. Next I added 1 point for each special ability as this reflects additional power. This results in an undead monster's Adjusted Hit Die (AHD) score. Table U4 lists the results for each undead, sorted by the AHD.

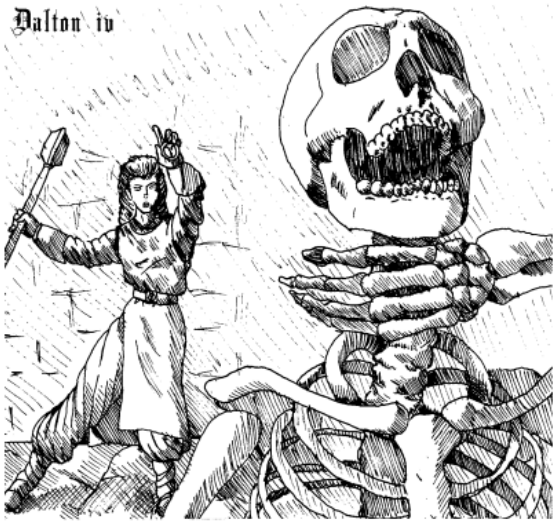
Table U4 -- Undead Adjusted Hit Dice

Undead Creature	base HD	# Special Abilities	Adjusted HD
Poltergeist	1/2	1	1
Skeleton	1	0	1
Skeleton, Animal	1-1	0	1
Zombie	2	0	2
Coffer Corpse	2	1	3
Ghoul	2	1	3
Sheet Phantom	3	0	3
Huecuva	2	1	4
Pĕnanggalan	4	0	4
Sheet Ghoul	4+2	0	4
Zombie, Juju	3+12	1	4
Ghast	4	1	5
Shadow	3+3	2	5
Son of Kyuss	4	2	6
Wight	4+3	2	6
Zombie, Monster	6	0	6
Crypt Thing	6	1	7
Wraith	5+3	2	7
Mummy	6+3	2	8
Spectre	7+3	2	9
Apparition	8	2	10
Vampire	8+3	3	11

Undead Creature	base HD	# Special Abilities	Adjusted HD
Eye Of Fear & Flame	12	0	12
Groaning Spirit	7	5	12
Death Knight	9	4	13
Ghost	10	3	13
Lich	11+	2	13+
Skeleton Warrior	9+	5	14

A quick review of Table U4 shows that it appears to make sense. The undead monsters from the MMI are mostly in their original order, although the shadow and ghast now have the same turning value while the wight is now more difficult to turn than the ghast. The AHD does make sense in defining the strength of undead monsters in deciding which is more difficult for a cleric to turn.

Let's turn to see if this system is balanced; whether it ranks new monsters in terms of relative strength. So we create a hypothetical 5+5 HD zombie that drains strength on each hit and is immune to non-magical weapons. It's base HD is 5 which gets adjusted upward to 7 for two special abilities. A wraith has an AHD of 7, is this monster equivalent to a wraith? A brief comparison of difficulty to fight indicates that they are fairly equivalent.



Just as importantly, this also handles the need that originally pushed me to experiment: it is extensible. Any undead can be created and it may be easily determined what value a cleric of any level needs to roll to successfully turn it.

New Matrix for Clerics Affecting Undead

Now that the undead monsters are ranked, both those that we know about **and** those that haven't been invented yet, it's time to determine what the new matrix looks like. I started with the original Turning Table from the DMG. It made a lot of sense, but I felt that some of the progression values were a bit skewed. So I modified the progression slightly, starting with 20 and working backwards in increments of 3. Keeping the ability to turn a skeleton at 1st level about the same (my table requires an 11 while the original requires a 10), I worked from there, giving the cleric the ability to turn an additional AHD of undead for each additional level of experience.

This gives a cleric a 50% chance of turning an undead whose AHD is the same as the cleric's level, and the cleric still has a chance to turn an undead up to 3 AHD higher than his current level. Table U5 shows the new Matrix for Clerics Affecting Undead. The first column shows the AHD, which along with cleric level of experience is the real driver for the table. The second column lists the known undead to simplify use. As other undead are added to a campaign, the Undead Type column can be penciled in.

Table U5 -- Matrix for Clerics Affecting Undead (Revised), Part I

AHD	Undead Type	Cleric Level †									
		1	2	3	4	5	6	7	8	9	10
1	Poltergeist, Skeleton, Animal Skeleton	11	8	5	2	T	T	T	D	D	D
2	Zombie	14	11	8	5	2	T	T	T	D	D
3	Coffer Corpse, Ghoul, Sheet Phantom	17	14	11	8	5	2	T	T	T	D
4	Huecuva, Pĕnanggalan, Sheet Ghoul, Juju Zombie	20	17	14	11	8	5	2	T	T	T
5	Ghast, Shadow	--	20	17	14	11	8	5	2	T	T
6	Son of Kyuss, Wight, Monster Zombie	--	--	20	17	14	11	8	5	2	T
7	Crypt Thing, Wraith	--	--	--	20	17	14	11	8	5	2
8	Mummy	--	--	--	--	20	17	14	11	8	5
9	Spectre	--	--	--	--	--	20	17	14	11	8
10	Apparition	--	--	--	--	--	--	20	17	14	11
11	Vampire	--	--	--	--	--	--	--	20	17	14
12	Eye Of Fear & Flame, Groaning Spirit	--	--	--	--	--	--	--	--	20	17
13	Death Knight, Ghost, Lich	--	--	--	--	--	--	--	--	--	20
14	Skeleton Warrior	--	--	--	--	--	--	--	--	--	--
15	??	--	--	--	--	--	--	--	--	--	--
16	??	--	--	--	--	--	--	--	--	--	--
17	??	--	--	--	--	--	--	--	--	--	--
18	??	--	--	--	--	--	--	--	--	--	--
19	??	--	--	--	--	--	--	--	--	--	--
20	??	--	--	--	--	--	--	--	--	--	--
21	??	--	--	--	--	--	--	--	--	--	--
22	??	--	--	--	--	--	--	--	--	--	--
23+	??	--	--	--	--	--	--	--	--	--	--

Table U5 -- Matrix for Clerics Affecting Undead (Revised), Part II

AHD	Undead Type	Cleric Level †									
		11	12	13	14	15	16	17	18	19	20+
1	Poltergeist, Skeleton, Animal Skeleton	D1	D1	D1	D2	D2	D2	D3	D3	D3	D3
2	Zombie	D	D1	D1	D1	D2	D2	D2	D3	D3	D3
3	Coffer Corpse, Ghoul, Sheet Phantom	D	D	D1	D1	D1	D2	D2	D2	D3	D3
4	Huecuva, Pĕnanggalan, Sheet Ghoul, Juju Zombie	D	D	D	D1	D1	D1	D2	D2	D2	D3
5	Ghast, Shadow	T	D	D	D	D1	D1	D1	D2	D2	D2
6	Son of Kyuss, Wight, Monster Zombie	T	T	D	D	D	D1	D1	D1	D2	D2
7	Crypt Thing, Wraith	T	T	T	D	D	D	D1	D1	D1	D2
8	Mummy	2	T	T	T	D	D	D	D1	D1	D1
9	Spectre	5	2	T	T	T	D	D	D	D1	D1
10	Apparition	8	5	2	T	T	T	D	D	D	D1
11	Vampire	11	8	5	2	T	T	T	D	D	D
12	Eye Of Fear & Flame, Groaning Spirit	14	11	8	5	2	T	T	T	D	D
13	Death Knight, Ghost, Lich	17	14	11	8	5	2	T	T	T	D
14	Skeleton Warrior	20	17	14	11	8	5	2	T	T	T
15	??	--	20	17	14	11	8	5	2	T	T
16	??	--	--	20	17	14	11	8	5	2	T
17	??	--	--	--	20	17	14	11	8	5	2
18	??	--	--	--	--	20	17	14	11	8	5
19	??	--	--	--	--	--	20	17	14	11	8
20	??	--	--	--	--	--	--	20	17	14	11
21	??	--	--	--	--	--	--	--	20	17	14
22	??	--	--	--	--	--	--	--	--	20	17
23+	??	--	--	--	--	--	--	--	--	--	20

Notes:

† Paladins turn undead as a cleric two levels below their own.

?? No undead creature with an AHD of this value existed at the time this article was written.

Rules for Turning:

When turning or commanding into service undead creatures locate the entry for the cleric's level and the adjusted hit dice of the monster. Following are the instructions for each value:

-- The cleric has no chance of turning or commanding this monster.

<nn> If this number or greater is rolled on a d20 the cleric has turned or commanded 1-12 (d12) undead. If turned, the affected number will move away from the cleric at maximum speed, or if unable to do so will move as far from the cleric as possible.

T Indicates the cleric automatically turns 1-12 (d12) undead.

D Instead of turning the undead the cleric destroys 1-12 (d12) of them.

D1 Same as D, but the number destroyed is 7-12 (d6+6).

D2 Same as D, but the number destroyed is 8-18 (2d6+6).

D3 Same as D, but the number destroyed is 14-24 (2d6+12).

A comparison of Table U5 with the original Matrix shows that the cleric has somewhat less power to turn or command undead at lower levels. This was not by design, but I'm not displeased with the way it worked out. I've always thought that clerics turned undead too easily, requiring the DM to hit a party with undead that were stronger than the party was really capable of handling, just to get around the problem of the cleric turning the undead easily.

The original Matrix clumps cleric levels together starting at 9th, but since the new table is based in part upon AHD, I chose to not group cleric levels. I did choose to make the table run as high as 20th level cleric, which correspondingly pushed the AHD to 23. Currently I don't believe that it is necessary to extend the table past either maximum, but am learned enough to know that setting a hard limit is the best way to get someone to exceed it, so the table can easily be extended to any cleric level or AHD desired.

Part 2 of Table U5 allows for higher-level clerics to automatically destroy greater numbers of undead. This balances the slight loss of power in lower level clerics. At lower levels the clerics cannot turn some of the more powerful undead, but at higher levels they can destroy more undead.

Handling Special Creatures

One thing the new matrix doesn't address is the handling of the "Special" entry of the original table. There are a couple of ways to handle that. One is to stick with the original rules, which indicate that a creature of the lower planes is immune if it fulfills any of the three following criteria:

AC -5 or better ** OR **
11 or more HD ** OR **
66% or greater magic resistance.

But this won't really work, as there is no longer a "Special" entry in the table. It makes more sense to handle creatures of the lower planes like any undead: use the monster's hit dice as the basis and adjust that value based upon special abilities. This throws out the hit dice criteria for Special creatures, but it makes the case for considering armor class and magic resistance.

So the creatures of the lower planes should be treated like undead, and since they bring new special abilities to the table, the list of specials abilities to include in figuring the AHD is listed in Table U3.

The above rules make turning lower planar creatures difficult in general, and powerful ones near impossible, and singular creatures such as demon lords virtually impossible even for the highest level clerics. But this is good for game balance.

It has been noted in some articles that if lower planar creatures can be affected by clerics, so can upper planar creatures. So an evil cleric may have a chance to turn a deva, or command into service a devil. And a good cleric may have the chance to command into service any upper planar creature. It should be noted that commanding any intelligent creature against its will is likely to create resentment, so when the commanding period ends the commanded creature may consider the cleric an enemy.

Situational Modifiers

The above rules may be modified for situation. A cleric in a place of power for his deity or alignment should have additional ability to turn undead. Due to the composition of the table I would not grant a bonus to the roll as is done for combat and saving throws. A 1st level cleric has no chance to turn a shadow so adding 2 (or 10) to the roll doesn't help. Instead, grant

additional levels of turning ability for the situation.

For instance, our first level cleric is attacked by a shadow in a shrine of the cleric's deity. That cleric normally has no chance to turn the shadow. But since he is defending a shrine to his deity, I would grant him an additional number of levels of turning ability. Let's assume the cleric is a faithful follower of his deity and does everything a proper cleric should, so I grant him 2 additional levels, so he in that specific situation he would be able to turn the shadow as a 3rd level cleric. Instead of having no chance he turns the shadow on 17. Not a great chance of turning, but certainly better than nothing.

If, instead of a shrine, the location was a major temple, the additional turning ability for a very devout cleric might be increased by up to 4 levels, depending if the deity is a major god and the importance of the temple to that deity. Or if the cleric was not in the good graces of his deity the granted value might be less, nothing at all, or even a negative.

In the same fashion, if that same cleric was fighting undead in a temple of an opposing deity, his ability to turn undead might be reduced by similar amounts. Or attempting to turn a lich in the lich's lair may impose a significant penalty. It is all up to the call of the DM.

Random Encounters

by Stuart Marshall

To deal effectively with random encounters, it is first necessary to appreciate the reason they exist. In AD&D, checks for random encounters are always made based on the amount of time that elapses, not the distance traveled. This is for a good reason; a party which dilly-dallies around and zig-zags from place to place without rhyme or reason will experience a much greater number of random encounters than a party which selects an objective in advance and proceeds directly, quickly, but stealthily towards it.

It follows that one of the main purposes of random encounters is to keep the game moving.

Now, a good DM will adjust the wandering monster dice according to the PCs' approach. If they choose to move slowly around the location, kicking down doors with a violent crash, yelling and arguing with one another, lumbering from place to place without scouting ahead, then you need to be rolling whole bucketfuls of wandering monster dice. You should also adjust the surprise rolls to make it more likely that the players will be surprised and less likely that monsters will be.

However, if the PCs' approach is a swift and stealthy infiltration, with subtle reconnaissance followed by a surgical strike at a carefully chosen target, then you might as well put away your wandering monster dice because you won't be needing them. The PCs aren't attracting the attention of the curious, warlike, and hungry creatures which lurk nearby, so you don't need to roll. You also need to adjust the surprise rolls to make it less likely that the players will be surprised and more likely that the monsters will be. This is a simple, logical consequence of the players' actions, and it should serve to increase their characters' chances of surviving and ultimately gaining access to great wealth.

It follows that the other major purpose of wandering monsters is to reward skilled play (or, more accurately, to punish poor play).

This logic leads us to the basic principles of wandering monster table design, which are:

- The majority of wandering monster encounters must be detrimental to the player characters. You need to reward players for an approach which minimises the number of dice you roll —encourage them to move quickly and quietly from place to place.
- You must not give wandering monsters significant amounts of treasure. They are a punishment mechanism, and encountering them should not normally result in a reward.
- Wandering monsters serve to slow down a slow party even more, and you don't want to bog down your game. Ensure that some of the wandering monster encounters can be bypassed by the payment of a bribe or toll—or unintelligent creatures might be distracted with food. *As long as party resources are consumed rather than enhanced by dealing with them, the purpose of the random encounters is served.*
- Some random encounters can be helpful, so long as you ensure that the majority of them are not. You can place potential henchmen, patrols of the watch, or other things on such tables, but ensure that they do not outweigh the odds of a detrimental encounter.
- Use logic. Players should be able to make sense of the encounter in the context of the particular environment in which they are adventuring.

Just to focus on that last point: I feel that use of the standardised DMG wandering monster tables is a sign that the DM has not prepared sufficiently. You *do* need to devise specific tables for your own campaign environment.

For example, the *Monster Manual* tells us that hill giants are Common. The wilderness encounter tables in the DMG reflect that to a certain extent, and they take no account of the likely strength of the party. This is a function of the time at which these tables were written, of course, when it was assumed that extensive overland travel would only be undertaken by highly experienced characters and that the younger types would be spending all their time in a local dungeon. You need to adjust for your own game because if your players are first level, a wandering monster table on which hill giants are Common is simply unreasonable. This is also your chance to personalise your campaign and put your own individual stamp of on your world.

Always back up your tables with rosters, at least for the intelligent beings. There are not, and should not be, an infinite number of wandering orcs in the borderlands. When your party kills two dozen of them, subtract two dozen orcs from the number available. Eventually, if this continues for long enough, there will be a depopulated or substantially depleted orc lair somewhere for the PCs to find, although the orcs will probably decamp to some other location swiftly if their leader feels that the tribe is incapable of defending itself.

Areas which are close to civilised lands should generally include more helpful encounters and fewer detrimental ones, within the boundaries set out above. The creatures encountered should be lower level, fewer in numbers, and ill equipped compared to their counterparts in the deep wilderness.

If you follow this principle, the PCs will be able to find their own level of play. Partway through the campaign, they may have cleared an area around their central village and be able to advance further into the wilderness where challenges are greater, but if they go out too far, too early, then they are going to get stomped. In other words, where they travel is a matter for their skill and judgment.

This principle is mirrored in classic dungeon design, of course. Descending a level increases the difficulty and also the reward, but when they descend is a matter for the players to decide, assuming that staircases are reasonably common. The DM doesn't force the players into more difficult encounters because whether to move to more difficult encounters is a tactical decision and pretty much every tactical decision involving the players needs to be made *by* the players, rather than resulting from a DM edict.

A further logical consequence is that you should not generally interfere with the dice just because the players are limping back from the dungeon while injured and out of healing spells! If they are in that situation, then it is their own actions which have brought the situation about. And equally, on the flip side of the same coin, you should not throw wandering monsters at them repeatedly just because they are having an easy time of it. Fiddling with the dice results is always the DM's prerogative, of course, but altering or skipping wandering monster checks can generally be equated with rewarding poor play. If they're doing well, let them do well—encourage the good play, don't punish it.

Master Encumbrance Guide

Lessening the Burden of Encumbrance

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Encumbrance, as the rule is presented in 1st Edition AD&D, often presents a challenge to the Dungeon Master and players alike. In order to establish how much the player characters can carry, and how much various items weigh, a person must scan through multiple sections of the *Players Handbook* and *Dungeon Masters Guide*. *Unearthed Arcana* contains even more information. To make matters still more confusing, direct contradictions exist as to how magic armor is to be treated!

This DM has found encumbrance to be a necessary element for successful game play. If not enforced, a DM may be surprised to find that even the most sincere player has cached an enormous trove of items on his or her PC, and can fail to mention the existence of the same even when that character is fleeing at the maximum rate of movement. Without using encumbrance rules, chests, large sacks, carts, mules, horses, even *Tenser's floating disc*, become superfluous. Without the rule in place, what is to stop PCs from carrying out the entire dragon's hoard themselves, despite the fact that the treasure weighs several tons?

For the easy reference of DMs and players alike, a Master Encumbrance Guide and Weight Table is prepared below. With a quick glance, a character's carrying capability and the weight of his gear can be quickly tabulated.

Master Encumbrance Guide

Strength Score	Unencumbered	Heavy Load (A)	Very Heavy Load (B)	Encumbered (C)
3	0	1-350	350-700	701+
4-5	1-100	101-450	451-800	801+
6-7	1-200	201-550	551-900	901+
8-11	1-350	351-700	701-1050	1051+
12-13	1-450	451-800	801-1150	1151+
14-15	1-550	551-900	901-1250	1251+
16	1-700	701-1050	1051-1400	1401+
17	1-850	851-1200	1201-1550	1551+
18	1-1100	1101-1450	1451-1800	1801+
18/01-50	1-1350	1351-1700	1701-2050	2051+
18/51-75	1-1600	1601-1950	1951-2300	2301+
18/76-90	1-1850	1851-2200	2201-2550	2551+
18/91-99	1-2350	2351-2700	2701-3050	3051+
18/00	1-3350	3351-3700	3701-4050	4051+

All units in gold pieces (gp)

NOTES:

(A) A PC carrying a **heavy load** has a maximum movement of 9", and can only make a lumbering run. The PC gains no DEX bonuses for initiative

(B) A PC carrying a **very heavy load** has a maximum movement of 6" and can only trot for short distances. The PC gains no DEX bonus for reaction rolls and suffers a suggested –3 penalty on initiative.

(C) An **encumbered** PC has a maximum movement of 4", and cannot even trot. The PC suffers a suggested –3 penalty to reaction rolls and automatically loses initiative against non-encumbered enemies.

EFFECTS OF WEARING ARMOR:

1. Elfin chain and leather do not have additional encumbrance effects upon the wearer, although their weight must be taken into account (see below).
2. Banded mail, chain mail, padded, ring mail, and studded leather cause the wearer to be affected as if they were carrying a **heavy load** *even if* the total weight carried is below that set forth above.
3. Bronze plate mail, scale mail, plate mail, splint mail, field plate, and full plate cause the wearer to be affected as if they were carrying a **very heavy load** *even if* the total weight carried is below that set forth above.
4. Magic armor (any type) is considered virtually weightless (DMG, p. 164), so it is not factored into encumbrance. While some contradictory information exists (DMG, p. 28), the bulk of the rules and canonical evidence lend weight to the former rule.

NOTE: The Players Handbook provides a discussion of how "fairly bulky" and "bulky" armors effect the movement and encumbrance of the wearer. However, this information is directly contradicted by both the Dungeon Masters Guide and Unearthed Arcana. This Master Guide follows the latter works.

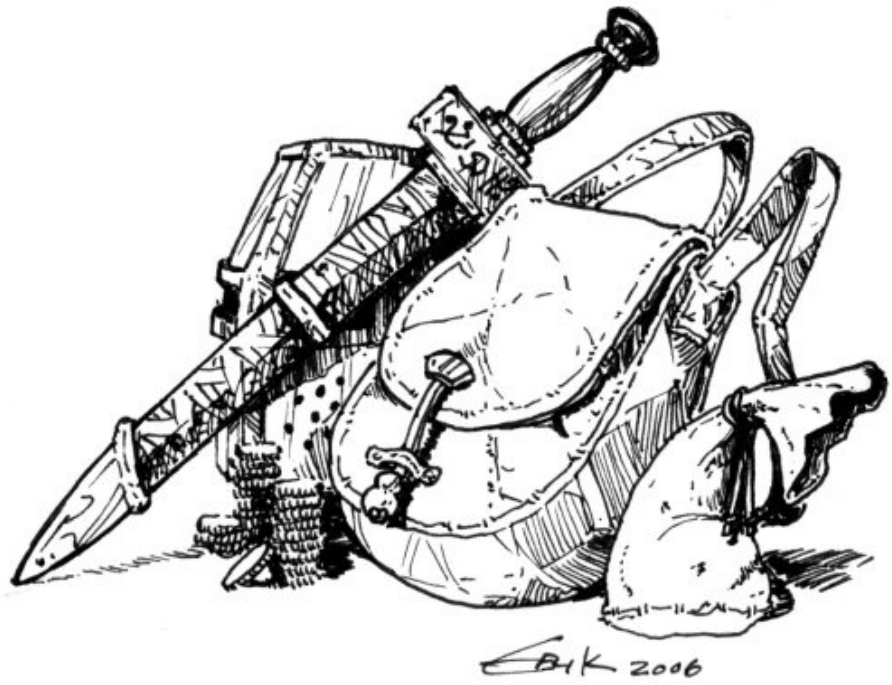
Master Weight Table

Item	Weight (gp)
Armor and Shield	
Banded Armor	350
Bronze Plate Mail	450
Chain Mail	300
Elfin Chain Mail	150
Field Plate	550
Full Plate	650
Leather	150
Padded	100
Plate Mail	450
Ring Mail	250
Scale Mail	400
Splint Mail	400
Studded Leather	200
Helm	45
Helm, great	100
Shield, buckler	30

Item	Weight (gp)
Clothing	
Belt	3
Belt pouch, large	10
Belt pouch, small	5
Boots, hard	60
Boots, soft	30
Clothes (1 set)	30
Robe or Cloak, folded	50
Robe or Cloak, worn	25
Miscellaneous Equipment and Items	
Backpack	20
Books, large metal-bound	200
Books, spell, standard	450
Books, spell, traveling	60
Bottles, flagons	60
Bottles, holy water, potions	25
Caltrop	50

Item	Weight (gp)
Armor and Shield (continued)	
Shield, buckler, spiked	35
Shield, large	100
Shield, small	50
Shield, small, wood	30
Arms	
Aklys	35
Arrow	2
Atlatl and javelin	30
Axe, Battle	75
Axe, Hand/Throwing	50
Bardiche	125
Bec de corbin	100
Bill-Guisarme	150
Blowgun and needle	15
Bo Stick	15
Bow, composite long	80
Bow, composite short	50
Bow, long	100
Bow, short	50
Club	30
Crossbow, heavy	80
Crossbow, light	50
Dagger	10
Dart	5
Fauchard	60
Fauchard-Fork	80
Flail, footman's	150
Flail, horseman's	35
Fork, Military	75
Garrote	1
Glaive	75
Glaive-Guisarme	100
Guisarme	80
Guisarme-Voulge	150
Halberd	175
Hammer, Lucern	150
Hammer	50
Hook fauchard	80
Javelin	20
Jo Stick	40
Knife	6

Item	Weight (gp)
Misc. Equipment and Items (continued)	
Candle	5
Chest, large solid iron	1,000-5,000
Chest, small solid iron	200-500
Chest, small wooden	100-250
Chest, large wooden	500-1500
Cord, 10'	2
Crystal ball, etc.	150
Flask, empty	7
Flask, full	20
Gemstone	1-5
Grapnel	100
Hand tool	10
Horn	50
Jewelry, large	50
Jewelry, small	1-5
Lantern	60
Mirror	5
Musical instrument (lute, etc)	350
Pole, 10'	100
Purse	1
Rations, iron (1 week)	75
Rations, standard (1 week)	200
Rod	60
Rope, 50'	75
Sack, large	20
Sack, small	5
Saddle, lt. Horse	250
Saddle, med. horse	500
Saddlebag	150
Saddle blanket (pad)	20
Scrollcase, bone or ivory	50
Scrollcase, leather	25
Spike, iron	10
Tapestry (v. small to huge)	50-1000
Tinderbox	2
Torch	25
Wand, bone or ivory case	60
Wand, box	80
Wand, leather case	30
Waterskin, wineskin, empty	5
Waterskin, wineskin, full	50

Item	Weight (gp)
Arms (continued)	
Lance (lt. horse)	50
Lance (med. horse)	100
Lance (hvy. horse)	150
Lasso	20
Mace, footman's	100
Mace, horseman's	50
Man Catcher	80
Morning Star	125
Partisan	80
Pick, Military, footman's	60
Pick, Military, horseman's	40
Pike, Awl	80
Quarrel (bolt), light	1
Quarrel (bolt), hvy	2
Quiver	30
Ranseur	50
Sap	10
Scimitar	40

Item	Weight (gp)
Arms (continued)	
Sling bullet	2
Sling stone	1
Spear	40-60
Spetum	50
Staff, Quarter	50
Staff Sling bullet	5
Staff Sling stone	4
Sword, Bastard	100
Sword, Broad	75
Sword, Falchion	60-80
Sword, Khopesh	75
Sword, Long	60
Sword, Short	35
Sword, Two-handed	250
Trident	50
Voulge	125
Whip	25-35