

Footprints



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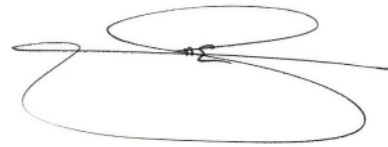
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% in Lair

Welcome to the ninth issue of Footprints! We have a wealth of gaming material for you in this installment. If you're looking for new magical items, we offer the *Girdle of Elvenkind* and *Leomund's Wondrous Rings* for your consideration. New monsters come at you from Norse and Slavic myths. Dedicated gamers offer you the means to create a new and devious system of locks to bedevil the thieves in your party and give advice on clarifying and expanding the material in *Oriental Adventures*. This issue also includes *The Emperor's Lost Army*, an AD&D scenario sure to bring your players face-to-face with new and mysterious foes.

It should never go without saying that Footprints, and indeed the thriving Out-of-Print Dungeons & Dragons community, would not exist if it were not for the tireless devotion of gamers like you. Game on!



Beyond Strength: Exceptional Abilities for AD&D

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In my article, "Training to Improve Ability Scores in AD&D" in *Footprints* #6, I wrote about my system for training to improve the ability scores of all AD&D classes, inspired by the training rules of the cavalier class. This article is a follow-up to that one, but the ideas here may also be used on their own.

The rules suggested here endeavor to quantify exceptional ability scores – a percentile added to 18 – for abilities other than strength, usable by all character classes. A character might train up to this level, or roll a percentile for an 18 at creation. In my last article, I posited that an 18/exceptional rating in abilities other than strength, though not possessing any practical bonuses, would nonetheless add interest to the character. Upon further analysis of the rules as written in the *Players Handbook* and *Deities & Demigods*

(where the rules for ability scores from 19 to 25 may be found; see also *Legends & Lore* and *Monster Manual II*), I saw enough room between scores of 18 and 19 to distinguish a new level between them.

In the "Giants in the Earth" column in *Dragon* magazine, written by Lawrence Schick and Tom Moldvay during the AD&D era, characters were assigned percentiles for scores of 18 in all abilities. The authors explained that this was primarily for the purpose of comparing one character to another, but could also be used by DMs with their own variant system for handling scores of 18. This is one attempt at such a system.

On the following tables I have divided 18 in two: 18/01-50 and 18/51-00, with the premise that all scores of 18 will have a percentile attached (please see note below regarding exceptional strength). The lower half (01-50) represents a score of 18 with modifiers unchanged from the *Players Handbook*. The upper half (51-00) represents the newly created 'exceptional' level between 18 and 19. Several methods might be used to add these percentile scores:

- Whether or not a training system is in use, roll a percentile whenever an 18 is generated at character creation (or advanced due to aging), and apply bonuses as shown on the tables.
- If a training system is used, and the DM does *not* want characters to have exceptional abilities at creation, the DM may have the player roll D100 and divide by two – this being the starting percentile, which may be improved with training. For example: the player generates a character with an 18, and rolls a 68 on his percentile dice; the character's starting score becomes 18/34, to be improved gradually by training. I don't necessarily recommend this restriction, however, because the 18/51+ bonuses are fairly innocuous.
- If a training system is used, the character may train from 17 into the 18 range as per usual, with the new bonuses applying if the character reaches 18/51+.

Exceptional strength must remain the exclusive province of the fighter classes, for obvious reasons. If, however, one is rankled by the lack of symmetry – that fighters may have exceptional wisdom, but clerics may not have exceptional strength – an alternative will be presented. I'll return to strength after addressing the other five abilities.



Intelligence

Score	Chance to Know Each Listed Spell	Minimum Number of Spells/Level	Maximum Number of Spells/Level	Spell Immunities
18/01-50	85%	9	18	
18/51-00	90%	10	20	
19	95%	11	All	1 st level Illusion/Phantasm

Notes: *Deities & Demigods* lists the minimum number of spells per level for a 19 intelligence as 11; the *Players Handbook* lists it as 10. By using the *D&DG* figure, a tidy slot is created for the 18/51-00 range. This exceptional range also improves the chance to know each listed spell to 90%.

Wisdom

Score	Magical Attack Adjustment	Spell Bonus	Spell Immunities
18/01-50	+4	Two 1 st level; Two 2 nd level; One 3 rd level; One 4 th level	
18/51-00	+4	Two 1 st level; Two 2 nd level; Two 3 rd level; One 4 th level	<i>Charm Person</i>
19	+4	Three 1 st level; Two 2 nd level; Two 3 rd level; Two 4 th level	<i>Cause Fear, Command, Friends, Hypnotism</i>

Notes: To create the 18/51-00 range I have added a 3rd level bonus spell (for clerics), and moved the immunity to *Charm Person* up from 19. (The addition of the 3rd level spell also fixes the odd situation that otherwise develops at 19 wisdom, wherein the total number of 4th level bonus spells exceeds 3rd...)

Dexterity

Score	Reaction/Attacking Adjustment	Defensive Adjustment	Pick Pockets	Open Locks	Find/Remove Traps	Move Silently	Hide in Shadows
18/01-50	+3	-4	+10%	+15%	+05%	+10%	+10%
18/51-00	+3	-4	+13%	+18%	+08%	+11%	+11%
19	+3	-4	+15%	+20%	+10%	+12%	+12%

Notes: The dexterity rules don't offer a great deal of breathing room between 18 and 19; the only new bonuses for 18/51-00 are a few percentage points to thief skills. If the DM is feeling generous, 18/51+ might allow two-weapon fighting without any penalties to hit; I'm undecided on this benefit, but leaning against it.

Constitution

Score	Hit Point Adjustment*	System Shock Survival	Resurrection Survival	Poison Save
18/01-50	+2 (+4)	99%	100%	
18/51-00	+2 (+4)	100%	100%	+1
19	+5 ¹	100%	100%	+1

* 19 and higher progression for fighter classes only; all characters or beings without a fighter class may receive no more than 2 bonus points per hit die.
1: No 1s rolled.

Notes: The new bonuses for 18/51-00 are +01% to system shock survival, and +1 to poison saves – as a score of 19 receives, but without any additional bonus to hit dice.

Charisma

Score	Maximum No. of Henchmen	Loyalty Base	Reaction Adjustment
18/01-50	15	+40%	+35%
18/51-00	18	+45%	+38%
19	20	+50%	+40%

Notes: The 18/51-00 range for charisma is a simple splitting of the difference between 18 and 19.

Strength (i.e. exceptional strength for non-fighters)

Score	"To Hit" Bonus	Damage Bonus	Weight Allowance	Open Doors	Bend Bars/Lift Gates
18/01-50	+1	+2	+750	1-3	16%
18/51-00	+1	+2	+1,250	1-4	25%

Notes: For the sake of parity, I offer this table as an option for strength. This is *not* the same 01-00 scale that fighter class characters use for an 18 strength. The 01-50 range here corresponds with a flat score of 18 as per the *PHB*, just as it does for the other abilities. The 51-00 range adopts the weight allowance, open doors, and bend/lift modifiers from the 18/51-75 range for a fighter, but without the added combat bonuses. Thus, a non-fighter character may develop a high degree of strength, and utilize it for more mundane tasks, but lacks the training to use his strength dynamically in combat.

In summary, the new bonuses offered by these exceptional ability levels are rather small, hardly a threat to upset the ox-cart of anyone's game. I believe they add fun and distinction to a character by differentiating between a high level of ability and a truly exceptional one. A score of 18 represents one person in 216 – very respectable, but not terribly rare. A score of 18/90+ represents one person in thousands. A character possessing an ability at this level would be famed for it, and the 18/51-00 levels in these tables provide a minor boost as compensation.



The Church of Osprem

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Editor's Note: The following material was originally written as part of Len Lakofka's *Lendore Isle* series, specifically *The Deep Dwarven Delve*. Len's material will appear as it was meant to be published in Dragonfoot's upcoming publication, *Devilspawn*. Here is an exclusive sneak peek at some of the original *Lendore Isle* material.

Two principal characters introduced in module L2, *The Assassin's Knot*, also have parts to play in L3. It is not necessary to own either L1 or L2 to use this material. These characters are updated using the material from *Unearthed Arcana*. As stated in the player introduction, one year has passed since the death of the Baron of Restenford and the capture of Arnness and Tellish, heads of the Assassin's Guild of Garrotten (now named Lake Farmin).

The Church of Osprem

Harper, High Priest of Osprem (AC: 2; C9; HP: 31; #ATT: 1; DM: by weapon; AL: LN; S: 9, I: 14, W: 16, D: 10, C: 11, CH: 17, CM: 17). Harper is 72 years old, stands 5' 10", and weighs 180 pounds. He has long white hair and a full flowing beard. His clerical vestments and robes are blue with one of the symbols of his deity, Osprem, the Goddess of Water Voyages: three barracuda, a whale, a ship, or one or more dolphins. He wears *bracers of*

defense armor class 2. His weapons are either a +1 *quarterstaff* or a +2 *hammer*. He wears a *ring of water walking* and a *ring of spell turning* at all times.

His usual memorized spells are:

First level:

bless, cure light wounds, endure cold, portent, precipitation, remove fear

Second level:

augury, enthrall, hold person, messenger, resist fire, speak with animals

Third level:

dispel magic, prayer, (*determined below*)

Fourth & Fifth level:

(*determined below*)

Harper will pray for the missing spells randomly (roll D8 for each random spell prayed for). If a specific request or payment has been made, roll D12 instead. If a roll of 9-12 comes up as the determined spell, Harper has prayed for the correct spell. Note also that the spell might come up by rolling its number in the list. So there is a 5 in 12 chance that Harper will pray for the correct spell. Otherwise, the characters will have to wait for the next day. Handing him a parchment with the correct spell on it should allow the roll of a twenty-sided die instead of a d12, in which case a roll of 9 to 20 will be the correct spell.

Spells he might pray for:

d8 Roll	Third Level	Fourth Level	Fifth Level
1	cloudburst	cloak of fear	air walk
2	continual light	cure serious wounds	atonement
3	cure blindness	detect lie	commune (C)
4	cure disease	imbue with spell ability	flame strike
5	glyph of warding (A)	neutralize poison	plane shift
6	meld into stone	spell immunity (B)	quest
7	remove curse	speak with plants	raise dead
8	speak with dead tongues	true seeing	

A: If he prays for glyph of warding, Harper will select paralysis as the desired effect.

B: The immunity is from any clerical spell through 5th level. He will not protect himself against magic user or illusionist spells.

C: Harper's commune to Osprem will involve itself with the sea or water travel and will have a high probability of success. However, questions about issues on land (or especially dungeons) have only a 20% chance of being answered at all, the response "I don't know" being given. Specifically, Osprem will not know about the sword *Kelmar*, or the lower portions of the 'Delve. The 20% does not apply to the inhabitants of the upper portions of the upper delve since they are attacking the town of Lake Farmin (aka Garrotten) and thus are an indirect threat to Osprem's church in that town.

Audiences with Harper: Harper has become more available since Harmin the canon has left to start his own church elsewhere on the island. Now a simple request to see Harper will permit an audience except during the hours of 10 PM to 10 AM. The high priest is asleep, praying or eating breakfast at those times and will not be disturbed for any reason short or the town or temple actually being under attack.

Harper is a bit senile and eccentric. He has become very forgetful and somewhat impetuous in his daily actions. Yet he is the only high priest for miles around. No one wants him dead since, without him, slain player characters cannot be raised. Harper's intentions are always the best, although the results often are not. When officiating at a service, he always makes numerous small errors that cause his clergy to wince.

Harper only prays for spells in the morning when he gets up at 7 AM. He often forgets exactly what he has agreed to pray for, but if he prays for the proper spell(s) he will remember why it is needed. He nearly always forgets to pray for spells not on the lists above.

Instead of the usual fees for spells, Harper has mounted four big wheels on the walls of his office. Each wheel is numbered 0 through 9. Harper will spin his wheels to fix the price of spells sought: four wheels for fourth and fifth level spells (resulting in prices

from 0 gp to 9999 gp), three wheels for second and third level spells (0 gp to 999 gp), and only two wheels for first level spells (0 gp to 99 gp). An acolyte or adept is always present to record the prices for the day, which will not change until the next.

Harper breakfasts with his clergy and will cast any requested spell after the meal. Also, each day, he will probably cast his fifth level spell (80% chance), a fourth level spell (70% chance) or a third level spell (60% chance) before going to sleep that night. This effect can be very dramatic if it is *flame strike* or *cloudburst* or it can produce problems for the party (and his clergy) if he decides to *plane shift* or *air walk* someplace! He would never use a spell in this manner to harm someone, but he might send someone off on a *quest* for a bottle of wine or might place a *glyph of warding* upon a piece of cheese he wants for lunch the next day.

When Harper does pray for the wrong spell(s), the effects may also be dramatic. The most common spells he is asked to pray for are *remove curse*, *dispel magic*, *cure disease*, *cure blindness*, *neutralize poison* and, of course, *raise dead*. If he prays for the wrong spell, he will cast it anyway unless it would cause harm to a living being.

Example: The party asks Harper to cast *raise dead* on a fallen comrade. If he has prayed for the wrong spell, he might *flame strike* the corpse outside of the church to cremate the remains, stand over the body and ask, "What is your first question?" (Of course he can only cast one 5th level spell and he has just flame struck the corpse so there is no commune in addition to the cremation.) If Harper does memorize commune he will go through with it. The party needs to fire questions at him in real time and within a dozen minutes of real time. At the end of the 12th minute he will lose interest and stop the commune even if there are questions left to ask.

In all cases, however, whether the spell was correct or not, the church's official position is,

"A spell has been paid for and a spell has been cast." It will cost the party additional funds for another spell!

The Theater of the Mystic Celebration

Balmorrow, bard (AC: -1; F7/T5/B6; HP: 70; #ATT: 3/2; DM: by weapon type; SA: Charm 32%, Legend Lore 16%; AL: CN; S: 15, I: 16, W: 16, D: 17, C: 15, CH: 15, CM: 16). Balmorrow is 41 years old, 5' 10" tall and weighs 190 pounds. He wears his brown hair closely cropped. Balmorrow wears +3 *chain mail* and *boots of speed*. He bears a +3 *longsword*, with which he is double-specialized (giving him +3 to hit/+3 on damage). His usual spells are:

First level:

detect magic, detect poison, pass without trace

Second level:

cure light wounds, goodberry, heat metal

Third level:

water breathing

Balmorrow was elected Lord Mayor of the town after the death of Arnness and Tellish. He still owns the theater but seldom appears in the shows, instead permitting his married companions Willis (3rd level Illusionist) and Phillis (3rd level magic user), and three stagehands (all 1st level thieves) to perform most of the shows for him. Willis and Phillis will have memorized spells appropriate for a stage production (including phantasmal force), and will no doubt have several cantrips prepared as well.

Balmorrow has begun to sense a threat from the south as well as from the town of Kroten to the northwest (see module L4, *Devilspawn*). He is less sure of himself and appears in public less frequently. He is loyal to his alliance with Restenford and wants peace and harmony in this portion of Lendore Isle.

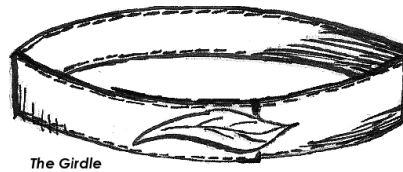
A party can have an audience with Balmorrow and, if they met him in *The Assassin's Knot*, are likely to be on friendly terms with him. Balmorrow will not leave town to help a party in any case as his theater and duties do not allow him to get away.



Girdle of Elvenkind

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This finely worked girdle is light and supple, yet strong and suitable for use by anyone of adventuring spirit. It has an ornate clasp shaped like a delicate leaf of brass. When worn this item will bestow some of the traits and abilities of an elf upon the wearer. There is a difference as to what abilities are gained based on the race of the character wearing the girdle:



The Girdle



Buckle Detail

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1. Elf: Anyone of elven heritage will automatically recognize the item for what it is. An elf gains an additional +1 to dexterity while the girdle is worn (dexterity may not exceed racial maximum of 19). They may also use the buckle as a +2 dagger, with an additional +1 "to hit," as if it were a long or short sword. The buckle easily detaches, the blade magically springing out when grasped. The girdle may be worn with or without the special buckle, as the girdle will size itself to fit the wearer and magically attach or detach as desired.

2. Half-elf: The full abilities of the girdle, as described below. The wearer may also use the buckle as a +2 dagger, just as an elf, above.

3. Human, gnome, or halfling: The partial abilities, as described below. No one of non-elvish heritage will be able to use the special dagger, or gain a bonus to dexterity.

4. Dwarf or half-orc: The wearer only gains 30% resistance to sleep spells; no bonus vs. charm spells is gained. No other full or partial abilities are gained. In addition, whenever the girdle is worn and an elf or half-elf is encountered, the wearer must save vs. spells or treat them as a preferred race to deal with (cf. Racial Preferences Table). Once the saving throw is failed the wearer will consider the girdle to be a prized possession and wear it whenever possible; it will never be voluntarily sold or traded.

Full abilities:

- Dexterity: +1 while worn (19 maximum).
- Dagger +2 (additional +1 "to hit").
- 90% resistance to sleep and charm spells.
- When employing a bow of any type except a crossbow, or a long or short sword, the character gains +1 on his "to-hit" rolls.
- Surprise others on a 1–4 (d6) unless some portal must be opened, in which case on a 1–2 (d6).

Partial abilities:

- 30% resistance to sleep and charm spells
- 60' infravision.
- While worn the character will be able to comprehend the verbal speech in Elvish, Gnome, Halfling, Goblin, Hobgoblin, Orcish, or Gnoll. The girdle conveys no ability to speak, read, or write these languages.
- Concealed doors: 1 in 6 chance to notice in passing within 10'; 3 in 6 chance if actively searching.
- Secret doors: 2 in 6 chance to find if actively searching.

History: These girdles were originally crafted for gray elven nobility. They are highly prized among elves and will never be sold for money. They have been given to outsiders as rewards for service to the elven kingdoms. There are records that some have been given to half-elven children where the mother was a noble and the child was raised by the mother, regardless of who the father was.

THE EMPEROR'S LOST ARMY

An AD&D Adventure for Character Levels 5–7

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This scenario is for 4–6 player characters of levels 5–7. The adventure can be set in any forlorn, hard-to-reach area. As the DM will discover, the ruins feature elements from Asian mythology and incorporate foes and magic from TSR's *Oriental Adventures*. However, possession of that work is not required. This adventure creates an "East versus West" theme, intending that the ruins and dangers seem deliberately strange and alien.

This adventure is open ended; it provides a set piece. The player characters may choose to explore the entire city. In the alternative, the DM may elect to have the party hear rumors of a prophetic fountain (AREA A) or a tunnel with oddly writhing vines (AREA E). Needless to say, the DM may create additional encounter areas within the lost city.

START: No one can say who erected the mysterious ruins at the tip of the easternmost fjord. No doubt, the fortification was once visible from the deep waters that snake their way far inland. Now a dense impenetrable salt marsh has strangled the furthest reaches of the fjords, and tangled thickets obscure the hill upon which it stands.

The crude Red Paint People who once scavenged along these shores, long ago driven into the inland hills and badlands, report that the ruins were erected by an even more ancient people, a civilization that abandoned the fortress long before their brutish ancestors shambled out of the wilderness. The bizarre remains of these people have intrigued the curious for generations. Numerous expeditions have been made through the rugged and wild remote hills in an effort to reach it, and no two stories have been the same. Some say the ruins are empty and abandoned; others have reported it haunted and teeming with shadowy dangers. Some have not returned at all. All those who returned have reported bizarre architecture and discomfiting stonework and bas-reliefs, describing alien faces, weird jungles, and weird fabulous beasts. Surely, the structures were erected by inhuman hands. Who knows what horrors may lurk amidst those cyclopean remains?

DM'S NOTES: The ruins exist far from any settlements, at least a week's march through hostile and unmapped wilderness, if not more.

The ruins cannot easily be reached by the sea, for the all but impassible salt marsh surrounds the place, its trackless wastes sure to trap any who enter. It is up to the DM what the party may encounter along the way.

The crumbling ruins themselves are located atop a promontory that stabs into the marsh like an accusing finger. Once the city could be accessed directly from the fjord. A zigzagging road cut into the side of the cliff could be found by an especially diligent and thorough party, although it is concealed by a millennium's worth of plant growth. The sides of the promontory are thickly wooded, and the ruins cannot be seen from the approach. Only after cutting and clambering through the grasping and clutching thorns and scrub will the adventurers come upon the city's remains.

No wandering monsters will be encountered here. Indeed, perceptive party members may discern that no animals of any kind enter the city's limits. No insects or birds fly over or through the ruins. The entire area is devoid of any life save the creeping lichens and vines.

ENCOUNTER KEY: The city surprises those who discover it. Cutting through the dense growth, the party reaches an unnatural clearing. The summit of the rise is covered with the remains of an ancient city. Crumbling walls and fallen masonry choke a tangle of streets and buildings. Surely, some great civilization once claimed this forlorn wilderness as its own.

The eons have not been kind. The structures have tilted and collapsed. Few, if any, of the buildings remain standing. The wilderness is well on its way to reclaiming the city. Snarls of vegetation and stunted trees have worked their implacable way through the stones. The masonry and monuments feature alien runes and unknown symbols, bas-reliefs of wondrous plants and animals and the repeated cartouche of a sinuous and whiskered dragon. Here and there, towering steles cast long shadows over the ruin, their faces once covered with graven images, long since eroded away.

The use of *comprehend languages* or a thief's read languages ability will be of little assistance; the names and deeds memorialized here are odd sounding and do not connect with any known oral history. The people appearing in the surviving bas-reliefs are odd looking, wearing peculiar garments and bearing tools and items of utterly alien design.

The party could easily spend weeks exhaustively combing through the city's ruins. The city was already dense; the ruin caused by untold ages has created a maze of streets and a warren of chambers. Few roofs are intact, but a myriad of underground tunnels, cisterns, and aqueducts remain. What may be found in these areas is up to the DM. No clue is given as to what caused this mysterious people to abandon the place.

Although no wandering monsters are encountered within the city limits, the area is haunted by a unique and terrible foe. At sunset, the bizarre **devil moth** emerges from its lair at AREA B and silently stalks the night air above the ruins. This ghastly thing appears to be a gigantic black moth with an 18' wingspan. Its face is disturbingly humanlike, and its faintly luminous eyes glitter with mad intelligence. The thing will hunt down any intruders within the city's walls. The devil moth (AC: 4; MV: 1"/15"; HD: 7+1; HP: 35; #ATT: 4 and special; Dmg.: 1-3/1-3/1-4/1-4; SA: Energy Drain, paralyzation, poison; SD: +1 or better weapon to hit; MR: 20%; AL: NE; X.P. VALUE:

1,975) is an evil spirit drawn to this place by the forgotten calamity that befell this lost civilization. It does not leave the confines of the city.

This creature attacks by swooping over the party. By casting its shadow on a victim, the devil moth may drain 1 level as if it were a wight. The range for this attack is 2", but the victim is entitled to a save versus death magic to avoid being caught. The fiend will continue this method of attack, avoiding combat, unless it is itself successfully attacked at range, or until the party takes cover from its shadow. In such an event, as long as it retains at least 50% of its hit points, it will dive to engage in physical combat. It fights with sharp pincers and wing buffets. The touch of its silver-tipped claws causes paralyzation identical to that of a ghaist. A victim struck by one of its wings is engulfed in a cloud of shimmering dust, requiring him or her to save versus poison or swoon into unconsciousness for 2-5 rounds. The devil moth may not use its shadow attack in hand-to-hand combat.

If reduced to fewer than one-half of its hit points, the beast will flee, wailing eerily as it goes. It will flee directly to AREA B. What the party may not notice is that the monster's shadow detaches and independently glides silently to the attack! The shadow of the moth (AC: 4; MV: 1"/15"; HD: 3+3; HP: 20; #ATT: 1; Dmg.: 1-4; SA: energy drain; SD: +1 or better weapon to hit, immune to poison and mind-affecting spells; AL: NE; MR: 20%; XP VALUE: 360) will likely strike from surprise (q.v., *Monster Manual*, shadow). Its chilling touch continues to drain levels. Note that both the moth and its detached shadow turn as "special" on the MATRIX FOR CLERICS AFFECTING UNDEAD. A *protection from evil* spell will function to protect adventures from both enemies. The shadow will seek to avenge the moth but will also flee to AREA B if the tide of battle turns against it. If the shadow is destroyed, the devil moth is reduced to 1 hp and may not heal for seven nights. Otherwise, the devil moth is fully healed of all damage upon the next sunset.

It should go without saying that this fiend is familiar with the entire layout of the city and will eventually find a party within the ruins wherever they may hide.

In addition to any additional encounter areas created by the DM, there are six locations of interest within the city.

A. FOUNTAIN OF THE SEVEN DRAGONS: This area was once found in the center of a large plaza. Now the space is crowded with fallen masonry and debris. The large oval fountain is now dry and holds only a pile of moss-covered rubble. If examined, the rubble consists of jumbled marble statues of porpoises, sea turtles, weird mer-creatures and other marine life. Topping the jumble of statuary are seven sinuous dragons, shattered by the fall.

Anyone entering the fountain itself to examine the rubble experiences the immediate sense of being watched. Indeed, there is a sense of a wrathful intelligence observing them, although there will be no ill effect. The entire fountain radiates magic if a *detect magic* spell is cast. Seven spirits inhabit the fountain. If any item worth at least 1,000 gp is left in the fountain, the seven spirits of the fountain will answer any question posed as if a *legend lore* spell had been cast at 11th level of ability. If the same person asks more than one question per day, the spirits will become annoyed and will rebuff the petitioner. Continuing to pester them will result in a *curse* (the exact effects are left up to the DM). However, their anger is reserved for those who attempt to retake their offerings. If any of the valuables are later removed from the fountain, the spirits will bestow a powerful curse upon the individual. He or she will make all saving throws versus spells at a -7 penalty unless and until they make atonement, and merely replacing the item will not suffice! It is up to the DM to determine how an offending PC may purge himself of the spirits' wrath.

B. LAIR OF THE DEVIL MOTH: A circular pit can be found amidst the mess of this ruined structure. The tunnel worms beneath the ruins

for 60' before emptying into a narrow but high-ceilinged chamber. The walls are constructed of kiln-fired bricks. The floor is strewn with bones. The ceiling soars 40' feet overhead; the overall impression is of being at the bottom of a well.

The devil moth lairs here during daylight hours, clinging to the ceiling like an obscene bat. If its lair is entered, it will fight to the death. If its shadow (q.v.) has not been slain, it will detach, and both weird creatures will engage the party. Searching through the pitted bones is an unpleasant experience, but those with the stomach to do so will find the following: 1,300 gp, a suit of **+1 chain mail**, a small ceramic vial containing two doses of **oil of sharpness** (providing a +3 bonus) and a silver flask (worth 25 gp) containing a **potion of invisibility**.

C. THE AMPITHEATRE: This depression initially appears to be natural, a gently flowing bowl. However, upon close inspection, long rows of benches, nearly buried beneath lost ages of debris and a thick blanket of gray-green moss, can be seen to surround a central flat area. Trees now grow here and there through the stone, bizarre fungi fester in the shade. The entire area is noticeably colder than anywhere else in the city. Oddly, the acoustics of the place have not diminished, despite the damage caused by time and the elements. The party's voices and movements echo weirdly.

The ancient amphitheatre is haunted. It is possible, although unlikely, that the heroes may spy a small wildcat skulking through the growth. The creature will shadow the PCs throughout the city, waiting for an opportune time to strike, preferably while its victims are bedding down for the night. In fact, it is a malign shape-changing spirit known as a **bajang** (AC: 2; MV: 12"; HD: 6; HP: 32; #ATT: 2; Dmg.: 1-4/1-4; SA: spells, poison; SD: nil; MR: 10%; AL: CE; X.P. VALUE: 692). Its true form is that of a stunted, withered, and evil-appearing humanoid with birdlike feet and talons where its hands ought to be. Thrice per day, it may cast the following spells

(summaries of *Oriental Adventures* spells provided in parenthesis): *curse*, *divination*, *ghost light* (R: 12"; DUR: concentration; AOE: 1" square; EFFECT: summons a ghostly green light, intelligent creatures under 1 HD save vs. spells or panic for 1 round, fighting at -2 if necessary), *steam breath* (R: 0; DUR: Inst.; AOE: 3" x 2" cone; EFFECT: victims suffer 6d6 hit points of damage, save vs. breath weapon for one-half); *transfix* (R: 12"; DUR: Special; AOE: 2" square; EFFECT: All in AOE must save versus spells or become transfixed [unable to take any action] until a condition set by caster arrives, new saving throw permitted every six turns), *wind breath* (R: 0; DUR: Inst.; AOE: 6" x 3" cone; EFFECT: Caster expels a 60 mph wind; 50% chance to knock down size M creatures, 1d4 damage, flying creatures blown back 10-30'). Note that its dark masters will not permit it to use its ability to call down an *ancient curse* upon the party members; they are utter strangers to its mythos. The bajang's claws secrete a poison that requires those struck to save versus poison or suffer -1 on to-hit and saving throw rolls for 2-7 rounds. This effect is cumulative.

The bajang keeps its treasure in a small burrow dug into one of the first row seats. It is well hidden and will only be found if the entire amphitheatre is scoured. The evil spirit keeps its treasure, 500 oddly pierced silver pieces and a **+2 buckler**, deep within its burrow, nestled within the bones of its past victims.

D: HIDDEN GROTTA: A secret grotto exists beneath the tumbled remains of one of the larger surviving monuments. Four arches are all that remain of a wall that once surrounded a wide courtyard. Trees and sprouting growths have erupted throughout the yard, splitting the stone and casting wide tiles in their wake. A "sinkhole" (actually an opening intended to invite the sun's noon rays) can be discovered in the precise center of the place, now concealed by a copse of tightly grown trees. A narrow, brick-lined passage debouches directly into what appears to be a natural cavern some 25' below the ground. The ceiling was once worked, but grasping

roots have inexorably worked their way through. The walls of the circular chamber are covered with curious engraved runes and flowers. What was surely a small ceremonial pool or bath in the center of the room has become a muddy morass.

What appears to be a large muck-covered root in the pool is in fact a giant bloodworm (HP: 32).

At the eastern end of the chamber, possibly overlooked amidst the debris of the fallen ceiling, is a small (2' high) statuette of a woman now covered in lichen, dust, and dirt. If the writing on the walls can be deciphered, the shrine will be discovered to be sacred to one "Amat-Erratsoo-Oh-Mee-Kam-Mee" (note that this phonetic spelling is deliberately incorrect), an alien-sounding goddess of the dawn. If the statuette is cleaned, it will be found to be a masterful carving made from a single piece of jade worth some 38,000 gp! If disturbed, however, a pair of foo dogs (HP: 41, 34) will immediately appear from the Astral Plane to deal with the blasphemy. If cleaned and left alone, the goddess will *bless* the PCs, the effect of the spell remaining in effect for seven days.

E: THE LOTUS EATERS: This area is secluded behind a series of walled gardens, now overgrown and abandoned. In the exact center of the maze is a standing bone-white structure. Beyond its portals, a wide but low hall slants down into darkness. A warm and fetid scent rises from below, a strange and puzzling smell, almost like sweet perfume.

This area was once an underground bath house, warmed by natural geothermal vents beneath the city. The walls, ceiling, and floors of the slanting hall are covered with snarled vines. If closely watched for some time, some of the shoots can be seen to swell and pulse, visibly twitching on their own.

Player characters should exercise caution, for three terrestrial strangle weeds (HD: 4, 3 (x2); HP: 27, 19, 14) inhabit the web of vines.

The passage continues to slope down for 60' before emerging into a large circular stone

chamber beneath the earth. The plant growth is even more pronounced here, which seems puzzling given the absolute lack of light. Three equally spaced archways lead away into darkness. The sickly-sweet smell is even stronger here. Condensation makes the stone slick.

If anyone bears light into this stygian chamber, four yellow musk zombies (HP: 14, 11, 10, 9) shamble into this chamber from the areas beyond the archways. Three appear to be human, but the fourth is a hunched, bestial figure (in fact, originally a caveman). All three of the human zombies are armored, two in studded leather armor and one in chain. Those in studded leather are armed with battle axes. The chain-mail clad zombie is armed with a **+2 footman's mace**. The caveman zombie is armed with a stone axe. Three rounds after combat is joined, an even more frightful monstrosity shuffles into this chamber, a massive, rotting yellow musk zombie bear (HP: 16, attacks twice per round for 1-8/1-8)!

The three sizeable chambers beyond are pitch dark and uncomfortably steamy. The air is thick with a pungent cloying musk. Each room is the lair of a separate yellow musk creeper (HP: 20, 16, 14). These horrid growths flow from a ghastly latticework of skulls, bones and remains. The baths are filled with the creepers' greedy roots, thick algae and floating scum. Anyone brave enough to take on these vegetable horrors will find the remains of several generations' worth of victims scattered amidst the disgusting muck, as well as (Chamber 1) a wrought silver and gold torc depicting a boar hunt worth 900 gp, (Chamber 2) 750 gp, and a curious ceremonial pipe inlaid with mother of pearl and coral worth 350 gp and (Chamber 3) a wrought gold drinking cup fashioned to resemble the head of a stag worth 1,300 gp and a **potion of animal control (mammal/marsupial)** in a stoppered flask.

F. PALACE OF THE CELESTIAL EMPEROR: Virtually nothing remains of the palace. A few high walls surround what must have once

been a grand building set on the highest point of the promontory. This structure has more than two dozen rooms, a walled garden, and a pair of courtyards. The palace ruins have been soundly looted over the ages. Here and there are signs of an ancient battle. Skeletal remains in fantastic and baroque armor still clutch peculiar weapons.

A recent collapse has exposed a pair of bronze doors. Deeply engraved runes warn of danger and of the "Wrath of the Emperor." The portals are not locked, but are wedged tightly shut. A combined strength of 40 is required to open the doors, although they may be bypassed by magic. Beyond the doors, a wide hall descends down into darkness.

F1. HALL OF ANCIENT MEMORIES: Untouched by time, the bright colorful mosaics adorning the walls and ceiling are astounding. The ceiling soars some 25' overhead. The mosaics depict the city as it must have once appeared. Palaces, minarets, and high-walled gardens overlooked a shipyard. The fjord is thick with purple-sailed boats of odd design. Flocks of cranes, colorful birds, and immense dragonflies dart and wheel in the air above the city. The wilderness is so changed as to be alien. No firs and birches can be seen; instead, what seem to be towering ferns and bizarre branchless trees extend in all directions. On the ceiling, a great ruler oversees the scene from the starry heavens, surrounded by a retinue of celestial advisors, many of whom are fabulous beasts.

The mosaics tell the story of the people. They claim to have traveled to this land from across a vast sea in immense barges. They found the wilderness inhabited by the decadent remains of an ancient empire and alien, serpentine foes. They found decaying cities with cyclopean, windowless towers. Slaying the degenerate inhabitants of those ruins, they conquered the land and established a stronghold.

For generations, the people flourished. Cultivating the land, they became self-sufficient and seldom, if ever, made the

voyage back to their homeland. Overseen by the guiding hand of their sovereign, the arts flourished and they worked marvels. The mosaics depict the Emperor's subjects constructing peculiar roads and bridges, channeling water from the mountains to flood their fields, all to grow a strange and unknown water-loving grain. Surely, this is naught but fantasy, for no such structures exist today.

Eventually, however, a great cold descended upon the land from the north. Crops failed, and a cruel savage people—no doubt the predecessors of the Red Paint People—descended from the mountains, driven forth by fierce gales. The people of the city withdrew behind its walls, only to find that their ancient scaly enemies had escaped extermination. Hiding behind illusions of humanity, these serpentine foes had infiltrated the nobility and mounted a surprise attack, assassinating those closest to the Emperor and plunging the struggling empire into chaos. The mosaics end in the midst of the great battle as the creeping icefields approach.

A pair of gigantic gilded portals, each decorated with grand engravings of majestic cranes, lead further into the complex. Each is adorned with a massive iron pull ring. These doors, meant to be opened by horses, can be opened by magic or a successful BEND BARS/LIFT GATES roll.

F2. ANTECHAMBERS: The hallways to these chambers slope to the east. The doors of both rooms are trapped; if the pull-ring of either is tried, a secret door at the western end of the hall is flung aside and an 8'-diameter iron ball immediately begins to roll down the ramp. Note that the doors into these rooms may be opened, but they are stuck, and must be forced. The opener will have only 5 segments (1 attempt) to open the portal and slip inside. Others will not be so lucky. Those who flee in advance of the ball find to their horror that each hall ends in a 10'-deep spiked pit. Those falling into the pits suffer 1d6 from the fall and strike 1–4 spikes, each of which inflicts and additional 1–4 damage. If that were not

enough, at the end of its run, the iron ball strikes the eastern wall and plunges into the pit, inflicting an additional 6–24 points of damage on those unfortunate enough to be beneath it! By comparison, those run over in the hall are crushed for 2–24 points of damage (and their possessions must save versus crushing blow).

The heroes may attempt various methods of stopping the ball; the efficiency of these efforts must be determined by the DM. Note that those trapped in a pit beneath one of the stone balls may be hard pressed to escape!

Each antechamber is honeycombed with small alcoves, each of which is home to a small fetish or statue, carved from soapstone or other soft rock. These are all propitiations made to the Emperor's ancestors and are of no value.

F3. ETERNAL GUARDIANS: The dual portals into this chamber open easily, as if still oiled. The mosaics in this room depict great stormy skies and roiling thunderclouds. His Celestial Majesty the Emperor appears here as well, his countenance as gloomy as the weather. At his right hand, a great coiled dragon roars in challenge. To either side of the chamber, statues of fierce warriors in baroque armor stand at the ready in shallow alcoves.

In a time of desperate need, the Emperor would descend to this chamber and, accompanied by a tireless vizier, he would pass on through AREA F4 and from there into AREA F5. The challenge to his rule came from within, however, and the Emperor was never able to muster his forces of last resort.

The vizier remains waiting here for his majesty's call. Since the party members are not of royal lineage, and therefore must surely be enemies of His Celestial Majesty, he reacts accordingly. Rising silently at the gallery's far end, he claps his hands, and a pair of rajju (q.v. WANDERING MONSTERS; HP: 19, 14) appear with a clap of thunder to repel the trespassers.

The vizier is a 8th level shujenka, the *Oriental Adventures* counterpart to the Western cleric. He wears silken prayer robes (worth 250 gp), a **phylactery of free action** (as the ring of the same name), a **+3 ring of protection**, a **scroll of protection from poison**, and a jade mask worth 750 gp. He carries a scroll with the following spells: **dispel evil**, **invisibility to enemies** (R: touch, DUR: 3 rounds/level, AOE: 1 creature, EFFECT: invisibility to all beings who may have hostile intentions towards the shujenka or those things he represents), **polymorph self** (as the 4th level magic-user spell of the same name), **snake barrier** (R: 12", DUR: 3 rounds/level, AOE: 2" sq./level, EFFECT: invisible wall that bars all snakes, reptiles, and snakelike monsters), **spell immunity**. He bears a tall iron staff with a mace-like top, a **+1 tetsubo**, inflicting 2–9 points of damage on a successful strike. The vizier (AC: 7 (3 with magical vestment); MV: 12"; C8; HP: 43; AL: LN; X.P. VALUE: 1,430) is undying. While not technically an undead creature, he sees through all illusions (no save required) and saves against all mind-affecting spells as a 12th level cleric. He has memorized the following spells (summaries are provided for spells from *Oriental Adventures*):

first level:

augury, **bleed**, **cure light wounds** (x2), **deflection** (R: 12", DUR: 16 rounds, AOE: caster, EFFECT: Protected from missiles and blows, caster allowed a save against successful hits to avoid attack, taking no damage from missiles and half-damage from melee attacks), **resist** (R: touch, DUR: 8 turns, AOE: One creature, EFFECT: Subject immune to normal cold and heat, -1 hit point per die of damage from magic fire and cold)

second level:

aid, **detect charm**, **hold person**, **obscurement** (identical to the 2nd level druid spell), **withdraw**

third level:

castigate (R: 6"; DUR: Inst., AOE: 2' radius; EFFECT: victims of LN align must save vs. spells or be deafened for 1–3 r., victims of

N, CN, LG, and LE align suffer 8 hit points of damage (save vs. spells for one-half damage), victims of CG, NG, CE, NE align suffer 6–24 points of damage (save vs. spells for one-half)), **dispel magic**, **magical vestment**

fourth level:

protection from evil 10' radius

While the raiju engage the trespassers, the vizier will cast **withdraw** and bolster himself with **deflection**, **magical vestment**, **aid**, **resist**, and **protection from evil 10' radius**. He will prefer to aid the raiju from afar with **hold person**, **bleed**, and **dispel magic** where appropriate. If engaged, he responds with **castigate**. Under no circumstances will he surrender, although he will not follow the PCs out of the chamber. If reduced to 0 hit points, the vizier collapses into a pile of ashes with a sigh, leaving his possessions behind.

The portals here leading further into the complex, depicting a regal crane and dragon, are quite heavy and identical in all other respects to those found in AREA F1.

F4. ARMORY: This sealed room holds replacement weapons for the Emperor's legions. The door is literally sealed with wax. Within, hundreds of pole arms, spears, bows, and swords hang ready in well-oiled racks. In addition, tens of thousands of arrows have been carefully wrapped in waxed paper and sealed into long casks. Enough munitions to arm hundreds of troops lay in wait.

F5. CHAMBER OF THE HEAVENS: The arched hallway leading to this area is intricately decorated. The walls display bright mosaics of a difficult ocean voyage. Great cresting waves and sea life dominate the scene, as the people of the city vie against the elements in massive, purple-sailed barges. A stern and severe man stands at the prow, unmoved by the stormy seas. He holds a large luminous pearl aloft.

A trap has been set just before the door to this chamber. The floor is set with a pressure plate. If a wide tile is pressed (approximately where the pearl-holding captain's heart

would be), the trap is disarmed. Otherwise, if more than 100 pounds is set upon the plate, a massive 8' x 8' stone block immediately above the plate comes crashing down. Anyone beneath the block must immediately save versus petrification or be crushed to death. Those that successfully save suffer 2–12 points of damage and are able to jump clear.

The door itself is not trapped, but is stuck and must be forced open.

This room beyond is spectacular. A dim, dark-blue radiance flickers along the walls like witchfire from an unidentifiable source. The 30' high ceiling has been set with pitch-black tiles, but brilliant gemstones and pearls have been set within. The overall effect is a reproduction of the starry heavens. A wide channel of silvery liquid mostly surrounds a dais in the center of the chamber. Atop the dais is a small shrine-like structure. Curiously, a pair of poles lay parallel to either side. Reference the detail map.

Immediately before the door, set into the floor with brilliantly colored tiles, a massive creature, something like a turtle and something more like a dragon, clutches a great pearl.

The shimmering liquid is a channel of quicksilver representing the waters of the world (remember that mercury is a slow-acting poison if touched). The gems in the ceiling depict the heavens and the pearls represent the planets. The whole work is an accurate depiction of the night sky above the city.

The dais is 7' above the floor of the chamber. Atop it, the "shrine" can be found to be a palanquin of some type, meant to be borne about by the use of the long poles. It is baroquely decorated and inset with precious metals and stones. In fact, it is a **holy minyan**. It requires 20 men to move it about. When hoisted onto a field of battle, however, it functions as a **prayer** spell for all friendly troops with a 25 round duration. Its power may be used twice per day. This powerful item would no doubt be worth a king's

ransom, if it could somehow be removed from this place.

However, the display of the cosmos is not only an ostentatious show of wealth and power, it also serves as a bridge between the city and the Celestial Bureaucracy. If the minyan is moved by those of a differing ethos (i.e., not Lawful Neutral) or if the gems and pearls are removed from the ceiling, a loud gong is sounded, sufficient to cause the walls and floor to tremble. Should the party cease its burglary and flee at this point, nothing further occurs. Should the thievery continue, the gong sounds twice more, and the witch-fire is extinguished, plunging the room into darkness. All those engaged in plunder must save versus wands or be subject to a **fear** spell. If this portent is also ignored, the gong sounds thrice, causing the floor to pitch and heave and the witch-fires to reignite in an angry red-orange hue, and a powerful Go-zu Oni appears to rout the robbers (AC: 0; MV: 9"; HD: 12+8; HP: 72; #ATT: 3; Dmg.: 6–16/6–16/1–10; MR: 20%; AL: LN; X.P. VALUE: 6,420)! This hulking celestial being has the body of a nine-foot tall blue-skinned giant and the head of a fierce bull. It wears resplendent robes and is armed with a tremendous trident with which it may attack twice per round in addition to going with its horns. At will, this being may cast **cause fear, fire shuriken** (R: 6", DUR: inst., AOE: Up to 2 creatures (2 shurikens are created), EFFECT: creates razor-sharp pinwheels of fire; on a successful hit, the shurikens cause 2–16 points of damage (no save) and the smoke created by the hit causes –2 to hit on next attack), **fly, invisibility**, and **polymorph self**. Twice per day, it may cast **cloud trapeze** (R: 0; DUR: 1turn, AOE: caster + 2 creatures, EFFECT: Creates a small cloud carrying caster and others at a rate of 10 miles/round for up to 1 turn). This oni may automatically detect invisible creatures and objects and regenerates 3 hit points per round as long as it retains 1 hit point. Upon reaching 0 hit points, its material form is slain and its spirit returns to the heavens. This fierce defender will pursue the adventurers throughout the complex.

If the ceiling can be reached, a hoard of gems may be attained. There are five pearls (100 gp. (x 3), 300 gp, 500 gp. value), 7 star sapphires (1,000 gp each), 3 star rubies (1,000 gp each), 12 diamonds (750 gp each), 4 aquamarines (400 gp each), and 26 star rose quartz (50 gp each).

F6. VAULT OF THE SUN ASCENDANT: After wrenching the portals to this chamber open, the party is nearly blinded by the brilliance beyond. This domed chamber is brightly lit. The walls and high (40') ceiling depict a brilliant skyscape, with drifting clouds, flying dragons, and flocks of impossibly brilliant birds. Precious stones have been set into the walls to create the dazzling cerulean, amber, and auric colors. At the apex of the dome, a brilliant sun (a *continual light* spell) shines down. Directly beneath it is a marble table of sorts. A large circular frame of sorts rests atop the table, a shining silver mallet beside it. At the far end of the chamber is yet another set of massive doors. These are gilded with gold, silver and mother of pearl. A single massive design flows across both, a great and spectacular heron-like bird.

The floor is also decorated. Brilliant greens and deep blues form an enormous map of the surrounding area (as it appeared thousands of years ago) on the floor, with the table set where the city should be.

The frame and the mallet both radiate a strong enchantment dweomer. The heroes may not know this, but they stand within reach of probably the most valuable and powerful treasure in the land. The frame is empty, but if a special gong is fashioned, hung within and sounded with the proper command phrase (known only to the long-dead Celestial Emperor and his direct heirs), the army in AREA F7 beyond animates and answers the call. The army will follow the reasonable commands of he who stirs them, such as "*Defend these walls!*" or "*Engage the yuan-ti army!*" They will serve their summoner obediently (and without the need for rest) for seven days and nights, at which point they will simultaneously cease their operations and

return to their vault. They may not be reanimated without a proper offering to the Emperor's ancestors.

The plans for the gong and the command phrase are both, of course, long lost. At the DM's discretion, the search for this information could serve as the basis for a short campaign. In effect, the army and its animating device constitute an immense magical relic, if an unwieldy one. However, any ruler would be most desirous of possessing an ageless unyielding force, and would certainly be willing to pay handsomely for the secret to controlling it.

Some 30,000 gp worth of precious and semi-precious stones could be removed from this resplendent chamber, although it would take days to do so.

However, the Emperor's ancestors will be most displeased if barbarians such as the player characters seek to enter AREA F7 while the host beyond is dormant. Unless proper obeisance is made, the gilded bas-relief peels itself off from the portals, becoming a flesh-and-blood feng-huang (q.v. WANDERING MONSTERS; HP: 49) and defending the threshold. The creature will do its utmost to prevent an unauthorized intrusion, resorting to force if it must, but certainly seeking to intimidate them into retreating by invoking the majesty of the Celestial Bureaucracy!

F7. HIS CELESTIAL MAJESTY'S LEGIONS: Beyond the portals, the heroes are treated to a sight almost beyond belief. A wide ramp leads down into a vast unlit vault roughly hewn from the living stone, and row upon row of life-size terracotta statues have been placed here. The detail is incredible. Some are armed with pole arms, others with bows, and there are even some fashioned into the likeness of charioteers, complete with teams of horses. An entire army stands at attention, endlessly waiting in the gloom beneath the ruins.

2,000 figures have been placed here in tight, orderly regiments, sealed in the darkness, ready for their emperor's command. All of the figures radiate magic. None will animate of

their own accord, however, unless the magic gong is sounded and the command given (see AREA F4, above). The statues may even be struck or destroyed while inanimate, with no ill effect.

Except for their weaponry and area of function (footman, bowmen, charioteer, etc.) the terracotta forces are identical (AC: 5; MV: 9"; HD: 2+2; HP: 10 each; #ATT: by weapon; DM: by weapon; X.P. VALUE: 216). They suffer only one-half damage from edged weapons and cold-based attacks. They are immune to all mind-affecting spells, poison, petrification, and paralysis. Fire-based attacks cause full damage and cause those affected to become permanently *slowed* (as the spell) as their joints fuse together. *Invisibility* has no effect against these troops. *Stone to flesh*, *transmute rock to mud*, *move earth*, *stone shape*, and *dig* spells will utterly destroy those affected with no saving throw permitted. A *mending* spell repairs 1–4 hit points to these simulacra. The method of creating the troops has been lost, but it is probably similar to that employed to create stone guardians (q.v.), although only royalty would have the financial wherewithal to create them in large numbers.

The force consists of the following:

1,200 footmen, of whom 1,000 are armed with spears and 300 are armed with halberds

100 charioteers armed with short bows, with chariots drawn by two terracotta horses (HD: 3+3; HP: 15 each). The wheels of the chariots are outfitted with cruel spikes, enabling them to crush and grind opponents for 2–12 hit points of damage on a successful hit.

100 pikemen, armed with pikes.

200 swordsmen armed with long swords

300 archers, 200 armed with composite bows and 100 armed with light crossbows

100 mounted archers (with horses) armed with composite bows.

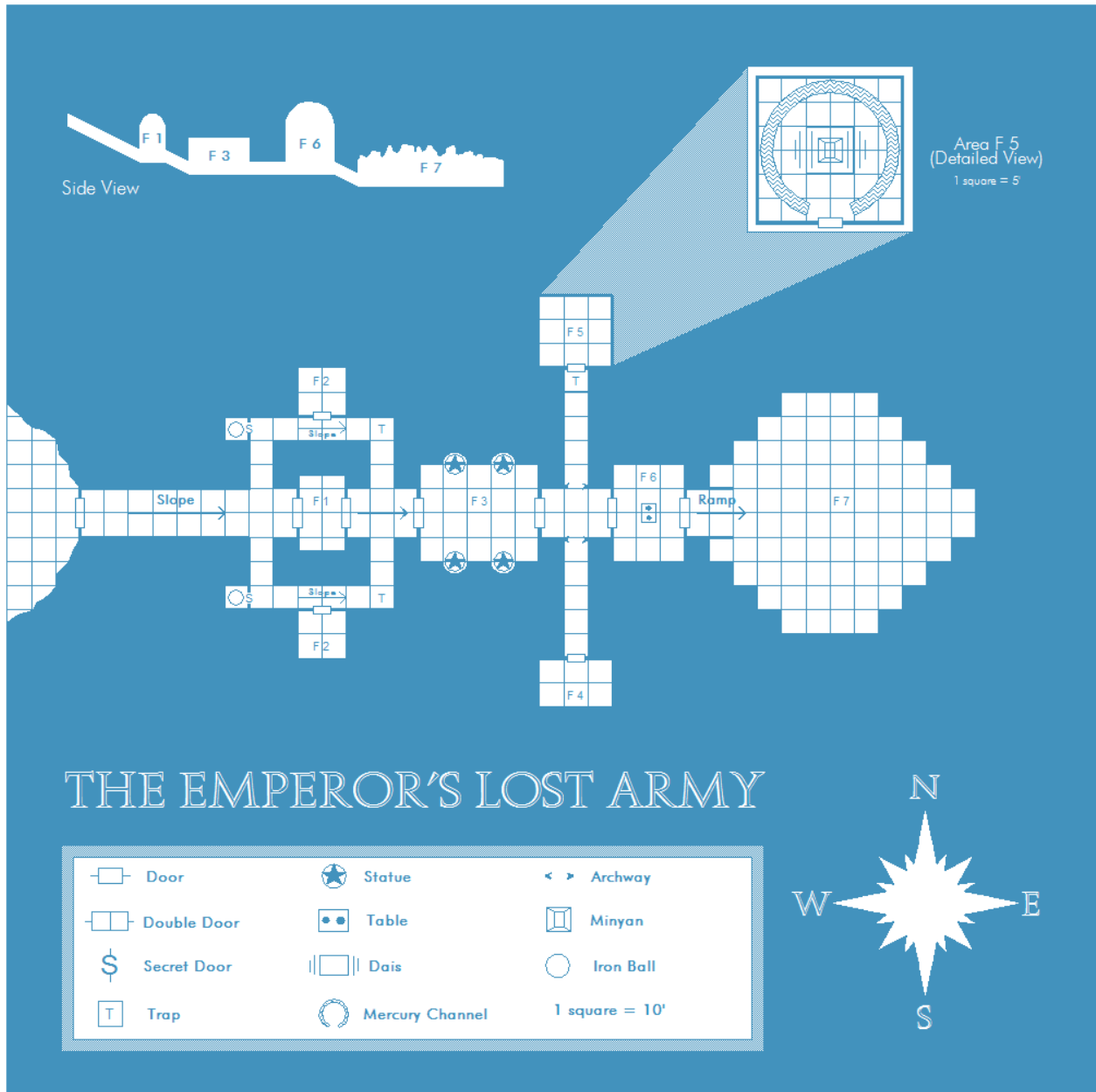
In addition, there is a mounted daimyo (general), armed with a katana (treat as a longsword, but inflicting 1–10 hit points of damage on a successful hit), and a short sword. He has two mounted attendants, each of whom can fight from the saddle with their katanas or short bows.

Lastly, there is a standard bearer (although the silk standard (depicting a crane in flight) is very nearly rotted through), nearly two dozen extra horses and even, incredibly, four pages who tend to these steeds.

The detail on the terracotta troops is impressive. The soldiers are lifelike and life sized (as are the horses); they vary in uniform and hair style according to rank. Note that the depictions of armor do not affect the actual armor class of the figures, as all are constructed from the same material. Their bronze weapons, although tarnished and pitted by time, are still functional.

Upon the sounding of the gong and the proper command, the legions simultaneously animate and muster, marching in orderly rows up the ramp and along the long hall to the surface. Appropriately commanded, they are an imposing force, tirelessly carrying out their orders without hesitation or fear, needing neither rest nor refreshment, and fighting without pity or remorse. Perhaps one day the earth will shudder beneath their tread.

HERE ENDS THE EMPEROR'S LOST ARMY



WANDERING MONSTERS

FENG-HUANG

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FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: 0
MOVE: 9"/18" (MC: B)
HIT DICE: 7+7
% IN LAIR: 10%
TREASURE TYPE: A
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-12/2-8
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 25%
INTELLIGENCE: Very
ALIGNMENT: Lawful Neutral
SIZE: L (7+' tall, 14' long, 16' wingspan)
PSIONIC ABILITY: Nil
Attack/Defense Modes: nil/nil
X.P. VALUE: 1,650 + 10/hit point

Sometimes referred to as the "Emperors of Birds," these fantastic beings inhabit the Plane of Nirvana, where they serve in the Celestial Bureaucracy, aiding in the oversight of the Animal Kingdom, especially avians. These creatures are spectacular, with a serpentine neck and tail, the body of a tortoise, and the head and wings of a great crane. Their tail culminates in plumage reminiscent of a peacock's. They are enemies of chaos and quite stern in their behavior, although they will protect their charges.

A feng-huang may attack with its large bill and by constricting with its tail. Once it successfully hits with its tail, it can continue to squeeze its victim, inflicting 2-8 hit points of damage per round automatically. The creature may divide its attacks between opponents if it so chooses.

Feng-huangs are never surprised. Each is able to cast *charm monster* once day through song, *mirror image* twice per day, and *color spray* thrice per day by use of its dazzling wings and reflective shell. The shell of a feng-huang allows it to reflect one individual-affecting spell (c.f., **ring of spell turning**) per round. Moreover, by spreading the fan of its tail plumage, the feng-huang may create a *hypnotic pattern*.

Feng-huangs can speak the language of all nonmagical creatures, including humankind. No avian creature (arakocra, giant eagle, etc.) will ever attack one.

Feng-huangs are breathtakingly beautiful creatures. Their heads and wings are a brilliant red-gold in color, their shells are prismatic, and their long necks and tails of brilliant golden sheen. The feathers of a feng-huang are worth 2,500 gp and their shell worth 5,000 gp.

LINNORM

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FREQUENCY: Rare

NO. ENCOUNTERED: 1–2

ARMOR CLASS: 3

MOVE: 12"/12"

HIT DICE: 7–9

% IN LAIR: 40%

TREASURE TYPE: H

NO. OF ATTACKS: 1 and 1

DAMAGE/ATTACK: 3–24 and 3–12

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard

INTELLIGENCE: Low

ALIGNMENT: Chaotic Evil

SIZE: L (36' long)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

X.P. VALUE: 1,075 + 8/hit point

Sometimes known as dragon worms, linnorms are an offshoot of dragonkind. In appearance, they look like massive serpents with draconic heads. They are as greedy and avaricious as their kin. Linnorms never speak, nor do they have spell-casting ability.

Linnorms attack with their bite which deals grievous damage and injects a deadly poison into their opponents (save or die). A linnorm may also constrict an opponent for 3–12 points of damage per round. If a linnorm attacks with its bit and 4 or more than the number needed in rolled on its attack dice, the victim is swallowed whole. Swallowed victims suffer 2-8 hit points of damage per round and may only strike back at the linnorm with short weapons. The inside of a linnorm is considered armor class 8.

Linnorms share the size categories (small, average, and huge) and age categories of dragons. They have excellent infravision (90'). Moreover, linnorms are deaf and are therefore unaffected by *silence 15' radius* or other spells dealing with sound. Linnorms can detect heat and vibrations, and this makes up for their lack of hearing and also enables them to detect invisible creatures and objects in the same manner as their draconic cousins.

Thrice per day, linnorms may breath a cloud of poisonous gas 3" long, 2" wide, and 1" high, that deals damage equal to the number of hit points the linnorm has (save versus breath weapon for one-half damage).

Linnorms may not be subdued. They are themselves immune to poison.

Linnorms are excellent swimmers and sometimes lair in or near large bodies of water.

Linnorms appear in a wide range of colors, from pearly white to jet black to all shades of brown, gray, and green.

RAIJU

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FREQUENCY: Very rare
NO. APPEARING: 1-4
ARMOR CLASS: 4 (-4)
MOVE: 15" (/9") (MC: A)
HIT DICE: 3+3
% IN LAIR: 10%
TREASURE TYPE:
NO. ATTACKS: 2 (1)
DAMAGE/ATTACK: 1-6/1-8 (2-8)
SPECIAL ATTACKS: Shock
SPECIAL DEFENSES: Immune to electrical attacks
MAGIC RESISTANCE: Standard
ALIGNMENT: Chaotic Neutral
INTELLIGENCE: Average
SIZE: S (4' long)
PSIONIC ABILITY: Nil
Attack/Defense Modes: nil/nil
X.P. VALUE: 255 + 4/hit point

Fabulous beasts that inhabit the sky, raijus cavort in thunderclouds and roughhouse amid the highest peaks. They rarely touch the ground, although they are sometimes summoned to act as temple guardians for solar or weather deities.

In appearance, raijus are sinuous two-legged creatures, the size of large dogs, with feline and draconic features. They are covered with a plush fur reminiscent of that of a snow leopard. A single milk-white horn adorns their foreheads. At will, they can change form into a blue-white ball of lightning and in this form can fly at the rate of 9" (additional statistics while in this form are provided in parenthesis above). While in this form, they can pass through solid materials up to 1 foot thickness of wood, 6 inches of stone, and any depth of metal.

Raiju are highly unpredictable and are best avoided. If they attack in their physical form, they use their bite and horn. While in ball lightning form, the touch of a raiju inflicts 2-8 hit points of damage, with those foes in metal armor being treated as armor class 10. In addition, in either form, they may also discharge an electric shock thrice per day. This arc of electricity has a range of 2", and opponents wearing metal armor are treated as having armor class 10. Upon a successful hit, the victim suffers 3-12 hit points of damage (save versus breath weapon for one-half damage).

Raiju are themselves immune to electrical attacks. They are intelligent and speak their own language as well as that of ki-rin and dragon horses. 25% of all raiju speak common.

The intact pelt of a raiju is worth 5,000 gp. Their luminous horns dissolve into dust when there are slain.

RUSALKA (Water Witch)

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FREQUENCY: Very Rare

NO. APPEARING: 1-3

ARMOR CLASS: 3

MOVE: 9"/18"

HIT DICE: 4+3

% IN LAIR: 70%

TREASURE TYPE: F

NO. OF ATTACKS: 1

DAMAGE/ATTACK: Special

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard

INTELLIGENCE: Average

ALIGNMENT: Chaotic Evil

SIZE: M

PSIONIC ABILITIES: Nil

Attack/Defense Modes: Nil

X.P. VALUE: 760 + 5/hp

Maidens of evil heart who drown sometimes rise from the dead as rusalka. Rusalka are undead beings that haunt the cold rivers and lakes in which they drowned. These creatures are not harmed by sunlight.

In appearance, rusalka first appear to be comely maidens, clad only in fog. Upon close inspection, however, they are cadaverous with disheveled hair and eyes that shine with evil green fire. By the time their true nature is discovered, it is usually too late. Anyone who gazes into the rusalka's eyes must save versus spells or fall under the affect of a *charm person* spell. Charmed individuals are then led under the cold water by the rusalka to drown. Drowning individuals suffer 2-20 points of damage per round. Although the damage may break the charm, the rusalka has other means of ensuring her victim's doom.

The touch of a rusalka causes a victim to save or become paralyzed for 1-4 turns. Rusalka are surprisingly strong (16 strength), and paralyzed victims will be carried off to the monster's underwater lair to drown. When a drowning victim attempts to escape, s/he must match his or his strength against that of the rusalka. There is a base 50% chance that the victim may reach the surface (and air) each round. This chance is reduced by 5% for each point of strength by which the rusalka's exceeds the victim's, and is increased by 5% for each point of strength **and 10 points of exceptional strength** by which the victim's exceeds the rusalka's. Note that paralyzed victims have no hope of escape on their own and will soon drown.

Magic weapons are needed to strike a rusalka. They are immune to mind-affecting spells, poison, paralysis, petrification, polymorph, and death magic. Once per day, a rusalka may cast *wall of fog* at 5th level of experience. Clerics may turn rusalkas as wraiths.

Females slain by a rusalka will themselves rise as rusalkas the next night, and will serve the rusalka who slew them until that rusalka is herself destroyed. Rusalkas are repulsed by holy symbols and by the herb absinth.

rhyme ... *estinallye!* The answer was obvious! It's really just a cipher that is very similar to the merchant-speak my father taught me and –"

"Quim," she stopped him in mid-sentence (Kram hated his quickname, but he knew Erret intended no insult with it). "Did any of those writings you found on the back of the map actually tell us where to go next, or what would happen when we got there?" She had asked him this many times over the last few weeks, but the answer was always the same.

"I'm sure some of this will make sense in the right context," argued Kram. "For example: here I believe these symbols mean 'the hammer will fly from the wind,'" he continued, "That clearly has references that we might use in the right environment. Remember how the followers of Ivnull often carried hammers. They would swing them together as they –"

"But you told me the symbol of Ivnull is not anywhere on that parchment," Erret interjected. *I hope this doesn't go on all day*, she thought to herself. Quim could be so long-winded. "Let's just keep climbing," she suggested. "Perhaps we'll get another clue at the top!"

"Resonant!" exclaimed Kram, almost a sackfull of beats later.

"What?" Erret was tired and her mind was drifting. They were almost at the top, and this "hill" Kram found on his precious map was more like a mountain.

"This pass! The map calls it 'respass,'" Kram announced. "It's these symbols." He pointed again to the tracings on the parchment, his tone and manner growing even more excited. "It's not 'respass' but Resonant Pass!"

"So?"

"Let me think," he responded,

"Is that a clue of some kind? 'Resonant?' Did Mull *resonate* after eating too many calph beans?" She laughed heartily at her own joke. She always did. Kram chuckled a little also, but the thought of a mad wizard with his robes up in the jakes clearly didn't tickle him

the way it did Air (she actually liked her quickname). Resonant Pass was difficult to cross on a good day. The way was often steep. Their gear was heavy, even Erret tired eventually. The flameleaf season was giving way quickly to the chill time. Her boots kept catching in the brambles of this game trail that Kram called a path. As they came over the crest and she looked up, Erret also decided that the creature blocking their way ahead didn't help at all.

"*Simh'ka dor fimtonata?*" it growled. Was that a question? The powerful looking creature had the head and body of a large lion, but it was covered in dull, weathered bronze scales like a dragon. It had wings and a tail like a wyrm as well, but much smaller. Could a creature like that fly? The dragon-kin had a clear, strong voice that seemed to echo between the nearby peaks. Perhaps that was how resonant pass got its name, not that it mattered much right now, thought Kram. He spoke many tongues. The common talk, a little of the brutish and guttural speak of lesser gobbli people, as well as some of the more beautiful and melodious dialects. He tried his mother's tongue *Sylvanta*, as well as his father's course trade speech, all to no avail.

It spoke again, even louder this time. "*Ivrrii, qeushh, woont'farni ca harii-ueshh?*" The creature was crouching lower now, the wings flexing; its long nails dragging tracks in the earth and stone.

"Come on mighty wizard," Erret coached nervously, "this thing has claws the size of my dagger and I don't think it's happy to see us." Think, think, *think!* he told himself. There were ways to gain speech, or at least understanding, using the Cant labor. The problem was he hadn't prepared any of them today. He and Erret had planned for traveling outdoors. As far as incantations would take them he had mystic armor and arrow, duplicate self, false echo, detect unseen, and the lightning cant. None would help him understand the tongues of this fantastic creature.

Its tail whipped from side to side. Was that a nervous reaction or an angry one? Kram hoped for the former. Nervousness could soon turn into anger, however, if something wasn't done quickly. He reached into a pocket of his robe. This special robe had several normal-looking pockets, yet was enchanted such that it appeared to have none until it was worn. Each magical pocket was larger than a sack on the inside. In addition, items placed within weighed only a fraction of their true tare. Kram pulled out his book of labor. It was a thick, heavy volume, but only the first score of pages were complete. This was a desperate act on his part, but in his mind he saw only two choices, fight or talk. If they didn't get to examine the obelisk up ahead, then their quest was doomed to failure.

"Make friends with it. Distract it," he cried.

"How?" she replied. The path opened up here to larger, green meadow. Erret took a few, cautious steps forward. She made a very slow gesture of carefully putting the tip of her sword in its scabbard and gently sliding it home. She lowered her shield ever so slightly, moving it to the left. She was tensed to pull it back in front of her in an instant. "Easy little guy," she crooned, "who's my nice golden scaly pal, huh?" She gave the lion-dragon-thing her best false smile. In her heart she felt a melee was unavoidable, but she would try as Quim asked.

The beast looked her over from gorget to greaves, and then it spoke again, practically roaring. "*Offm na'ker div ut. Slor tufum'na sliv'ut?*" It suddenly occurred to her that the obelisk was starting to glow. Was the ground vibrating now also? She almost dropped her shield, though, when she heard Kram say something back to it!

"*Lus'tlil pa do nnoo til. Amfla dvoos a choo fil?*" He called. She didn't move. She didn't turn. She just stood there, trying to look friendly, while the two conversed for what seemed like eternity. In reality it was probably only a couple handfuls of beats that had passed before Kram stepped up beside her.

"Air, we have to answer a question and then we can examine the obelisk all we want."

"What question? How come you can speak to it now?" she demanded.

"I had to use the labor out of my book. That page is ruined now, and I've only got an arm-length of beats left before my cant runs dry. Now listen, please!" he implored her. "What is black when you start, red when you use it, and grey when you're done?"

"Kram, this really isn't the place for your –"

"Not me, her!" said Kram, growing exasperated.

"Her? You mean ... this?" She gestured toward the creature, a perplexed look on her face.

"That's right, she's a she, some type of dragon-kin, and unless we can answer her question she says we are enemies of Mull. Very soon I'll lose the ability to speak with her, so come on! Think!"

"Hmmm . . .," she thought, "Red when you use it ... my sword blade is red in battle. It's a kind of silver-grey now."

"What about the 'black when you start' line?" asked Kram, musing over her train of thought.

"Well," she continued, "The mineral ore is a very dark color when it's mined. Perhaps the answer is a sword!" She grew excited at this, wondering if it could be that simple.

"Well," countered Kram, "The fur of an antcatcher is black while it's alive, then gray after it's cured. The red could be the blood ... I don't know. That doesn't seem to fit exactly." He looked behind them. "Where is Elub?" he murmured.

No other inspired thoughts came to either of them. Time was running out. Finally Kram took out the statue of the sphinx from Mull's chamber and held it out in front of him. "Okay. Slowly now ... take out your sword." The creature grew noticeably more alert as Erret did so.

"*Tunii na'do dorrinfel*," Kram intoned, pointing at Erret's sword as he did so. The labor that granted him speech was fading quickly and it seemed possible that a sword could be the riddle's answer. Erret had no idea what was going on.

The creature didn't move, at first. Then it moved very quickly, rearing up on its hind legs, wings spreading, its jaws opening wide. Clearly that was not the correct answer.

She didn't need a monogrammed invitation. Erret swung, her sword biting deep into the beast as it gave out a terrifying roar. Even under normal conditions the roar would have been deafening, but it seemed to echo and resonate through the peaks in this area.

"The magic of the Obelisk!" Erret heard Kram start to yell something to her. She glanced over at him quickly. She could see his mouth still moving, but now the world was silent.

The beast was preparing to counter attack, and behind it the strange obelisk was glowing brighter now. All she could hear was the terrifying silence in her ears. The pain in her head was like nails through her skull. She stole a glance back at Kram. He was on his knees, hands over his ears, eyes closed. Disoriented, she tried to block the creatures' strike. Her shield took some of the force of the first blow, but the second set of claws found their purchase in her side where the metal of the breast plate was weak. She ducked her head, her helmet saving her from decapitation, but she took a bad wound in the shoulder just the same. This wasn't going well. What to do? They couldn't run away in time. Kram was up on his knees now, waving his arms, trying to work his cant. Whatever he was planning, though, his labor looked like failure. She set her shield firmly against her arm. If this was the end, then so be it! The great dragon-like beast attacked again, first claws, then fangs. Ignoring her own new wounds she struck the beast again. She saw the jaws open and close but could not hear any sound. The pain in her head seemed to intensify. She fought off a wave of dizziness and stood in front of Kram. She was determined to give him time to

work a labor, or perhaps just to get himself behind some cover. She would meet this creature blow for blow; the warrior's code demanded no less! Grommel take the stupid beast's riddle. The claws were coming toward her now, and her sword was swinging in an arc toward it. She thought she was watching it all in slow motion, as the creature suddenly arched its back and seemed to stop! It writhed in place for a split second, and then fell to the ground, dead! Elub was sitting on its back, his hands wrapped around the hilt of his sword. His blade was buried deep inside their now motionless foe, and he had a huge grin on his face. They had found Stormshadow at last!

II

Stormshadow moved with quiet grace through the worked stone hallway. It had been his keen insight that spotted the secret door in the stone wall outside the obelisk. Now, fifty feet down an ancient spiral stair, he was eager to see what lay hidden here all this time. There must be riches indeed to be guarded by such a wondrous beast. If this really was a lair of Mull, then perhaps there was a bar here also; he could use a bumper of skaw right now. He was in his element. Stone was his ancestor's heritage, and he knew all the tricks and twists to its construction. He stopped. Those stones in the floor ahead were weak. As far as he could tell the hall was empty, save for the pit trap in front of him.

"Kram, Air. Come up here. It's a pit."

They advanced, Erret coming to stand by him. "No problem," she said. "I'll pick you up and toss you ov- "

"Not on your life," he cried, "Nobody picks, tosses, or does anything to -"

"Hold it you two," said Kram. "Let's approach this logically. We really don't know what we're looking for after all. Mull's diaries could be here as well as anywhere else."

"What do they even look like?" asked Elub, his voice doubtful. "I'm beginning to think

that bard was spinning a yarn when he was singing for his supper."

"We found Mull's tower, didn't we? The map led us to the obelisk, right? Now let's just slow down and think a little. Air, are you sure you're all right?" She was holding her side again.

"You don't suppose that thing's claws were poison, do you? It hurts."

Kram didn't know what to say. His work was the labor of the cant. He knew little of the healing art. He fervently wished they knew someone who did. They had spent week upon week back in Etchfield spending silver they couldn't afford on an extended rest in the inn. Then there was the journey to Stillwater, and yet more time spent while Erret worked with a battle master. He noticed she spent more time in training with the mace than before. Usually it was primarily sword work. She carried a mace now on her harness. Seemed like a silly extra weight, but what did Kram know about it? He didn't teach her the labor, and she didn't try to teach him the way of the warrior. He pulled himself out of his reverie. "Air, use my staff and try to push the pit open. Elub, ready your crossbow. I'll hold the light."

"It's Stormshadow," Elub muttered under his breath. "Stormshadow!" he said louder."

"All right. Stormshadow." The plan worked. The pit opened, and the blue light from the crystal ball Kram carried showed it was about 10' wide and about 15' deep.

The bottom of the pit had a dozen or more long wicked spikes set into it. There were also the skeletal remains of a figure in old, rusted armor at the bottom. Elub climbed down to examine it. "Kram," he called back up, "Can you bring that light down here? There is something curious about this."

Erret held the rope while Kram awkwardly slid down. He tried to be careful, but he lacked the skills of Stormshadow. He burned his hands a bit, but avoided landing on the spikes. The helm looked brand new, yet all the other

gear was rusted and rotted away. Kram gently picked it up and examined it. It was a heavy great-helm, yet it seemed to weigh very little. A trident symbol was engraved into the top. The dead warriors' crest, no doubt.

"You're in luck Air," he called, "We seem to have found a nice helm for you." "Oh yeah?" she retorted skeptically. "It didn't help him very much."

"Do you see anything else?" Kram asked of Stormshadow.

"No," he replied, "If there were other items they must have rotted away by now." Kram murmured to himself.

Stormshadow scaled the wall on the opposite side and climbed out of the pit. He took several iron spikes and a small hammer from his pack and began to pound them securely into the floor. After that was done, Erret took off her helmet, shield and breast plate. One at a time she tossed them over to Elub. She then tied the rope around her waist, and with Elub holding the other end (also secured to the iron spikes) she took a short run and jumped over the pit. She just managed to get hold of the opposite ledge with both hands. Elub had taken up the slack, and with his help she pulled herself up over the other side.

Kram waited a few minutes while she put her armor back on. The new helm fit perfectly, but one never knew what the true purpose of an enchantment might be. When it was his turn Kram fastened the rope around himself. As he carefully walked around the spikes to the wall, however, he heard a faint "click" as he stepped on a stone. Suddenly, a shower of small stones seemed to rain down on him from the ceiling high above, and they all felt a vibration like an earthquake.

"Hurry!" yelled Kram, "Pull me up! Quick!"

Erret and Elub worked together as they pulled Kram out of the pit. Several larger pieces of ceiling had fallen along the way, hitting Kram. "Please hurry," he shouted. "I think the ceiling is coming down!" They just pulled him over the rim of the pit to relative safety, as a huge

column of stone dropped from the ceiling. It went down into the pit far enough to block it, and the remaining height and width blocked the rest of the passage, trapping the three in the complex.

They coughed and choked on the dust, pulling and helping each other away from the rock fall as best they could. "Kram, use the light," called Erret.

"I can't," he replied. "It slipped out of my hand while I was climbing. It's at the bottom of that pit now." He didn't need a magic light to know the truth of their situation.

III

They followed the hallway. There was no other way to go. The three stumbled along in the dark, following Stormshadow. "This passage is sloping down," he called back to them. "Wherever we are, we're going deeper. Neither Kram nor Erret questioned him. Such knowledge was the legacy of his people. The hall turned left, then abruptly opened into a large, square room, with stairs leading down into it from the hall. There were ancient torches in iron sconces at the entrance. Kram spoke a word and snapped two fingers together. The closest torch took fire. He took it down and lit the opposite torch, and then the three of them crouched to survey the room more carefully. There were five stone steps that led down into a lower chamber, about twenty feet high from floor to ceiling. The room looked square, but much of it was still hidden in darkness and shadow. "It's empty," noted Elub, "I checked before you lit the torch."

"Empty as far as darksight shows," Kram answered, "I saw that also."

Elub pronounced the steps safe of traps and the three of them descended into the room; Kram and Stormshadow with torches, Erret with sword and shield at the ready. As they spread out it became clear the room was about forty feet square. It was empty except for a trio of identical doors set into the far wall.

Three doors set in the wall, thought Stormshadow. How classic. When will they ever learn? "It's the door in the middle," he announced calmly.

"How can you know that?" queried Erret.

"It's always the door in the middle. The right hand door conceals a terrible creature that will kill us. The door on the left is false and some awful trap will hit us," he intoned in a bored voice. "When will these mad wizards do something new or different?"

"Wait a bit," called Kram. "Which way is West? Remember the riddle? 'To the West lies the answer.'"

"Just how short do I look to you?" asked Elub.

"What?"

"What do I look like, a gnome? My folk are great miners, but I can't tell direction down here.

"Sorry."

"No offense."

"Well," continued Kram, "I suggest we open the door on the left. If we were looking at a map, then left would be West. What do you think, Air?" She was idly swinging her sword in arcs in front of her.

"Beats me," she replied, "I just want to kill something!"

Elub and Kram debated a bit, but ultimately Kram won. "Don't think pointing to that map is going to win me over every time," mumbled Elub, grudgingly checking the door over. "It looks fine to me." He pulled the door open without another word. Inside was an empty ten by ten room. As they watched however, different colors of smoke appeared out of thin air, swirling around and about one another. Red, Purple, Yellow, Green, and then coalesced into a living creature; an electric ooze!

It flowed at once out of the room, thin blue-white lines of lightning crackling out of it, arcing around the room. The energy seemed

to race straight towards Erret, but the magic of her shield caused it to flow around her harmlessly. Kram lost no time invoking the cant labor. He moved his arms quickly, intoning the eldritch words. He focused his mind on the shapes and colors as old Orneer had drilled into him day after day. With enough study it became second nature. This phrase called for the image of a cone, and that one for a sphere. Slowly draw them both together in your mind and let the colors merge. Ochre and Moss blend together, then the nightshade Purple takes over, starting to gain a force of its own.

"Arrow," he whispered. He felt the energy ripple out of him and into the room. Elub and Erret barely heard the word spoken. Three glowing arrows of light appeared in front of Kram, each speeding to the target as if fired from a powerful bow. The magic missiles struck their target unerringly. Elub reacted quickly as well. An enchanted bolt from his crossbow finished the creature, which seemed to dissipate into thin air after expiring.

"Awww," cried Erret, "You killed it before I got a blow in!" Kram, for one, wasn't complaining.

"I'm opening the middle door next," called Erret, "Whatever is in here is mine!" She pulled on the portal without another word, and it also swung quickly open. Once again a ten by ten room waited beyond, and once again a colorful array of smoke appeared from nowhere and swirled around inside. "At last!" she cried, her sword at the ready. To their surprise, however, the smoke coalesced into the head and shoulders of a woman. Her eyes were blank, but her lips began to move. Loudly, the magic mouth of the vision intoned:

If you carry Mull's token
Our reed kin undo
No spell now can save you
No sword blade win true

"More riddles," groaned Erret, "Come and have a go if you think you're hard enough!" she cried at the mist. The only reply was the

fading of the woman's image, back to swirling smoke, and then the smoke disappearing as well.

"I'm sure this will help," Kram said, pulling out the map from Mull's chamber and quickly writing it out on the back. "If we read it all together it goes like this: To the West lies the answer. The question is clear. Start from the beginning. Face to face brings you near. If you carry Mull's token. Our reed kin undo. No spell now can save you. No sword blade win true."

"What do you think it means?" asked Elub, looking over Kram's writing.

"I've no idea just now." He replied, "Terrible grammar, though. "Are you sure that's right?" asked Elub, pointing to the sixth line. "Our reed can undo?"

Kram replied thoughtfully. "It would have been so much easier if this one had been written out too."

Three doors set in the wall, thought Stormshadow. How classic. When will they ever learn?

"It's the door on the right," he announced calmly.

"Oh?" quipped Erret.

"It's always the door on the right." He continued. "The left door conceals a terrible creature that will kill us. The door in the middle is false and some stupid trick or trap will hit us," he intoned in a bored voice. "When will these mad wizards do something new or different?" he asked, to no one in particular. Stormshadow moved near the right hand door. As he crept along he fairly skipped over a stone that looked like a trigger.

"How original" he breathed, *sotto voce*. He saw the door lock mechanism. Easy, he thought. A simple, mechanical lock mechanism. When would these people learn? This was classic. With pressure from a small tool he carried the lock clicked open with a soft sound. He didn't notice the needle until it was too late. There was another faint *click*. He

felt a sharp pain, then became slightly dizzy. He had a feeling that this had all happened to him once before.

"Not again!" he cried. In a rage he pulled the door open. To his surprise, bright, golden light spilled out, filling the area. The poison was working its way through him quickly. Blackness of a now familiar kind overtook him as he fell. "Stupid wizards ..."

Epilogue

"Dan, I'm sorry," David said, "but a one is a one. Stormshadow is dead." He didn't like this part of the game, but he was determined to play it by the book.

"But I'm a Dwarf, for crying out loud," complained Dan/Elub/Stormshadow.

"Look, you rolled a one. You failed your save. The needle trap was a very deadly poison. Mark, Terrie, do either of your characters have any way to raise dead? Maybe a potion of neutralize poison wouldn't be too late yet?" They both flipped their character sheets over from front to back, looking for items they knew weren't there.

"I use the warrior's resuscitate" called Terrie.

"Come on," Dave replied, "there's no such thing."

"I cast my spell of thief restoring," joked Mark/Kram.

Dan sighed. "Look," said Dave "you can roll up a new character, but Stormshadow is dead."

"OK," said Dan resignedly.

"Say Dan," called Terrie. "What did you mean when Stormshadow cried out 'not again?'"

"Oh," he stammered, "err, nothing. So tell us," he called to Dave, rather quickly, "What is black when you start, red when you use it, and grey when you're done?"

"Coal," replied Dave, a look of amusement on his face. "It's red when it burns, and grey when it turns to ash!"

The players groaned. "I ruined my language spell for that?"

"There were clues all over Mull's chamber," Dave continued, "You failed your WIS checks, and since neither of you specifically told me that you ..."

"OK, OK! We get it. Oh well . . ."

"So what finally happens," implored Mark/Kram. "Stormshadow pulled that last door open, right?"

Once again Dave began to intone in his favorite mysterious DM voice. "The room is suddenly bathed in a blinding, golden light. Each of you make a saving throw."

The dice rolled and clicked on the table, auguries of their characters fates. "Sixteen," called Mark/Kram in triumph.

"Twenty," called Terrie/Erret, grinning.

"Ok. You both saved," called Dave, "so all of your weapons and gear teleport with you. Well, it's late. Let's pick up here next time."

Mark and Terrie looked at each other, then back at Dave. "Teleport?"

"By the way Dan," asked Terrie as they packed their books and dice away for the night, "How was the game last week in Syracuse with your cousin?"

"Oh," Dan replied, "Stormshadow did some thieving in the city. It was nothing special. Kind of boring really."

"Find any treasure? Any magic?" asked Mark excitedly.

"No," replied Dan. "My thief was on the roof top trying to break into a rich, evil wizard's house, but I couldn't get in. We just agreed to end the game for the night after a while."

Leomund's Wondrous Rings

© Lenard Lakofka

Leomund's rings have the following properties in common:

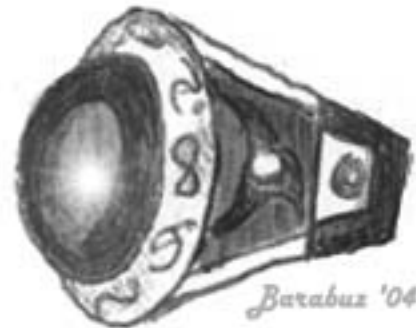
1. They appear as very ordinary cheap jewelry of bronze, brass, copper, iron or even tin. They appear to be unadorned and of mediocre craftsmanship.
2. They have the property of *magic displacement*. When a spell or spell-like ability is directed at the ring (whether worn or not), the ring will displace the spell effect from 2 to 20 feet away. Thus, some spells will not affect the wearer while those with broad areas of effect will still affect the ring (or its wearer). The spell effect will move in one of ten directions as determined by the DM's roll on the following table:

D10 Roll	Direction
1.	North
2.	Northeast
3.	East
4.	Southeast
5.	South
6.	Southwest
7.	West
8.	Northwest
9.	Up
10.	Down

There is no displacement for spells with a range of touch.

Example: *Detect magic* would reveal magic radiating from a place 2 to 20 feet away. This could easily cause the spellcaster to believe that something non-magical is magic or it could yield a positive result to radiate from empty space.

A *fireball* would displace 2 to 20 feet. The ring and its wearer would still be in the spell's blast radius, but other things might be hit that the spellcaster was not targeting.



A *lightning bolt* could easily miss altogether.

The DM must always consider the ring-wearer first before determining how the spell affects those within the spell's area of effect.

Note that the spell cannot be displaced beyond a barrier, such as a wall.

3. Each ring has one minor drawback. The power is always at a minimum of 4th level spell with respect to area of effect, etc. It is never a directly offensive power, such as *fireball*, *ice storm*, *wall of fire*, etc.

The drawback is a minor problem that a living creature in some manner, such as annoying felines, attracting insects, causing nearby figures to itch, causing someone nearby to have a buzzing in their ears, etc.

4. Each ring has one major power. Examples of such rings are provided below; the DM is encouraged to create others.

Leomund's Ring of Calling

The wearer can present the ring to someone else. The presenter may then call the ring back to him/herself at will (provided that the ring remains on the same plane of existence of the presenter) together with the current wearer of the ring. This power cannot be used again until the ring is presented to someone else. A wearer of the ring may only bring along up to 2000 gp weight of equipment and items when called back.

Possessions above this limit are simply left behind. Living things will *not* be brought along. Therefore, a wearer should use caution with respect to familiars, etc. If the presenter dies, the ring wearer becomes a potential presenter.

Leomund's Ring of Protection

The wearer's saving throw against one form of attack is never worse than 3. Each such ring is specific for one type of protection:

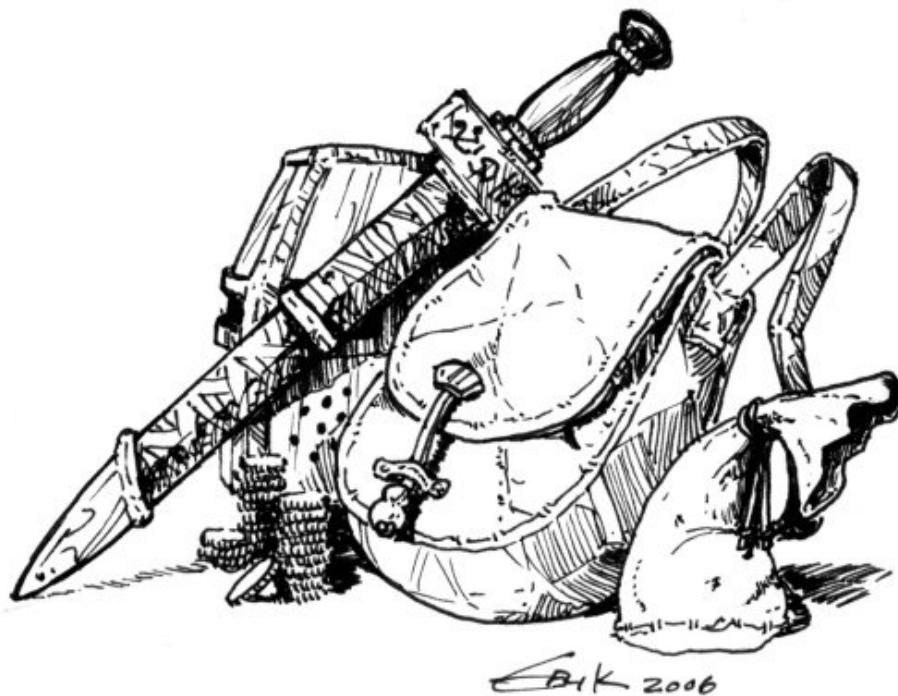
D10 Roll	Protection Type
1.	Death
2.	Paralysis (including <i>hold</i> spells)
3.	Magical missiles (including spears, arrows, bolts, etc.)
4.	Poison
5.	Breath weapons
6.	Gaze attacks
7.	Petrification
8.	Cold
9.	Fire
10.	Lightning

Leomund's Ring of Communication

The wearer may touch a willing figure and then communicate with that figure via two way telepathy for up to 96 hours across any distance but only for a total of thirty minutes. The communication can start and stop but every 'start' eats up five minutes of the thirty grand total, even if the communication is only a segment or two. The ring wearer must instigate the communication in all cases. Magical barriers will block the contact, as will one of the two beings traveling to another plane of existence during the duration of the telepathy.

Leomund's Ring of Movement

Any form of locomotion available to the wearer will be enhanced by a factor of 50%. For example, the wearer's normal movement of 12" would be increased to 18" as long as the ring is worn. This function affects running, flying, swimming, etc. It further enhances the power of another magic item that affects movement, such as *boots of speed*, *rings of swimming*, *wings of flying*, etc.



Taking the Mystery out of the Orient

Updates and errata for Oriental Adventures

by Gary G. Stevens

From the Author: *Oriental Adventures* was published while I was in college, working on a degree in East Asian Studies with a minor in Mandarin Chinese. The book was a great delight to me. The campaign I was DMing at the time soon turned its eyes to the Far East and new adventures in Kara-Tur. Many of the corrections and house rules presented here were a result of that campaign.

“Do sohei actually gain high level spells? If they do gain high level spells, at what levels?”
“When does my yakuza gain another proficiency slot?” You may have also wondered how many experience points that *biwa of calm* is worth, or even its gold piece (or tael) value. For those of you who have tried your hands at the 1st edition *Oriental Adventures*, you probably noticed the inconsistencies between it, the *Player’s Handbook* and *Unearthed Arcana* and asked yourself (or heard others ask) these very same questions.

There are certainly missing bits of information and gaps in the rules, but, as a whole, *Oriental Adventures* does what it intended to do: bring the flavor of the orient to AD&D. Hopefully, by providing some answers to these questions, I will be able to fill in some of those gaps and once again spark an interest in *Oriental Adventures*. While all these issues cannot be addressed in a single article, I’ll concentrate on the foundation of the game: the characters and classes.

Experience Points

First, let me begin by suggesting that you eliminate all the experience point restrictions imposed on any of the character classes. These penalties can surely be replaced with good role-playing rather than by force of game mechanics. If there is a need to reward or penalize a player character for non-class related behavior, the honor system presented in the rules works wonderfully to accomplish this goal. Allow a barbarian to gain experience points in a party with wu jen and spirit folk – nothing says he has to like it. But given time (level advancement); he’ll learn to accept wu jen and spirit folk as a fact

of life outside his clan. Playing samurai and ninja as “rogue” characters without ties to lord or family can add a lot of spice to the two classes and is really no more difficult to manage. Anyone who has seen Ogami Itto in the Japanese “Lone Wolf and Cub” movies will surely enjoy playing such a rogue character. Shukenja and sohei will quickly fall behind others in their party unless you can supplement experience points for these two classes. While a group may be able to survive without a sohei, one without the healing powers of the shukenja will certainly not survive long – that is, of course, if the shukenja has any left after healing every NPC he finds just to keep pace with the other characters.

Ability Scores

The various tables needed for ability scores are present throughout the sourcebook. Scattered though they may be, pertinent information from the tables is at least presented within the class description to which it most likely pertains. For ability scores above 19 (20 for Strength), refer to the *Monster Manual II* introduction (or the 2nd edition *Player’s Handbook*) with these additions for Wisdom and Charisma. Note: ability scores do not progress beyond 25.

19+ Wisdom: Magical Defense Adjustments do not advance beyond +4. At 19 Wisdom, characters are immune to 1st level spells that attack the mind (*cause fear, charm person, friends, etc.*). At 20 Wisdom, immunities include 2nd level spells that attack the mind (*forget, hold person, etc.*); 21 Wisdom, 3rd level spells that attack the mind; 22 Wisdom, 4th level; and so on. For bonus spells, do not use the table presented for 2nd Edition. It contains

errors, which at some levels, may cause the number of 4th level spells to become greater than 3rd level. The table below has a more gradual bonus increase, and should pose no problems.

Table: Bonus Spells by Level

Ability Score	Bonus Spells per Spell Level						
	1	2	3	4	5	6	7
13	1						
14	2						
15	2	1					
16	2	2					
17	2	2	1				
18	2	2	1	1			
19	3	2	2	1			
20	3	3	2	2			
21	3	3	3	2	1		
22	3	3	3	3	2		
23	3	3	3	3	3	1	
24	3	3	3	3	3	2	1
25	3	3	3	3	3	3	2

19+ Charisma: For each one point increase in the Charisma score, make the following adjustments: increases the Number of Henchmen by +5, Base Loyalty increases by +10%, and Reaction increases by +5%.

Strength: The 19 Strength limit for korobokuru, while it may be hard to swallow with their lesser physique as compared to dwarves, is reinforced throughout the rules. Other than a question of accuracy in game terms, it remains unchanged. However, Strength limits for the hengeyokai and spirit folk were omitted and the following is suggested for those two races entering any of the fighter (cavalier) sub-classes. On page 7 (Table 1: Strength) add 18/50 for spirit folk and 18/75 for hengeyokai.

Generation of Ability Scores: Similar to the method presented in *Unearthed Arcana*, Method V may be used to generate ability scores for human (only) player characters once a class has been chosen. To use the chart, simply roll 1d6 as indicated for each ability score.

Method V:

	Str	Int	Wis	Dex	Con	Cha	Com
Barbarian	9	3	5	7	8	6	4
Bushi	9	3	5	7	8	6	4
Kensai	7	5	8	9	6	4	3
Monk	7	5	9	8	6	4	3
Ninja*	6	8	4	9	5	7	3
Samurai	9	8	6	3	7	5	3
Shukenja	7	4	9	5	8	6	3
Sohei	9	5	8	6	7	4	3
Wu Jen	5	9	7	8	6	3	4
Yakuza	6	7	3	8	5	9	4

* See ninja options below. Otherwise roll as indicated for the primary class.

Character Races

Unlike the *Player's Handbook* and *Unearthed Arcana*, character races in *Oriental Adventures* possess no multi-class capability and gain no enhanced level limits for above-average ability scores. Given the options available to occidental races, level

advancement similar to that presented in *Unearthed Arcana* would seem suitable to those races of Kara-Tur. The following sub-tables should supplement Table 9: Character Class Limits, on page 11.

The column for Ability Score pertains to the ability most associated with the class in question. For barbarians, bushi, kensai, and samurai, the score refers to Strength; for shukenja, Wisdom; for wu jen, Intelligence; for yakuza, Dexterity. Other abilities may also impact the level limits and are noted when they apply. Results for multiple ability requirements are cumulative. That is, a character must satisfy all the ability score requirements of lower levels before progressing higher.

Table 9a: Korobokuru

Ability Score	Barbarian	Bushi	Samurai
15	10	U	6
16	10	U	6
17	10	U	6
18	11 ¹	U	6
18/50	11 ¹	U	6
18/75	11 ¹	U	6
18/90	11 ¹	U	6
18/99	11 ¹	U	6
18/00	11 ¹	U	6
19	12 ²	U	7 ⁵
20	13 ³	U	7 ⁵
21	15 ⁴	U	7 ⁵

Ability Score	Wu Jen	Yakuza
15	7	10
16	7	10
17	8	10
18	8	11 ⁶
19	9	11 ⁶
20	9	11 ⁶
21	9	11 ⁶

- 1: Dexterity and Constitution of 16 also required.
- 2: Dexterity or Constitution of 17 also required.
- 3: Dexterity or Constitution of 18 also required. If either Dexterity or Constitution is 19, the character can attain 14th level.
- 4: Dexterity and Constitution of 19 also required.
- 5: Intelligence 15, Wisdom 15, and Constitution 15 also required. If Intelligence is 16 or higher, character can attain 8th level.
- 6: Intelligence and Charisma of 16 also required. If Charisma is 17, the character can attain 12th level.

Table 9b: Hengeyokai

Ability Score	Bushi	Kensai
15	U	6
16	U	6
17	U	7 ¹
18	U	7 ¹
18/50	U	8 ²
18/75	U	8 ²
18/90	U	9 ³
18/99	U	9 ³
18/00	U	9 ³
19	U	11
20	U	11
21	U	11

Ability Score	Shukenja	Wu Jen
15	8	9
16	8	10
17	9	11
18	10	12
19	11 ³	13
20	11 ³	14
21	12 ⁴	15

- 1: Wisdom 15 and Dexterity 15 also required.
- 2: Wisdom 15 and Dexterity 16 also required. If both Wisdom and Dexterity are above 17, the character can attain 10th level.
- 3: Constitution 15 also required.
- 4: Strength 15 and Constitution 18 also required.

Table 9c: Spirit Folk

Ability Score	Bushi	Kensai
15	U	9
16	U	9
17	U	10
18	U	10
18/50	U	10
18/75	U	11
18/90	U	11
18/99	U	12 ¹
18/00	U	12 ¹
19	U	13 ²
20	U	13 ²
21	U	14 ³

Ability Score	Monk	Samurai
15	17	12
16	17	13
17	17	14
18	17	15
18/50		15 ⁴
18/75		15 ⁴
18/90		16 ⁵
18/99		16 ⁵
18/00		16 ⁵
19	17	17 ⁶
20	17	17 ⁶
21	17	17 ⁶

1: Wisdom 16 and Dexterity 16 also required.

2: Wisdom 17 and Dexterity 17 also required.

3: Wisdom or Dexterity of 18 also required.

4: Intelligence 15, Wisdom 15 and Constitution 17 also required.

5: Intelligence 17, Wisdom 17 and Constitution 17 also required.

6: Intelligence, Wisdom, or Constitution of 19 required. If two of these abilities are both 19, the character can attain 18th level.

Starting Hit Points

First level characters begin by rolling for their starting hit points normally. If the die (dice) roll is less than the amount shown below, characters begin play with the minimum as indicated on the table for their class. To this add (or subtract) any modifiers for Constitution. As an optional rule, the DM may permit all 1st level player characters to begin the game with the maximum number of hit points allowed by their class, as modified by any Constitution modifiers.

Table: Minimum Hit Points by Class

Class of Character	Minimum Hit Points
Barbarian	7
Bushi	6
Kensai	6
Monk	5
Ninja*	4
Samurai	6
Shukenja	4
Sohei	6
Wu Jen	4
Yakuza	4

* See ninja options below. Otherwise roll as indicated for the primary class

Character Age/Height/Weight

Starting age for 1st level characters can be determined through the following table. Players may choose their character's age (within the ranges allowed) or may roll randomly. The *Dungeon Master's Guide*, pages 12-13, provides greater detail on character age and aging effects.

Table: Character Starting Age

Class of Character	Human	Korobokuru
Barbarian	14+1d4	22+1d4
Bushi	15+1d4	22+2d4
Kensai	20+1d4	
Monk	21+1d4	
Ninja*	+1d4	
Samurai	18+1d4	35+3d4
Shukenja	18+1d4	
Sohei	17+1d4	
Wu Jen	24+2d8	25+3d4
Yakuza	18+1d4	22+1d4

Class of Character	Hengeyokai	Spirit Folk
Bushi	25+1d4	30+1d4
Kensai	27+2d4	35+3d4
Monk		35+1d4
Samurai		35+2d4
Shukenja	25+2d4	
Wu Jen	30+1d4	

* See ninja options below. Otherwise roll as indicated for the primary class and add 1d4.

Table: Age Categories

Race	Human	Korobokuru
Young Adult	14-20	22-46
Mature	21-40	47-73
Middle Aged	41-60	74-100
Old	61-90	101-126
Venerable	91-120	127-160

Race	Hengeyokai	Spirit Folk
Young Adult	25-51	30-60
Mature	52-78	61-95
Middle Aged	79-105	96-126
Old	106-131	127-160
Venerable	132-170	161-200

Table: Height and Weight

Race	Base Height	Addl. Inches
Human	60"	2d10
Korobokuru	42"	1d12
Hengeyokai	60"	2d6
Spirit Folk	55"	1d10

Race	Base Weight	Addl. Pounds
Human	140 lb.	6d10
Korobokuru	75 lb.	1d10
Hengeyokai	110 lb.	3d12
Spirit Folk	90 lb.	3d10

Modifiers to Thief (Thief-Acrobat) Skills

Oriental Adventures does not provide adjustments to related thief and thief-acrobat skills beyond the Dexterity modifiers in Table 23 (OA, page 19) under the ninja class. Although it was published in the same year as *Unearthed Arcana*, *Unearthed Arcana* provided more information by incorporating modifiers for Strength and armor, especially to the thief-acrobat skills shared by the ninja, such as: *tightrope walking*, *pole vaulting*, and *falling*. Also missing was the possibility of racial adjustments for OA characters.

Thief-acrobat Tables II, III, and IV, on page 25 of *Unearthed Arcana*, should be used to complement other modifiers to the ninja class and possibly the barbarian (see below). In addition, modifiers for non-human characters are included here. Armor adjustments exist on page 22 in *Unearthed Arcana*, with the exception of leather scale and chain mail. Should you allow it in your campaign, *Dragon* magazine issue #103 contained additional penalties to thieving skills for those characters wearing armor greater than that normally allowed to thieves and their sub-classes.

Table: Thief Adjustments By Race

Skill	Korobokuru	Hengeyokai	Spirit Folk
Pick Pockets	-5%	+10%	+5%
Open Locks	-5%	--	--
Find/Remove Traps	-	--	--
Move Silently	+10%	--	+10%
Hide in Shadows	+5%	--	+10%
Hear Noise	+5%	--	--
Climb Walls	-5%	--	--
Running Broad Jump	-1'	--	--
Standing Broad Jump	-2'	--	--

Table: Thief Adjustments Due To Armor

Skill	Leather Scale	Chain Mail
Pick Pockets	-35%	-70%
Open Locks	-15%	-55%
Find/Remove Traps	-15%	-55%
Move Silently	-25%	-60%
Hide in Shadows	-25%	-60%
Hear Noise	-15%	-55%
Climb Walls	-35%	-70%

As an option, all the modifiers discussed can apply not only to monk, ninja, and yakuza characters, but to a barbarian's *climb cliffs and trees (climb walls)*, *hide in natural surroundings (hide in shadows)*, and *leaping and springing (broad jumping)*; as well as the bushi's ability to cut purse strings (*pick pockets*).

Martial Arts and Armor

Oriental Adventures offers no ruling on whether a character clad in armor can utilize any martial arts skills he may have. Martial arts as a whole were created with the

unarmored individual in mind and not for the samurai dressed in full o-yori. While oriental armors were constructed to be flexible and light in weight, clearly a character wearing fairly or bulky armor would have trouble properly executing a *back kick* or *flying kick*. However, one could argue that special maneuvers such as the *concentrated push* or *pain touch* would suffer little from armor worn. A compromise to the debate would be the inclusion of penalties on attack rolls to armor-protected martial artists. Without restricting players too much, allow the character his AC based on armor worn (excluding shield bonuses). He retains the number of attacks and damage as indicated by his particular martial arts style. To his attack, penalize the "to hit" roll based on the amount of protection provided by his armor. For example, metal scale armor reduces a character's AC by -4 (from AC10 to AC6). Use this bonus in protection (-4) as a penalty to the character's "to hit" score. Penalties for piece armor would be calculated in the same manner, with the effects being cumulative.

Proficiencies

Errata: (page 51, Table 56: Character Proficiencies) Add entries for the monk and yakuza classes.

Class of Character	Monk	Yakuza
Initial # of Prof.	5	3
Addl. Proficiency per Level	1/2	1/4
Non-proficiency Penalty	-3	-3

The above correction completes Table 56, however, inconsistencies still occur between the *Oriental Adventures* rule book and the various adventure modules (OA1-OA7 and FROA1), and even within the OA book itself. In some cases, the number of slots a character begins with and the number of required proficiencies do not total up correctly (for example, the monk and samurai). Therefore, a compilation of which are "free" proficiencies, which are required proficiencies, and what number of slots with which the player remains, are tallied below.

Table: Starting Proficiencies

Character Class	"Free" Proficiencies	Required Proficiencies	Remaining # of Slots	Notes
Barbarian	none	none	9	maximum of 6 slots used for weapons
Bushi	armor, bowyer, weaponsmith	none	4	
Kensai	one weapon or martial arts style	none	3	maximum of 1 slot for additional weapon
Monk*	one martial arts style and two of its special maneuvers	religion and calligraphy	3	
Ninja	none	none	2	ninja weapons or tools only
Samurai	weapon specialization (katana)	katana	4	
Shukenja*	one martial arts style	religion and calligraphy	4	maximum of 2 slots for weapons
Sohei	none	none	4	
Wu Jen	none	none	6	
Yakuza	gaming	none	3	

* Monks and shukenja receive calligraphy at the cost of only 1 proficiency slot.

The Classes

Ninja: Ninja characters *do not* have the ability to *pick pockets*, unless they are a yakuza/ninja split-class. A review of the eight official OA modules reveals only one instance in which a non-yakuza split-classed ninja had game statistics which included the *pick pockets* skill. With the twenty-plus ninja characters presented throughout the eight adventures, I would suspect this to be an error in the editing of content.

Optional – Without compromising game balance too much, it is possible to play a ninja as an independent class or multi-class character. This is easily accomplished by assigning the ninja 1d6 Hit Dice for accumulated hit points between the levels of 1-9 (ninja gain 2 h.p. per level after 9th), and having them use the combat and saving throw tables of thieves. Armor and weapons

available to the class remain unchanged. Similarly, the number of proficiency slots allowed by the class does not change, but characters should gain access to certain non-weapon proficiencies as defined by the DM. Players of "single classed" ninja should also be warned that exposure as a ninja is greatly increased. Part of the ninja's ability to become "invisible" to the outside world relies on their ability to hide behind the image and abilities of their split class. The player is now harder pressed to devise an "alter ego" with which to conceal his true identity.

Samurai: In addition to being 7th level, a samurai should have a minimum honor score of 50 before his daimyo would even consider offering the character stewardship (jito) over any of the daimyo's properties. This is an added effect of honor generally reserved for

the samurai and other characters with a high social class.

Sohei: Review of the sohei class description, the shukenja spells lists, and Table 30 (on page 24), reveal that the sohei is indeed given access to higher-level spells. Table 30 appears to have been cropped – as the “Spell Level” entry should be centered over the list as it is in the case of the shukenja. If the sohei was indeed only to be allowed access to spells of 1st through 4th level: 1) the words “Spell Level” would be centered over the columns for 2nd and 3rd level spells on Table 30, and 2) the shukenja spell lists would not have asterisks (*) beside various 5th, 6th, and 7th level spells. To that end, I have attempted to reconstruct the sohei spell progression table as I feel it should be presented.

Table 30: Sohei Spells Usable by Level

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

Wu jen: Not isolated to *Oriental Adventures* alone, but to the AD&D game system as a whole, is the “house rule” which provides spell bonuses for magic-users. Although the wu jen has a slightly better selection of weapons to choose from than his occidental counterpart, he is still hampered by poor THAC0 values. With only one or two spells available at low levels, the character will be caught in melee far too often. The premise behind spell bonuses for magic-users (and their subclasses) is to allow them to memorize additional spells per day based on their Intelligence in the same manner (and on the same table) as clerics and clerical subclasses. This “house rule” does not always guarantee bonus spells, nor does it guarantee survival of the character. But, it will allow the individual to play a more magic-using character, thereby (in this Author's opinion) creating better game balance, especially at low levels of play.

The *Dungeon Master's Guide* and *Unearthed Arcana* present limitations to the number of spells 1st level magic-users and illusionists possess respectively, and the limitations presented here are in a similar format for wu jen. All 1st level wu jen begin with *read magic* in their repertoire. To this is added one spell from each of the categories below. Elemental spells are marked with asterisks.

Offensive Spells

1. Accuracy
2. Drowsy Insects*
3. Elemental Burst*
4. Hail of Stone*
5. Hypnotism
6. Magic Missile

Defensive Spells

1. Fiery Eyes*
2. Ghost Light
3. Hold Portal
4. Shield
5. Spider Climb
6. Water Protection*

Miscellaneous Spells

1. Chameleon
2. Comprehend Languages
3. Detect Magic
4. Know History
5. Unseen Servant
6. Wall of Fog*

1st to 2ND Edition Conversion

Oriental Adventures lends itself exceptional well to conversion between the two sets of rules. So much so that, in some instances, if left untouched, the differences are transparent. Second Edition players with the *Oriental Adventures* sourcebook and the *Kara-Tur Appendix* for the *Monstrous Compendium* need very little else. This assumes possession on their part of the three core rules books (the 2nd edition *Dungeon Master's Guide*, *Player's Handbook*, and *Monstrous Manual*). For 2nd Edition players, notable areas of change concern the following:

Ability Scores: 2nd Edition presents ability score ranges from 1 to 25, as opposed to the 3 to 18 range of 1st edition. Also, a number of the percentages rolled on 1d100 were changed to "pluses" rolled on 1d20. Quite simply, convert each 5% to a +1 bonus. This occurs quite frequently for Loyalty and Reactions rolls regarding Charisma, as well as, the NPC Reaction Modifier on OA Table 38: Character Birth (page 31).

THACO and Saving Throws: THACO and Saving Throw scores differ slightly at some Hit Dice and character levels, but can easily be adjusted (perhaps even ignored).

Proficiencies: Proficiencies are handled in separate ways between the two editions. Unless characters will be traveling between "eastern" and "western" lands, it is suggested that gamers use the system presented in *Oriental Adventures*. Otherwise, you will need to convert proficiencies such as calligraphy, iaijutsu, tea ceremony, etc. to 2nd Edition by assigning Relevant Abilities and Check Modifiers.

Experience Points: The awarding of experience points was somewhat modified in 2nd Edition. As long as DMs have access to the *Monstrous Compendium* for the *Kara-Tur* setting, there should be no problems with experience point conversions for monsters. (With a little work, Tables 31 and 32 on page 47 of the *Dungeon Master's Guide* will also suffice.)

Locks Come to Life – An Addition to any AD&D System

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As the halfling Tobias Tumbletoes crouched at the door, searching for the correct pick, he could hear Bonzer grumbling to Pelidorn.

"If 'e don't get his finger out, the guard'll be back and we'll have work of our own to do!"

"Hush, Bonzer!" whispered the Cleric, "If you don't keep quiet, the guard will be back team-handed." He peered round the corner and listened for the sound of approaching footsteps.

In the gloom of a single sconced torch, some twenty feet away, Tobias was struggling to gain a purchase on the first ward of the lock. Muttering under his breath, he breathed a sigh of relief as the first stud clicked in. Now for the second one ...

Bonzer, the brawn of the three, definitely not the brains, stood over the halfling and grumbled, "Woss takin' all the time, titch? You said it'd be two shakes of a pixies toe for this bit!"

As Tobias tried to concentrate on the selection of his next pick, while still holding the first in place, he replied with a hiss, "Look chummy, this is a Secker & Warburg Series D! You don't just chuck a pin in the hole and say open up for this one. It takes time."

Pelidorn tensed as he heard footsteps in the distance, would they turn down this corridor, or continue with the usual round? He waved his arm behind him, trying desperately to silence his two bickering partners in crime.

"Bonzer, stand somewhere else. You're in my light," whispered Tobias.

Why is it that when players plan their attacks, spells or movements, they are done with such precision, but when a Thief picks a lock, it is just another roll of the dice? Not any more! Locks can come to life in any campaign. They can be named and take time to learn and pick. Some tricky locks need special tools, others have extra magical security. Eleven distinct levels of locks are provided. Feel free to add your own notes, create additional locks and amend the figures to suit your campaign.



The bruising fighter stepped to one side, and dislodged the lid of a small crate. As it began to fall to the ground, he made a quick grab for it. Tobias noticed the movement and anticipated the sound, but could ill afford to stop now. If he paused for a moment in concentration, he would have to start all over again. Damn Secker! Why did the locksmith ever go into partnership with that gnome freak Warburg? Why was life so difficult?

As Bonzer caught the edge of the crate lid, and promptly dropped it again, Tobias couldn't decide which noise was louder for him, the impending crash of wood on stone, or the click of the successfully picked lock!

Named Locks

Given the proliferation of thieves in the world of AD&D, artisans have been called upon to craft intricate, even fiendish, locks to challenge the most skilled of burglars. These locks are classified by level, ranging from Level 0 (the most simple) to Level 10 (the pinnacle of difficulty). The known named locks are described on the table following:

0 Level

Kobold Catch
Goblin Gripper
Claw Catch
Rolling Bolt
Mack Mark 1
Pitman
Meniver Iron Bolt
Square Jaw
Cone Bolt

3rd Level

Tenser Percentage Pin
Mack 3 B
Yew Number 3
Shadbolt & Street No. 1
Boltson
Secker Mark 3
Eagle Claw
Kopex Mark 3
Orcish Oddpin
Hoblin's Catch

6th Level

Seckerson & Street
Pitman & Street 3b
Double Warded Mack
Urgan Numo
Secker & Warburg Series D
Tenser Series E
Kopex Mark 6
Sam E 5 Staple
Condair 3-Way
Mitre Double Ward

9th Level

Mack Double Demon
Mitre 5 Ball
Tenser Triple Nested
Condair Stone Pin
A&B Multiplier
Pitman & Street Mark 9
Ettin Double Eye
The Beholder
Seckerson Solid

1st Level

Dwarven Dead Bolt
Elven E Ring
Halfling Holdback
Mack Mark 2
Mack Series B
Yew Number 1
Kopex Mark 1
Vee Jaw
Gnoll's Gnipper
Stiff Rimlock

4th Level

Ogre's Clasp
Smart & Brown Series 4
Pitman 3 Lever
Tenser Series D 5 Pin
Urgan Matrical
Shadbolt & Street Rimlock
Kopex Mark 4
Dow Square D
Eagle Claw Mark 4
Boltson Milled Pin

7th Level

Tenser Nested
Kopex Mark 7
Condair 5-Way
Mack Wy-tch
Dow Triple D
Eagle Claw 5 C
Mitre Livelock
Seckerson & Street Series 2a
Urgan Numo Grated
Sam S-7 Plate

10th Level

Kopex Keyless
Tenser Free Nest
Mage 4 Handed
Mack Devil 5
Pirran Plans Mark 2
Urgan Independent Mark 5
Mitre Jewel
Tid Thieftout
Kopex Mark 16
Pitman Floating Pin

2nd Level

Smart & Brown
Tenser
Mack Mark 3
Mack Series C
Yew Number 2
Shadbolt
2 Turn Rimlock
Kopex Mark 2
Meniver Dead Iron
Sprite's Clip

5th Level

Seckerson
Troll's Tube
Smart & Brown Series 5
Pitman & Street
Shadbolt & Street Rimlock B
Warded Mack
Urgan Turnwheel
Pitman 5 Lever
Kopex Mark 5
Duerger Draw Bolt

8th Level

Mitre Mighty
Urgan Independent
Kopex Mark 8
Tenser Double Nested
Street 17b
Shadbolt & Street x2 Morlock
Pitman W Prod
Mack Demon 3
Mitre Smooth Ball
Aboleth Arch

The following table of Named Locks provides the duration of time needed to pick encountered locks and provides the DM with a helpful chart of Named Locks encountered by thief Player Characters.

Character Name	Race / Class	Level
_____	_____	_____
Base Chance	_____	
With Race	_____	
With Dex	_____	
With Other	_____	

Lock Name	LVL No.	Picking Duration		Lock Known (tick box)	
		1st Attempt	If Known	Picked (+5%)	Failed (No Adj)
Kobold Catch	0-1	1 Round +	2d4 seg		
Goblin Gripper	0-2	1 Round +	2d4 seg		
Claw Catch	0-3	1 Round +	2d6 seg		
Rolling Bolt	0-4	1 Round +	2d6 seg		
Mack Mk.1	0-5	1 Round +	2d8 seg		
Mack Series A	0-6	1 Round +	2d8 seg		
Pitman	0-7	1 Round +	2d10 seg		
Meniver Iron Bolt	0-8	1 Round +	2d10 seg		
Square Jaw	0-9	1 Round +	2d12 seg		
Cone Bolt	0-10	1 Round +	2d12 seg		
Dwarven Dead Bolt	1-1	2 Rounds +	4d4 seg		
Elven E Ring	1-2	2 Rounds +	4d4 seg		
Halfling Holdback	1-3	2 Rounds +	4d6 seg		
Mack Mk.2	1-4	2 Rounds +	4d6 seg		
Mack Series B	1-5	2 Rounds +	4d8 seg		
Yew No.1	1-6	2 Rounds +	4d8 seg		
Kopex Mk.1	1-7	2 Rounds +	4d10 seg		
Vee Jaw	1-8	2 Rounds +	4d10 seg		
Gnolls Gripper	1-9	2 Rounds +	4d12 seg		
Stiff Rimlock	1-10	2 Rounds +	4d12 seg		
Smart & Brown	2-1	4 Rounds +	8d4 seg		
Tenser	2-2	4 Rounds +	8d4 seg		
Mack Mk.3	2-3	4 Rounds +	8d6 seg		
Mack Series C	2-4	4 Rounds +	8d6 seg		
Yew No.2	2-5	4 Rounds +	8d8 seg		
Shadbolt	2-6	4 Rounds +	8d8 seg		
2 Turn Rimlock	2-7	4 Rounds +	8d10 seg		
Kopex Mk.2	2-8	4 Rounds +	8d10 seg		
Meniver Dead Iron	2-9	4 Rounds +	8d12 seg		
Sprites Clip	2-10	4 Rounds +	8d12 seg		

Lock Name	LVL No.	Picking Duration		Lock Known	
		1st Attempt	If Known	Picked (+5%)	Failed (No Adj)
Tenser % Pin	3-1	7 Rounds +	2d4 rnds		
Mack 3 B	3-2	7 Rounds +	2d4 rnds		
Yew No.3	3-3	7 Rounds +	2d6 rnds		
Shadbolt & Street No.1	3-4	7 Rounds +	2d6 rnds		
Boltson	3-5	7 Rounds +	2d8 rnds		
Secker Mk.3	3-6	7 Rounds +	2d8 rnds		
Eagle Claw	3-7	7 Rounds +	2d10 rnds		
Kopex Mk.3	3-8	7 Rounds +	2d10 rnds		
Orcish Oddpin	3-9	7 Rounds +	2d12 rnds		
Hoblins Catch	3-10	7 Rounds +	2d12 rnds		
Ogres Clasp	4-1	1 Turn +	4d4 rnds		
Smart & Brown Series 4	4-2	1 Turn +	4d4 rnds		
Pitman 3 Lever	4-3	1 Turn +	4d6 rnds		
Tenser Series D 5 Pin	4-4	1 Turn +	4d6 rnds		
Urgan Matrical	4-5	1 Turn +	4d8 rnds		
Shadbolt & Street Rimlock	4-6	1 Turn +	4d8 rnds		
Kopex Mk.4	4-7	1 Turn +	4d10 rnds		
Dow Square D	4-8	1 Turn +	4d10 rnds		
Eagle Claw Mk.4	4-9	1 Turn +	4d12 rnds		
Boltson Milled Pin	4-10	1 Turn +	4d12 rnds		
Seckerson	5-1	15 Rnds +	10d4 rnds		
Trolls Tube	5-2	15 Rnds +	10d4 rnds		
Smart & Brown Series 5	5-3	15 Rnds +	10d6 rnds		
Pitman & Street	5-4	15 Rnds +	10d6 rnds		
Shadbolt & Street Rimlock B	5-5	15 Rnds +	10d8 rnds		
Warded Mack	5-6	15 Rnds +	10d8 rnds		
Urgan Turnwheel	5-7	15 Rnds +	10d10 rnds		
Pitman 5 Lever	5-8	15 Rnds +	10d10 rnds		
Kopex Mk. 5	5-9	15 Rnds +	10d12 rnds		
Duergar Draw Bolt	5-10	15 Rnds +	10d12 rnds		
Seckerson & Street	6-1	2 turns +	8d4 rnds		
Pitman & Street 3b	6-2	2 turns +	8d4 rnds		
Double Warded Mack	6-3	2 turns +	8d6 rnds		
Urgan Numo	6-4	2 turns +	8d6 rnds		
Secker & Warburg Series D	6-5	2 turns +	8d8 rnds		
Tenser Series E	6-6	2 turns +	8d8 rnds		
Kopex Mk.6	6-7	2 turns +	8d10 rnds		
Sam E 5 Staple	6-8	2 turns +	8d10 rnds		
Condair 3 way	6-9	2 turns +	8d12 rnds		
Mitre Double Ward	6-10	2 turns +	8d12 rnds		

Lock Name	LVL No.	Picking Duration		Lock Known	
		1st Attempt	If Known	Picked (+5%)	Failed (No Adj)
Tenser Nested	7-1	3 turns +	1d4 turns		
Kopex Mk.7	7-2	3 turns +	1d4 turns		
Condair 5 Way	7-3	3 turns +	1d6 turns		
Mack Wy-tch	7-4	3 turns +	1d6 turns		
Dow Triple D	7-5	3 turns +	1d8 turns		
Eagle Claw 5 C	7-6	3 turns +	1d8 turns		
Mitre Liveleock	7-7	3 turns +	1d10 turns		
Seckerson & Street Series 2a	7-8	3 turns +	1d10 turns		
Urgan Numo Gated	7-9	3 turns +	1d12 turns		
Sam S - 7 Plate	7-10	3 turns +	1d12 turns		
Mitre Mighty	8-1	4 turns +	3d4 turns		
Urgan Independent	8-2	4 turns +	3d4 turns		
Kopex Mk.8	8-3	4 turns +	3d6 turns		
Tenser Double Nested	8-4	4 turns +	3d6 turns		
Street 17b	8-5	4 turns +	3d8 turns		
Shadbolt & Street x2 Morlock	8-6	4 turns +	3d8 turns		
Pitman W Prod	8-7	4 turns +	3d10 turns		
Mack Demon 3	8-8	4 turns +	3d10 turns		
Mitre Smooth Ball	8-9	4 turns +	3d12 turns		
Aboleth Arch	8-10	4 turns +	3d12 turns		
Mack Double Demon	9-1	6 turns +	10d4 turns		
Mitre 5 Ball	9-2	6 turns +	10d4 turns		
Tenser Triple Nested	9-3	6 turns +	10d6 turns		
Condair Stone Pin	9-4	6 turns +	10d6 turns		
A&B Multiplier	9-5	6 turns +	10d8 turns		
Mage 2 Handed	9-6	6 turns +	10d8 turns		
Pitman & Street Mk.9	9-7	6 turns +	10d10 turns		
Ettin Double Eye	9-8	6 turns +	10d10 turns		
The Beholder	9-9	6 turns +	10d12 turns		
Seckerson Solid	9-10	6 turns +	10d12 turns		
Kopex Keyless	10-1	12 turns +	10d4 +10 turns		
Tenser Free Nest	10-2	12 turns +	10d4 +10 turns		
Mage 4 Handed	10-3	12 turns +	10d6 +10 turns		
Mack Devil 5	10-4	12 turns +	10d6 +10 turns		
Pirran Plains Mk.2	10-5	12 turns +	10d8 +10 turns		
Urgan Independent Mk.5	10-6	12 turns +	10d8 +10 turns		
Mitre Jewel	10-7	12 turns +	10d10 +10 turns		
Tid Thiefout	10-8	12 turns +	10d10 +10 turns		
Kopex Mk.16	10-9	12 turns +	10d12 +10 turns		
Pitman Floating Pin	10-10	12 turns +	10d12 +10 turns		

Opening Named Locks

Named Locks are opened differently than standard locks. These locks are devilishly difficult. The thief's normal chance to OPEN LOCKS is not used against these devices. Rather, the chances to open these locks are determined by the level of the thief and the level of the lock.

1. Thieves of all levels have a base chance of 25% to successfully open a Named Lock.
2. This chance is adjusted according to the thief's Dexterity and race. See TABLE II, below.
3. If the particular type of Named Lock has been previously opened before, the thief may add 5% to his chance.
4. If the Named Lock has been unsuccessfully tried before, no adjustment is made.
5. If the Named Lock has never been attempted before, subtract 5% from the thief's chances.
6. For every experience level thief has above the level of the Named Lock, the thief may add 5% to his chances, i.e., a 5th level thief attempting to open a 4th level lock may add a +5% bonus to his OPEN LOCKS roll.
7. For every experience level the thief is below the level of the lock, the thief must subtract 5% to his chances, i.e., a 4th level thief attempting to open a 5th level lock must subtract suffer a -5% penalty to his OPEN LOCKS roll.
8. This becomes the required percentile chance to open a named lock.
9. Assassins are treated in similar fashion to thieves, except that they are treated as having two fewer levels of experience, i.e., a 5th level assassin would be treated as a 3rd level thief with respect to Named Locks.
10. After a failure to open a Named Lock, no further attempt can be made for 24 hours. Failure will expend the full duration rolled (see TABLE I, below), unless the thief decides to simply stop trying. It is assumed that during the time spent, the Thief makes multiple attempts, failing each time until he gets it right. Therefore, it is not a "one try – fail or succeed" scenario; it requires repeated tries.
11. The 24 hour rule does not apply where a special tool is found to be required (other than that found in standard kit). The thief is then allowed to return within 24 hours with correct tool – if available.
12. Where the DM knows a special tool will be required (and the Thief doesn't), proceed with steps 1-8 as above. A "special tool" may give a bonus to the thief's OPEN LOCKS roll, or it may reduce duration, or both.
13. Success means the thief has either picked the lock, or knows that a special tool is required and can adequately describe it to his or her guild or have it fashioned by an artisan (or perhaps by the thief). Failure after steps 1 – 8 means the thief may be aware a special tool of some sort may be required, (if that is the case) but will be unable to describe it effectively.
14. When a thief returns with a special tool, the chance of success is as step 4 (unsuccessfully tried before – no adjustment) and the duration will be as "1st Attempt" on TABLE I, unless the DM decides otherwise.
15. With regard to the duration of the attempt, until the lock has been successfully picked, it will always be as "1st Attempt" for % and Duration on the Lock List.

Progression of Known Named Locks

As thieves (and, to a lesser extent) progress in experience, they begin to catalogue the Named Locks they have encountered. Thieves may add Named Locks to their repertoire according to TABLE II.

TABLE II: Named Locks Gained By Experience

Character Class and Level	Level of Lock			Notes
	Lvl 0:	Lvl 1:	Lvl 2:	
1 st Lvl Assassin	4	0	0	Random roll from 0 Level
2 nd Lvl Assassin		Any 1 Level		4x0 Lvl or 1 1 st Lvl
3 rd Lvl Assassin		Any 2 Levels		1x2nd or 2x1st etc.
1 st Lvl Thief	4	2	1	Random roll from each list
4 th Lvl Assassin		Any 2 Levels		1x1st + 4x0 etc.
2 nd Lvl Thief		Any 2 Levels		2x1st or 1x2nd etc.
5 th Lvl Assassin		Any 3 Levels		8x0lvl + 1x1st etc.
3 rd Lvl Thief		Any 3 Levels		3x1st or 1x3rd etc.
Etc.		Etc.		Etc.

For purposes of gaining knowledge of Named Locks, the following formula may be used:

4 Level 0 Locks = 1 Level 1 Lock

8 Level 0 Locks = 2 Level 1 Locks = 1 Level 2 Locks

12 Level 0 Locks = 3 Level 1 Locks = 1 Level 3 Locks, and so forth.

- It can be seen that a thief upon attaining 4th Level gains 4 Levels of Lock, while an assassin, being classed as 2 levels lower, gains 2 Levels of Named Lock.
- The Named Locks gained by upon an experience level increase are not instantly known overnight. They must be learned at a Guild or Locksmith, etc., at an average cost of 10 gp per Level of Lock,
- The time it takes to learn a lock at, the guild with all equipment and expertise available, takes 1 day per level of the lock, less one day per level of the thief, with a minimum time of 1 day. For example, a 4th level thief learns a 4th level lock in one day. For each level a lock is above the thief adds one-half a day and 5 gp.
- The above table can, of course, be supplemented by picking Named Locks "in the field". These then become known as "opened successfully" (+5%), and are added to the list kept by the thief.
- The thief should therefore keep a list of all known Named Locks, whether picked successfully (+5%) or attempted (no 5% penalty) together with notes of special tools, techniques etc., which may be required.