



Footprints

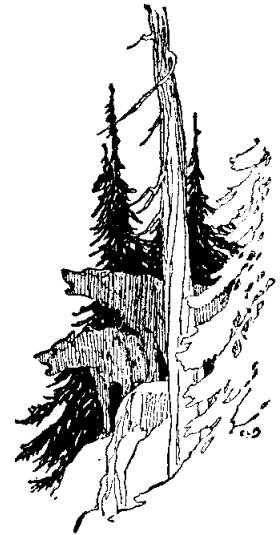


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by Stuart Marshall

This 20th issue of Footprints coincides roughly with the decennial of Mark O'Reilly's death. It was at the suggestion of Steve Yates, Dragonsfoot's admin and showrunner, that I used this occasion to write about Mark, which meant finding out who he was, what he did for the site, and why. It was a fascinating exercise, and I would like to use this % in lair as an obituary of sorts.

I'm indebted to Steve, Stuart, Ryan, and John Riley for their help with the material that follows.

Mark O'Reilly was the original driving force behind Dragonsfoot. He brought together a group of gamers from Salisbury, England, to create an online community and virtual publishing house for new AD&D (and, later, other old-school D&D) material.

Mark was a genuine, open and friendly man with an offbeat sense of humour and an infectious passion for roleplaying games. He liked to GM, and gamers were always in and out of the house that he shared with his step-brother Stuart, with games on many evenings. At times these sessions grew so large that the house could not contain them all, and the group used a nearby village hall as a venue. Sometimes the group would play for a whole weekend, Friday to Sunday. There was a webcam so people on the site could see the game being played, although without sound.

Mark was an excellent cook and would sometimes prepare food for the game. One of his most popular dishes was a chocolate ganache dessert on a biscuit crumb base, dubbed Orcish Mud Pie. He was the IT administrator at a local school where he met Steve and Ryan, and he kept Net Trek running during break times.

Mark loved horror elements in roleplaying

games. He seems to have run a lot of Call of Cthulhu for the group, and used I6 Ravenloft heavily—he must have run it more than a dozen times for his group and I'm told it was fresh and challenging each time. He also ran a superhero game based on the X-men universe, but the people I've asked about Mark are always enthusiastic about the horror. Mark seems to have had a gift for atmosphere.

"Dragonsfoot" was the name of a town in Mark's D&D campaign. Mark's first idea for the site was that it would be an interactive map of the town. When mocked up this looked cool, but it wasn't the most user-friendly design, so Mark—with some help from the others—redesigned the site along more traditional lines.

At first the domain was dragonsfoot.org.uk, but the hosting company had issues with the site's traffic and it turned out to be too much hassle to get the domain from them. Mark bought dragonsfoot.org and took the opportunity to redesign the site again. It was subsequently re-worked several more times.

Although the site was originally meant as a publishing vehicle for new 1e material, the community grew, until Dragonsfoot was well-known for its forums.

Gary Gygax must have become aware of Dragonsfoot at a relatively early stage. He certainly knew about it by 2002, because independently, John Riley was working on an AD&D campaign world with a coincidentally-similar name (Dragonstone), and he contacted Gary about it. It was Gary who put John in touch with Mark. (Gary's description of Mark: "A very creative guy.") John subsequently visited Mark at home, together with John's son Mike (Melshimber on the forums), which is how John got to know the rest of the DF team.

Mark was enthusiastic about John's material and went to a lot of trouble re-drawing John's hand-drawn maps in digital format for eventual publication on the site.

On 23rd October 2002, Mark was diagnosed with Chronic Myeloid Leukemia, a cancer of the white blood cells. He was admitted to hospital and given chemotherapy and a bone marrow transplant. While in hospital Mark continued to work on Dragonsfoot, and his creative work on the site must have helped him cope with his illness.

The immunosuppressants he took to help him with the bone marrow transplant, together with the chemotherapy, reduced his body's ability to cope with other

infections, and on 19th October 2003 he was admitted to Salisbury District Hospital with a cough and shortness of breath. It turned out that he had a relatively common lung condition, which his body simply couldn't fight off. On 15th November 2003, he passed away.

I think Mark would have been extremely proud of what Dragonsfoot has become today. He tried to create an online AD&D community at a time when there wasn't much for AD&D players, and in doing so he brought together a lot of people across the world who would never otherwise have met. This is his legacy. Each discussion at DF, each person brought back to the game (or exposed to it for the first time), each idea shared, each DM inspired, each piece of material published here and used in a game, owes something to Mark O'Reilly.

—SJM

The Witch

by Stuart Marshall

Re-using this material: *The following article is Open OSRIC content. It was partly inspired by a discussion between Robert Conley, Trent Foster and Mark Ahmed. The spells 'Bog Man' and 'Hopping Doom' are by Mark Ahmed. The spells 'Vanquished Ward' and 'Memory of Life' are by Daniel Miller.*

Witches are people with mystic vision. They can see into the spirit world and converse with entities imperceptible to others. They draw on ancestors or local gods for power, rather than the deities of major pantheons. Examples of such characters from literature include Robert E. Howard's Pictish wizard Zogar Sag, Leiber's Snow Women or Ursula Le Guin's village occultists. In traditional Western European-style campaigns, they may come from less technologically advanced tribal cultures.

The witch is meant to cleave to OSRIC's source literature which contains few clerical archetypes. In campaigns that lack clerics, witches can, to some extent, be substituted. Alternatively, witches can work alongside clerics, since the two classes' abilities do not necessarily overlap.

Humans, half-elves and half-orcs may be witches. Half-elves and half-orcs are limited to level 6 at the highest. A witch may be of any alignment.

The witch's prime requisites are Wisdom and Charisma, and they receive a 10% experience bonus if both exceed 15. Witches never receive Wisdom-dependent

bonus spells. The witch may use magic items usable by clerics. Starting money is (2d6)x10 gp.

The Witch Character

Minimum Scores: Str 6, Dex 6, Con 9, Int 6, Wis 9, Cha 10

Hit Die Type: d6 (max 10)

Alignment: Any

Experience bonus: Both Wisdom and Charisma 15+

Armour/Shield Permitted: Leather or padded armour only, with or without a shield

Weapons Permitted: Club, dagger, hand axe, sling, spear, staff.

Weapon Proficiencies: 2 + 1 every 3 levels

Penalty to hit for non-proficiency: -4

Weapon specialisation: N/A

| Level | Witch Level Advancement | | | |
|-------|-------------------------|---------------|--------------|----------------|
| | Base xp required | Hit dice (d6) | Second sight | Contact spirit |
| 1 | 0 | 1 | 40% | 35% |
| 2 | 1,750 | 2 | 44% | 38% |
| 3 | 3,500 | 3 | 48% | 41% |
| 4 | 6,250 | 4 | 52% | 44% |
| 5 | 13,500 | 5 | 56% | 47% |
| 6 | 28,500 | 6 | 60% | 50% |
| 7 | 58,000 | 7 | 64% | 53% |
| 8 | 125,000 | 8 | 68% | 56% |
| 9 | 250,000 | 9 | 72% | 59% |
| 10 | 500,000 | 10 | 76% | 62% |
| 11 | 750,000 | 10+1 | 80% | 65% |
| 12 | 1,000,000 | 10+2 | 84% | 68% |
| 13 | 1,250,000 | 10+3 | 88% | 71% |
| 14 | 1,500,000 | 10+4 | 92% | 74% |
| 15 | 1,750,000 | 10+5 | 94% | 77% |
| 16 | 2,000,000 | 10+6 | 96% | 80% |
| 17 | 2,250,000 | 10+7 | 97% | 83% |
| 18 | 2,500,000 | 10+8 | 98% | 86% |
| 19 | 2,750,000 | 10+9 | 99% | 89% |
| 20 | 3,000,000 | 10+10 | 99% | 92% |

Second sight is the witch's innate power to see invisible things and detect magical auras. The witch spends one turn concentrating and has the percentage chance listed to see invisible or detect magic.

Contact spirit is the witch's chance to speak with the local spirits, if any. Although certain spirits can be helpful, as a general rule spirits are often mischievous and much of what they have to say is likely to be disinformation.

Spells Usable by Class and Level

| Witch Level | Spell level | | | | | | |
|-------------|-------------|---|---|---|---|---|---|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| 1 | 3 | - | - | - | - | - | - |
| 2 | 4 | 1 | - | - | - | - | - |
| 3 | 5 | 2 | - | - | - | - | - |
| 4 | 6 | 3 | - | - | - | - | - |
| 5 | 7 | 3 | 1 | - | - | - | - |
| 6 | 7 | 4 | 2 | - | - | - | - |
| 7 | 7 | 5 | 3 | 1 | - | - | - |
| 8 | 7 | 6 | 3 | 2 | - | - | - |
| 9 | 7 | 7 | 4 | 3 | 1 | - | - |
| 10 | 7 | 7 | 5 | 3 | 2 | - | - |
| 11 | 7 | 7 | 6 | 4 | 2 | 1 | - |
| 12 | 7 | 7 | 7 | 4 | 3 | 1 | - |
| 13 | 7 | 7 | 7 | 5 | 3 | 2 | - |
| 14 | 7 | 7 | 7 | 5 | 4 | 2 | 1 |
| 15 | 7 | 7 | 7 | 6 | 4 | 3 | 1 |
| 16 | 7 | 7 | 7 | 6 | 5 | 3 | 2 |
| 17 | 7 | 7 | 7 | 7 | 5 | 4 | 2 |
| 18 | 7 | 7 | 7 | 7 | 6 | 4 | 3 |
| 19 | 7 | 7 | 7 | 7 | 6 | 5 | 3 |
| 20 | 7 | 7 | 7 | 7 | 7 | 5 | 4 |

Witch Saving Throw Table

(As per clerics)

Witch "To Hit" Table

(As per thieves)

Acquisition of Witch Spells

OSRIC uses an adjective for each spell grouping. Just as OSRIC calls cleric spells "Divine", druid spells "Druidic", magic-user spells "Arcane" and illusionist spells "Phantasmal", witch spells are called "Occult".

Occult spells differ from divine and druidic ones in that they are not automatically available—each spell must be acquired by the witch. They differ from arcane and phantasmal spells in that there is no "chance to learn" occult spells; witches always understand any spell they find. Also, witches neither have nor need spellbooks. Knowledge of a witch spell is traditionally passed by word of mouth. Spells can also be taught by a spirit that knows the spell.

As part of his or her initial training before adventuring begins, the witch may select 6 spells that he or she knows. Thereafter the spirits will teach the witch one new spell each time he or she gains a level. The witch may choose this new spell from all those he or she can cast at the new level, so a witch advancing to second level may choose a first or second level spell, and a witch advancing to 11th level may choose a spell of any level except 7th.

Other spells may be taught by other witches (PC or NPC) or received from a coven.

Covens

Covens are groupings of three to thirteen witches. There will be a coven leader. When a PC witch joins a coven, he or she will naturally be the newest and most junior member. The coven may teach witch spells to loyal coven members, typically in return for a payment or service.

The game function of a coven is to add flavour, provide reasons to adventure and to help siphon off any excess cash the players might acquire.

Witch skills table—Wisdom adjustments

| Wisdom | Second sight |
|--------|--------------|
| 9 | -6% |
| 10 | -4% |
| 11 | -2% |
| 12 | - |
| 13 | - |
| 14 | - |
| 15 | +2% |
| 16 | +4% |
| 17 | +6% |
| 18 | +8% |

Witch skills table—Charisma adjustments

| Charisma | Contact spirit |
|----------|----------------|
| 10 | -4% |
| 11 | -2% |
| 12 | - |
| 13 | - |
| 14 | +2% |
| 15 | +4% |
| 16 | +6% |
| 17 | +8% |
| 18 | +10% |

Witch skills table—Racial adjustments

| Race | Second sight | Contact spirit |
|----------|--------------|----------------|
| Human | - | - |
| Half-elf | +5% | -5% |
| Half-orc | -5% | +5% |

The maximum chance for both Second Sight and Contact Spirit, notwithstanding any adjustments, is 99%.



WITCH SPELLS BY LEVEL

| Level One | Level Two | Level Three | Level Four |
|-------------------------|------------------------|----------------------|--------------------|
| 1 Allure | 1 Alacrity | 1 Animate dead | 1 Bog man |
| 2 Blithering | 2 Barrier | 2 Charm pers/mamm | 2 Cauldron of rage |
| 3 Call familiar | 3 Beastform | 3 Clairsentience | 3 Control memory |
| 4 Crop ward | 4 Cackle | 4 Corpse candle | 4 Detect lie |
| 5 Familiar spirit | 5 Call image | 5 Decay | 5 Dispel magic |
| 6 Fertility | 6 Corpse waking | 6 Fear | 6 Effigy |
| 7 Grimalkin | 7 Darkness | 7 Hopping doom | 7 Exorcise |
| 8 Fury of the ancestors | 8 Dowse | 8 Hover | 8 Fangs of Alouqah |
| 9 Heal ailment | 9 Forget | 9 Invisibility | 9 Harmshield |
| 10 Make poppet | 10 Heal affliction | 10 Lifesteal | 10 Heal undead |
| 11 Mystic delving | 11 Pain | 11 Malice | 11 Ordeal |
| 12 Obedience | 12 Raven spy | 12 Memory of life | 12 Ostia tenebrosa |
| 13 Pyrokinesis | 13 Skeletal steed | 13 Remove curse | 13 Polymorph other |
| 14 Regenerate | 14 Speak with animals | 14 Seeming | 14 Polymorph self |
| 15 Sharp ear | 15 Stunning allure | 15 Speak with dead | 15 Rain of spite |
| 16 Snake's tongue | 16 Toadform | 16 Speak with plants | 16 Troll's blood |
| 17 Strength | 17 Vanquished ward | 17 Suggestion | |
| 18 Spirit servant | 18 Vulnerability | 18 Suppress magic | |
| 19 Touch of suggestion | 19 Ward of harm | 19 The needle | |
| 20 Stumbling curse | 20 Word of hibernation | 20 Water breathing | |
| 21 Ward of flame | | | |
| 22 Ward of the undead | | | |
| 23 Weird whetstone | | | |
| 24 Witch-candle | | | |

| Level Five | Level Six | Level Seven |
|---------------------|-----------------------|---------------------|
| 1 Bonewarp | 1 Call barbarzu | 1 Blight |
| 2 Call imp | 2 Call succubus | 2 Call cornugon |
| 3 Call mephit | 3 Chariot of the dead | 3 Call vrock |
| 4 Confusion | 4 Charm undead | 4 Control weather |
| 5 Conjure elemental | 5 Claws of vengeance | 5 Dismiss infernal |
| 6 Danse macabre | 6 Control winds | 6 Dominate infernal |
| 7 Evil eye | 7 Crawling swarm | 7 Dreadful sleep |
| 8 Healing sympathy | 8 Hex | 8 Forbidding |
| 9 Lay to rest | 9 Horror | 9 Fuse hybrid |
| 10 Soulbond | 10 Surcease | 10 Sacrifice |
| 11 The brink | 11 Under the will | |
| 12 Ward of magic | 12 Wall of thorns | |



First level spells

Allure (Reversible)(Occult illusion/phantasm)

Level: *Witch 1* Components: V,S,M
 Range: *Self* Casting time: *1 round*
 Duration: *1 hour* Saving throw: *Neg.*
 Area of effect: *Caster*

Allure enhances the caster's persuasiveness with regard to the target creature. Used on an NPC, the target will be 50% more likely to respond positively to the player character's attempt at persuasion, intimidation, bribery or other social manipulation.

For example, the caster attempts to bribe a guard. The GM adjudicates that the bribery attempt would normally have a 50% chance of working, so the *Allure* spell makes the chance (50%x50%=)25% more likely to work, for a final chance of 75%.

This spell makes no difference to an attempt at manipulation which normally has no chance of success.

The spell's reverse, *Hideousness*, causes the caster to take on a horrifying aspect. Creatures in combat with the caster suffer a penalty of 25% on morale check rolls.

Blithering (Occult enchantment/charm)

Level: *Witch 1* Components: V,S
 Range: *50 ft* Casting time: *1 round*
 Duration: *See below* Saving throw: *Neg.*
 Area of effect: *One creature*

For the spell duration, the target is possessed by a spirit of very low intelligence. The target gets an initial saving throw to resist the spell entirely. If failed, the spirit takes control on the next round. Each round thereafter, the target gets a fresh saving throw to regain control of itself; success means the spell expires. While the spirit is in control the target will defend itself if attacked, but otherwise will simply stand and drool. Creatures with more than 5 levels or hit dice are totally immune to *Blithering*.

Call familiar (Occult conjuration/summoning)

Level: *Witch 1* Components: V,S,M
 Range: *Special* Casting time: *2d12 hrs*
 Duration: *Special* Saving throw: *Special*
 Area of effect: *1 creature*

Except as may be noted above, this spell resembles the 1st level arcane spell *Find Familiar*. The creature that appears is determined on the following table:-

| d20 | Familiar | AC | Mv | HD | hp | #at | Dam | Special |
|-----|-------------------|----|--------|-----|-------|-----|-------------|-------------------------------------|
| 1 | Badger, normal | 4 | 60 ft | 1+2 | 1d8+2 | 3 | 1d2/1d2/1d3 | Swim (30 ft) |
| 2 | Bat, giant | 8 | 10 ft | ½ | 1d4 | 1 | 1d2 | Flight (240 ft), sonar |
| 3 | Bat, normal | 8 | 10 ft | ¼ | 1d2 | 1 | 1 | Flight (240 ft), sonar |
| 4 | Cat | 6 | 60 ft | ¼ | 1d2 | 1 | 1d2-1 | Rear claws |
| 5 | Centipede, huge | 9 | 150 ft | ¼ | 1d2 | 1 | Nil | Poison (save at +4) |
| 6 | Dog | 7 | 120 ft | 1 | 1d8 | 1 | 1d4 | - |
| 7 | Fox | 7 | 120 ft | ¼ | 1d2 | 1 | 1d2 | - |
| 8 | Frog/toad/newt | 6 | 30 ft | 1hp | 1 | - | - | Swim |
| 9 | Goat | 7 | 90 ft | ½ | 1d4 | 1 | 1d2 | - |
| 10 | Owl | 6 | 10 ft | ¼ | 1d2 | 1 | 1 | Silent flight (150 ft), nightvision |
| 11 | Rat, giant | 7 | 120 ft | ½ | 1d4 | 1 | 1d3 | Disease (5%) |
| 12 | Rat, huge | 8 | 120 ft | 1hp | 1 | 1 | 1 | Disease (5%) |
| 13 | Raven | 7 | 10 ft | ¼ | 1d2 | 1 | 1 | Flight (360 ft), speech |
| 14 | Skeleton, animal | 8 | 60 ft | 1-1 | 1d8-1 | 1 | 1d4 | Resist sharp weapons |
| 15 | Spider, large | 6 | 60 ft | 1+1 | 1d8+1 | 1 | 1d4 | Poison (save at +2), webs |
| 16 | Stirge | 8 | 30 ft | 4 | 1d8+1 | 1 | 1d3 | Blood drain |
| 17 | Talking skull | 9 | Nil | ¼ | 1d2 | 1 | 1 | Speech |
| 18 | Weasel, huge | 7 | 150 ft | 1+1 | 1d8+1 | 1 | 1d8 | Blood drain |
| 19 | (Player's choice) | | | | | | | |
| 20 | (Player's choice) | | | | | | | |

The player can use a number, up to and including his or her character's level, to modify the die roll upwards or downwards. For example, if John has a 2nd level witch and rolls 12, then he can declare the result is 10, 11, 12, 13 or 14.

The talking skull and animal skeleton are undead for the purposes of *sleep*, *charm* and *hold* and turning attempts, except that

the familiar cannot be destroyed (i.e. a result of "D" on the table is treated as "T"). If turned, the witch's familiar will flee to its master or mistress. Physical contact with the witch nullifies all further turning effects.

The familiar is in telepathic contact with its master. In addition, the raven and talking skull can speak Common.

Crop ward (Reversible) (Occult enchantment/charm)

Level: *Witch 1* Components: V,S,M
Range: *Touch* Casting time: *1 turn*
Duration: *1 season* Saving throw: *None*
Area of effect: *1 acre*

This spell protects crops from pests, weeds and other natural hazards. Material components for the spell cost a total of 10 gp. The reverse, *Crop blight*, will leave no healthy crop at all; the wilted, sickly plants that will grow are inedible and have no market value.

Grimalkin (Occult conjuration/summoning)

Level: *Witch 1* Components: V,S
Range: *20 ft* Casting time: *5 seg*
Duration: *2d8 rounds* Saving throw: *None*
Area of effect: *1 summoned creature*

With a chant and a gesture, the witch conjures a Grimalkin—an evil spirit bound into the form of a long-bodied cat-like creature, about the size of a lynx. The Grimalkin will fight as the witch commands. If there is no enemy to fight, it will perform no other service, and will demand that the witch feeds it some of her blood (costing her 1d3 hp). The Grimalkin fights as a Huge Weasel: AC7, MV 150ft, HD 1+1, #AT1, dam 1d8 + blood drain. When the spell's duration expires or the Grimalkin is killed, it fades back into the spirit world, leaving no corpse.

Familiar spirit (Reversible) (Occult transmutation/alteration)

Level: *Witch 1* Components: V,S,M
Range: *Touch* Casting time: *1 turn*
Duration: *Until sunset* Saving throw: *None*
Area of effect: *1 familiar*

Familiar spirit converts the caster's existing familiar to spirit (astral) form. The familiar will typically be safe in the astral—few creatures on the Prime Material will be able to perceive it, and it is too small and weak to attract attention from the plane's ferocious inhabitants. While on the astral plane, the familiar is invulnerable to most harm originating on the prime material (except the petrifying gaze of a medusa or basilisk), but it can only interact with the material plane via its master. It can look through his or her eyes, hear with his or her ears, and telepathically speak to him or her, but cannot view or affect the prime material in any other way. While on the astral plane, the familiar can converse with any local spirits that choose to converse with it, but it

cannot compel the spirit to speak or tell the truth. The main use of this spell is to protect a familiar from harm while it is not needed.

Fertility (Reversible) (Occult enchantment/charm)

Level: *Witch 1* Components: V,S,M
Range: *Touch* Casting time: *1 turn*
Duration: *Permanent* Saving throw: *Neg.*
Area of effect: *1 creature*

This spell cures most kinds of infertility in the target creature. Its reverse, *Infertility*, causes it. Unwilling targets get a saving throw vs spells to avoid the effect.

Fury of the ancestors (Occult transmutation/alteration)

Level: *Witch 1* Components: V,S
Range: *Touch* Casting time: *1 round*
Duration: *3 turns* Saving throw: *None*
Area of effect: *1 creature*

This spell grants the aid of ancestral spirits in battle. The creature touched receives a bonus of +1 on its initiative rolls, +1 "to hit" and +2 to damage for the spell's duration.

Heal ailment (Occult necromancy)

Level: *Witch 1* Components: V,S
Range: *Touch* Casting time: *1 turn*
Duration: *Instant* Saving throw: *None*
Area of effect: *1 creature*

Heal minor ailment removes a minor injury such as a broken bone, an effect causing temporary stat-loss such as troglodyte stench, or any other short-term negative effect such as ghoul paralysis. It will not affect anything fatal or permanent. As a rule of thumb for the GM, any other effect caused by a creature with more than five hit dice is not curable with this spell—so it would cure a shadow's touch but not a mummy's rot.

Make poppet (Occult enchantment/charm)

Level: *Witch 1* Components: V,S,M
Range: *1 mile* Casting time: *1 hour*
Duration: *Permanent* Saving throw: *Neg.*
Area of effect: *1 creature*

The caster makes a small wax doll which must contain part of a human, demi-human or humanoid (a lock of hair, tooth, toenail clipping etc.) The doll must weigh at least 1lb. The target is allowed a saving throw vs. magic; failure means that the doll is linked to the target and becomes a poppet. Thereafter the caster can use various high level spells involving poppets.

Mystic delving (*Occult divination*)

Level: *Witch 1* Components: V,S
Range: *Touch* Casting time: *1 round*
Duration: *Instant* Saving throw: *None*
Area of effect: *1 object*

Mystic delving enables the witch to understand the properties and purpose of an item that is held or touched. There is a 10% chance per caster level that any command word will be revealed and, if the item has a significant or relevant history, the witch will see a vision that sheds some light on it e.g. touching a murder weapon might give a brief glimpse of blood.

Obedient beast (*Occult enchantment/charm*)

Level: *Witch 1* Components: V,S
Range: *30 ft* Casting time: *3 seg*
Duration: *1d6 rounds* Saving throw: *Neg.*
Area of effect: *1d6 hit dice of creatures*

While under this spell, animals will typically lie down and take no action unless physically harmed or caused to make a saving throw (in which case the spell is broken). Trained creatures, such as dogs or horses, obey any verbal commands that they understand as if the caster were their owner, and disregard their real owner for the duration of the spell.

Pyrokinesis (*Occult evocation/invocation*)

Level: *Witch 1* Components: V
Range: *Touch* Casting time: *1 seg*
Duration: *Instant* Saving throw: *Neg*
Area of effect: *1 object, up to 1 ft³/caster lvl*

Whispering a secret word, the caster conjures a fire-spirit to his or her fingertips. The fire spirit will leap to the next flammable thing the caster touches, and ignite it (first drying it out if the object's water content would prevent easy ignition). If the caster touches an item, then it must make a saving throw vs. normal fire or be burned and probably ruined. If the caster touches a creature, it suffers 1d6 hp damage. Note that while touching a creature in melee requires a "to hit" roll, the fire spirit will remain on the caster's fingers until discharged, or until 1 hour has passed (whichever comes first).

Regenerate (*Reversible*) (*Occult necromancy*)

Level: *Witch 1* Components: V,S
Range: *Touch* Casting time: *1 round*
Duration: *See below* Saving throw: *None*
Area of effect: *1 creature*

Regenerate heals injury on the target creature at the rate of 1hp per round. It lasts for at least 1d6 rounds with a minimum of 1 round per caster level. Thus, a 7th level witch need not roll, since her spell will always last for 7 rounds.

The reverse of the spell, *Affliction*, causes the target creature to lose 1hp per round. The target creature must be touched (requiring a "to hit" roll), and receives a saving throw.

Sharp ear (*Reversible*) (*Occult transmutation/alteration*)

Level: *Witch 1* Components: S,M
Range: *50 ft* Casting time: *1 round*
Duration: *2d6 rounds* Saving throw: *None*
Area of effect: *1 creature*

Sharp ear doubles the target creature's chance to hear noise or listen at doors for the duration of the spell. While active, it also gives the target creature a saving throw vs. surprise of 11 (on a 1d20).

The spell's reverse, *Dull ear*, will deafen the target creature. It must pass a saving throw to hear any noise that originates from more than 30 ft away (with a separate save per sound). Exceptionally loud noises will still be heard.

The spell has no verbal component.

Snake's tongue (*Occult enchantment/charm*)

Level: *Witch 1* Components: V,S,M
Range: *50 ft* Casting time: *5 seg*
Duration: *3d6 rounds* Saving throw: *Neg.*
Area of effect: *1 creature*

For the spell's duration, the target creature's tongue becomes forked. This will slur its speech and prevent it from casting magic with a verbal component. The material component is a snake's tongue, which is consumed in the spell's casting.

Spirit servant (*Occult conjuration/summoning*)

Level: *Witch 1* Components: V,S,M
Range: *10 ft* Casting time: *1 round*
Duration: *12 rounds* Saving throw: *None*
Area of effect: *1 summoning*

Except as noted above, this spell is exactly as the arcane spell *Unseen servant*, save that the *Spirit servant* is particularly adept at household chores and can perform tasks such as fetching wood, drawing water, laundry or sweeping in half the normal time. The material component is a saucer of milk.

Strength (*Occult transmutation/alteration*)

Level: *Witch 1* Components: V,S,M
 Range: *Touch* Casting time: *1 turn*
 Duration: *6 turns/level* Saving throw: *None*
 Area of effect: *1 person*

Except as noted above, this spell is the 2nd level arcane spell *Strength*.

Stumbling curse (*Occult enchantment/charm*)

Level: *Witch 1* Components: V,S,M
 Range: *20 ft* Casting time: *3 seg*
 Duration: *2d6 rounds* Saving throw: *Neg.*
 Area of effect: *1 creature*

Stumbling curse halves the target's normal movement speed. It will not work on any creature that does not need legs for its locomotion e.g. a fish, a giant slug, or a spectre would be unaffected.

The material component is a small fragment of tortoise shell.

Touch of suggestion (*Occult enchantment/charm*)

Level: *Witch 1* Components: V,S,M
 Range: *Touch* Casting time: *1 seg*
 Duration: *1d6 rounds* Saving throw: *Neg.*
 Area of effect: *1 creature*

The caster utters the spell and touches the targeted human, demi-human or humanoid, who then receives a saving throw vs. spells. Success means the spell has no effect, but failure means the target will obey a brief, reasonable-sounding suggestion for 1d6 rounds. Long suggestions, or those that sound unreasonable to the target, will have no effect.

The spell can overcome many suspicions, but will fail in the face of certainties. For example, if John the guard has received orders to investigate the mysterious disappearance of the Esoteric Jewel of Kwal, and the witch suggests that he looks for footprints outside the ground floor window, then the spell might work on him; but if he has been ordered to arrest the witch for theft, then he will not obey her. This spell will never work in a melee or pursuit situation.

If instead of touching the target, the witch kisses him or her on the lips, then the saving throw is at -4.

Ward of flame (*Reversible*) (*Occult abjuration*)

Level: *Witch 1* Components: V,S,M
 Range: *Touch* Casting time: *1 round*
 Duration: *6 turns* Saving throw: *None*
 Area of effect: *1 creature*

For the spell's duration, *Ward of flame* protects the target creature from injury due to heat or flame. The *Ward* absorbs the next 2d6 hp damage that the target creature would otherwise have suffered from fire.

The spell's reverse, *Ward of frost*, absorbs the next 2d6 hp damage that the target creature would otherwise have suffered from frost, cold or ice.

Ward of the undead (*Occult abjuration*)

Level: *Witch 1* Components: V,S,M
 Range: *Touch* Casting time: *1 round*
 Duration: *6 turns* Saving throw: *None*
 Area of effect: *1 creature*

For the spell's duration, *Ward of the undead* grants the target creature a saving throw (spells) against the special powers of any undead creature's touch. It also grants a saving throw against a ghost's ageing power or the scream of a banshee. The undead creature's touch will still inflict physical damage, as only special powers such as level drain, or paralysis are affected.

Weird whetstone (*Occult conjuration/summoning*)

Level: *Witch 1* Components: V,S,M
 Range: *Touch* Casting time: *1 round*
 Duration: *1 turn* Saving throw: *None*
 Area of effect: *1 whetstone*

By means of this spell the caster conjures a magical whetstone that will cause any non-magical, edged or pointed weapon sharpened by it to become a +1 magical weapon for the next three turns (30 melee rounds). It takes one round to sharpen one axe, sword or polearm, two spears or javelins, or three arrows or quarrels. The *whetstone* vanishes after one turn (10 rounds).

Witch-candle (*Occult conjuration/summoning*)

Level: *Witch 1* Components: V,S,M
 Range: *Touch* Casting time: *1 turn*
 Duration: *4 hours* Saving throw: *None*
 Area of effect: *1 candle*

This spell is used to speed the recovery of the party's hit points while resting. The witch

conjures a magical candle that is lit upon arrival and will burn for up to 4 hours unless it goes out for any reason, whence it vanishes and the spell expires. While the candle is burning, every living creature within 30 ft of it regains 1hp per complete turn that elapses, so long as that creature is resting (not memorising spells, not standing watch, but actually resting). No matter how many such candles are within 30 ft, only 1hp per complete turn can be regained with this spell.

WITCH SPELLS, LEVEL 2

Alacrity (Reversible) (Occult abjuration)

Level: *Witch 2* Components: V,S
Range: *Touch* Casting time: *1 round*
Duration: *6rds +1rd/lvl* Saving throw: *None*
Area of effect: *1 creature*

For the duration of the spell, the target creature improves one step in number of attacks per round based on its current number of attacks, according to the following progression:-

- 1/2 rounds
- 1/round
- 3/2
- 2/1
- 5/2
- 3/1
- 4/1 (max for this spell)

For example, a character with 3 attacks every 2 rounds would have two attacks per round for the duration of the spell.

The spell's reverse, *Sluggishness*, permits a saving throw. The target creature's number of attacks per round is decreased by one step on the table above. Creatures with more than four attacks per round are unaffected.

Barrier (Reversible) (Occult abjuration)

Level: *Witch 2* Components: V,S
Range: *60 ft* Casting time: *1 round*
Duration: *6rds +1rd/lvl* Saving throw: *None*
Area of effect: *Up to 6 creatures within a 20 ft radius*

Barrier protects designated creatures, granting them a bonus of +1 to AC and all saving throws. The reverse of the spell, *Defencelessness*, allows the target creature a save but, if failed, causes a penalty of -1 to AC and all saving throws.

Beastform (Occult enchantment/charm)

Level: *Witch 2* Components: V,S
Range: *Touch* Casting time: *1 round*
Duration: *2d6 turns* Saving throw: *Neg.*
Area of effect: *1 creature*

Beastform enables the caster to switch bodies with one animal of equal or fewer hit dice than the caster has levels. While in the caster's body, the animal becomes catatonic. The caster is in full control of the beast's body and can use all of its attack forms, senses and means of locomotion, so if in the form of a bat, the caster will be able to fly and use a bat's sonar. If either beast or caster is slain during the spell's duration, both die.

Cackle (Occult abjuration)

Level: *Witch 2* Components: V
Range: *50 ft* Casting time: *1 seg.*
Duration: *5 rounds* Saving throw: *None*
Area of effect: *1 creature*

Fixing the target with a glare, the witch utters a demented cachinnation that causes the target to suffer a penalty of -2 to all saving throws for the spell's duration.

Call image (Occult conjuration/summoning)

Level: *Witch 2* Components: V,S,M
Range: *1 mile/level* Casting time: *1 round*
Duration: *1 round* Saving throw: *Neg.*
Area of effect: *A reflecting object, such as a mirror or pool of water*

Requiring a poppet (c.f. the first level *Make poppet* spell), this spell creates an image of the target in a reflecting object. If the target looks into a reflective object near them, then they will be able to see the caster in the same way. This spell will fail if the target person is out of range or on another plane, and if the target person is in a lightless place (prison cell etc.) then the reflecting object will simply go dark, revealing no other information.

Corpse waking (Occult necromancy)

Level: *Witch 2* Components: V,S,M
Range: *Touch* Casting time: *1 round*
Duration: *2d6 rounds* Saving throw: *None*
Area of effect: *1 creature*

This spell enables the witch to raise one human or humanoid corpse as a temporary zombie that will obey the caster's verbal commands. The corpse may be no more than 7 ft tall, will only become a zombie (not a monster zombie) and at the spell's expiry will flop to the ground, a corpse once more.

Darkness (*Occult transmutation/alteration*)

Level: *Witch 2* Components: V,S
 Range: 120 ft Casting time: 4 seg
 Duration: 3 tn + 1tn/lvl Saving throw: Neg.
 Area of effect: 20 ft radius globe

Except as noted above, this spell is the reverse of the 1st level divine spell, *Light*.

Dowse (*Occult divination*)

Level: *Witch 2* Components: V,S,M
 Range: 1 mile/level Casting time: 1 hour
 Duration: *Instant* Saving throw: Neg.
 Area of effect: 1 creature or object

Dowsing enables the caster to know the direction of one familiar object or substance. The caster does not receive a vision of the location. Rather, he or she simply knows in what direction it can be found, provided the target is within the spell's area of effect.

Forget (*Occult enchantment/charm*)

Level: *Witch 2* Components: V,S,M
 Range: 30 ft Casting time: 2 seg
 Duration: *Instant* Saving throw: Neg.
 Area of effect: 1d4 creatures in a 20 ft square area

Except as noted above, this spell is the 2nd level arcane spell *Forget*.

Heal affliction (*Occult necromancy*)

Level: *Witch 2* Components: V,S
 Range: *Touch* Casting time: 1 turn
 Duration: *Instant* Saving throw: None
 Area of effect: 1 creature

This spell is as *Heal ailment* except that permanent effects, including blindness, deafness, disease, and characteristic losses are also removed. It will not cure drastic effects involving whole-body transformation such as level drain, petrification, conversion to green slime, etc.

Pain (Reversible) (*Occult illusion/phantasm*)

Level: *Witch 2* Components: V,S
 Range: 30 ft Casting time: 2 seg
 Duration: 1d6 rounds Saving throw: Neg.
 Area of effect: 1 creature

The target creature is suddenly shot through with extreme agony. It falls to the ground, helpless, and cannot react for the spell's duration. At the spell's expiry it suffers 1d6hp of damage.

The spell's reverse, *Pleasure*, causes the

same effect in game terms but without the subsequent damage.

Raven spy (*Occult conjuration/summoning*)

Level: *Witch 2* Components: V,S
 Range: 20 ft Casting time: 1 seg
 Duration: *Until sunset* Saving throw: Neg.
 Area of effect: 1 bird

Raven spy conjures one rook, raven or crow and imbues it with a spirit allied to the caster. The caster may specify a target and the creature will observe it before returning to the caster at nightfall. The spell grants the bird speech, and it will tell the truth as it understands it.

In areas where corvids are rare, an alternative creature might appear. For example, in some tropical jungles the caster might conjure a parrot.

Skeletal steed (*Occult necromancy*)

Level: *Witch 2* Components: V,S,M
 Range: 10 ft Casting time: 1 round
 Duration: 1turn/level Saving throw: None
 Area of effect: The corpse of a riding animal such as a horse or camel

The *Skeletal steed* spell causes the corpse or bones of a dead steed to arise and bear the caster in accordance with the witch's mental commands. The undead mount is AC 6, can only be struck by silver or magical weapons, will carry up to 500 lbs of weight, and can move up to 240 ft per round. It has 4d8+4 hp, but cannot fight. While not mounted it can be turned as a Type 4 undead (*Shadow*), but if carrying a rider it cannot be turned at all. It moves in eerie silence, and at the caster's option may be faintly luminous.

Speak with animals (*Occult transmutation/alteration*)

Level: *Witch 2* Components: V,S
 Range: *Self* Casting time: 3 seg
 Duration: 2 rds/level Saving throw: None
 Area of effect: Caster

Except as noted above, this spell is the 2nd level divine spell, *Speak with animals*.

Stunning allure (*Occult illusion/phantasm*)

Level: *Witch 2* Components: V,S
 Range: *Self* Casting time: 1 seg
 Duration: 6 rounds Saving throw: *Special*
 Area of effect: Caster

This spell causes the caster to become stunningly attractive to humans, demi-

humans, humanoids, and certain intelligent humanoid monsters capable of speech (GM's discretion). 2d6 hit dice of creatures are affected, starting with those closest to the caster, provided the caster can be seen. Affected creatures will be stunned for 1d6 rounds, after which they will act in whatever way they think most likely to attract the caster's attention until the spell's duration expires.

The creatures receive a saving throw modified by the caster's charisma, gender and race as follows:-

| | |
|----------------|---|
| Charisma 10-12 | Nil |
| Charisma 13-14 | -1 |
| Charisma 15-16 | -2 |
| Charisma 17 | -3 |
| Charisma 18+ | -4 |
| Race same | -2 |
| Partially same | -1 (e.g. human to half-elf or half-orc) |
| Similar | Nil (e.g. humanoid to demi-human, or either to human) |
| Different | +1 (e.g. human to monster race such as a medusa) |
| Gender same | +1 |
| Opposite | -1 |

If the target creature is harmed or caused to make a saving throw, the spell will be broken and it may act normally.

Toadform (*Occult transmutation/alteration*)

Level: *Witch 2* Components: V,S
 Range: *Touch* Casting time: 2 seg
 Duration: 6 turns Saving throw: Neg.
 Area of effect: 1 creature

The spell transforms a human, humanoid or demi-human into a toad for one hour. The target's equipment is transformed and will magically disappear, reappearing beside the former toad at the spell's expiration. Although the toad form moves slowly (30 ft) and has no effective attack, it retains the armour class, hit points and saving throws it had in its natural form.

Vanquished ward (*Occult abjuration*)

Level: *Witch 2* Components: V,S,M
 Range: *Touch* Casting time: *Special*
 Duration: 1 turn/level Saving throw: None
 Area of effect: 1 creature

By either imbibing or smoking a special mixture created from the token of a defeated foe (a hair, scale or feather), the

witch can use the foe's spirit to grant protection from its kind. The spell grants the target a +2 bonus to AC and saving throws for all attack forms (including spells) cast by beings of the same species. Preparing and imbibing (requiring either a gourd or pipe) the mixture takes 5 rounds.

Vulnerability (*Occult abjuration*)

Level: *Witch 2* Components: V,S,M
 Range: 30 ft Casting time: 4 seg
 Duration: 4 turns Saving throw: Neg.
 Area of effect: 1 creature

Vulnerability downgrades the target creature's immunity to non-magical weapons by one slot on the following scale:-

- +3 or better weapon to hit
- +2 or better weapon to hit
- +1 or better weapon to hit
- Silver or magic weapon to hit

For example, a *vulnerability* spell cast on a werewolf would make it subject to normal weapons. A *vulnerability* spell cast on a demon lord might make it vulnerable to +2 weapons or better.

Ward of harm (*Occult abjuration*)

Level: *Witch 2* Components: V,S
 Range: *Touch* Casting time: 8 seg
 Duration: 6 rounds Saving throw: None
 Area of effect: 20 ft radius centred on caster

This spell has three variants, and the caster must choose which variant applies at the time of casting. *Ward of fire* allows creatures in the area of effect to automatically pass their saving throws against fire and heat based effects for the spell's duration; *Ward of ice* allows them to pass their saves against cold; *Ward of lightning* allows them to pass their saving throws against electrical attacks and lightning. Rumours persist of further variants of this spell.

Word of hibernation (*Reversible*) (*Occult enchantment/charm*)

Level: *Witch 2* Components: V,S
 Range: *Touch* Casting time: 1 seg
 Duration: 2d6 turns Saving throw: None
 Area of effect: 3d6 hit dice worth of animals

With a *Word of hibernation*, the witch causes up to 3d6 hit dice worth of animals to fall into a deep sleep for 2d6 turns. The sleep is identical to that caused by the 1st level arcane spell *Sleep*.

WITCH SPELLS, LEVEL 3

Animate dead (*Occult necromancy*)

Level: *Witch 3* Components: V,S,M
Range: *10 ft* Casting time: *1 round*
Duration: *Instant* Saving throw: *None*
Area of effect: *Special*

Except as noted above, this spell is as the 3rd level divine spell *Animate Dead*.

Charm person or mammal (*Occult enchantment/charm*)

Level: *Witch 3* Components: V,S
Range: *60 ft* Casting time: *4 seg*
Duration: *Special* Saving throw: *Special*
Area of effect: *1 creature*

Except as noted above, this spell is the 1st level druid spell *Charm person or mammal*.

Clairsentience (*Occult divination*)

Level: *Witch 3* Components: V,S,M
Range: *See below* Casting time: *3 seg*
Duration: *1 rd/level* Saving throw: *None*
Area of effect: *See below*

This spell duplicates the 3rd level arcane spells *Clairaudience* and *Clairvoyance*. The witch can both see and hear the chosen location.

Corpse candle (*Occult conjuration/summoning*)

Level: *Witch 3* Components: V,S,M
Range: *Touch* Casting time: *2 rds*
Duration: *6 turns* Saving throw: *Special*
Area of effect: *30 ft radius*

The caster creates a large candle from a humanoid femur filled with corpse tallow. The candle is lit when it appears, and if extinguished, it vanishes and the spell expires. Otherwise, it burns for 6 turns with an eldritch, bluish light that makes everything within 30 ft of it invisible and inaudible to undead creatures. Spectres, ghosts, vampires, liches, and other undead of similar power have a chance of resisting this effect. This chance is 3% per hit die.

Decay (*Occult invocation/evocation*)

Level: *Witch 3* Components: V,S,M
Range: *Nil* Casting time: *3 seg.*
Duration: *Instant* Saving throw: *Halves*
Area of effect: *Cone, 50 ft long, 10 ft diameter at base, originating from caster*

This spell causes creatures in its area of effect to physically decay: plants wither and rot, and animals are afflicted with dry gangrene for 2d6 hp of damage (halved if

a saving throw is passed). Incorporeal creatures are unaffected. Corporeal undead save at -4 and suffer 3d8 damage.

Fear (*Occult illusion/phantasm*)

Level: *Witch 3* Components: V,S,M
Range: *Nil* Casting time: *4 seg.*
Duration: *Special* Saving throw: *Neg.*
Area of effect: *Cone, 60 ft long, 5 ft diameter at origin, 30 ft diameter at terminus, originating from caster*

Except as noted above, this is the 4th level arcane spell *Fear*.

Hopping doom (*Occult conjuration/summoning*)

Level: *Witch 3* Components: V,S,M
Range: *60 ft* Casting time: *6 seg.*
Duration: *1 turn/level* Saving throw: *Special*
Area of effect: *See below*

1d10 x 1,000 slimy wet bull frogs appear at a spot designated by the caster (crawling out from rocks, nooks and crannies, or otherwise dropping from the ceiling or sky). They jump madly about, getting underfoot, and croak at a deafening volume that prevents conversation within the area of effect. The distraction is such that spellcasters must save vs. spells before they can cast, and missile users roll to hit at -2. Movement within the area is halved.

There is a base 10% chance (+5% per level) that 1d10 poisonous frogs will be in the group. They will attack non-frog targets within the area of effect, forcing them to save vs. poison at +2 or die. The poisonous frogs are colourful, but otherwise identical to the rest.

The caster can move the mass of frogs by telepathic command, at a maximum speed of up to 60 ft per round.

The area of effect is determined by the number of frogs summoned (10 ft² per 1,000 frogs).

Hover (*Occult transmutation/alteration*)

Level: *Witch 3* Components: V,S,M
Range: *Self* Casting time: *1 round*
Duration: *3 turns* Saving throw: *None*
Area of effect: *Caster*

The caster can fly in any direction through the air at his or her normal movement rate. Various material components are possible. The traditional one is a broomstick, which is not consumed in the spell's casting.

Invisibility (*Occult illusion/phantasm*)

Level: *Witch 3* Components: V,S
 Range: *Touch* Casting time: 2 seg.
 Duration: *Til dispelled* Saving throw: *None*
 Area of effect: *1 creature*

Except as noted above, this spell is the 2nd level arcane spell *Invisibility*.

Lifesteal (Reversible) (*Occult necromancy*)

Level: *Witch 3* Components: V,S
 Range: *Touch* Casting time: 1 seg.
 Duration: *Instant* Saving throw: *Neg.*
 Area of effect: *Creature touched*

The target creature loses 2d6 hp, if it fails its saving throw, and the caster is healed of the same number of hp, up to his or her normal maximum. If the target is slain by this effect, there is a 1% chance per level of the spellcaster that it will rise as a Shadow. It will be under its creator's control until the next new moon, at which time it is released as a free-willed creature (it will not normally attack the witch who created it unless provoked).

The spell's reverse, *Lifegift*, has no saving throw. The caster loses hp and the target is healed of the same amount.

Malice (*Occult enchantment/charm*)

Level: *Witch 3* Components: V,S,M
 Range: *Touch* Casting time: 1 round
 Duration: 6 turns Saving throw: *Neg.*
 Area of effect: *1 creature*

Malice weakens the target creature's attacks: each time the target creature inflicts hit point damage on an enemy (by any means), damage dice must be rolled twice, and the lesser result used.

Memory of life (*Occult necromancy*)

Level: *Witch 3* Components: V,S,M
 Range: 30 ft Casting time: 4 seg.
 Duration: 1 turn/level Saving throw: *Special*
 Area of effect: *Cone originating from caster, 60 ft long, 30 ft diameter at the base*

This potent incantation reminds undead creatures of their previous life, throwing them into confusion or causing them to turn on their creator. The witch chews a mixture of roots, grave earth and salt, and spits it upon his or her hand. Animated undead such as skeletons and zombies have no saving throw and immediately attack their creator if present. Otherwise, they simply babble incoherently, and will not act except to defend themselves. Intelligent

undead receive a saving throw, with success indicating they are unaffected and failure resulting in the same effect as the druidic spell *Confusion*.

Remove curse (Reversible) (*Occult abjuration*)

Level: *Witch 3* Components: V,S
 Range: *Touch* Casting time: 6 seg.
 Duration: *Instant* Saving throw: *Special*
 Area of effect: *See below*

Except as noted above, this spell is the third level divine spell *Remove curse*.

Seeming (*Occult illusion/phantasm*)

Level: *Witch 3* Components: V,S,M
 Range: *Touch* Casting time: 3 turns
 Duration: 2d6 hours Saving throw: *Special*
 Area of effect: *1 object, maximum 20 ft cube*

Seeming allows the caster to alter the appearance of a thing, but not its nature. For example, a witch could make her hovel seem a small but luxurious palace, but not fix the roof; a pit appear to be a shallow hole, but anyone falling in would still take 1d6 damage.

The spell is unlike *Phantasmal Force* in that there must be a real object to change, and no illusory damage is possible.

Seeming will not make the caster rich: any wealth gained by use of the spell only lasts for the spell's duration.

Speak with dead (*Occult transmutation/alteration*)

Level: *Witch 3* Components: V,S,M
 Range: *Self* Casting time: 1 turn
 Duration: 1 rd/level Saving throw: *None*
 Area of effect: *Caster*

Except as noted above, this spell is the 3rd level divine spell *Speak with dead*.

Speak with plants (*Occult transmutation/alteration*)

Level: *Witch 3* Components: V,S,M
 Range: *Self* Casting time: 1 turn
 Duration: 1 rd/level Saving throw: *None*
 Area of effect: *Caster*

Except as noted above, this spell is the 4th level divine spell *Speak with plants*.

Suggestion (*Occult enchantment/charm*)

Level: *Witch 3* Components: V,S
 Range: 30 ft Casting time: 3 seg.
 Duration: 6tns+1tn/lvl Saving throw: *Neg.*
 Area of effect: *1 creature*

Except as noted above, this spell is the 3rd level arcane spell *Suggestion*.

Suppress magic (Occult abjuration)

Level: *Witch 3* Components: V,S
Range: *50 ft* Casting time: *4 seg.*
Duration: *6 turns* Saving throw: *None*
Area of effect: *30 ft radius sphere*

Except as noted above, and that any suppressed enchantments are not permanently removed and will return after the spell expires, this spell is the 3rd level divine spell *Dispel magic*.

The needle (Occult invocation/evocation)

Level: *Witch 3* Components: V,S,M
Range: *100 ft* Casting time: *4 seg.*
Duration: *Permanent* Saving throw: *Halves*
Area of effect: *1 creature*

This spell requires a poppet of the target (c.f. the first level *Make poppet* spell). The caster holds the poppet, utters the spell and then inserts the needle. The target takes 3d6 hp of damage and the caster may select one of the target's limbs to be temporarily disabled (either a leg, halving the target's movement speed, or the weapon or shield arm, causing the target to drop the item). If the target passes its saving throw then the damage is halved and no limb is disabled.

Water breathing (Reversible) (Occult transmutation/alteration)

Level: *Witch 3* Components: V,S,M
Range: *Touch* Casting time: *5 seg.*
Duration: *6 turns/level* Saving throw: *None*
Area of effect: *1 creature*

Except as noted above, this spell is the 3rd level druidic spell *Water breathing*.

WITCH SPELLS, LEVEL 4

Bog man (Occult transmutation/alteration)

Level: *Witch 4* Components: V,S,M
Range: *Touch* Casting time: *1 hour*
Duration: *Until sunset* Saving throw: *None*
Area of effect: *1 creature*

This spell animates a temporary golem. The witch prepares a juju stick from a fresh elderwood branch which has been whittled and carved with mystic runes, and then touches a bog with it. The soul of a murderer is drawn into the bog, and animates the mud. Once animated, the bog man rises from the mud in the exact likeness of the murderer.

Bog man: Mv 90 ft, AC 5, HD 6, #at 1, dam 2d6, takes half damage from cutting or thrusting weapons.

The *bog man* has the soul of the murderer, but not the mind. It is completely unintelligent and will obey the witch's commands to the letter. It is not undead and cannot be turned, but is immune to mind-affecting magic, sleep and charm spells of any kind.

On command the *bog man* can turn to thin mud, and seep under doors, through gratings etc. It can also be commanded to reconstitute itself on the other side.

Cauldron of rage (Occult abjuration)

Level: *Witch 4* Components: V,S,M
Range: *Touch* Casting time: *1 hour*
Duration: *Until sunset* Saving throw: *None*
Area of effect: *1 cauldron*

By mixing exotic ingredients in a cauldron, the witch creates a draught that instills berserk rage. Affected creatures attack at +1, gain a damage bonus of +3, and 5 temporary hit points. Temporary hit points are lost first if the creature incurs damage. The affected creature will not willingly retreat from any combat or opponent, and is immune to fear effects of any kind.

Control memory (Reversible) (Occult enchantment/charm)

Level: *Witch 4* Components: V,S,M
Range: *Touch* Casting time: *1 seg.*
Duration: *Instant* Saving throw: *Neg.*
Area of effect: *1 creature*

The victim of this spell must be sleeping, unconscious or in some other state where its conscious mind is absent. It must also be able to understand the caster's speech. If these conditions are met, the caster implants a fictitious memory in its mind. The memory may be elaborate or complex, but the event depicted must have an actual duration of no more than one hour. In combination with a *Forget* spell, a *Control memory* could be used to replace one memory with another.

If the victim fails its saving throw it will believe the memory to be absolutely true unless verbally challenged by someone it would believe or trust. In this case, it receives a second saving throw to realise the memory is false. If it fails this second save, it will believe the memory until its death, unless subjected to a *Limited wish*, a *Wish*, or the reverse of this spell, all of which will remove the implanted memory without a saving throw.

The reverse of this spell, *Repair memory*, has no use except to remove a memory implanted via *Control memory*.

Detect lie (*Occult divination*)

Level: *Witch 4* Components: V,S,M
Range: *30 ft* Casting time: *7 seg*
Duration: *1rd/level* Saving throw: *None*
Area of effect: *1 creature*

Except as noted above, this spell is the 4th level divine spell *Detect lie*.

Dispel magic (*Occult abjuration*)

Level: *Witch 4* Components: V,S
Range: *60 ft* Casting time: *6 seg.*
Duration: *Instant* Saving throw: *None*
Area of effect: *30 ft radius sphere*

Except as noted above, this spell is the 3rd level divine spell *Dispel magic*.

Effigy (*Occult invocation/evocation*)

Level: *Witch 4* Components: V,S,M
Range: *100 ft* Casting time: *6 seg.*
Duration: *1 rd/level* Saving throw: *Neg.*
Area of effect: *1 creature*

This spell requires that the caster has a poppet of the target (c.f. the first level *Make poppet* spell). Once the spell has been cast the target gets a saving throw vs magic. If they fail the caster may move the poppet and the person will be moved as the poppet does, up to a speed of 30 ft/round. Movement can be in any direction, which includes levitating the target, but they cannot be forced through solid objects. If the person resists by clinging to a heavy or fixed object, then they have a base 30% chance of being able to immobilise themselves, modified by +5% for every point of strength they have in excess of 10, or -5% for every point of strength below 10.

Exorcise (*Occult abjuration*)

Level: *Witch 4* Components: V,S,M
Range: *10 ft* Casting time: *Special*
Duration: *Instant* Saving throw: *None*
Area of effect: *1 creature or object*

Except as noted above, this spell is the 4th level divine spell *Exorcise*.

Fangs of Alouqah (*Occult conjuration/summoning*)

Level: *Witch 4* Components: S
Range: *60 ft* Casting time: *6 seg.*
Duration: *See below* Saving throw: *None*
Area of effect: *See below*

This spell conjures 3d6 thirsty stirges. The stirges are not under the witch's control but will immediately attack the nearest living creature. Each stirge will remain until it is killed, or drinks 12hp of blood, or 12 melee rounds have expired, whichever comes first. The spell has no verbal component.

Harmshield (*Occult abjuration*)

Level: *Witch 4* Components: V,S,M
Range: *Touch* Casting time: *1 seg.*
Duration: *1 turn* Saving throw: *None*
Area of effect: *1 creature*

The *Harmshield* absorbs the next 10 hp of damage that the target would otherwise have suffered. Any damage over and above the 10hp are taken as normal. On each person, only one *Harmshield* spell may be in effect at a time.

Heal undead (Reversible) (*Occult necromancy*)

Level: *Witch 4* Components: V,S
Range: *10 ft* Casting time: *1 round*
Duration: *Instant* Saving throw: *None*
Area of effect: *1 undead creature*

This spell repairs an undead creature of 2d6 hp of damage. Its reverse inflicts 2d6 hp damage on an undead (no saving throw). If there are several valid targets within range then the witch can select which is affected.

Ordeal (*Occult transmutation/alteration*)

Level: *Witch 4* Components: V
Range: *Self* Casting time: *1 seg.*
Duration: *2d6 rounds* Saving throw: *None*
Area of effect: *Caster*

Ordeal may only be cast when the caster has less than a quarter of his or her normal (full) hp remaining. For the spell's duration, the caster may make all die rolls twice, and select the result that he or she prefers. This includes "to hit", damage, saving throws, and all other kinds of die roll that the player would normally make.

Ostia tenebrosa (*Occult illusion/phantasm*)

Level: *Witch 4* Components: V,S
Range: *50 ft* Casting time: *4 seg.*
Duration: *3d6 hours* Saving throw: *Neg.*
Area of effect: *30 ft diameter sphere*

Living creatures within the area of effect are blinded for the spell's duration unless they save. They will fight at -4. This effect can be removed by *Cure blindness*, *Heal ailment*, *Dispel magic* or *Remove curse*.

Polymorph other (*Occult transmutation/alteration*)

Level: *Witch 4* Components: V,S,M
Range: *50 ft* Casting time: *4 seg.*
Duration: *Permanent* Saving throw: *Neg.*
Area of effect: *1 creature*

Except as noted above, this spell is the 4th level arcane spell *Polymorph other*.

Polymorph self (*Occult transmutation/alteration*)

Level: *Witch 4* Components: V,S
Range: *Self* Casting time: *3 seg.*
Duration: *2 turns/level* Saving throw: *None*
Area of effect: *Caster*

Except as noted above, this spell is the 4th level arcane spell *Polymorph self*.

Rain of spite (*Occult invocation/evocation*)

Level: *Witch 4* Components: V,S,M
Range: *100 ft* Casting time: *7 seg.*
Duration: *1 round* Saving throw: *Halves*
Area of effect: *Cylinder 30 ft diameter, up to 30 ft tall*

The *Rain of spite* creates a magical storm of vitriol: black tears that come from some unimaginable place, burn what they touch and evaporate with a hiss. They are neither venom, nor acid, nor flame; witches say they are made of liquid scorn. The tears damage living flesh, doing 1d4 hp of damage per level of the witch to everything within the area of effect (save vs spells for half). Un-living items, including undead creatures, golems and elementals, take no damage from this spell.

Troll's blood (reversible) (*Occult necromancy*)

Level: *Witch 4* Components: V,S
Range: *Touch* Casting time: *1 round*
Duration: *See below* Saving throw: *None*
Area of effect: *Creature touched*

This spell causes the target creature to be healed by 1d4hp per round for 1 round plus one round for every two caster levels (so for a 7th or 8th level witch it lasts 4 rounds, 9th or 10th level it lasts 5 rounds, and so on). The reverse of the spell, *Decrepitude*, requires a successful "to hit" roll in combat and also grants the target a saving throw to avoid the effects. If successful it causes progressive hp loss just as *Troll's blood* heals.

Those creatures that would be unaffected by a *Regenerate* spell are also unaffected by *Troll's blood*.

WITCH SPELLS, LEVEL 5

Bonewarp (*Occult invocation/evocation*)

Level: *Witch 5* Components: V,S,M
Range: *Nil* Casting time: *8 seg.*
Duration: *Instant* Saving throw: *Neg.*
Area of effect: *Cone 100 ft long, 30 ft diameter at the base, originating from caster*

With a complex chant and a series of gestures, the witch calls spirits that twist and warp the skeletons of all creatures within the area of effect. Creatures that pass a saving throw, and creatures without a skeleton are unaffected. Affected creatures are stunned by the pain for 1d6 rounds and lose 2d6 hp. They may, at the GM's discretion, suffer dislocated limbs: equal chance to either halve movement (1-50) or to attack at -5 (51-100). Limbless creatures (snakes, fish etc.), and large powerful creatures with strong bones and sinew (dragons, dinosaurs etc.), for example, will not suffer dislocated limbs. Avian or bat-like creatures will lose the ability to fly owing to dislocated wings.

Call imp (*Occult conjuration/summoning*)

Level: *Witch 5* Components: V,S,M
Range: *10 ft* Casting time: *1 turn*
Duration: *6 turns* Saving throw: *None*
Area of effect: *1 imp*

This spell calls an imp. It takes 1d2 turns to arrive after the spell is cast and will depart 6 turns later. The imp is a free-willed creature, not a familiar or servant, so it is advisable to call the imp into a magical circle of some kind. The witch may be able to persuade it to do as he or she wishes (the chance being the same as her *Contact spirit* chance), or use another spell (such as *Under the will*, q.v.) to force it to serve.

Call mephit (*Occult conjuration/summoning*)

Level: *Witch 5* Components: V,S,M
Range: *10 ft* Casting time: *1 turn*
Duration: *6 turns* Saving throw: *None*
Area of effect: *1 mephit*

This spell calls a mephit. The witch can sometimes (50%) choose which kind of mephit appears. Otherwise, the GM should determine the type of mephit randomly. As with *Call imp*, the mephit takes 1d2 turns to arrive, leaves after one hour, and is a free-willed creature that the witch will need to persuade to serve.

Confusion (*Occult enchantment/charm*)

Level: *Witch 5* Components: V,S,M
Range: *60 ft* Casting time: *9 seg.*
Duration: *1 rd/level* Saving throw: *Special*
Area of effect: *20 ft radius sphere*

Except as noted above, this spell is the 7th level druidic spell *Confusion*.

Conjure elemental (*Occult conjuration/summoning*)

Level: *Witch 5* Components: V,S,M
Range: *50 ft* Casting time: *1 turn*
Duration: *1 turn/level* Saving throw: *None*
Area of effect: *1 elemental creature*

This spell calls an elemental. The witch can choose at the time of casting to call a fire, earth, air or water elemental, but sufficient volume of the relevant element must be available. Determine the elemental's hit dice on the following table:-

| d6 | Hit dice |
|-----|----------|
| 1 | 8 |
| 2-3 | 12 |
| 4-5 | 16 |
| 6 | 24 |

The witch has a chance of persuading the elemental to serve of its own free will, the chance being the same as her *Contact Spirit* chance. If this fails, the witch will need to concentrate in order to maintain control (cf. the 5th level arcane spell *Conjure elemental* for the mechanics of this). If the elemental is neither persuaded nor controlled, it will depart.

Danse macabre (*Occult enchantment/charm*)

Level: *Witch 5* Components: V,S,M
Range: *Nil* Casting time: *5 seg.*
Duration: *Up to 1 hour* Saving throw: *Neg.*
Area of effect: *Sphere 50 ft radius around caster*

This spell requires a musical instrument. It enables the witch to play unearthly, beautiful but somehow disturbing music. It has two potential effects. First, undead creatures within the area of effect stop what they are doing and begin a slow, shuffling dance to the melody. Until the spell expires, they can take no other action except dancing. Second, if there are no undead, then any corpses or bodies within the area rise from the ground, or their graves, and dance. The witch can move at normal walking pace and the dancing corpses will accompany him or her.

Corporeal undead are not necessarily harmed by the spell, but sunlight destroys incorporeal undead and makes vampires harmless.

All undead receive a saving throw to avoid this effect. If an undead creature is the target of a to hit roll or victim of a spell effect then the *danse macabre* ceases for it.

Evil eye (*Occult enchantment/charm*)

Level: *Witch 5* Components: S
Range: *60 ft* Casting time: *1 seg.*
Duration: *Permanent* Saving throw: *Neg.*
Area of effect: *One creature*

With a small gesture and a stare, the witch inflicts a powerful curse on the target. The evil eye cannot be dispelled, but it can be removed by a *Remove curse* spell, or by extremely powerful magic (*Limited wish*, *Wish*, *Alter reality*, or certain artifacts and relics). Determine the evil eye's random effect on the following table:-

d10 Effect

- 1 Target suffers a disfiguring disease. Deduct 1d6 points of charisma.
- 2 Target becomes weak and sick. Deduct 1d6 points of strength.
- 3 Numbness in target's arms and hands. Deduct 1d6 points of dexterity.
- 4 The person the target loves most comes to loathe the target.
- 5 Target's investments or business dealings go awry; deduct 50%-100% of his or her wealth.
- 6 Target's most prized possession is broken, spoiled or ruined.
- 7 Target's eyesight deteriorates: -2 "to hit" with missiles at targets more than 30 ft away.
- 8 Target's hearing deteriorates: can only hear sounds originating from within 60 ft.
- 9 Target experiences a stutter. 50% chance any spellcasting will fail.
- 10 Target is lamed. Movement rate reduced by 30 ft.

Healing sympathy (*Occult necromancy*)

Level: *Witch 5* Components: V,S,M
Range: *60 ft* Casting time: *5 seg.*
Duration: *1 rd/level* Saving throw: *None*
Area of effect: *1 creature*

This spell enables the witch to cast beneficial spells on a poppet (cf. 1st level occult spell *Make poppet*) which will affect the poppet's living counterpart, providing he or she is within range. Thus, the witch could hide around the corner while healing another adventurer who is in melee with a monster. Detrimental spells will not work via *Healing sympathy*.

Lay to rest (*Occult abjuration*)

Level: *Witch 5* Components: *V*
Range: *Touch* Casting time: *1 seg.*
Duration: *Instantan-* Saving throw: *Neg.*
eous (permanent)
Area of effect: *1 undead creature*

This spell destroys one undead creature: corporeal undead collapse to the ground as harmless corpses, and incorporeal undead evaporate into the æther. On the round of casting, the spell enables the caster to touch an undead creature without suffering any associated ill-effects. The caster must succeed in a "to hit" roll and if the roll fails, the spell dissipates harmlessly. Note: undead hit only by magical weapons (+3 or lower) are also subject to this spell.

Soulbond (*Occult necromancy*)

Level: *Witch 5* Components: *V,S,M*
Range: *Touch* Casting time: *1 seg.*
Duration: *1 day* Saving throw: *None*
Area of effect: *1 creature*

This is the witch's answer to *Raise dead*. When cast on a fresh corpse, the round after it is slain, this spell prevents the slain creature's soul from departing for 1 day. If the creature is healed up to positive hit points during this time, it will be able to move (slowly) to a place of rest. There it must rest for one week, after which it will rolls a system shock check. If this is passed, it recovers fully though it will lose one point of constitution permanently in the process (no saving throw).

Soulbond only works on creatures with souls. Those with spirits, such as elves, are unaffected (see the 5th level divine spell *Raise dead*).

Soulbond can also be used to keep life in a creature that has not been healed up to positive hit points. In this case, the target creature's soul remains locked in a corpse. If the corpse is reasonably whole, it will rise as a ghoul (caster levels up to 10), ghast (caster levels 11-13) or wight (caster levels 14+). If it is only partially complete, such as a limbless torso, then the creature will become conscious (knowing its situation and living in intense agony), but unable to fight. This last application will cause alignment drift towards evil.

The brink (*Occult transmutation/alteration*)

Level: *Witch 5* Components: *V,S,M*
Range: *Touch* Casting time: *1 seg.*
Duration: *Instant* Saving throw: *None*
Area of effect: *Up to 13 creatures*

The *brink* can instantly teleport the caster and up to 13 other creatures to a new destination. No creature larger than medium size may be brought over the brink. Equipment up to the creature's normal maximum encumbrance can be carried; any excess will be lost on the journey. The spell is not entirely without risk in that when the spell's targets arrive at their destination, there is a chance that a randomly-selected demon or devil will appear with them. This chance is determined on the following table: -

Destination is:-

| | |
|---|------|
| The caster's residence | 0.1% |
| Within 1 mile of the caster's residence | 1% |
| Within 10 miles of the caster's residence | 2% |
| In the caster's home country | 3% |
| On the caster's home continent | 4% |
| On the caster's home planet | 5% |
| Elsewhere on the Prime Material Plane | 7% |
| Elsewhere in the planes | 13% |

Ward of magic (*Occult abjuration*)

Level: *Witch 5* Components: *V,S,M*
Range: *Nil* Casting time: *1 seg.*
Duration: *5 rounds* Saving throw: *None*
Area of effect: *20 ft radius sphere centred on the caster*

Spells of no higher than third level cast from outside the area of effect are absorbed and dispersed harmlessly by this spell. There is one exception: a *Dispel magic* spell cast on the *Ward* will remove it (no saving throw). Spells cast from within work as normal.

WITCH SPELLS, LEVEL 6

Call barbazu (*Occult conjuration/ summoning*)

Level: *Witch 6* Components: *V,S,M*
Range: *10 ft* Casting time: *1 turn*
Duration: *9 turns* Saving throw: *None*
Area of effect: *1 barbazu*

A barbazu will arrive 1d3 turns after the spell is cast, and depart nine turns later. The barbazu is a free-willed creature, not a minion or servant of any kind, so it is advisable to call it into a magical circle of some kind. The witch may be able to bargain with it or persuade it to do as he or she wishes (the chance being the same as his or her Contact Spirit chance), or use another spell (such as *Under the will*, q.v.) to force it to do his or her bidding.

Call succubus (*Occult conjuration/ summoning*) (reversible)

Level: *Witch 6* Components: *V,S,M*
Range: *10 ft* Casting time: *1 turn*
Duration: *9 turns* Saving throw: *None*
Area of effect: *1 succubus*

The succubus takes 1d3 turns to arrive, leaves after an hour and a half, and is a free-willed creature that the witch will need to persuade to serve, or bend to his or her will. The reverse, *Call incubus*, calls the succubus' masculine counterpart, which is an identical creature in game terms.

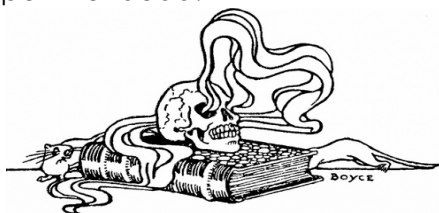
Chariot of the dead (*Occult necromancy*)

Level: *Witch 6* Components: *V,S,M*
 Range: *10 ft* Casting time: *1 turn*
 Duration: *1 turn/level* Saving throw: *None*
 Area of effect: *See below*

This spell can only be cast in darkness, either underground or at night. 1d3 rounds after the witch finishes casting this spell, the *Chariot of the dead* will arrive, either by turning the nearest corner (indoors or underground) or flying down from the night sky (outdoors).

It consists of a chariot of bone, formed from the pelvis of some great beast such as a dragon or dinosaur, with wheels attached, drawn by a pair of skeletal horses. The chariot moves at 480 ft per round, whether travelling on land, flying through the air (AA: Level V), or underwater. It can carry the caster and up to eight other creatures, and enter the astral or æthereal planes if desired. The *Chariot* has scything blades of bone attached to its wheels, and causes 2d8hp damage to any creature in its path.

The skeletal horses can be attacked, or detached from the *Chariot*, in which case they are treated as *Skeleton steeds* (q.v.). If the *Chariot* is flying at the time, then being detached from it will cause the skeletal horse to fall to earth. They cannot be turned while there is a rider on the *Chariot*. If there is no rider, the *Chariot* can be turned as a Type 11 undead.



Charm undead (*Occult enchantment/charm*)

Level: *Witch 6* Components: *V,S*
 Range: *60 ft* Casting time: *3 seg.*
 Duration: *See below* Saving throw: *Neg.*
 Area of effect: *See below*

This spell resembles the 4th level arcane spell *Charm monster*, but it only affects undead creatures. Determine the effect of the spell on the following table: -

| Monster hit dice | Number of monsters affected | Chance/day to break charm |
|------------------|-----------------------------|---------------------------|
| 1-2 | 3d6 | 5% |
| 3-4 | 2d6 | 10% |
| 5 | 2d4 | 15% |
| 6 | 1d6 | 20% |
| 7 | 1d4 | 25% |
| 8 | 1d3 | 30% |
| 9 | 1d2 | 40% |
| 10 | 1 | 50% |
| 11 | 1 | 65% |
| 12 | 1 | 80% |
| 13 | 1 | 95% |
| 14+ | No effect possible | |

Claws of vengeance (*Occult invocation/evocation*)

Level: *Witch 6* Components: *V,S,M*
 Range: *150 ft* Casting time: *1 round*
 Duration: *1 round* Saving throw: *None*
 Area of effect: *10 square ft per caster level*

For one round, the area of effect is filled with talons that catch and rend. All creatures within the area suffer 1d20 claw attacks. Each claw uses the witch's chance to hit and inflicts 1d4 hp of damage if a successful hit occurs.

Control winds (*Occult transmutation/alteration*)

Level: *Witch 6* Components: *V,S,M*
 Range: *Nil* Casting time: *7 seg*
 Duration: *1 turn/level* Saving throw: *None*
 Area of effect: *40 ft radius/level*

Except as noted above, this spell is the 5th level druidic spell *Control winds*.

Crawling swarm (*Occult alteration*)

Level: *Witch 6* Components: *V,S*
 Range: *Self* Casting time: *6 seg.*
 Duration: *1 turn/level* Saving throw: *None*
 Area of effect: *Caster*

The caster transforms his or her own body into a swarm of spiders (90%) or centipedes (10%). There will be 100 such creatures per level of the witch. In this form, the caster is immune to all attack forms, except for area of effect attacks such as fireball or flaming oil—but area of effect attacks will inflict double damage.

The *Crawling swarm* can move at 30 ft, and can climb sheer surfaces or through tiny gaps. It can attack creatures subject to non-magical weapons, taking one round to fully engulf the target, and then inflicting 4d6 hp of bite damage per round until the target dies; but most creatures will easily be able to outrun the swarm.

Hex (*Occult evocation*)

Level: *Witch 6* Components: V,S
Range: *60 ft* Casting time: *6 seg.*
Duration: *6 rounds* Saving throw: *Neg.*
Area of effect: *Up to 6 creatures*

This spell affects up to 6 creatures within 60 ft of the caster. Affected creatures are wracked with pain, and can do nothing except writhe and scream for 6 melee rounds. Saving throws are at -6.

Horror (*Occult enchantment*)

Level: *Witch 6* Components: V,S
Range: *Nil* Casting time: *6 seg.*
Duration: *1 rd/level* Saving throw: *None*
Area of effect: *Cone 5 ft long/level, diameter at base 1 ft/level*

Creatures within the area of effect panic and must flee directly away from the caster. There is a 60% chance they will drop anything they are holding. There is no saving throw, but undead, golems, elementals and extraplanar creatures are immune to the effect.

Surcease (*Occult necromancy*)

Level: *Witch 6* Components: V,S,M
Range: *60 ft* Casting time: *1 seg.*
Duration: *Instant* Saving throw: *Neg.*
Area of effect: *1 creature*

This spell requires a poppet of the target (cf. 1st level occult spell *Make poppet*). Except for this and as noted above, this spell is the 7th level druidic spell *Finger of death*.

Under the will (*Occult enchantment/charm*)

Level: *Witch 6* Components: V,M
Range: *20 ft* Casting time: *3d6 turns*

Duration: *Until sunset or moonrise, whichever comes first* Saving throw: *Neg.*

Area of effect: *1 extraplanar creature*

This spell may only be cast on the Prime Material Plane and works only on an extraplanar creature. Because of the spell's long casting time, holding the creature in a magic circle of some kind is recommended. At the end of the spell's casting, the target creature may check its magic resistance (if any) to avoid the effects. If it has no magic resistance, or if it fails its roll, it gets a saving throw vs. spells at a -4 penalty with failure indicating that the creature must obey the witch's spoken commands until the spell expires.

Wall of thorns (*Occult conjuration/summoning*)

Level: *Witch 6* Components: V,S
Range: *60 ft* Casting time: *8 seg.*
Duration: *1 turn/level* Saving throw: *None*
Area of effect: *80 cubic ft/caster level*

Except as noted above, this spell is identical to the 6th level druidic spell *Wall of thorns*.

WITCH SPELLS, LEVEL 7

Blight (*Occult necromancy*)

Level: *Witch 7* Components: V,S,M
Range: *10 ft/level* Casting time: *7 seg.*
Duration: *Instant* Saving throw: *Special*
Area of effect: *5 square ft/level*

This spell causes living things within the area of effect to wither and rot. Non-magical plants are killed, instantly dropping their leaves and turning black. Magical plants and plant-like creatures (e.g. treants) must roll a saving throw vs. death magic at -4 or instantly die.

Other living things are also killed, up to a maximum of 6d12 "points" of creatures (NB. Plants and plant-like creatures do not count towards the 6d12 points). Roll 6d12 and follow this procedure:-

- | | |
|------------------------------------|--|
| Plants | Killed, do not count towards the 6d12 points |
| Plant-like things | Save vs death magic at -4 or die, do not count towards the 6d12 points |
| Creatures of less than 1 HD | Save vs death magic at -3 or die, each counts as half a point |
| Creatures of less than 2 HD | Save vs death magic at -3 or die, each counts as 1 point |
| Creatures of less than 3 HD | Save vs death magic at -2 or die, each counts as 2 points |
| Creatures of less than 4 HD | Save vs death magic at -1 or die, each counts as 3 points |
| Creatures of 4HD or more | Save vs death magic or die, each counts as 4 points |

Once the 6d12 points are exhausted, any partial "kills" are disregarded.

Call cornugon (*Occult conjuration/summoning*)

Level: *Witch 7* Components: V,S,M
Range: *10 ft* Casting time: *1 turn*
Duration: *12 turns* Saving throw: *None*
Area of effect: *1 cornugon*

This cornugon takes 1d4 turns to arrive, and leaves after 12 turns. It is a free-willed creature, not a minion or servant, so it is advisable to call the cornugon into a magical circle of some kind. The witch may be able to bargain with it or persuade it to do as he or she wishes (the chance being the same as his or her Contact Spirit chance), or use another spell (such as *Under the will*, q.v.) to force it to do his or her bidding.

Call vrock (*Occult conjuration/summoning*)

Level: *Witch 7* Components: V,S,M
Range: *10 ft* Casting time: *1 turn*
Duration: *12 turns* Saving throw: *None*
Area of effect: *1 vrock*

This spell calls a vrock. As with *Call cornugon*, the vrock takes 1d4 turns to arrive, leaves after two hours, and is a free-willed creature that the witch will need to persuade to serve or bend to his or her will.

Control weather (*Occult conjuration/summoning*)

Level: *Witch 7* Components: V,S,M
Range: *Nil* Casting time: *1 turn*
Duration: *6d12 hours* Saving throw: *None*
Area of effect: *3d8 square miles*

Except as above, this spell is the 7th level druidic spell *Control weather*.

Dismiss infernal (*Occult abjuration*)

Level: *Witch 7* Components: V
Range: *10 ft* Casting time: *9 seg.*
Duration: *Instant* Saving throw: *Neg.*
Area of effect: *1 fiend (demon, devil etc.)*

By means of this spell the witch returns an infernal creature to its home plane. If the target creature has a true name, the witch must know it and speak it as part of the spell. Once dismissed, the fiend cannot return of its own volition for several years (13 years minus one year per full hit die the creature possesses).

Dominate infernal (*Occult enchantment/charm*)

Level: *Witch 7* Components: V,M
Range: *30 ft* Casting time: *3d6 hrs*
Duration: *A year and a day* Saving throw: *See below*
Area of effect: *1 fiend (demon, devil etc.)*

Except for its longer duration, and except for the fact that it only works on creatures from the infernal planes, this spell exactly

resembles *Under the will* (q.v.). It is used to force a demon or devil to perform longer-duration tasks than *Under the will* allows.

Dreadful sleep (*Occult enchantment/charm*)

Level: *Witch 7* Components: V
Range: *60 ft* Casting time: *1 seg.*
Duration: *1 decade/level* Saving throw: *Neg.*
Area of effect: *1 person*

This spell affects one person (human, demi-human or humanoid) who receives a saving throw at -4 to avoid falling into a *Dreadful sleep*, which is a sleep so deep it resembles suspended animation. The target will awaken after many decades have elapsed, or as a result of the spells *Wish*, *Limited wish*, *Alter reality* or *Heal*, or when one specific incident occurs. The incident is traditionally being kissed by royalty, but the GM is encouraged to invent alternatives.

Forbidding (*Occult abjuration*)

Level: *Witch 7* Components: V
Range: *50 ft* Casting time: *5 seg.*
Duration: *1 round/lvl* Saving throw: *Special*
Area of effect: *See below*

The *Forbidding* is a two-dimensional magical barrier which can be of any shape, but must be a contiguous area not exceeding 10 square feet per level of the caster. It partially prevents magical spells and effects from passing through. Magic spells have a base 100% chance of dissipating when passing the barrier, -2% per level of the caster, -5% per level of the spell. Conjured or summoned creatures that pass the barrier must pass a saving throw vs. magic or be returned to whence they came (if they have magic resistance it does not count against this effect). Magic potions or scrolls have a 50% chance of being nullified on passing the *Forbidding* (the scrolls becoming blank, the potions turning to inert liquid) and items with charges have a 25% chance of losing 1d4 charges from their repertoire. Other magic items are unaffected.

For example, Thor-Hag the witch's party meets an 11th level evil magic user in a dungeon. Thor-Hag places a *Forbidding* between the party and the evil mage. The mage attempts to cast a *Fireball* at the party. The *fireball's* chance of dissipating harmlessly is: 100%, -22% (the mage is 11th level), -15% (*Fireball* is a third level spell) for a total of 63%. The d% comes up 31 and the *Fireball* has no effect.

Cursing, the evil mage tries to conjure an elemental. He could try to bypass the forbidding by conjuring the elemental such that it appears on the other side, but the GM rules that there is still a magical "effect" passing the barrier that the forbidding would act on, so there would be a $(100-22-25=)$ 53% chance of spell failure. The mage re-thinks and decides to call it on this side of the *Forbidding*. When the elemental crosses the *Forbidding*, it must pass a saving throw vs. magic or be returned to its home plane.

Fuse hybrid (*Occult transmutation/ alteration*)

Level: *Witch 7* Components: *V,S,M*
Range: *Touch* Casting time: *6 turns*
Duration: *Instant* Saving throw: *Neg.*
(*permanent*)
Area of effect: *2 creatures*

This spell fuses two living creatures into a single hybrid. Centaurs, owlbears, harpies etc. may originally have been created by this spell. If unwilling, both the creatures receive a saving throw vs. spells and if either passes, the spell is unsuccessful. The spell can work on a creature that has already been hybridised before, so it could also have created the chimæra and gorgimæra.

Sacrifice (*Occult necromancy*)

Level: *Witch 7* Components: *V,S,M*
Range: *Touch* Casting time: *6 turns*
Duration: *Instant* Saving throw: *None*
(*permanent*)
Area of effect: *1 corpse*

This spell is the witch's answer to *Resurrection*, but witches cannot call back the souls of the departed dead—they must make an exchange for them. Thus, in order to invoke this spell, the witch must ritually cut the throat of a speaking creature. It is otherwise exactly the same as the seventh level divine spell.



Create Food and Drink

By Nicole Massey

Okay folks, it's getting a bit frosty out there for those of us in the northern hemisphere, at least those of us not in the tropical zone. Let's cook some food to fight off the chill. None of these recipes are proof against a Cone of Cold or Ice Storm, but they might stave off a chill cantrip. They all use a slow cooker. A slow cooker is handy for us gaming types: set it up before everyone arrives, play for a few hours, and the food is ready to eat. As an added bonus the wonderful smells tend to get the appetite going at about the right time.

These recipes are all geared towards omnivores (one of the great things about being an adventurer is that you get to try out all kinds of exotic meats), so I'll try to provide more vegetarian recipe options next time. The first two recipes are my own creation, while the last two are developments by my roommate, Gaylanalee Baker.

Wild Elf Chicken Stew

First we'll start with a nice chicken stew (remember, everything can taste like chicken, even basilisk and tarrasque).

This is based on a recipe I got from a Grugach during my wanderings when I was younger. It's great with fresh bread smeared with butter.

Servings: 7

Ingredients:

1 med. onion, chopped
1 large can shredded chicken
2 lb. frozen mixed soup vegetables (peas, carrots, corn, and green beans are a common example of this blend)
1 qt chicken stock
1 qt water
1 tbsp. crushed garlic
1½ cup wild rice
Salt and pepper to taste

Dice the onion, and place in the slow cooker. Open the large can of shredded chicken and pour the contents, including the broth, into the cooker. Add the vegetables, stock, water, and garlic, and turn the cooker on high. Cook for three hours, then stir in the rice, and let cook for an additional two hours.

Note: White or brown rice may be substituted for wild rice. First wash the rice thoroughly in a jar until all cloudiness is removed. This will get rid of the starch that clings to the rice.

Variations: Any other type of poultry besides chicken can be used (remember to clean cockatrice meat thoroughly to avoid stony glares from your dining companions). Beans (like Anasazi beans) can also be added or used as a substitute for the chicken.

A teaspoon of ground cumin can impart a smoky flavor, while peppers will increase the heat of the dish. If you like them, toss in some fresh, sliced or whole mushrooms.

Nyyki's Traditional Texas Chili

Okay, I'm from Texas and Chili is our state dish, and this recipe is a range chili. This means there are no beans in the recipe. However, if you like, you can add beans after cooking the chili.

The recipe works best with a 'chili meat' grind; this is a larger grind than ground beef. If you want more heat, add red pepper flakes, diced jalapenos (either fresh or pickled), or hotter peppers like habaneros. You could also use a tomato and green chili blend to increase the heat level.

The chili can be ladled over rice, crushed crackers, or even cornbread. A good sharp cheddar cheese and/or diced onions are also nice with the Chili.

Servings: 6

Ingredients:

1 med. onion, minced
2 lb. of chili meat
1 lb. of ground pork sausage
1 can tomato sauce
1 can of diced tomatoes, Large
2 tsp. of cumin
1 tbsp. of chili powder
1 tbsp. fresh chopped garlic
2 packets store brand chili seasoning
2 cups of water

Place all ingredients into a large pot, and stir over medium/low heat. Then, simmer for 4 hours or until the meat is tender; add water to keep the chili from getting too dry.

Variations: Venison, Buffalo, or even Owl bear meat can be used instead of beef. A chicken-based sausage can be used instead of pork sausage. You can also add mushrooms (avoid the violet ones, though).

Catalan Chicken

Want something simple? This slow cooker recipe is just about as simple as you can get. You can replace the chicken with butterfly center-cut pork chops, though more exotic meats are also an option. Prior research has

indicated that a hungry barbarian can finish this entire dish by himself, so plan portions accordingly. This dish is great with baked or garlic mashed potatoes, and a nice salad. It also goes well with homemade bread.

Servings: 4

Ingredients:

4 ea split chicken breast fillets, thawed
1 bottle of Catalina salad dressing
1 bottle of water (the Catalina bottle)

Place the chicken breasts in the slow cooker, and pour the dressing over them. Fill the dressing bottle with water; shake and then pour into the cooker. Turn on high and cook for four hours.

Variations: Use Bacon Catalina dressing instead of regular Catalina dressing. Italian, Greek, French, or even other types of dressing can also be used. Mushrooms, whole or sliced, and fresh or marinated also work well in this recipe. If you want more texture, layer sliced onions and/or sliced bell peppers on the bottom of the cooker before the chicken breasts go in.

Simple CrockPot Brisket

Okay, this isn't the healthiest recipe, but it sure is good. The recipe calls for beef brisket, but you can include brisket from other animals. However, if you're cooking dragon brisket, you've got a far larger slow cooker than I do.

Servings: 12

Ingredients:

6 lb. brisket
1 packet of ranch dressing Mix
1 packet of pot roast seasoning

Place the brisket, fat side up, in the slow cooker. Sprinkle the packets of mix and seasoning over the meat, covering the surface evenly. Then, cook on high for 4-5 hours or until done.

Variations: For a Mexican flavor, use taco or chili seasoning instead of the pot roast seasoning. For an Italian flair, use spaghetti seasoning instead.

Tip: If you refrigerate the brisket after cooking, it'll be easier to slice into regular portions.

That's all for this installment. I'd love to hear how these recipes work out, and also any variations you might have for these recipes, so shoot me an email at nyyki@gypsyheir.com. Until next time, happy eating and adventuring!

The Secret of the Wood of Dark Boughs

By R.N. Bailey

A 1st edition ADVANCED DUNGEONS & DRAGONS adventure for characters level 3-5.

PREFACE

"The Secret of the Wood of Dark Boughs" is a 1st edition ADVANCED DUNGEONS & DRAGONS adventure for 4-8 characters of levels 3-5. About 24 total levels represent an optimal party. Good-aligned characters prove the best choice for this adventure since the party initially has little monetary incentive to get involved. Neutral characters can participate as long as they don't insist on payment. Evil characters or characters motivated by greed will have a harder time getting involved.

A party consisting of a couple of fighters, a cleric, a magic-user, and a thief provide the best class combination for a successful adventure. A druid, ranger, or character with the Tracking non-weapon proficiency will also prove helpful. *Augury* and *divination* spells will greatly aid the party.

This adventure requires the player characters to exonerate eight villagers accused of a crime for which they will be executed. The players will also explore wilderness locations and delve dungeons.

INTRODUCTION

In the sleepy, bucolic hamlet of Alfandi, farmers awoke one morning a few weeks ago to discover their crops ruined and their livestock killed by some unknown blight. Word of this misfortune spread quickly throughout the community. The farmers met with hamlet leaders to discover its cause, though little talk was needed: all were certain it was the work of black magic. They also knew who was most likely responsible, none other than the citizens of the nearby hamlet of Ostenheim. These two communities have a long history of bad blood: in the past, they have argued over pasture rights, and accused each other of stealing livestock. An angry mob rushed to arrest the suspected Ostenheim farmers. Eight men of that community were given a quick trial and found guilty. These men are now held in Alfandi. In five days' time, they are to be executed for practicing black magic on their neighbors.

BACKGROUND FOR THE DUNGEON MASTER

A few weeks ago, the theft of an ancient artifact called the Cup of Høldûhr (see description at the end of the adventure) culminated in the blighting of the farmers' fields.

This chain of events started when a pair of sirine sisters, named Vankær and Breihode, went in search of a mate to reinvigorate their dwindling clan population. The sisters, like their ancestors before them, dwelled in a nearby enchanted forest called Scanthôi Wood. Here they safeguarded the Cup of Høldûhr within their subterranean lair near a hidden lake. Named after the giantess that imbued it with power, the magic cup maintained the health and delicate equilibrium of the forest.

It so happened, a down-on-his-luck rogue named Brand became their first and best prospect. Lost in the wood, the two sisters approached the man and offered him the hospitality of their home. However, the sirines were no fools, and knew well the greed of the average human: should the locals hear of their lair, every farmer in the area would head to the wood looking for "lost treasure". Therefore, the sisters have always charmed those they let into their lair, and had them drink from the cup's font when they leave: the drinker is unable to remember visiting the wood or the sirines' lair.

This time it didn't work as it should have. Knowing something of the legend of sirine and the nature of magical charms, Brand mentally fought off the dweomer carried by their song, and acted as if the charm had taken hold.

Once in their lair, Brand took stock of the wards and guardians the sisters kept. He also did his best to find out what valuables they possessed. Made from ivory and encrusted in jewels, the Cup of Høldûhr looked like a king's fortune. As the sisters slept, Brand took the cup and fled.

After finding his way out of the wood, Brand stayed for a few days with a farmer and his family. Each couple of days he moved on to another farming family. At some farms Brand worked for his keep. At others, he stayed in the barn without the farmer's knowledge.

What Brand didn't know was that without the sirines to perform the sacred rituals to placate its will, the natural order on the land, bestowed by the cup's blessing, was lost. A few days after Brand left, the crops and livestock of the families that had housed him quickly withered and died.

While Brand moved from farm to farm, the sirine sisters bickered and argued amongst themselves. Each blamed the other for allowing a human to steal their magic. The more assertive sister, Vankær, called upon some of the forest denizens to aid her. She enlisted a korred, named Spénfjûd, and a band of ogres to search for the cup's thief. Under cover of night the group tracked Brand to the farmhouses he had stayed at. Then his trail went cold.

Believing that the human had fled far from their grasp, Breihode, the more reticent sister, grew despondent and lethargic, and refused to leave the lair.

Realizing that he must travel to a larger town to sell the cup for anything close to its true worth, Brand left Alfandi on the road heading south. A few miles outside town, a group of bullywugs from the nearby marsh ambushed him. He was able to flee with his life, but not with his new found treasure.

The bullywugs took their prize back to their muddy lair in the marsh. The bullywug chieftain claimed the cup and promptly handed it over to their "god": a wicked spirit naga named Ylzissid.

When the party arrives on the scene, the cup lies in the clutches of the evil frogmen and their serpentine lord, the sirine's band of monsters searches near and far for the lost artifact, and the lives of eight innocent men hang in the balance.

THE ADVENTURE BEGINS

Getting the Party Involved: PCs passing through the area may stop over in Ostenheim or they may hear rumors from further afield of the friction between the farmers. A local lord could ask the players to act as arbitrators between the two groups. One of the farmers sentenced to death could also be related to a player character. The DM should get the party involved in a way that works best for his campaign.

Adventure Summary: The adventure likely unfolds with the party first visiting Ostenheim (AREA A). The locals tell of the farmers taken prisoner, and this leads the party to Alfandi (AREA B), and then to the five afflicted farmhouses (AREA C). At the farmhouses, the players will likely find evidence of the korred and ogre band, and this should lead them to investigate Scanthôi Wood (AREA D). Searching the wood ultimately leads the party to the sirine lair (AREA E) where they learn of the missing cup and its thief. Once Brand is found and the location of the cup is determined, the party will likely set off

through the Erp-Kappe Marshes (AREA F) before arriving at the bullywug mound (AREA G).

However, this adventure allows the players to determine their own course of action. Players may draw conclusions that lead them to check out areas in a different order to that given above. This is all right. The DM should take care to point the players in the right direction, but not to straightjacket their actions to the adventure outline.

Adventure Timeline:

21 Days Ago: The sirine sisters discover Brand lost in Scanthôi Wood and invite him into their lair.

18 Days Ago: Brand flees the sirine lair with the Cup of Høldûhr.

17 Days Ago: The sirine, Vankær, begins scouring Scanthôi Wood for Brand.

16 Days Ago: Brand leaves Scanthôi Wood and goes to stay with the farmer, Gandur.

14 Days Ago: Brand goes to stay with the farmer Jenke.

11 Days Ago: Brand goes to stay with the farmer Torulf.

9 Days Ago: Brand stays with farmer Olev. The first crops at the Gandur and Jenke farms begin dying.

8 Days Ago: Brand goes to stay with the farmer Anders. Vankær enlists the korred, Spénfjûd, and six ogres to search for Brand.

7 Days Ago: Brand leaves Alfandi on the road heading south. Near the marsh, a band of bullywugs ambushes him. He drops the cup as he flees back to Alfandi. Bullywugs take the cup back to their lair.

6 Days Ago: The crops at the Anders farm die. Alfandi citizens hold a meeting to discuss the ruined crops at the drink hall, and decide that eight Ostenheim men are to blame.

5 Days Ago: Early in the morning, an angry mob of thirty Alfandi men go to the homes of the eight and take them prisoner. The band recruited by Vankær finds evidence of Brand having stayed at the Gandur farm.

4 Days Ago: The korred and ogres follow Brand's trail to Jenke's farm. Farmer Jenke is inadvertently killed by an ogre.

3 Days Ago: The men of Ostenheim lead a failed raid on Alfandi to free the eight captives.

2 Days Ago: Alfandi elders hold a trial for the

eight captives. They are found guilty of using sorcery to ruin crops and destroy livestock. The search band goes to Olev's and Torulf's farms. The ogres attack the farmer Torulf and his family.

1 Day Ago: The search band returns to Torulf's farm at night.

Present Day: Party arrives. Brand checks into Frekjil's drink hall.

5 Days from Present: Alfandi executes the eight Ostenheim men at 4 pm.

6 Days from Present: Brand flees Alfandi for a larger town in the morning. The search band enters the town at night.

The Search Band: The sirine, Vankær, will not leave the confines of Scanthôi Wood, and so has enlisted the services of six ogres from AREA D9 and a korred named Spénfjûd to search for the missing cup. In her desperation to find the cup she has not considered that the korred and the ogres are not really the best choice for the job. Spénfjûd, the band's leader, is too flighty to be a leader, and has little command over the ogres. The sirine instructed the band to stay hidden, to not attack anyone, and to avoid contact with humans (other than with Brand) if at all possible. The band's fear of the sirine's power helps to keep them in line.

Search Band Movement: Simultaneous with the party's movement, the search band roams the countryside looking for Brand. The band moves only at night and retires to their makeshift camp (AREA D1) at dawn. The list below provides the DM with the location the band explores each night.

1 Day from Present: The area around Snowden Lake.

2 Days from Present: The east bank of the Strongflow.

3 Days from Present: Ander's farm (AREA C1).

4 Days from Present: The outskirts of Alfandi including the area between the bridges.

5 Days from Present: The shrine at AREA F1 and surrounding environs.

6 Days from Present: The band searches Alfandi again, this time moving into the town proper. They will try to kidnap a random citizen to interrogate about Brand or the cup. If the attempt fails, they try again each night until successful. Once a citizen disappears, Brand pieces together that the sirines are searching for him. He flees Alfandi the next morning for the nearest large town.

8 to 10 Days from Present: The band begins searching the Erp-Kappe Marshes. Instead of returning to the wood they camp there during the day. The band locates the bullywug mound at AREA G. They capture bullywugs to interrogate, and learn the cup's location.

The DM should keep track of the search band's movement each night. It is possible that both groups might encounter each other if they are in the same area. An observant party could locate clues left by the band, allowing them to track the band to their current location or to their makeshift camp.

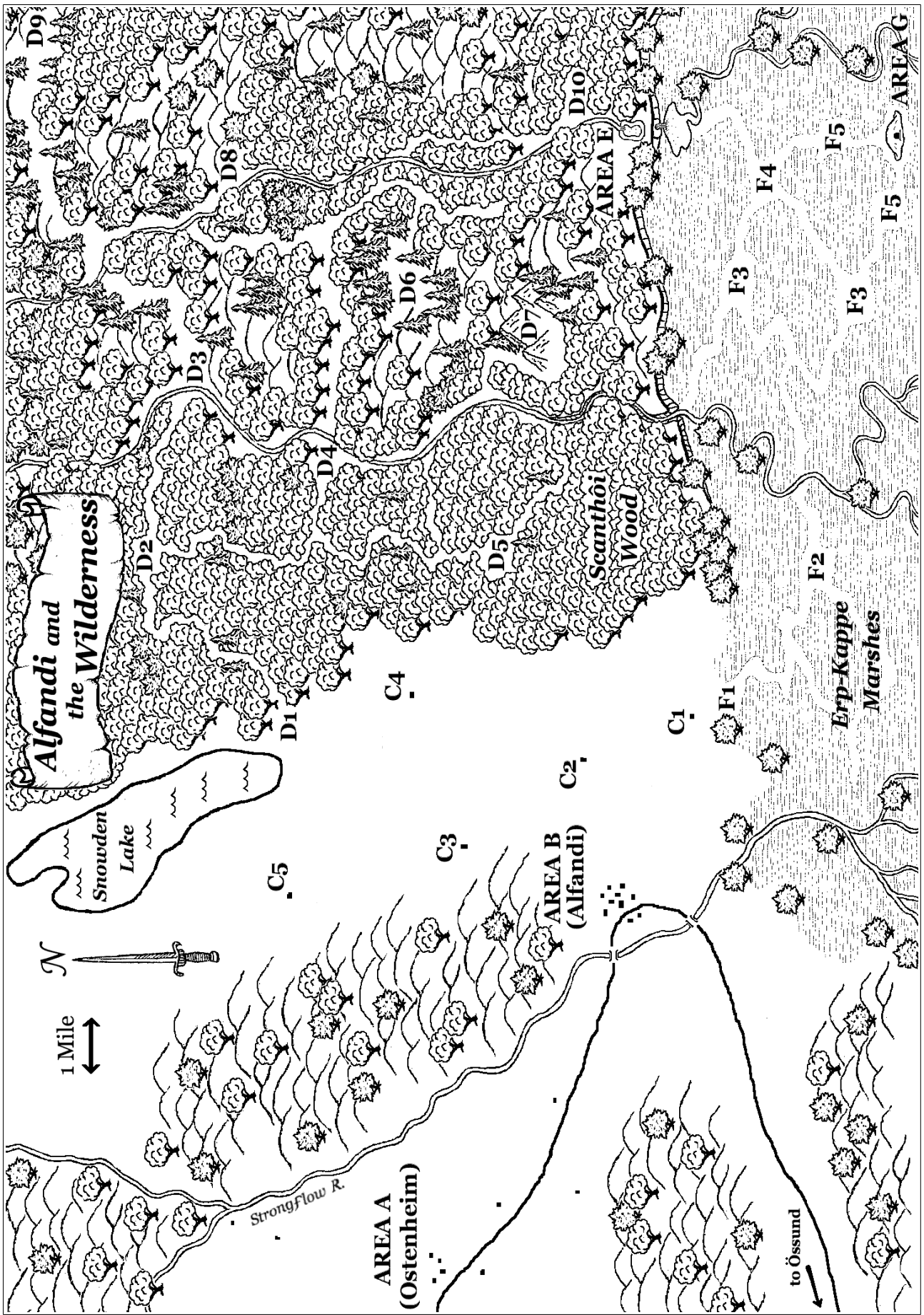
Alternately, the search band can find clues left by the party and start tracking them. Once located, the band attacks (50%), or consult with Vankær (50%). (See "Search Band Tactics" for details on their actions in melee).

If the band attacks, Spénfjûd interrogates any captured party members to determine Brand's whereabouts and the nature of their business. He then runs off to inform Vankær of their catch leaving any remaining ogres to watch the captives.

If they consult with the sirine, she concludes that the party has either been sent by Brand to steal more from her, or that they are looking for Brand to steal the artifact from him. She accompanies the band to go capture the party. Vankær personally interrogates any captured party members to determine what they know. She does not, however, reveal to the party her motivations concerning Brand or the cup. For optimum effect, the DM should time this encounter to occur sometime after the party leaves the sirine lair (AREA E), but before they exit the wood.

If her sister Breihode made a deal with the PCs to recover the cup (see AREA E: Caves of the Sirines for details), Vankær does not respect the terms of the agreement.

Regardless of whether or not either group learns of the other's presence, the DM may wish to use the search band and Vankær as a wildcard encounter, especially if they have had an easy time. Likely times for a showdown would be after the party leaves the sirine lair, after they learn of the cup's whereabouts in the marsh, or after they recover the cup from the bullywugs. Note that confrontations with the party outside the wood will not include Vankær.



Search Band Tactics: The band attempts to subdue or capture as many party members as possible. Spénfjūd uses his laugh ability as melee starts, then pulls his hair ropes from a pouch and tries to entangle party members. He then throws rocks (2-16 damage) or hunks of wood (1-10 damage) that he finds nearby (50% chance of either). The korred avoids melee as much as possible, preferring to use his special abilities. He flees should the party get the best of the ogres.

The ogres attack with their clubs in melee. If ordered to capture party members, they punch to inflict subdual damage or try to grapple opponents. However, each ogre only has a 60% chance to follow these orders. If the roll fails, the ogre forgets the order and attacks to kill with his club.

In melee, Vankær uses her song ability to charm PCs. If this fails, she attacks with her weapons. She uses her *Fog cloud* to disrupt any missile fire. If reduced to half hit points or less, she uses polymorph self or improved invisibility and flees.

Capturing the Search Band: If the party captures and interrogates Spénfjūd, there is an 80% chance that he will give directions to the sirines' lair. He also tells the party that Vankær enlisted him and the band of ogres to search for a human thief named Brand. Spénfjūd denies causing the destruction of the crops (he is also not aware that the cup was responsible for this), and tells the party that an ogre killed the farmer Jenke (AREA C4).

If captured, the ogres provide little information. They tell the party that Vankær hired the group to search for a human male with red hair and sharp features (Brand). The sirine seeks this human because he took something valuable from her. They know that the sirine lives somewhere in the forest, but not exactly where. Additionally, none of the ogres realize that there are actually two sirines.

If the party captures Vankær, she will reveal nothing about herself or her sister, the goal of the search band, or the existence of the cup. She attempts to escape using her polymorph ability at the first opportune moment.

SEARCH BAND STATISTICS

Vankær, sirine: AC 3; MV 12" // 24"; HD 5; hp 31; #AT 1; Dmg by weapon type; SA touch reduces victim's Intelligence to 2 unless save vs. poison is successful, song will charm person at 3" range, *polymorph self*, *fog cloud*, and *improved invisibility* (1/day for

all); SD save as 11th level magic-user, +2 to poison saves, immune to all gas attacks, breathe water, infravision, ultravision; MR 20%; AL N (MMII 109)

Personality: Vankær is humorless, taciturn, with a constant scowl on her face. She is condescending and demanding to those she considers her inferior. She assists any forest dweller as long as it helps maintain the equilibrium of the forest. She cares little for the welfare of those that enter her wood uninvited. Vankær will use force to stop those that she believes stand in her way.

Languages: Sirine, korred, ogre, common, goblin, sprite.

She wears a light green shift with silver thread trim, amber bead necklace (200 gp value), ivory armband (150 gp value), green cloak with fur-trim, a short sword, scabbard, **short bow +1**, and a quiver with 10 normal arrows and six **arrows +2**.

Spénfjūd, male korred: AC 5; MV 9"; HD 6 + 1; hp 32; #AT 1; Dmg 1-2+4 fist or 1-6+4 cudgel; SA hurl rocks for up to 10" for 2d8 damage, can use the following abilities at will: *stone shape*, *animate rock*, *stone door* (teleport 3"), *shatter rock* (as *shatter* spell), *transmute rock to mud*, and *stone tell*; SD laugh stuns victims within 6" unless they roll their Charisma or higher on a 1d20 (useable 3 times per day), can animate 1d4 entangling ropes and snares 1-4 rounds (rope: AC 1; hp 5; MV 3"; save vs. paralysis or be trapped); MR 25%; AL CN (MMII 78)

Personality: Spénfjūd normally speaks in a mumbling voice unless aggravated; then he yells very loudly. He has a taste for spirits and ale, and will drop whatever he is doing 50% of the time to have a drink (but not while in melee). The korred's skin and clothes are caked with dirt, and he smells bad.

Languages: Korred, ogre, common.

Spénfjūd wields a heavy oak cudgel. His pouch contains enough hair for 3 ropes, a pair of shears, a handful of acorns, a child's top, a large piece of flint, and 10 gp. He also has Brand's silver signet ring (25 gp value; engraved with the image of a bear holding a battle axe) which he found at Gandur's farm (AREA C5). Most Alfandi residents will recognize it as Brand's ring.

Ogres (6): AC 5; MV 9"; HD 4 + 1; hp 32, 24, 23, 22, 20, 15; #AT 1; Dmg 1-10 or by weapon type +2; AL CE (MM 75)

The 32 hp ogre is a leader type (AC 3 [chain mail bits and shields as armor]; fights as a 7 HD monster; Dmg 2-12.)

Each ogre wields a great club in battle and carries 3d20 cp. and 2d20 sp. Three ogres also carry large sacks that contain food (moldy bread, rotted meat), some rope, some wood, a couple of copper pots, the head of a rake, a shoe (all taken from Gandur's farm house), and a man-made dagger (taken from farmer Jenke).

AREA A: THE HAMLET OF OSTENHEIM

The small hamlet of Ostenheim lies near the kingdom's border with a wilderness area to the east. One hundred and twenty souls live in this community: 80 freemen and 40 thralls. There are two halfling families, but the majority of the population is human. Nearly all the people living here are poor farmers or herders.

The hamlet consists of a dozen single-story buildings made of fieldstones and topped with thatched roofs. The only businesses which the hamlet supports are a rope-maker and a general goods dealer.

- **Rope-maker:** Keln (AL CG) works from home with his family, weaving ropes to sell to trap makers and marsh fishermen. Keln is a stout middle-aged man with a thick black beard. He is friendly and talkative though somewhat unreliable.
- **General goods dealer:** Frithand and his family sell general goods from their home. He only has items costing 1 gp or less from the tables in the EQUIPPING THE CHARACTER section of the Players' Handbook, pp. 35-36. See below for additional details about him.

Arriving at the Hamlet: Near the communal well in the center of town, three dozen of the dejected inhabitants are gathered to discuss the arrest of their brethren. Four elders lead the discussion: Helgi, Frithand, Ayli, and Sejürd. These men speak for the hamlet.

Helgi, 2nd level human male fighter: AC 6 (studded leather & shield); hp 12; Dmg 1-6 spear; AL CG; S 14; I 12; W 15; D 9; C 12; CH 14. Forty-five years old, with a wife and six children, Helgi keeps his white hair cropped short. His long beard is braided. One of the few men in Ostenheim with military experience, Helgi's peers greatly respect his opinions and advice. He advocated the raid on Alfandi to rescue the hostages. His brother, Eitil, and cousin, Legard, are currently imprisoned in Alfandi.

Frithand, 0-level human male: hp 5, AL NG; S

7; I 14; W 12; D 8; C 13; CH 10. Frithand is 55 years old. He is medium-height with a potbelly and a slight stoop. He is clean shaven and has balding blond hair. The wealthiest man in Ostenheim, Frithand has a good nature. He always seeks to make pragmatic, rational decisions, and to help those in need.

Ayli, 1st level human male fighter: AC 7 (leather armor & shield); hp 7; Dmg 1-6 short sword or 1-6 short bow; AL CG; S 17; I 10; W 12; D 12; C 10, CH 11. Twenty-eight years old, Ayli has a tall, lanky build and long hair. He has a reputation as a protector of the community. He regularly roams the countryside with his brothers, Evik and Berna (both currently imprisoned in Alfandi), searching for monsters that encroach on Ostenheim. He recently slew three bullywugs near the marsh. Ayli usually only speaks when directly asked a question.

Sejürd, 0-level human male: hp 3; AL LG. Over 70 years old, blind and bent-backed Sejürd has a narrow, pale face with long snow-white beard. He dresses in dark blue robes and always carries a walking stick. His fellow villagers respect him deeply for his great knowledge and wisdom. A good listener, he rarely becomes angry with others over opposing views. A deeply religious man, Sejürd sees all events as portents and signs from the gods to direct the faithful.

The Villagers' Story :The players learn the basic story of the ruined crops, as detailed in the "Introduction", from Ostenheim's elders. The villagers vehemently deny causing the ruined crops, or knowing anything about black magic. They say that the Alfandi men hold a grudge over a recent incident where Ostenheim farmers accused them of stealing six goats. The goats were never recovered, and the Alfandi farmers accused of the theft refused to pay for their loss.

The names of the men held by Alfandi are Eitil (age 37; soft-spoken, modest), Legard (age 46; abrasive, mischievous), Berna (age 24; droll, immodest), Evik (age 17; diplomatic, cunning), Holdren (age 16; loyal, temperate), Norjdi (age 35; dignified, eloquent), Æfrod (age 40; pragmatic, aloof), and Hegnord (age 29; theatrical, rash). All are farmers by profession (0-level humans). All eight live in the area that lies between Ostenheim and the Strongflow River. These men are held in the stable of Frekjil's drink hall in Alfandi.

Unfortunately, the citizens of Ostenheim are powerless to stop the men of Alfandi from carrying out the execution. They have little

money to buy the freedom of the eight (the Alfandi men are so enraged by the loss of crops and livestock that they would not accept compensation anyway).

Three days ago, Ostenheim's poorly-armed men attempted a raid on Alfandi to break the men out of captivity. Alfandi guards drove off the raiders before they even reached the hamlet, killing one man and wounding three others.

The farmers ask the party to go to Alfandi and try to convince the men of the hamlet to release their kin, or to find out what really ruined the crops and diseased the livestock. Since the party members are impartial outsiders, they say, there is a greater chance the Alfandi leaders will listen to their words. The men of Ostenheim have nothing to offer the PCs as payment. If the PCs agree to go to the neighboring hamlet, they can provide lodging, and food and drink.

AREA B: THE HAMLET OF ALFANDI

This small village lies a few miles east of Ostenheim.

The Bridge: The River Strongflow serves as the border between Alfandi and Ostenheim. Two bridges cross the river between the communities. Since the Ostenheim raid three days ago, a man guards each river crossing. They are 0-level humans (AC 9 [padded]; hp 6, 5), one armed with a broad sword, and the other with a short bow and ten arrows. The guards see the PCs are strangers, and ask them for their names, origin, and purpose for crossing to Alfandi. The guards will not engage in melee. The 60' wide river is 10' deep at all points on the WILDERNESS MAP, and thus offers no fords for the party to cross.

The Hamlet: Like its neighbor, poor farmers and herders make up most of the population of 240 people. Included in this number are 30 halflings and 80 thralls. The hamlet consists of twenty single-story buildings constructed of stone with thatch roofs.

Alfandi has four businesses: a coppersmith, a weaver, a charcoal-maker, and a drink hall (inn).

- **Coppersmith:** A gnome named Kilibor Copperhammer (AL NG) runs the copper smithy from an open-air forge on the edge of the village. He can forge custom goods, even those made from iron. Kilibor's face always beams with a smile, and he takes bad news and poor behavior with

gnomish aplomb. Physically he is very short for a gnome (not even 3' tall) and stoutly built. Deep furrows and wrinkles cover his leathery face. If customers cannot pay for goods or services, Kilibor always lets them buy on credit with no interest.

- **Weaver:** Weans (N) and his family run a small textile-weaving business. Weans is a superstitious man who rarely makes a decision without consulting rune stones. Weans has little interest becoming involved with the affairs of others unless it is to make money.
- **Charcoal-maker:** Uthil (N) and his brother Lungi (CN) run the charcoal-making business. These brothers have a reputation for arguing, brawling, and rude behavior.
- **Drink hall:** The drink hall run by Frekjil (NG) and his family lies in the center of town. Frekjil is a short, stocky man with a thick beard and round face. He is often mistaken for a dwarf. He has a gentle, accommodating personality that endears him to most people. The drink hall has a large feast hall which also serves as a common room for travelers to sleep (1 cp per night). There are no private rooms for rent. The Alfandi hold the eight Ostenheim men in the stable at the back of the hall. The stable is guarded by two men (0-level humans; AC 9 [padded armor]; hp 6, 5) armed with spears, and its doors are barred.

Brand, the thief of the sirine's magic cup, stays in the drink hall's common room until he leaves on the sixth day after the party arrives in Alfandi (see "Adventure Timeline").

Brand, 3rd-level male human thief: AC 6 (leather, Dex); MV 12"; hp 14; #AT 1; Dmg 1-6 sword or 1-4 sling stone; AL N; S 13, D 17, C 14, I 9, W 8, CH 12. He carries: a short sword, sling, knife, leather armor, pouch with 3 gp, 20 sp and 14 cp, leather tunic, traveling cloak, low soft boots. Brand is a short, wiry man in his early 20s with medium length red hair and sharp features. Opportunistic and self-aggrandizing, Brand has little love for hard work. His cowardice assures that he will enter a fight only if backed into a corner.

Meeting with the Villagers

The raid by Ostenheim a few days ago has left the Alfandi villagers wary and ill at ease. Many of the hamlet men sit grim-faced in the drink hall, absentmindedly drinking ale. The five Alfandi elders who decided to imprison the eight Ostenheim men are also here when the party arrives. These are Thurvi the Jowly, Relvig, Wulfein, Selwig, and Gjuki.

Thurvi the Jowly, 3rd level human male fighter: AC 5 (chain mail); hp 21; Dmg 1-10+3 two-handed sword; AL CG; STR 18/50 (+1/+3); I 8; W 12; D 10; C 15; CH 13. A large man with a wide face, flat nose, and scraggly beard, Thurvi has served in the local militia for many years. Spoils from military campaigns have made him the wealthiest man in the hamlet. Thurvi is known for his coarse charm, long-winded stories, and boisterous laughter. Thurvi suffers no insults from anyone; those that do find themselves challenged in personal combat. He is about 50 years old and has a wife, eight children, and 10 thralls.

Relvig, 0-level halfling male: hp 6; AL LG; S 7; I 10; W 14; D 13; C 9; CH 9. One of the oldest halflings in the hamlet, Relvig speaks for most of his kind and has the respect of the human population. Relvig is very plump with fat fingers and floppy jowls under his graying muttonchops. His wiry hair is gray also, and combed flat over his head. The halfling is easily intimidated, especially by "big folk". Relvig always looks to Thurvi for advice and usually agrees with his decisions.

Wulfein, 2nd level human male cleric: AC 6 (studded leather & shield); hp 10; Dmg 2-5 hammer; AL NG; S 12; D 14; C 9; I 10; W 13; CH 7. Forty-five years old, Wulfein has a tall and spindly build and balding red hair. The skin on his long, narrow face sags and his hands are gnarled. His eyesight is exceptionally poor and he always wears threadbare clothing. Wulfein is Alfandi's spiritual leader. The barn at his home serves as the community temple. Wulfein's chief goal is to protect his town from the forces of evil.

Selwig, 0-level human male: hp 2; AL CN; S 8; D 4; C 13; I 14; W 9; CH 5. A well-respected farmer, age 60, Selwig lost a leg to disease. Physically he is a gaunt man with an overbite and a large nose. His skin is ruddy and he walks with the aid of a crutch. Selwig is easily agitated, prone to excitability, and swears frequently. He argues his personal point of view to the bitter end in debates. Selwig has a weakness for gambling. Despite these personal failings,

Selwig's knowledge of agriculture is unmatched in Alfandi.

Gjuki, 1st level human male fighter: AC 7 (leather armor & shield); hp 6; Dmg 2-8 broad sword; AL CG; S 12; I 8; W 14; D 10; C 10; CH 13. Forty years old, Gjuki makes his living traveling to various nearby communities buying and selling goods. He appears as a fit, clean-shaven man with warm eyes, a big smile, and well-made clothes. His hair is dark and cropped short. Welcoming and diplomatic, Gjuki prefers to seek compromise when dealing with difficult situations. He has little tolerance for rude or abrasive people.

The only way for the PCs to convince the elders to free the eight is to produce evidence that something else caused the ruined crops. They also have to take care not to anger or alienate the Alfandi elders. The elders avoid combat with the party, but defend themselves if attacked.

The elders' evidence that the Ostenheim men ruined the crops are: tracks found that led to the men's homes, a witch's doll found outside Berna's home, a strange powder found sprinkled on the ground in Æfrod's home, and the fact that all the men are known to consort together. The tracks were really a misjudgment on the part of an Alfandi tracker, the doll belongs to Berna's six year old child, the mysterious powder was spilled lye, and all the men know each other because they are neighbors or related.

Note: The Alfandi men believe the validity of the accusations and evidence they present, so a *detect lie* spell reveals nothing.

The elders allow the party to speak with the eight men held in the stable. The men declare their innocence against the charges laid against them. They reiterate what the party already has learned up to this point about their predicament as detailed in "The Villagers' Story" section.

The most likely course of events is for the party to visit the afflicted farms. The elders ask Gjuki to escort the party to the farms, starting with Anders' farm which is closest to the hamlet.

AREA C: THE FIVE FARMHOUSES

AREA C1: ANDERS' FARM

This is the last farm that Brand stayed at. Anders lives here with his wife, three children, and two thralls. Anders has a single-room farmhouse with a loft, a hay shed, and a woodshed. Anders appears

much younger than his age of thirty. He's talkative, almost to a fault, and likes to drop jokes in conversation.

Six days ago he woke to find his farm's wheat and vegetable crops rapidly dying. By late that afternoon the entire crop had withered to ash and the soil of his farm had turned gray. If the party investigates, they find that all vegetation within a 300' radius of the farm, not just Anders' crops, has died.

His three goats and six ducks also died the same day. In the morning they were sluggish, by noon they could not stand on their feet, and by afternoon they were dead. Anders cut open a goat and a few ducks, and found their insides had turned brittle and gray. That afternoon he burned the dead livestock before heading to Frekjil's drink hall to tell everyone about the curse that had descended upon his farm.

Brand stayed one evening in Anders' hay shed, eight days ago. He stayed half the next day. While there he helped Anders' thrall weed the fields. Anders does not think that Brand (whom he knows from town) staying with him is an unusual event, so he only mentions it if directly asked.

AREA C2 OLEV'S FARM

Olev's farm lies due north of Alfandi, not far from Scanthôi Wood. One of the more successful farms in the area, Olev, his six children, and seven thralls work his wheat, hop, barley, and vegetable fields. They also tend six cattle and a dozen goats. Olev has a weathered, grizzled face, and is missing most of his teeth and half an ear. He's wary of strangers, and tends to be cantankerous with everyone.

Eight days ago the same blight that afflicted Anders' crops and livestock started at Olev's farm. Within two days everything had died except for three cows which are still incapacitated by the illness.

Olev did not know that Brand slept in his barn for a night, nine days ago. For the last three nights Olev's thralls have heard harsh voices and sounds of movement near the farm. PCs with tracking abilities can discover ogre and korred tracks with a successful check. One of the thralls can also assist the PCs in searching (he has a base 30% chance of success). The tracks are two days old. They lead to Torulf's farm (AREA C3).

AREA C3 TORULF'S FARM

Next to a low hill northwest of Alfandi, the farmer Torulf, his wife, five children, and two thralls farm barley, and tend a herd of 24

goats and 10 cattle. Torulf is a dignified, balding man who always wears well-made clothes. He is quick-witted, inquisitive and always generous to strangers.

Torulf's blight began nine days ago. Torulf's afflicted livestock and crops died three days after the first symptoms. All but six goats, two cows, and five hunting dogs succumbed to the disease. The survivors remain weak but no longer seem afflicted by the blight.

Brand stayed in Torulf's barn for two nights, ten and eleven nights ago. Torulf knows of Brand from town but does not know he stayed here. His thralls found signs that someone had recently stayed in the barn (hay used as bedding, scraps of food, and a candle stub).

Last night and the night before, Torulf reports that the remainder of his pack of hunting dogs barked all night. Farmer Torulf suspects there were Ostenheim men looking to revenge the capture of their brethren by stealing his livestock.

Tracks from the ogres and korred can be located around the farmyard if looked for. The tracks are less than 24 hours old and lead to Jenke's farm (AREA C4).

AREA C4 JENKE'S FARM

Farmer Jenke's small farm lies north of Alfandi, closest to Scanthôi Wood. An elderly widower, Jenke had no children and one thrall. One of the first farms to show signs of blight nine days ago, Jenke's meager vegetable and barley crops took four days to die. Jenke sent his thrall to Alfandi seven days ago to bring Selwig, his old friend, to look at his crops. Selwig had never seen anything like it and had no suggestions on how to battle the blight.

Two weeks ago, Brand stayed with Jenke for three nights, and paid for his room and board by helping with farm work.

Four nights ago, the search band tracked Brand's movements to Jenke's farm. As they approached, the ogres spooked Jenke's dog. To shut the dog up an ogre rushed to attack the barking creature. Farmer Jenke came to see what the commotion was about, and the ogre shattered the man's skull. Overcome with fear, Jenke's thrall fled into the night. He traveled north, and is now long gone from the area.

Characters arriving at Jenke's farm find the door to the small, one-room farmhouse ajar. The open door is spattered with gore. The old man lies in a dried puddle of blood, 20' from the open portal. Crows have picked at

his bloated flesh. Furniture in the house has overturned, and Jenke's possessions smashed and tossed on the floor. There is no sign of Jenke's dog (the ogres ate it).

A ranger or character with the Tracking non-weapon proficiency can discover ogre and korred tracks around the farmyard. Large bloody ogre tracks in the farm house are easily spotted by any player character. The tracks are a few days old. The party can follow the ones outside to Gandur's farm (AREA C5).

AREA C5 GANDUR'S FARM

Gandur's farm lies furthest from Alfandi. Gandur, his wife, four children, and three thralls tend goats, ducks, and wheat, hops, and vegetables. Gandur is an older man who always appears disheveled and unkempt. He's gruff and shrewd, with a cynical disposition.

About nine days ago, Gandur's crops and livestock started dying (the same time as farmer Jenke's). After four days all the crops, the ducks and five goats had died.

Brand stayed with the farmer and his family for two nights. Gandur had seen Brand in town, but did not know him well. The rogue worked for his keep. When Brand left, he said that he was going to pay a visit to his friend, farmer Jenke. Like the others, Gandur does not mention Brand unless specifically asked about him.

Five nights ago (and on the three nights after), Gandur and his family heard gruff, guttural voices and footsteps outside the farmhouse. They also heard the sound of their hay shed door opening. Unbeknownst to the family, Spénfjūd discovered a silver signet ring (engraved with the image of a bear holding a battle axe) lost by Brand in the shed.

Gandur points out the tracks, made by the band, around his farmhouse. He says that he followed the tracks and that they lead directly to the trailhead to Scanthôi Wood.

AREA D: SCANTHÔI WOOD

Scanthôi Wood (or "the wood of dark boughs" in the common language) lies to the east of Alfandi, and north of the Erp-Kappe Marshes.

Knowledge of the Wood: Player characters may wish to question the locals for additional information about Scanthôi Wood. Each local knows one or two of the rumors listed below. Choose or roll a d10 to select randomly.

1. Most folk only venture a short distance into the fell trees to collect food, and then only in large groups. (True)
2. Avoid the deeper areas of the wood or you will regret it. (Maybe)
3. An entrance to the wood is located just south of Snowden Lake. (True)
4. A trail leads deeper into the wood. (True)
5. Do not stray from the path or you will become hopelessly lost. (True)
6. Those who are lost in the wood remain so. When they die they return as walking skeletons. (False)
7. Those lost in the wood often reappear many years later with no memory of what occurred in the wood or of ever having been in the wood. (This is only partially true. Only those captured by the sirines have their memory erased.)
8. The wood is home to the "svart-alfar" or "dark elves". (Note: the locals use svart-alfar as a generic term for goblinoids and non-good faerie types; it does not denote drow elves).
9. The locals rarely ever see the dwellers of the wood. (For the most part true)
10. The queen of the faeries rules the wood. She lives under a hidden lake deep in the forest. (Partially true; this is all the locals know of the sirines)

Travel within the Wood: Heavily wooded with large oaks, elms, alders, and a few pine trees, the forest is difficult to travel off trail. Travelers immediately become lost once they lose sight of the path, only finding it again by pure chance. Each hour the party travels off the path the DM should randomly roll for direction of travel. Navigating by sun or stars (what can be seen from under the heavy boughs) proves futile as the party never seems to travel in the direction they believe they are heading unless they do so by pure chance. Magical devices (such as arrow of direction), spells (such as find the path), and skills (such as Direction Sense non-weapon proficiency) also fail to locate the correct direction. Note that the forest dwellers can find their way in the wood without getting lost.

WANDERING MONSTERS

There is a 1 in 6 chance of wandering monsters: check once every 4 hours when traveling, and once at night. When traveling off the forest paths double the chances for encounters (2 in 6 chance). Roll a d6 to determine the encounter type.

1d6 Result

- 1 1d8 giant centipedes.
- 2 1d2 wild boars.
- 3 2d6 skeletons.
- 4 1d4 giant ticks.
- 5 1d6 huge spiders.
- 6 1 leprechaun. This fellow will harass the party for his own amusement. He lives some miles away so finding his treasure will prove difficult. He knows nothing of the events involving the cup and sirines.

AREA D1 MAKESHIFT CAMPSITE

DM NOTE: The search band only occupies the camp during the day. At this time, an ogre watches the trail just in case Brand happens to return this way. The ogre immediately attacks any human or demi-human it spots. At night the campsite is unoccupied.

DESCRIPTION: A campsite used by the korred/ogre band lies in a small clearing 300 yards into the wood, just 100' south of the trail. Brush blocks the 50' wide clearing from the sight of the trail. The campsite consists of a fire pit, a few fallen logs for benches, and half a dozen sleeping pallets made of tree limbs and grass. The half-eaten, rotting carcass of a deer hangs from a tree. A hollowed-out log serves as the korred's bed.

ENCOUNTER: Spénfjûd and the remaining ogres lounge around the campsite. They immediately rush to support the guard if melee erupts. See the "Search Band Tactics" section for melee tactics and statistics of the band.

DEVELOPMENT: Three turns after the party reaches this area, Vankær arrives at the campsite. A cautious party that spots the ogre sentry first, and lies in wait might observe the meeting between her and Spénfjûd. The korred reports what the band has found (not much so far), and she tells them where to search next.

The sirine will flee at the first sign of trouble. In the event that the party captures the korred, any ogres, or the sirine, consult the "Capturing the Band" section for details.

AREA D2 FAERIE RING

DESCRIPTION: The forest trail cuts through a small glade, 100' across, before splitting into two trails that continue to the southwest and southeast. The boughs of the great oak trees hang over the clearing, blocking most of the sunlight. In the center of the glade, among the stubby grass and moss, lies a

double-ringed faerie circle. The outer ring is 30' in diameter and made of 2' high red and pale white toadstools. The inner ring is 15' in diameter and made of 1' tall toadstools. A 3' wide, 4' long, 1' high flat stone sits in the middle of the ring. On the stone rest two bowls: one holds 10 gp, the other milk.

ENCOUNTER: Ten sprites lurk invisibly in the nearby trees and behind bushes. They fire sleep arrows at any creature that takes the contents of either of the bowls. Sleeping animals are removed to other parts of the wood. Sleeping intelligent creatures of good alignment are removed from the forest; neutrally-aligned intelligent creatures have their feet beaten with sticks, before being removed from the wood; evil creatures are killed outright.

Sprites (10): AC 6; MV 9" / 18"; HD 1; hp 8, 7, 6, 5 (x2), 4 (x2), 3, 2, 1; #AT 1; Dmg 1-4 sword or 1-3 short bow (half range); SA victims struck with arrows must save vs. poison or sleep for 1d6 hours; SD become invisible at will, *detect good/evil* (5' range), and move silently; AL N(G) (MM 92)

The sprites, while staying invisible, shout insults at anyone who resists their sleep arrows. If attacked, they continue to fire arrows (and not engage in melee). They flee if one of their number dies.

Good-aligned characters can attempt to speak with the sprites if they make a successful Charisma check (-2 penalty if they or their companions tried to take any of the bait). The sprites don't show themselves, preferring to speak while still invisible in the trees, though PCs periodically hear the flutter of their wings. If asked about the ruined crops, the sprites tell the PCs that a korred and a band of ogres caused them (this is incorrect; they simply don't have the right information). They can also tell the party that the sirines hired the band to search for something they had lost: what exactly, they do not know. The sprites know where the sirines' lake is, but will not tell the party since they know the sisters keep the balance in the forest.

DEVELOPMENT: If a character kills a sprite, a band of 20 sprites and 15 pixies will gather within an hour's time to hunt down the wrongdoer and slay him. Furthermore, the band will continuously harass and snipe at the killer's companions until they flee the wood. Before they leave, the sprites warn them that if they return to the wood they will be killed.

AREA D3 OWLBEAR MENACE

DESCRIPTION: At this point the trail dips into a 10' deep, 30' wide gully that bends and curves for the next 300'. Fallen trees and large boulders fill the gully reducing vision to just 80'.

ENCOUNTER: Two owlbears, one male and one female, lurk within the gully, searching for food. Due to the low visibility in this area they surprise the party on a 1-3 on a d6.

Owlbears (2): AC 5; MV 12"; HD 5 + 2; hp 26, 21; #AT 3; Dmg 1-6/1-6/2-12; SA with hit of 18 or better, owlbear squeezes victim for 2-16 damage per round until it or owlbear is dead; bend bars roll to escape hug; AL N (MM 77)

TREASURE: The owlbear lair lies 600' south of the trail. Characters with tracking skills can lead the party to the lair without getting lost in the wood. On the return trip the DM should require a tracking check: those failing the roll lose the tracks and get lost (since they would also be following their own fresh tracks, give the tracker a bonus to their roll).

A cave with a low-hanging entrance serves as the owlbear lair. At the end of the 20' deep cave lie many bones, destroyed armor, and the remnants of clothing. A sack holds 450 cp and a **hand axe +1**.

AREA D4 THE DEADLY TREE

ENCOUNTER: A small quickwood tree has positioned itself 30' away from this unremarkable section of trail. It has six roots lying next to the trail to capture any prey that happens by. If reduced to less than 10 hp, it releases its victims and calls for mercy. The quickwood has no treasure.

Quickwood: AC 5; MV 1" (3" roots); HD 5; hp 24; #AT 6 or 1; Dmg nil roots, 3-12 bite; SA up to six roots (10 hp to sever each) can seize a single target of up to 1,000 lbs. which is then drawn to the mouth for bite attacks; SD immune to fire, lightning, poison, gas, and mind-affecting spells; can absorb spell attacks to generate a fear spell; AL N (MMII 104)

If asked about the sirines, the quickwood says that they live near a lake. It also knows that the sirines have enlisted a korred and a band of ogres to search for something which they have lost.

AREA D5 SPIDERS AND SQUIRRELS

DESCRIPTION: Dense tangles of spider webs cover the trail at this point. The webs extend 120' down the trail, 100' to either side into

the wood, and 30' high. Fire easily burns away the webs, but does not engulf the entire mass. The webs slow movement of any medium-sized creature entering them by half; small-sized creatures by three-quarters; large-size or greater are not slowed.

ENCOUNTER: Twenty large spiders are hidden within the webbed area. These monsters drop down or run out of hiding to attack creatures entering the webbed area, especially if fire is used to burn away the webs.

Furthermore, a dozen giant black squirrels lurk in the area. Nimble enough to not get caught by the webs, these creatures harass the party by making fast attacks with their bite or by trying to take objects before fleeing back into the wood.

Huge spiders (20): AC 8; MV 6" *15"; HD 1 + 1; hp 6 each; #AT 1; Dmg 1; SA poison; AL N (MM 90)

Giant black squirrels (12): AC 6; MV 12"; HD 1 + 1; hp 5 each; #AT 1; Dmg 1-3; AL N(E) (MMII 114)

AREA D6 KORRED LAIR

DESCRIPTION: A 20' high, 40' wide mound constructed of boulders marks the end of the trail. This mound serves as the home to Spénfjūd, the korred enlisted by Vankær. Near the mound, next to a fire pit, sits a stone chair sized for a halfling. The fire pit is unlit and holds relatively fresh partially-burned wood. On the chair lies Spénfjūd's set of bagpipes. Characters with tracking abilities note many small, cloven bipedal footprints going up and down the trail, around the fire pit, with some ending in front of the stone mound. These tracks are about 12 hours old.

The Stone Mound: The korred uses his *stone door* ability to enter the mound wherein lies his dwelling: a 5' high, 12' wide room. A stone bed, a table, a chair, two sacks of long hair, a pair of shears, a lantern, a flute, and some eating utensils lie thoughtlessly strewn over the floor and table. A wooden box on the floor holds Spénfjūd's treasure: 800 cp, 900 sp, a **ring of spell storing** (*shocking grasp, fly, dispel magic*), and cleric scroll containing *cure disease, cure light wounds* (x3), and *spike stones* cast at 9th level use.

Player characters will have difficulty gaining access to the korred's lair without the aid of appropriate magic (e.g. *passwall* or similar spells) as he most certainly will not let them in.

ENCOUNTER: The party has a 30% chance of encountering the korred (sans ogres) here at any time during the day. Additionally, there is a 10% chance per hour of the korred returning home for a short period before heading back to his search duties.

TACTICS: The korred is very intelligent and will not fight to the death. He prefers to flee if presented with a tough group of adventurers.

If surprised, the party spots Spénfjûd roaming about the mound, sniffing the earth for truffles. He picks up a boulder and hurls it at a random PC before fleeing into the woods.

If Spénfjûd surprises the party, he immediately grabs his bagpipes and starts playing a jaunty tune. All hearing this song must save vs. spells or begin dancing uncontrollably. Each PC caught in the dance loses 1d4 hit points per round, falling unconscious upon reaching 0 hp. Once unconscious, the korred fetches the sacks of hair from his home and weaves ropes to bind his victims. The korred transports all the PCs to the lake and waits for Vankær's return.

If the party captures Spénfjûd, he might (40% chance) offer some or all of his treasure to the party for his release. Consult "Capturing the Search Band" for details on any questions the PCs might ask him.

AREA D7 THE OLD MAN OF THE WOOD

DESCRIPTION: The trail ends at a 20' high, 60' wide rock wall. An overhang covers a shallow 15' deep cave that serves as the home of an old man. Placed in and around the cave are three dozen or so wooden carvings, from a few inches to life-sized, of green-skinned women with white hair.

The caves holds the man's meager possessions: a sleeping pallet covered with furs, a fire pit, a cloak made of skins, an old knife, a wooden bowl, and a wooden spear.

The Old Man: The old man (0-level human male; hp 2; AL N) has dwelled here for over 40 years, so long that he has forgotten his name. Skinny and toothless, the old man wears dirty rags and a frayed fur cloak. He makes no attempt to hide, and if attacked will not fight the PCs or even flee.

Years ago, as a young man, the old man entered Scanthôi Wood to hunt deer. The sirine sisters captured him and took him to their lair by the lake. A few weeks later he was given the draught of forgetfulness from the magic font (see AREA 12), and sent outside the wood. However, the draught did

not fully cause him to forget the beautiful sirines. He immediately returned to the wood to search for their lake to no avail.

Years of isolated living and an obsession with finding the sirines again have turned the man quite insane. He babbles incessantly, has no fear for his own safety, and spends most of his time compulsively carving effigies of the two sisters. Mention of the sisters mostly causes him to ramble about how beautiful they were and how safe he felt with them by their lake, but he can also give the following information:

- There are two sirine sisters.
- They both have light green skin and silver hair.
- They live next to a hidden lake.
- A hidden path that leads to their lair lies in a clearing at the end of one of the forest trails (AREA D10).
- The sirines guard something of great value which they keep in a magic pool.

The old man cannot remember any further details.

AREA D8 DILAPIDATED CABIN

DESCRIPTION: Just off the trail lies an old, dilapidated wooden cabin barely visible behind the overgrown brush. Grass grows on the sagging roof, and mosses drape the cabin walls. The shutters of two small windows hang from twisted hinges, and the front door lies on the ground. The inside of the musty cabin holds a rotting bedframe and a small table. These topple over into dust if touched. Small mushrooms sprout from the dirt floor.

The Trapdoor: A 4' x 4' trapdoor lies in one corner. Due to its stiff hinges, the door requires a successful open doors roll to open.

OCCUPANTS: A small troll lives in the 8' high, 10' square cellar below the trapdoor. Anyone opening the trapdoor is surprised by the troll on a roll of 1-4 on a d6. If not surprised itself, the troll will try to make a grapple attack on the opener with one hand, and shut the trapdoor with the other (requires a "to hit" roll vs. AC 7). The troll mauls anyone pulled into the cellar. Note that once shut, the trapdoor requires a second open doors roll to open again.

Troll: AC 4; MV 12"; HD 6 + 6; hp 22; #AT 3; Dmg 5-8/5-8/5-12; SA regenerate 3 hp/round starting 3 rounds after wounding, slain only by fire or acid; AL CE (MM 97)

AREA D9 OGRE LAIR

DESCRIPTION: The trail ends in a small hollow formed by a 15' high, semi-circular slope. A 12' high, 10' wide cave mouth sits at the end of the hollow marking the entrance to the lair of an ogre clan. Muddy ground extends out to 60' from the entrance. There are footprints, twice as large as a man's, in the mud. A ranger can tell the tracks were made by many large, bipedal creatures.

A 20' long passage runs from the cave mouth to a 30' long, oval-shaped dank chamber that smells strongly of curdled milk (the natural ogre smell), and mold. A second 40' long, oval-shaped chamber connects to the first. Stones litter the uneven floor of each cave. Additionally, each cave contains a fire pit and eight sleeping pallets made of filthy, flea-ridden skins and furs.

OCCUPANTS: A total of sixteen ogres inhabit these caves. Six of the males have joined the search for the human Brand at the behest of the sirine. The clan has been offered game from the forest for their effort.

The caves currently house a total of ten ogres: the chieftain ogre (AC 3; hp 36; fights as a 7-HD monster; Dmg 1-10+2 two-handed sword), the ogre leader male (AC 3; hp 33; fights as a 7-HD monster; Dmg 2-12), five females (hp 21, 17, 16, 15, 13) and three young (hp 7, 4, 3; fight as goblins). Both leader types wear crude armor made of chain mail bits and shields as armor.

TREASURE: The chieftain wears a gold nose ring (120 gp value) and carries 88 sp and 10 gp in a pouch that hangs around his neck. The leader wears a crudely carved ivory necklace (50 gp value) and has 125 cp, 16 sp, and 10 ep in a belt pouch.

In a cavity hidden under a large rock lies the clan's treasure (locate as secret door). The treasure consists of 3,588 cp, 235 gp, six 6 inch long black dragon teeth (60 gp value each), a potion of growth (container: clear glass vial with metal cap; appearance: vaporous, phosphorescent flax color; smell: buttery; taste: dusty), and a potion of weakness (container: gourd; appearance: oily translucent turquoise; smell: sweet; taste: sweet).

AREA D10 PLEASANT GLADE

DESCRIPTION: This 400' wide grassy glade holds a couple of fallen logs, a few berry bushes, and a scattered handful of large oaks. A 40' wide pond covered with lily pads lies in the clearing's eastern portion.

The path that leads to the sirines' lake lies

hidden by bushes and brush at the southern end of the glade. Finding the path requires a successful roll equal to locating a secret door. Those with tracking skills, who think to search the glade, find human-sized tracks leading to and from this brushy area. Characters that make a circuit around the perimeter of the glade will eventually run into the path.

AREA E: THE HIDDEN LAKE

DM'S NOTE: The forest trail that leads from AREA D10 ends at the hidden lake of the sirine sisters, Breihode and Vankær. The party will not likely notice the depression that hides the lake until they move within 30' of its rim as trees and bushes block it from sight and high cliff walls mask the sound of the waterfall.

DESCRIPTION: The sirines' lake lies in a depression 150' wide and 230' long. Sixty foot high, sheer rock cliffs surround the entire circumference of the depression. Trees grow right to the cliff's rim and many of these lean precariously over its edge.

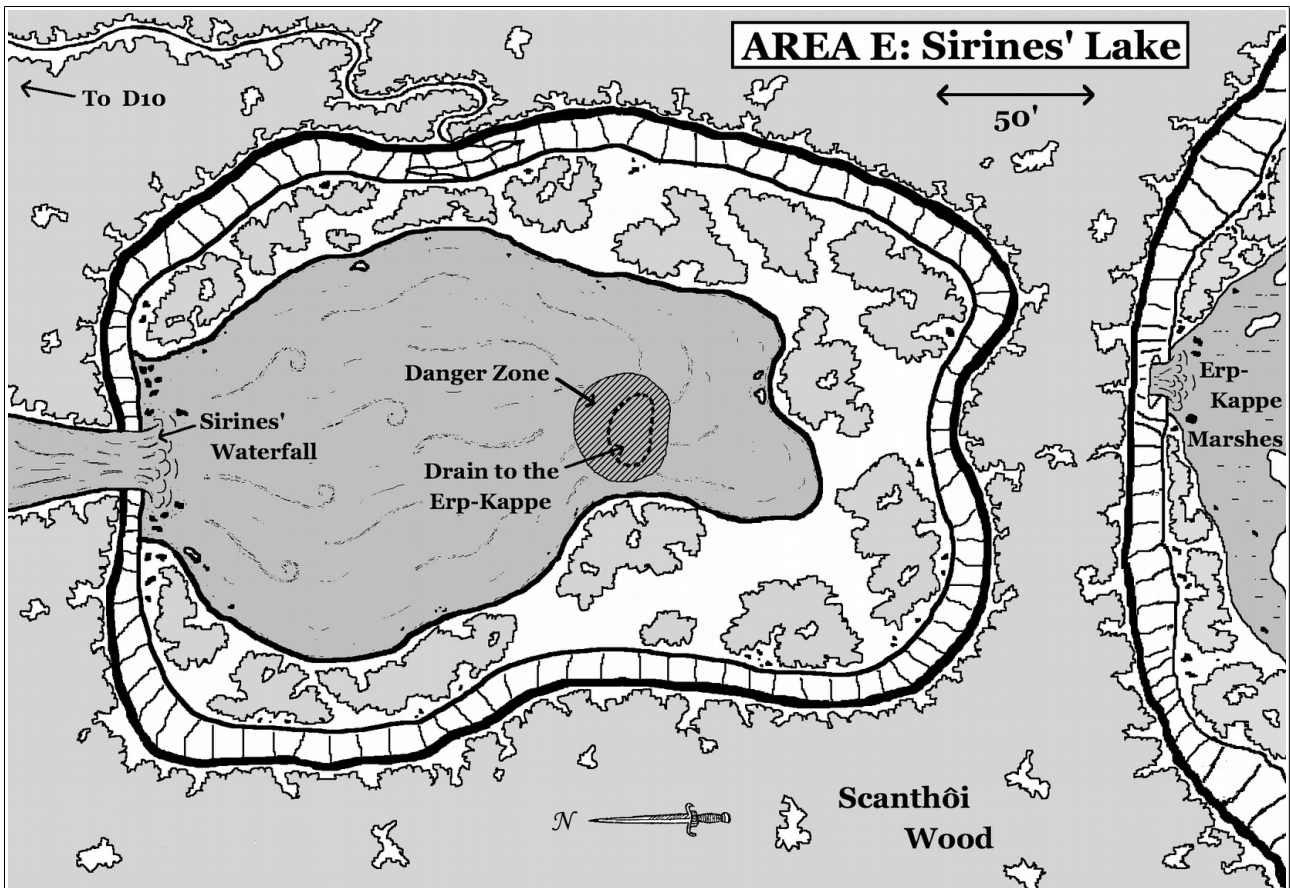
To the north, a 25' wide river flows over the precipice forming a magnificent waterfall. This water forms a lake 180' north to south and 100' east to west.

Moss, some grass, and a few small trees grow out of the rocky ground that surrounds the lake. Dry leaves and a few trees litter the ground.

The Way Down: Where the trail ends at the cliff, a well-worn path zigzags down the cliff face to allow entry into the lake depression. Characters moving at half speed can walk this path without worry of falling.

The Lake: The dark waters of the lake conceal its depth from observers at its edge. The lake is 5' deep up to 10' from its edge, and then drops gradually to a maximum depth of 15' in the central portion.

Three giant crayfish lurk in the water. They attack anything, other than the sirines, that ventures into the lake. Characters attacking the crayfish while standing in water waist deep or less have their movement reduced to 1/3 normal. Those in water up to their chests suffer the movement reduction, and a -2 penalty to attack and damage rolls. Fully submerged characters suffer a -4 penalty to attack and damage rolls, gain no armor class bonus from dexterity, can only use thrusting weapons in melee, and cannot use missile weapons. Characters with the Swimming non-weapon proficiency move 4' per round while fully submerged; characters without this skill can only tread water.



Aquatic creatures suffer no such penalties and automatically gain initiative when combating fully submerged non-aquatic creatures. For rules on spells and spellcasting underwater see the *DUNGEON MASTERS GUIDE*, pp. 56-57.

Giant crayfish (3): AC 4; MV 6" // 12"; HD 4 + 4; hp 25, 22, 16; #AT 2; Dmg 2-12/2-12; SA surprise 1-3 on a d6 when attacking from a hidden position (MM 15)

Outflow: Observant players are likely to notice that a waterfall of this size and volume should fill the depression completely with water. However, it doesn't due to a 20' wide, 10' high outflow channel located 10' below the water at the lake's southern end. Excess water from the lake flows down a 150' long channel before dropping over a 30' high cliff into a shallow lake in the Erp-Kappe Marshes.

Characters swimming or wading in the zone marked on the map may be pulled into this channel. Each round a character is in the water here, the character must make a save vs. death magic. Those that make their saving throws feel the pull of the water, and can swim or walk out of the zone. Those that fail the save are sucked below the water into the channel. Note: the force of the water rips away anything the character might hold in his hands.

Before a character goes under, the DM should determine if they have a chance to take a large breath of air by making another death magic save. Those that make this save hold their breath for a number of rounds equal to 1/6 their Constitution score; those that fail have enough air for a number of rounds equal to 1/12 their Con score (minimum 1 round). It takes two rounds for the water to flow through the channel. Characters take 1d6 damage each round they are without air. They also take 3d3 damage when they land in the shallow marsh lake.

Hidden Tunnel: Located under the waterfall, 20' below the water's surface, is the entrance to the sisters' lair. The 6' wide water-filled tunnel runs north 35' before curving upwards 20' over the last 20' into AREA E, location 1.

CAVES OF THE SIRINES

Currently, only Breihode remains in the lair. Her sister, Vankær, searches the forest and countryside for the cup with Spénfjūd and the ogres.

General Physical Properties: The unworked, irregular caves and tunnels were shaped from the bedrock. Unless noted otherwise, all caves have 10' ceilings; tunnels have 7'

ceilings. The air in the caves is damp and cool, fed by a few natural chimneys too small for even the most diminutive gnome to fit through. Walls are damp with moisture that seeps from the ceiling. Small pools of water cover the cave and tunnel floors. Thieves suffer a -10% penalty to all Move Silently rolls due to the wet floors. Additionally, those trying to run inside the complex have to make Dexterity check each time they come to a stop or turn, or they will slip. This inflicts no damage, but that character's movement comes to an end and they are in a prone position until they can get up the next round.

Light Conditions: Lighting in the caves comes from phosphorescent shelf fungi that give off a soft greenish glow. These mushrooms grow in small 1' clusters on the walls, and give off light in a 10' radius. Over the years the sirines have learned to seed the fungi clusters in just the right places for optimal lighting. Tunnels are not lighted. The sirines use a "lantern", consisting of a fungi cluster in a basket with a rope handle, when traveling through the unlit areas of the complex.

Illusionary Walls: Multiple permanent illusionary walls mask a number of passages leading to the sirines' inner caves. These illusions appear as normal cave walls, and do not disappear when touched. Characters can locate them as secret doors. Once located, characters can easily walk through the "walls". The sirines use these hidden passages to spy on intruders. A *dispel magic* or *dispel illusion* versus a 12th caster will permanently remove a single illusionary wall.

BREIHODE'S TACTICS: The purpose of the encounter with Breihode is for the party to learn of the missing cup and the story of how Brand came to the lake a few weeks ago.

Breihode has no fixed location on the map key, so when the party enters the complex the DM must decide her whereabouts. Most likely locations include her chambers (AREA 5), the common chamber (AREA 6), or the fountain cave (AREA 12).

Once Breihode learns of the presence of intruders, she attempts to capture as many as possible, killing only if no other recourse presents itself. She first casts improved invisibility to follow the party and determine their intentions. Once she decides to strike, she uses her charming song ability on as many party members as possible. She then uses her intelligence draining touch on those not affected by the song, and defends herself with her dagger if need be.

If reduced to less than half hit points, Breihode flees to AREA 12. There she uses her polymorph ability to turn into a small fish and hide in the fountain. She stays there until the party leaves or she is discovered.

If the sirine succeeds in capturing the party, she takes them to be guarded by the mudmen at AREA 8. She then takes each PC separately to AREA 6 for one-on-one questioning to learn more details of why they entered her lair uninvited. When Breihode learns the party's intentions (i.e. finding out what or who corrupted the farms), she breaks the charm and Intelligence drain on one PC, preferably a female, to discuss the matter. She tells the PC about Brand's theft of the cup, what the consequences of not tending the cup to plant and animal life are, and enlists him/her to find the artifact and return it to her. She avoids any inquiry into compensation instead emphasizing what could happen if the cup stays any longer from the fountain (see "The Cup of Høldühr" section for details). If the PC presses the point, the sirine will hand over a portion of her treasure (about 500 gp worth) from the treasure stash in AREA 7.

If captured, Breihode tells the story of Brand and of her sister's search for the cup. She asks the party for help in recovering the cup, stressing the dangers it poses to the surrounding countryside if not returned.

Breihode, sirine: AC 3; MV 12" // 24"; HD 5; hp 25; #AT 1; Dmg by weapon type; SA touch reduces victims Intelligence to 2 unless save vs. poison is successful, song will charm person at 3" range, polymorph self (1/day), fog cloud (1/day), and improved invisibility (1/day); SD save as 11th level magic-user, +2 to poison saves, immune to all gas attacks, breathe water, infravision, ultravision; MR 20%; AL N (MMII 109)

Personality: The younger of the sisters, Breihode is more even-natured and less fervent than Vankær. Breihode is forthright and unassuming when dealing with others. Not as confident as her older sibling, she often becomes despondent in overwhelming situations.

Languages: Korred, ogre, Common, goblin, sprite.

She wears a white shift with gold thread trim, electrum belt (160 gp value), an electrum circlet set with an aquamarine (400 gp value), and a **dagger +1, +3 vs. creatures larger than man-sized** in a sheath.

KEY TO THE CAVES OF THE SIRINES

1. WATER-FILLED ENTRY CAVE

ILLUMINATION: Two fungi clusters.

DESCRIPTION: A large, 5' deep pool of water fills the southern portion of this cave. The entry tunnel that leads to the lake lies below the pool.

2. GIANT WEASELS' CAVE

ILLUMINATION: Fungi cluster.

DESCRIPTION: Dried leaves and grasses litter the floor of the room. A 10' wide nest made of dried grasses lies in the southern portion of the cave. A ball made from a bladder sits in the nest.

OCCUPANTS: The two giant weasels lounge about this room. If Breihode is alerted to the party's presence, she will likely come to fetch her pets for additional protection.

Giant weasels (2): AC 6; MV 15"; HD 3 + 3; hp 20, 18; #AT 1; Dmg 2-12; SA blood drain; AL N (MM 100)

3. CAVE OF THE WATER WEIRD

ILLUMINATION: None.

DESCRIPTION: Water completely fills this cave to a depth of 15'. A permanent illusion spell masks the floor causing it to appear as a normal dry cave floor.

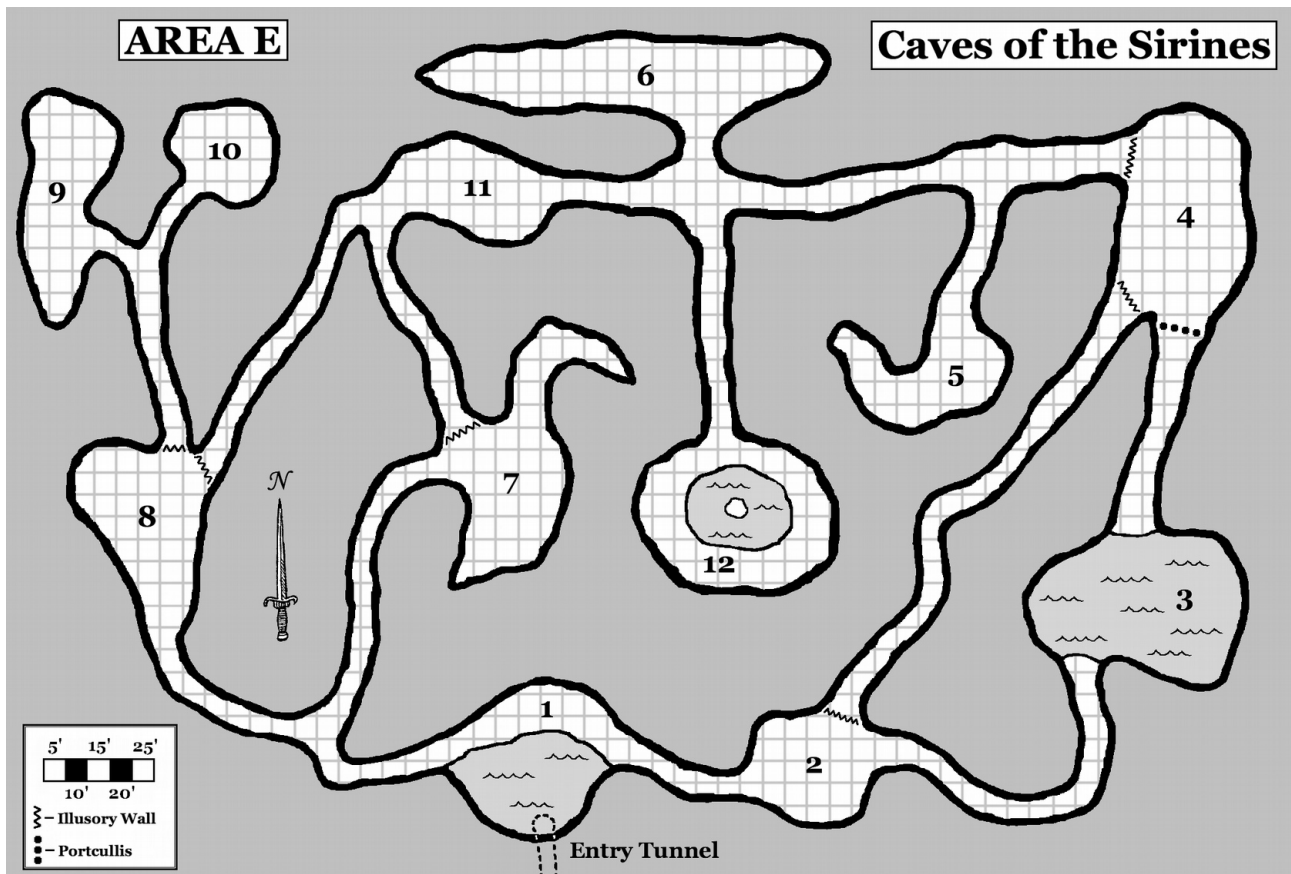
Magical Trap, illusionary floor

Effect/Damage: Characters that fall through the "floor" plunge into the water, taking no damage. Normal drowning rules apply. Companions of those that fall through must successfully "disbelieve" the floor by making a successful saving throw vs. spells with +4 bonus (only one roll required for the entire floor). Illusions are permanent until dispelled (*dispel magic* vs. 12th level caster to remove).

OCCUPANTS: A water weird in the pool starts forming as soon as any PC drops into the water. This monster attacks those in the water with a +4 "to hit". See "The Lake" section above for details on underwater combat.

Water weird: AC 4; MV 12"; HD 3 + 3; hp 12; #AT 1; Dmg 0; SA strikes as a 6 HD creature, those successfully hit must make a successful saving throw vs. paralysis or be pulled into the water; SD 1 hp damage from piercing or slashing weapons, half or no damage from fire, intense cold acts as a slow spell, *purify water* kills it, reforms at full strength 2 rounds after being reduced to 0 hp; AL CE (MM 100)

TREASURE: Characters searching the bottom of the pool with a light-source discover a few badly rusted swords and two skeletons wearing corroded chain mail. One skeleton



has a pouch containing three large flawless black tourmalines (500 gp value each) and an **oil of fiery burning** (container: green glass flask; appearance: oily soot color; smell: peppery; taste: oily, sulfuric).

4. DEAD END CAVE

ILLUMINATION: Two fungi clusters growing on walls.

DESCRIPTION: Strewn about the floor of this cave are a goblin skull, a broken short bow, a few broken arrows, a rusty and dented full-faced great helm, a leather backpack holding six rusty iron spikes, an empty bone scroll tube, and a worm-eaten cloak.

If a PC picks up or touches the skull, helm, or pack a *magic mouth* appears on the east wall and yells in common three times, "We have guests, my mistresses. Guests are here!" Simultaneously, a hidden portcullis falls, blocking the south-east passage. Characters can lift this iron portal by making a lift gates roll.

DEVELOPMENT: The shouting of the magic mouth draws Breihode to the cave in 1d3 rounds, assuming the party has not already encountered her. She most likely arrives from the western passage. She first casts *improved invisibility*, then spends a round listening to get an idea of whom or what is in the cave before moving in. See "Breihode's Tactics" section for details on how to handle an encounter between the party and the sirine.

5. BREIHODE'S CHAMBER

ILLUMINATION: Fungi basket.

DESCRIPTION: Simply furnished, the cave contains a bear skin rug (200 gp value), and a number of fur blankets lying on a stone bed. On a stone table sits a mushroom basket that lights the cave, a wooden cup, a decanter filled with wine, and two silver armbands set with pearls (350 gp each). A stone stool sits next to the table. A wicker chest lies on the floor filled with a set of human-sized cold weather clothes and a heavy, fur-lined hooded cloak. A set of panpipes and a green, hooded cloak hang from hooks mounted in the wall.

6. COMMON AREA

ILLUMINATION: Multiple fungi clusters growing on walls.

DESCRIPTION: The eastern section of the cave holds two padded divans, and two padded chairs placed on a bear skin rug (200 gp value). A low, round wooden table with a large unlit candle sits between the

furniture. Two baskets sit on this table, one holding chestnuts, the other fresh edible berries.

The western end of the cave has a 5' circular fire pit (not currently lit). A clay cooking pot hangs from a swing arm, and a stack of firewood lies next to the fire pit. A large wooden table with ten stools fills the rest of the cave. A shelf mounted on the west wall holds ten wooden plates and cups, two clay pitchers, and some spoons and ladles.

7. PUFFBALL CAVERN

ILLUMINATION: Two fungi clusters growing on walls.

DESCRIPTION: This cavern has a strong earthy smell tinged with the scent of decay. Mushrooms of all types and sizes grow from the cave walls, and from the soft loam that covers the floor. The capped, brain-like, puffball and shelf fungi range from a few inches up to 2' in height and come in a variety of colors. A network of 2' wide paths crisscrosses the mushrooms field allowing the sirines to tend their crop.

Edible mushrooms form the bulk of what grows here. However, the sirines also grow a number of large hallucinogenic puffball mushrooms to ward off intruders, including their pet giant weasels. The 2' wide puffballs each release a cloud of spores when any ground movement in the mushroom beds occurs. The combined clouds fill the entire cavern.

A druid can recognize that the puffballs will release deadly spores if they detect movement. A character moving no faster than 2" can creep through the mushroom beds with only a 10% chance per round of setting off the puffballs.

The sirens are immune to the effects of the puffball spores.

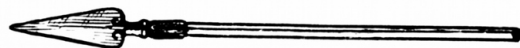
Natural Hazard, hallucinogenic puffball mushrooms

Effect/Damage: The puffballs can release spores only once every four hours. Living creatures inhaling these spores must save vs. poison or begin to hallucinate for the next 2d4 turns. Roll a d6 to determine the nature of the hallucinations:

- 1 The Terrors: The character views any living thing as a threat to flee from. He drops anything held, and wildly attacks anything or anyone that tries to touch or get too close to him (-1 to hit, +1 to damage).

- 2 **Emotion:** Powerful emotions overpower the character. These emotions change from fear to apathy and despair to joy in a just matter of minutes. In this state, the character cannot make logical decisions.
- 3 **Automaton:** The character stands in place, not reacting to anything that happens to him even if attacked.
- 4 **Crawling Horrors:** The character believes that insects and maggots crawl all over and under his skin. The character relentlessly scratches and itches at his skin, causing a total of 1d4 damage for the duration of the hallucination. A character that rolls a "1" on his saving throw uses a weapon or tool to "cut away" the infestation inflicting 2d4 damage himself.
- 5 **Shadow Foes:** The character believes that shadowy monsters lurk just outside his field of vision. He wildly swings his weapon, shoots arrows, and casts spells at random (even non-offensive ones) at these partially seen attackers. Other party members may inadvertently be hit by some of these attacks.
- 6 **Material Freedom:** The character believes that his possessions have become a liability to his freedom. He methodically sets to smashing, burning, emptying, or crushing everything he owns—starting with the items he values the highest.

TREASURE: The sirines have hidden their treasure at the curved, dead end section located in the northeast part of the cavern. A large stone covers a 3' wide, 3' deep cavity (locate secret doors roll to find) that holds 550 gp (loose), a silver bowl set with alexandrite (500 gp value), a tooled red dragon-hide quiver with silver buckles (350 gp value; +2 to saves vs. fire), and a **potion of treasure finding** (container: crystal flask [50 gp value]; appearance: bubbling transparent emerald with silver flecks smell: none; taste: sweet).



8. CAVERN OF THE MUDMEN

ILLUMINATION: None.

DESCRIPTION: Water from the ceiling steadily drips into a large mud pool which covers the entire floor of the cavern. Note that a character will only realize the floor is really mud if they make an intelligence check as they enter, or specify that they stop and

spend at least a round looking over the cave before entering (the latter requiring no check).

The mud covers the eastern portion to a depth of 1' while in the western portion the mud reaches a depth of 5'. Reduce character movement by 3 for each foot of mud crossed. Additionally, any movement faster than a walk requires a Dexterity check at -1 penalty for each foot of mud. Failure results in the character slipping in the mud, ending the character's movement for the remainder of the round, and putting him in the prone position.

OCCUPANTS: Seven mudmen dwell within the mud pool. They form and attack any creature besides the sirines that enter their cavern.

Mudmen (7): AC 10; MV 2"; HD 2; hp 11, 10, 9 (x2), 8 (x2), 4; #AT 1; Dmg special; SA mud-throwing; SD +1 or better weapon to hit, immune to poison, mind-affecting spells and those that directly cause damage to living creatures; AL N (MMII 93-94)

9. VANKÆR'S CHAMBER

ILLUMINATION: Fungi basket hanging from a ceiling hook.

DESCRIPTION: Vankær is currently out searching for Brand. While the party is in the complex, there is a 20% chance per hour that she returns. She will stay only a few hours before resuming her search.

The cavern holds four stone beds, a stone table, a padded wooden chair, and a wicker hamper. A hide rug covers the floor and a few hides line the walls. Fur blankets and pillows sit atop one bed. A candle, whetstone, and whistle (the latter used for training the weasels) lie on the table. The hamper holds warm, fur-lined clothes. A box on the floor holds materials for creating a dozen arrows (fletching, shafts, and arrow heads).

A leather pack lies on the floor near the table. The pack belongs to Brand who left it here when he fled the lair with the cup. It holds a red cloak edged with silver threads and a bronze medallion depicting the god Balder (5 gp value).

A 4' tall totem carved in the likeness of the giantess Høldûhr is placed against the wall opposite the entry passage.

The southern portion of the cave holds a large notch-covered block of wood which Vankær uses for target practice with her bow.

10. ORACULAR CAVE

ILLUMINATION: None.

DESCRIPTION: A strong smell of sulfur emanates from this circular cave. From a 4' long, 2 inch wide crack in the floor a stream of near invisible noxious vapors seep up from far underground, filling the caves before disappearing up a number of small cracks in the ceiling.

Creatures exposed to these vapors for 5 rounds, and for each turn of exposure thereafter, must save vs. poison or fall unconscious. Those subjected to these vapors for more than four continuous hours will die. Victims regain consciousness only after 1d10 rounds of exposure to clean air. The sirines are immune to these vapors.

The sirines use this cave as an oracle. After 1d6 turns of exposure to the vapors, one sister has a 60% chance of receiving an answer to a specific question as per *divination* (4th level cleric spell). The oracle can be consulted but once per week.

11. CRYSTAL GALLERY

ILLUMINATION: A fungi cluster.

DESCRIPTION: Many small crystals that encrust the walls of this gallery-like cave sparkle in the light of the fungi cluster.

TREASURE: One hundred small clear crystals (2 gp value each) line the walls, each one taking a full round to dislodge with a dagger or similar instrument. Additionally, five large two inch-long crystals grow from the walls. Called spell crystals, these magic minerals can hold spells for use at a later time (see "New Magic Items" section for details).

12. THE MAGIC FONT

ILLUMINATION: A fungi cluster attached to the ceiling above the pool.

DESCRIPTION: A large, 3' deep pool of clear water fills this cave. A natural spring feeds the pool causing its waters to gently roil.

In the central section of the pool lies a 4' wide stone basin that sits 1' above the waters. This basin normally holds the **Cup of Høldûhr**. The water in the basin is magical and will detect as alteration magic. When a creature drinks from the font's water roll a d8 and consult the list below to determine the result. Allow no saving throw to avoid any of these effects. The magic of the font only affects a creature once in its lifetime. Water removed from the basin loses its magic after 1 round.

1. Raise one Prime Requisite of the character by 1 to a maximum of 18. If all Prime Requisites are already 18 increase a random ability score by 1.
2. Reduce one Prime Requisite of the character by 1.
3. Raise character's Charisma score by 2 to a maximum of 18.
4. Reduce the character's Charisma score by 2 to a minimum of 3.
5. Character permanently gains 1d4 hit points.
6. Character permanently loses 1d4 hit points.
7. Character can escape danger (as if from a *wish* spell) once for himself only, at will.
8. Character's next two saving throws automatically fail.

The font's waters only affect the sirines as a **potion of healing** (heals 2d4+2 points of damage) and a *cure disease* (3rd level cleric spell) once per day for each sister.

Furthermore, a draught from the basin can, if desired by the sirines, wipe a creature's memories of the complex and Scanthôi Wood, and cause it to fall into a deep slumber for 24 hours (no saving throw for either effect). The sirines typically call upon the korred to haul such persons out of the wood.

AREA F: THE ERP-KAPPE MARSHES

The final goal of the party is to enter the Erp-Kappe (snake cap) Marshes, find the bullywug mound where the Cup of Høldûhr lies hidden, and take the cup back to the Magic Font Cave (AREA 12) located in the sirines' lair. One way for the party to discover the bullywug mound is to speak to Breihode, and then track down Brand at Frekjil's drink hall in Alfandi (AREA B). Once confronted with the truth about the powers of the cup, he immediately confesses to taking it. Brand says that he feels guilty for the death and destruction at the farms and will help out as much as possible to return the cup. Alternatively, the party may enter the marsh after accidentally getting pulled through the outflow from the sirines' lake, and then stumble on the bullywug lair by accident.

The marshes lie two miles east of Alfandi. They consist predominantly of muddy or boggy patches of sodden ground or areas filled with standing water, typically no more than 4' deep. Oaks, pine, and grasses grow plentifully in both these areas. In some places, wide 4' to 8' deep lakes fill the land-

scape. The party's mostly likely route through the marshes is via a network of animal trails. Locals will discourage the party from using the waterways since only the smallest, flat-bottomed boats can navigate the shallow water of the marshes. Local fisherman use small, lightweight boats called a *dönnar*. They carry this one-man vessel strapped on their backs when traversing the dry areas of the marsh.

Knowledge of the Marsh: Player characters may wish to question the locals for additional information about Erp-Kappe Marshes. Each local knows one or two of the rumors listed below. Choose or roll a d10 to select randomly.

1. The locals come to the marshes to fish and collect birds' eggs, but with much trepidation since many fell monsters lurk amongst its dark waterways. (True)
2. The marsh is difficult to traverse due to a lack of interconnected water ways. (True)
3. Bandits hide out in the marsh, creeping out at night to raid the countryside. (False)
4. A trail near the old shrine leads through the marsh. (True)
5. Ponds and lakes in the marsh hide mud pits that will suck in anything that treads on them. Death is almost a certainty for those caught. (False)
6. An evil dragon named Night Wing dwells deep in the marsh. No one has seen him for many years. (True)
7. Evil frog men lurk in the marsh. These wicked creatures eat the flesh of men, and lay devious traps to catch the unwary. (True)
8. The frog men live in a great mud mound somewhere to the east. (True)
9. Huge snakes as thick as a bull lurk in the stagnant marsh pools. They can swallow a man in a single bite. (False)
10. The ghost of good cleric roams the marshes at night. He will heal those who are injured and calm their spirit. (False)

Wandering Monsters

The party encounters wandering monsters on a roll of 1 on a d6; check once every 3 hours. Roll a d6 to determine the encounter type.

1d6 Result

- 1 1d4 male bullywugs going to or coming from a hunting expedition.

- 2 1d4 female bullywugs out gathering food. They each carry a large basket and flee if attacked.
- 3 1d3 giant toads.
- 4 1d4 human fishermen with *dönnar* boats. Each is armed with a spear. The fishermen will not be encountered within a mile of AREA G. Substitute with result 1 if rolled.
- 5 1d6 huge spiders.
- 6 1d3 ghouls (night only; 'no encounter' during the day). The bullywug shaman befriended these monsters, so they do not harm the frogmen.

AREA F1 THE OLD SHRINE

Description: The trail that leads into the marsh starts in a small clearing. A semi-circular stand of alder trees mark the trailhead. Within this clutch of trees lies an old, dilapidated shrine dedicated to the Sevinjari gods. Half a dozen flat, bench-like boulders, each 4' long, form a semi-circle around the shrine. The shrine itself consists of four 10' tall log totems depicting the gods Frey, Freya, Heimdall, and Odin. In the midst of these totems lies a 3 wide well that drops 30' to the water table line. A sagging roof caked in a thick layer of alder needles and held aloft by four wooden posts covers the totems and the well.

The Fishermen: When the party comes here for the first time from Alfandi hamlet, they encounter two fishermen, Ríof and Aurlaf, who are here to pay their respects to the gods (Note: the fishermen are not encountered when leaving the marsh). They are on their way to tend to their fish traps in the marsh, and each carries a spear, a *dönnar*, and several baskets.

If the party seems friendly, the fishermen politely ask them their business in the area. If specifically asked what lives in the marsh, the fishermen relate rumors 7 and 8 listed above.

The Shrine: Any character that prays at the shrine and drops an offering of at least 1 gp value in the well might receive a blessing from the gods. The character making an offering rolls a saving throw vs. death magic. If the save is successful the character receives a +1 to all saving throws for the next 24 hours. However, if the character rolls a "1" on the save, he hears the sudden and ominous crack of a tree branch breaking, and falling to the ground. This character has been blighted by the gods, and receives a -1 to all saves for the next 24 hours.

444 cp, 212 sp, and 50 gp lies in 5' deep water at the bottom of the well. Taking any of these offerings results in a curse of -1 to all saving throws and attack rolls, and affects all party members present in the shrine area. The curse remains until a *remove curse* spell is cast on each party member.

AREA F2 THE CLUTCHING MEADOW

Description: At its southernmost curve the trail winds into a 200' wide, 600' long grassy meadow with a few scattered trees. Half way through the 3' foot high swaying grass in this meadow hides a waiting danger.

Encounter: Two stands of grab grass lie to either side of the trail at this point. Each stand is 30' long and 10' deep. As the party moves along the trail, the grass from either side reaches out to grab the party members' legs. Each 5' x 5' section of each stand can grasp a single human-sized figure, striking as a 12 HD monster. Characters caught by the grass can inflict 8 hp of damage (AC 8) to destroy one section or make a successful bend bars roll to free themselves.

Development: To make matters even more difficult, thirteen giant worker ants issue from a nearby unseen lair the round after the characters are caught by the grass. A 2' wide hole in a small 5' tall rise, 200' north of the grab grass, marks the entrance to the ants' lair. The ants fearlessly attack held victims, not retreating until either their prey or they are dead.

Giant worker ants (13): AC 3; MV 18"; HD 2; hp 12, 11, 10 (x3), 8, 7 (x2), 6 (x3), 5, 3; #AT 1; Dmg 1-6; AL N (MM 7)

Treasure: 27 cp, 61 sp, a bronze choker (5 gp value), two uncut tiger eye gems (10 gp value each), and three gold buttons (10 gp each). This treasure lies in an 8' long chamber, 15' from the main entrance. A halfling or gnome could crawl through the tunnel to the chamber, or the party could dig it out. The latter method will take 2d6+6 turns.

AREA F3 TRAP GAUNTLET

Description: The bullywugs have placed three dozen covered and camouflaged pit and snare traps near the trails in this area to catch prey and prisoners. Every two turns of traveling in these areas, a 2 in 6 chance exists that the party will walk into a trap, regardless of whether or not they travel on the confines of the trail or by cross-country. Roll a d6 to determine trap type: 1-2 = covered pit, 3-4 = snare trap cluster, 5-6 = deadfall trap. Twice a day, at dawn and dusk, a group of 2d6+2 bullywugs check the traps for victims.

Mechanical Trap, 10' wide, 10' deep covered pit

Effect/Damage: Those falling into the pit suffer 1d6 damage and land on 1d2 sharpened wooden spikes which cause 1d3 damage each. Additionally, the spikes are covered in excrement. Those falling on spikes must save vs. poison or contract a severe blood disease (see p. 14 of the *Dungeon Masters Guide*).

Mechanical Trap, snare cluster

Effect/Damage: 1d6 party members step on rope snares. When tightened by a moving counter weight, the snare swiftly hauls a victim, up to 300 lbs. in weight, 10' in the air. The victim dangles from a rope, 10' down from a large tree branch. The trap causes no damage but could cause incidental falling damage when the victim's companions attempt to get them down.

Mechanical Trap, deadfall trap

Effect/Damage: When the victim steps on a tripwire a net of stones drop on the victim's head causing 2d4 damage. Additionally the victim must save vs. paralyzation or be knocked out for 1d4 turns.

AREA F4 LIZARD FEAST

Description: At some point while traveling on this island the party will come across three giant lizards tearing apart the carcass of a bullywug. The hungry and testy trio of lizards charges the party on sight.

These lizards have no nearby lair and nothing of value.

Giant lizards (3): AC 5; MV 15"; HD 3 + 1; hp 20, 17, 12; #AT 1; Dmg 1-8; SA an attack roll of '20' holds the victim in the mouth inflicting automatic double damage each round after; AL N (MM 61)

AREA F5 BULLYWUG AMBUSH

DMs Note: As the party nears the island where the bullywugs dwell, a bullywug scout, hidden from sight by its camouflage ability, spots their approach. The scout then alerts its fellows who, in turn, will set up an ambush.

Description: The area near the island consists of murky marsh waters with tall grass growing from it. Regardless of the direction they come from, the party must cross 60 to 120 feet (2d4+4 x 10 feet) of open marsh to reach the island. The water is about 3' deep at this point. Observant player characters will notice the absence of any wildlife sounds in this forlorn area.

Encounter: Twenty bullywugs lurk half submerged in the water, camouflaged by the tall grass ahead of the party approach to the island. They spring out of hiding with their hop attack surprising on a roll of 1-3 on a d6 when the party comes within range. Any PC within the marsh that is hit by a hop attack with a roll of 2 or better than was needed 'to hit', must save vs. paralyzation or be knocked into the water.

The bullywugs take any prisoners to AREA 24 of the bullywug mound. They are held there in appalling conditions with little food or water for 1d4+1 days. After this they become food for the tribe.

Bullywugs (20): AC 6; MV 3" // 15" (9" in armor); HD 1; hp 8 (x3), 7 (x4), 6 (x4), 5 (x5), 4 (x4) #AT 3 or 1; Dmg 1-2/1-2/2-5 bite or by weapon type; SA hop attack up to 3"; SD camouflage; AL CE (FF 16-17). The 8 hp bullywugs wield morning stars; the 7 hp use broad swords; the 6 hp use clubs; the 5 hp use spears; the 4 hp each use a sheaf of three javelins that they throw then attack with claws and bite.

AREA G: THE BULLYWUG MOUND

THE BULLYWUGS' ISLAND

The small island claimed by the tribe of bullywugs sits only a few feet above the level of the surrounding marsh. Due to the corruptive influence of the Cup of Høldúhr, the tall, 3' high clumps of grass and scrubby brush that normally cover the island have turned ashen gray and crumble at the touch. The few trees on the island have also withered and died. The party sees and hears no sign of animal life on the island.

Trails made by the bullywugs crisscross the island. Any party member with the Tracking non-weapon proficiency will note many tracks, all of them made by human-sized bipeds with webbed feet. At times, these same types of tracks seem to be made by quadrupeds with smaller front-webbed feet. This is caused by the bullywugs propensity to sometimes walk as a biped and other times move like a frog on all fours. A few trails eventually lead to the mound that serves as the bullywugs' lair.

THE BULLYWUG TRIBE

The bullywug tribe consists of 80 males, 40 females, and 20 young. The chief, the subchiefs, and "elite" males speak a rudimentary form of the Common tongue and have the higher end intelligence scores of 8-10.

Bullywug Armament: Males are armed with spears (1-2 on a d6), clubs (3-4), or javelins (3) (5-6). Stronger males (6 to 7 hp) use broad swords (1-2 on a d6), battle axes (3-4), or morning stars (5-6), and use shields which grant AC 5.

Bullywugs with 8 hp are "elite" warriors. They use leather armor and hide shields giving them an Armor Class of 4 and wield morning stars (1-3 on a d6) or battle axes (4-6). Additionally, the elite warriors each carry three javelins coated with paralytic poison (onset 1d4+1 rounds; save vs. poison or be paralyzed for 1 turn). Since this poison is weak it is only good for one hit.

The five subchiefs have 2 HD and inflict +1 damage on all attacks. They use broad swords, wooden shields, and wear chain mail with plates giving them an Armor Class of 3. They also carry poison-coated javelins as noted above.

Each male bullywug wears a leather belt and harness that they use to attach bags, pouches, weapons, etc. Many wear fibrous jerkins made from tree bark. There is a 50% chance that each carries 3d8 cp, 3d6 sp, and 1d6 gp on their person.

Females flee at the first sign of hostility, but will fight if cornered. They do not wear clothing and have no chance for personal treasure.

The Bullywug "God": The bullywug tribe worships a spirit naga named Ylzissid who lairs on DUNGEON LEVEL 3 of the mound complex. Although Ylzissid does little for the welfare of the bullywugs, he will not readily forsake the protection, food, and wealth that they provide by letting them die at the hands of their enemies. The naga occasionally bestows healing spells on injured bullywugs (usually higher-ranking individuals), makes use of his spells to subdue the more powerful enemies of the tribe, and offers advice to the chief in times of trouble.

The Stolen Cup: Warriors from this tribe attacked the thief Brand. He escaped, and they gained possession of the magic Cup of Høldúhr. They presented the cup to their chieftain, Gogulalla, who in turn give it to the spirit naga. The cup now resides in this evil serpent's cave. The spirit naga knows the cup is highly magical, but does not know its exact powers.

In the short time that the cup has resided within the mound, the bullywugs have noticed that the females have laid more eggs. Given time, the magical influence of

the cup will cause the bullywug population to increase threefold much to the woe of the nearby human settlements and the other creatures that live nearby.

THE MOUND

The bullywug tribe dwells in caves under a large mound of semi-dried mud located on the eastern side of the island. The 60' high, 400' diameter mound is visible from all parts of the island.

Main Entrance: The main entrance is a 10' high opening that leads directly into the mound. No guards are posted to watch the cave, and no attempt has been made to camouflage the entrance. However, 30' from the entrance lies a 10' wide, 10' deep semi-circular, covered, and camouflaged moat that blocks passage into the lair. The pit is covered by skins laid across the top, and held in place by a flimsy wooden lattice. Dirt, leaves, and grasses camouflage the skins. Uninvited visitors are likely to fall into this pit and impale themselves on the sharpened spikes that line the bottom. The bullywugs, however, can just hop over the moat.

Mechanical Trap, covered moat with 10' pit

Effect/Damage: Those falling into the pit suffer 1d6 damage and land on 1d3 sharpened wooden spikes which cause 1d4 damage each. Additionally, the spikes are covered in excrement. Those falling on spikes must save vs. poison or contract a severe blood disease (see pg. 14 of the *Dungeon Masters Guide*).

Hidden Entrances: In addition to the main entrance, four hidden escape tunnels lead out from DUNGEON LEVEL II. Each entrance tunnel is 4' wide and 5' high. Their egress points on the surface are so well camouflaged that those standing right next to one will not notice it unless specifically searching that area. It is possible for a character with tracking abilities to stumble on a hidden trail that leads to one of these tunnels and follow tracks to the entrance. The DM should determine the chances of a party discovering a trail based on the actions of the players.

One tunnel, located 200' to the southwest of the main entrance, leads to AREA 26. The second tunnel is 350' due south of the mound, and leads to AREA 28. The third and fourth tunnels are 400' from each other on the eastern base of the mound; they open just to the north and south of AREA 22.

General Physical Properties: A humid, fetid

marsh odor pervades the entire complex. The rooms and passages of the mound are made of damp, packed mud. Dried grasses, used as bedding, cover sections of the muddy floors on Dungeon Level 1 and 2. Any character moving faster than a walk in the rooms or passages risks slipping on the muddy ground. The DM should require a Dexterity check any time a PC attempts to do so; failure results in the end of the character's movement phase as he slips into a prone position. The bullywugs have webbed feet, and will not slip in the mud when moving at faster speeds.

Passageways have a ceiling height of 8'-10'. In caves and chambers ceiling height varies from 10'-12'.

Destructive spells, such as *fireball* or *lightning bolt*, will cause a 10' x 10' section of wall or ceiling to collapse where they strike, causing 3d6 damage to those in the area. Those caught in the cave-in must spend 2d4 rounds to dig themselves out; half that time if they have assistance.

Light Conditions: Most rooms in the mound are illuminated with fire pits (30' radius) or by fire beetles in cages (10' radius). Passageways are not lit.

Wandering Monsters

The party encounters wandering monsters on a roll 1 on a d6; check once every 3 turns. Roll a d6 to determine the encounter type.

1d6 Result

- 1-2 1d4 male bullywugs going to or coming from a hunting expedition.
- 3 1d4 female bullywugs who flee to alert the nearest males upon sighting intruders.
- 4 1d3 giant frogs (1 to 3 HD each).
- 5 1d3 fire beetles that have escaped from their cages; they are hostile.
- 6 1 gray ooze (encountered only once).

KEY TO THE DUNGEON LEVEL 1

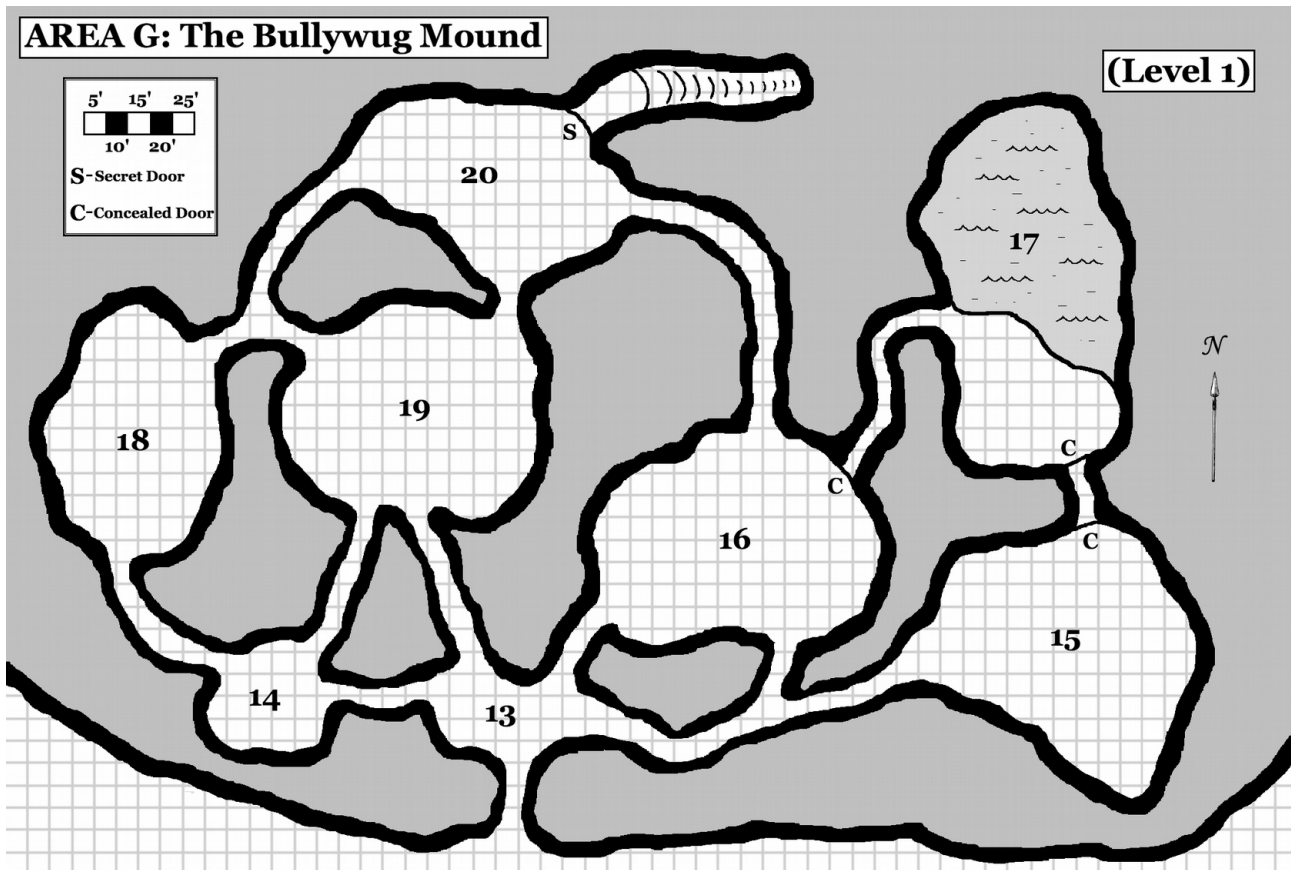
Most of the tribe's members occupy this level.

13. ENTRY CAVE

ILLUMINATION: Fire beetle cage suspended from the ceiling.

DESCRIPTION: A wooden totem, depicting a snake-like creature with a human head, stands at the opening of each of the four tunnels that exit this area. Dried and fresh blood covers each totem.

AREA G: The Bullywug Mound



OCCUPANTS: Two male bullywugs (hp 6, 4) armed with spears guard this room. Not particularly attentive, these two have only a 50% chance to notice any PCs that fall into the pit trap outside the entrance. If attacked, one bullywug will croak loudly: 60% chance per round to alert the bullywugs in AREA 16.

14. FOOD STORAGE CAVE

ILLUMINATION: None.

DESCRIPTION: This cave contains three barrels of edible marsh plants and roots, two wicker baskets containing unidentifiable hunks of dried meat, a wide pot holding ten large half-rotting fish, and six similar empty pots. The carcasses of a goblin, six large marsh birds, and a wild pig lie in a heap.

15. FEMALES' CAVE

ILLUMINATION: Two fire beetle cages and a central fire pit.

DM's Note: A hanging hide conceals the passage to AREA 17.

DESCRIPTION: This cave contains a central fire pit, a few crude stone tools, a dozen clay urns, a dozen wicker baskets, piles of wicker, leather strips, and bark, and a large pile of straw.

OCCUPANTS: During daylight hours ten

females (hp 3 each) are found here making clothes and baskets. The remaining females are either in AREA 16, 17, or 20, or outside the complex foraging for food.

At night, thirty females sleep here with the remainder elsewhere in the complex.

16. COMMUNAL ROOM

ILLUMINATION: Two fire beetle cages and a central fire pit.

DESCRIPTION: Ten stone stools surround a 5' diameter central fire pit. A large clay cauldron sits in the fire pit: a bitter, unwholesome stew bubbles and steams within. Four benches fashioned from logs lie against the cave walls. Various bits of junk and rubbish litter the floor (bits of wood, old bones, broken leather belts, scraps of clothing and chain mail, old torch stubs, broken bits of pottery, etc.). A pile of firewood lies stacked against a wall.

OCCUPANTS: Twelve male bullywugs (hp 7 [x2], 6 [x3], 5 [x3], 4 [x2], 3 [x2]) lounge about this cave eating and sharing stories.

Additionally, six females (hp 3 each) tend to the males, and two pet giant frogs (HD 2; hp 12, 9) sit nearby. The females run at the first sign of melee while the male bullywugs order the giant frogs to attack as they grab their weapons.

Giant frogs (2): AC 7; MV 3" // 9"; HD 2; hp 12, 9; #AT 1; Dmg 1-6; SA leap for surprise on 1-4, tongue attacks at +4, swallow on natural '20'; AL N (MM 41)

DMs Note: A hide hanging from a wall conceals the passage to AREA 17.

17. TADPOLE CAVE

ILLUMINATION: None.

DMs Note: Hide curtains conceal the passages leading to AREA 15 and 16.

DESCRIPTION: Brackish, foul-smelling water fills most of this cave to a depth of 3'. A greenish scum floats on the water's surface.

OCCUPANTS: In this pool swims the tribe's twenty non-combatant young (hp 3 [x6], 2 [x6], 1 [x8]). The bullywug young range from 1' long tadpoles to 3' tall young that have yet to fully form their legs and arms.

Three female bullywugs (hp 3 each) tend the young by filling the pool with marsh water, and feeding them hunks of meat.

18. STORE ROOM

ILLUMINATION: None.

DESCRIPTION: The room holds two large piles of dried wood, 20 torches, three logs, a rough-hewn log bench, six stone stools, two casks of nauseating marsh-root ale, a 60' coil of rope, a 10' net, three wooden-cage fish traps, six hide shields, ten spears, ten clubs, and a wooden box with two hammers, a 30' ball of twine, and three dagger hilts.

19. JUNIOR MALES' QUARTERS

ILLUMINATION: Two fire beetle cages and a central fire pit.

DESCRIPTION: Three crude log benches surround a central fire pit. Smelly hides and rubbish (bits of old food, bones, broken junk, etc.) cover the floor. A few large piles of flattened straw lie spread on the floor.

OCCUPANTS: During daylight hours, 20 junior males (hp 5 [x7], 4 [x8], 3 [x5]) occupy this room fighting, wrestling, and playing bones. Their weapons rest in a large pile next to a wall.

At night, 2d8+20 junior males sleep here in a large communal mass for warmth.

TREASURE: The group's treasure is located in a shallow hole under one of the hide floor coverings. It consists of 600 cp, 212 sp, a dented silver goblet (10 gp value), a gold brooch in the shape of a wolf's head (100 gp value), and six large banded agates (15 gp value each).

ALERT: When melee begins in this room, the senior males in AREA 20 will arrive 2 rounds later.

20. SENIOR MALES' QUARTERS

ILLUMINATION: Two fire beetle cages and a central fire pit.

DMs Note: A secret door hides a passage that descends 40' to DUNGEON LEVEL 2. Constructed from wicker and caked in mud to resemble the cave wall, the door easily opens once found. From the other side, the door is not hidden.

DESCRIPTION: A dozen stone stools surround a central fire pit. Smelly hides and rubbish (bits of old food, bones, broken junk, etc.) cover the cave floor. A few large piles of flattened straw lie spread on the floor. A pile of twelve unused torches sit in a clay urn. A moth-eaten fur cloak covers an unlocked wooden chest placed against the wall.

OCCUPANTS: Fifteen senior males (hp 7 [x6], 6 [x9]) and three 2-HD giant frogs (hp 14, 12, 9) rest here during daylight hours. Additionally, three females (hp 3 each) tend to the males' needs.

At night, 2d6+20 senior males sleep here in a large communal mass for warmth.

ALERT: Any sounds of melee in this cave will draw the junior males from AREA 19 to battle in 2 rounds.

TREASURE: One 7 hp bullywug has a gold armband (125 gp value), and another one has a large sardonyx gem on a leather thong around his neck (100 gp value). The chest holds four broad swords, a gourd holding two doses of poisonous (paralyzing) frog gel (see "The Bullywug Tribe" section for details), 323 cp, 185 sp, and a **potion of levitation** (container: pewter flask; appearance: transparent, luminous azure; smell: earthy; taste: oniony).

KEY TO DUNGEON LEVEL 2

This level houses the chief, his cadre of elite warriors and subchiefs, the tribe's shaman, and the bullywug egg clutch.

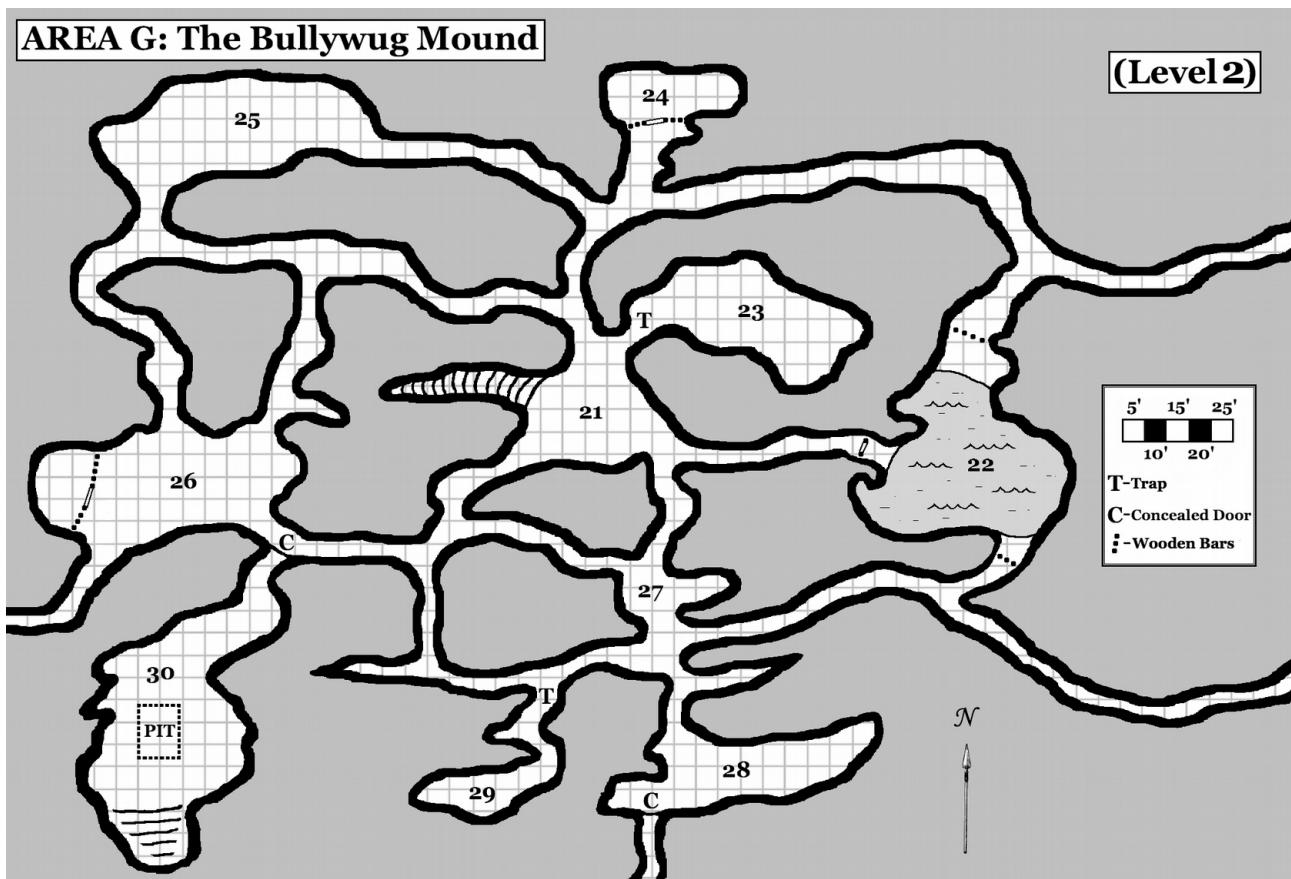
21. GUARD ROOM

ILLUMINATION: Fire pit.

DESCRIPTION: This room has two stone stools placed around a fire pit. Hides cover the floor and a dozen skulls—of beasts, monsters, and humanoids—hang from the ceiling by leather cords.

AREA G: The Bullywug Mound

(Level 2)



OCCUPANTS: Four large bullywugs (hp 7 each) armed with broad swords and shields guard this room. If attacked, one immediately heads to AREA 25 to alert the chief.

These guards question any bullywug commoner about their business on this level, turning back those that have no sound reason for being here.

22. EGG CAVE

ILLUMINATION: None.

DOOR: A wooden gate-like door blocks entry to this cave from AREA 21, and gates made of four inch thick wooden poles block access from the east and west passages.

DESCRIPTION: Green scum cakes the surface of the 4' deep pool of fetid water which fills this cave. Strings of green mucus-like substance connect dozens of 1' round eggs just below the water. Six times a day, 1d4+4 females come to this pool to make sure the eggs are not too bunched up, are sufficiently submerged, and to remove malformed eggs (later eaten by the tribe). The eggs will hatch into 10d4 tadpole bullywugs in 1d3+3 weeks. Once the eggs hatch, tadpoles are transported to AREA 17 and new eggs are deposited here.

23. SHAMAN'S CAVE

ILLUMINATION: Fire beetle cage hangs from the wall.

DM's Note: The entry to this room is trapped.

Mechanical Trap, spring-loaded spiked club

Effect/Damage: Stepping on a tripwire set up across the entrance to this cave causes a spring-loaded spiked club to swing from where it's hidden against the wall and hit anyone in the way. The club "attacks" as a 6-HD monster and inflicts 1d6+2 hp if it hits.

DESCRIPTION: The tribe's shaman, Uhu-gruuh, lives alone in this cave. Presently, the shaman is found in AREA 25 with the chief.

This cave contains a pallet of straw, a stone pillow, a small 1' x 1' x 2' chest, two feather-decorated gourd shakers (used in ceremonies), and two pots containing powdered ochre and white chalk.

A curtained off area in a western alcove-like section of the cave holds the shaman's altar to his "god"—the spirit naga that inhabits DUNGEON LEVEL 3. The altar is a 3' long, 2' high, blood-soaked block of greenish-black stone that glows a soft green. On it lies a 10 inch long bone knife, two gutted and bloody birds, 6 cp, a tray with dried dung and a crude, 3' tall clay effigy of the naga painted red and black.

TREASURE: The chest contains the shaman's meager treasure of 85 cp, 52 sp, 16 gp, and an electrum-chased brass oil lamp (50 gp value). A small poisonous snake (hp 9; +1 to save; onset in 2d6 rounds; 2d4 points of damage if save fails) in the chest will strike at anyone opening the lid, surprising on a 1-5 on a d6.

24. PRISON CELL

ILLUMINATION: None.

DOOR: A wooden gate, constructed of 4 inch thick wooden poles, forms a cell in the rear section of this cave. A chain looped through a latch, then tied around a hook set in the ceiling 5' away, holds the door fast.

DESCRIPTION: This cave reeks of the urine and excrement that soaks its muddy floor.

OCCUPANTS: The cell holds two prisoners—a goblin and a Halfling—whom the bullywugs intend to sacrifice to their naga "god". The goblin (hp 4 [currently 1]) suffers from a dreadful fever. The fever is a severe brain/nervous system disease that proves fatal to him in 1d6 hours' time (see *Dungeon Masters Guide*, p. 14 for details). Any PC coming within 15' of the goblin has a 12% chance to contract the same fever.

Fortunately, the goblin's cell mate, a halfling farmer named Holigard Honeythistle (hp 5 [currently 2]), has not contracted the disease. Holigard was captured six days ago, about five miles SW of Alfandi, as he was checking his fish traps in the marsh. If rescued and returned home, his family rewards the PCs with 100 gp—their entire life savings. Weak from mistreatment and starving, Holigard cannot fight and has a sprained ankle that prevents him from walking faster than a Move of 3". He takes 1d3 days to fully recover.

DEVELOPMENT: When the PCs near the gate, the goblin, caught in the delusions of fever (believing a great serpent has wound him up in its coils), begins howling and screaming (Those characters that speak goblin can make out what he says: "no...nooo!...get away...the serpent has me...don't eat meee!!!"). This screaming has a 20% cumulative chance per round to draw the attention of 1d2 elite bullywugs in AREA 25. The bullywugs immediately return to the chief to report intruders.

25. CHIEF'S CAVE

ILLUMINATION: Fire pit and two fire beetles in skull cages rest in niches in the rear cave wall.

DESCRIPTION: The bullywug chief's chambers are unimposing, looking as unadorned as the commoners' chambers. The cave holds the usual pile of flattened straw for communal bedding. Six stone stools surround a stone-lined fire pit. A basket holds the carcasses of two fish, a marsh bird, a fire beetle, six squirrels, and the unidentifiable remains of a lizard man. A small cask holds marsh-root ale. The battered remnants of armor and shields (battle trophies) line the walls. Rubbish litters the hides that cover the floor.

OCCUPANTS: **Chief Gogulalla** (AC 2 [piecemeal plate armor & shield]; HD 3; hp 19; Dmg 2-8+3 broad sword +1; +2 damage to all attacks) and his five subchiefs (HD 2; hp 13 [x3], 12 [x2]) sit here, tended by four females (hp 3 each), drinking marsh-root ale. Four elite bullywugs (hp 8 each) stand guard: two flanking each passage leading into the room.

Uhu-gruuh the shaman (3rd level shaman; AC 5; HD 3; hp 14) hovers near the shadows of the cave. He wields a snake-headed wooden staff of the serpent (adder type) painted with ochre and adorned with feathers and small bones. He wears leather armor reinforced with bones, feathered and beaded arm and leg bands, a leather belt, a belt pouch contain spell components, and a holy symbol of a serpent carved from black stone. Uhu-gruuh has a Wisdom of 10, giving him a 15% chance of spell failure. His spells are:

1st Level: *cure light wounds, protection from good*

2nd level: *chant*

TACTICS: If melee goes badly for the chief and his retinue, they flee to DUNGEON LEVEL 3 to seek the aid of Ylizzard in battling the intruders.

TREASURE: The chief keeps little treasure, giving most of it to the spirit naga. A pouch containing 30 gp lies buried under the straw bedding. Note that the PCs will not locate the pouch unless they specifically search the bedding.

26. SECONDARY FOOD STORAGE

ILLUMINATION: None.

DESCRIPTION: A gate fabricated of 4 inch thick logs partitions the southern portion of this cave. This enclosure holds the carcasses of six giant rats, a goat, a lizard man, a human male, three casks of marsh-root ale, a cask of normal ale (spoiled), a 120' coil of rope, an empty iron-bound chest, a wooden box containing ten shredded sets of

clothes and foot wear, and a wooden box containing a very moldy cheese wheel, three empty sacks, three cracked mugs, a dented pewter decanter (2 gp value), and a wooden holy symbol of Odin.

OCCUPANTS: Three hungry giant toads stand guard outside. Each toad has a 30' long rope lead around its foot which is attached to a stake in the ground in front of the gate. The toads attack anyone except the chief or subchiefs on sight.

Giant toads (3): AC 6; MV 6" plus 6" hop; HD 2 + 4; hp 18, 17, 11; #AT 1; Dmg 2-8; SA hop attack up to 6" and attack in midair or when it lands; AL N (MM 95)

27. DISMAL CAVE

ILLUMINATION: None.

DESCRIPTION: The bullywugs avoid this cave. Steady drips of water fall from the ceiling, a few inches of foamy water cover the floor, and flaky, white mold grows on the walls.

OCCUPANTS: Ten scum creepers crawl all over the cave, eating the mold from the walls. 1d3 of these creatures try to climb on or drop on each PC who enters the area. The scum creepers fasten themselves to their victims, and cannot be pulled off. Instead, they must be attacked with small weapons (large weapons cause 1d2 points of damage per hit to the victim even if being careful), burned with fire (causes a like amount of damage to the victim), or with salt (causing 2 hp of damage per handful for the next 1d4 rounds). The scum creepers do not pursue victims beyond this cave.

Scum creepers (10): AC 8; MV 3"; HD 1; hp 7 (x2), 6 (x2), 5 (x3), 4 (x2), 3; #AT 1; Dmg nil (1); SA first attack allows the scum creeper to attach to a victim: each round attached it automatically inflicts 1 hp damage until victim or it is dead; AL N (MMII 107)

28. ELITE BULLYWUGS' CAVE

ILLUMINATION: Fire pit and two fire beetle cages.

DM's Note: A hide conceals the exit tunnel.

DESCRIPTION: Torn and filthy skins cover the floor and walls of this cave. Two log benches and four stone stools surround a central fire pit. The northern portion of the cave holds a flattened straw pile for sleeping. A number of half-finished weapons lean against the wall: twelve javelins, four wooden shields, and six spears. Eight 10' long poles lie on the ground. A basket with two dull knives and a sharpening stone lie next to them.

OCCUPANTS: Eight elite bullywugs (hp 8 each) occupy this cave at any one time. They attack intruders on sight.

TREASURE: An old urn holds 277 cp. One bullywug wears a silver coin belt (40 gp value); another wears a cape made from red fox (250 gp value). When the PCs enter, the bullywugs are passing around a **scroll of protection from poison** to determine its nature (none can read so it's a pointless effort). They took the scroll from the goblin in AREA 24 (the goblin stole it from his chief's treasure chest).

29. FALSE TREASURE ROOM

ILLUMINATION: None.

DESCRIPTION: In the center of this cave sits a 3' x 3' x 2' flat-topped chest of iron. A crude lock (+4 to open locks rolls) holds the lid shut. If checked, the chest seems weighty. However, the chest holds only rocks and is trapped.

Mechanical Trap, tunnel collapsing pressure plate

Effect/Damage: Moving the chest more than 6 inches, or opening the lid, causes a pressure plate under it to pull a rope. The rope, in turn, pulls a pin on a load-bearing roof support 30' back at the tunnel entrance where it intersects with the north-south running passage. This causes the tunnel to collapse, completely filling it with a 10' wide, 10' high mound of earth. Anyone standing at this point suffers 3d6 damage and is buried. Three persons (maximum) can work clearing earth, and it takes them 2d10+10 rounds to dig out of the tunnel; add 1d10 rounds for each person less than three working.

The tunnel collapse immediately alerts all bullywugs on LEVEL 2. They all come to the area outside the tunnel, and wait to spring on the PCs as they dig their way out of the tunnel. If no one emerges from the false treasure room after 3 turns, the bullywugs dig their way in.

30. WORSHIP CHAMBER

ILLUMINATION: Two fire beetles in cages hang from the north and south walls.

DMs Note: A curtain made from small bones screens a 10' wide set of steps, hewn crudely from the earth, which lead down 35' to DUNGEON LEVEL 3.

DESCRIPTION: The tribe uses this cave to hold ceremonies and give sacrifices to their naga god. Many skulls and bones of animals and humanoids hang from the ceiling in this

cave. Over a dozen humanoid skulls lie in niches set at chest height along the walls. Sacrificial victims are held in 10' wide, 5' deep pit that lies in the central section of the cave. Ropes dangle into the pit from stakes placed at each corner. Rusty brown muck (dried blood) coats the bottom of the pit. Once sacrificed, victims' bodies fester for a few days before being thrown down the steps that lead to LEVEL 3.

KEY TO DUNGEON LEVEL 3

The spirit naga Yzissid allows no bullywugs, other than the chief, to enter this level uninvited. All rooms on this level are unlit.

31. HYDRA CAVE

ILLUMINATION: None.

DESCRIPTION: This cavern has a 15' high ceiling and a strong musky smell.

OCCUPANT: A six-headed hydra has been trained by the naga to remain in this area (unless instructed otherwise) and slay all, except the bullywug chief, that come down the steps. The beast can understand simple commands issued by the naga ("stop", "attack", "move forward", and "come here"). It fights to the death.

Hydra, 6-headed: AC 5; MV 9"; HD 6; hp 8 per head; #AT 6; Dmg 1-6; SA up to 4 heads can attack an opponent at once (each 8 points of damage inflicted kills a hydra head); AL N (MM 53-54)

32. TREASURE CAVE

ILLUMINATION: None.

DMs Note: A hide curtain fashioned to blend in with the passage conceals the entrance to this cave (located as concealed door).

DESCRIPTION: This featureless cave holds Yzissid's treasure horde. The bullywug chief gave the naga the majority of the treasure as tribute.

TREASURE: The treasure rests in a large pile in the center of the cave. It consists of:

- 3,850 sp (loose).
- 2,095 gp (loose).
- 365 pp (loose).
- 15 pieces of serpentine (10 gp value each).
- 2 flawed deep blue beryls (50 gp value each).
- A violet amethyst (500 gp value).
- A 6 inch tall ivory statuette of a warrior holding a broad sword aloft (60 gp value). This statuette radiates strong necromantic magic if checked for. The

soul of a 3rd level human fighter named Bergorn (hp 23; AL NG; S 12; I 9; W 11; D 12; C 15; CH 14) lies trapped within. A *remove curse* spell will release him from his confinement and restore his physical body (destroying the statuette in this process). He serves whoever releases him for a year and a day to repay his debt.

- 2 ornamental javelins w/gold chased heads (250 gp value each).
- A bone scroll tube contains a scroll with five magic-user spells (*comprehend languages*, *mount*, *shocking grasp*, *darkness 15' radius*, *flaming sphere*; all cast at 5th level of experience).
- A **footman's mace +2**.
- A **ring of warmth** (gold set with a sunstone that glows with a soft, internal light).

33. THE NAGA'S LAIR

ILLUMINATION: None.

DESCRIPTION: Yzissid, a spirit naga, rarely leaves this great cavern. Three great cone-shaped pillars hold up the cavern's 12' high ceiling. Each pillar is 20' at the base narrowing to 15' at the top. The floor of the cavern is smooth, packed mud. Countless bones from various creatures litter the floor. The sickly-sweet odor of rotting flesh lingers in the air.

Twenty feet out from the mouth of the entrance tunnel, a semi-circular moat cuts off all access to the remainder of the cavern. Scummy, rank water fills the 15' deep moat to a depth of 10'. The 20' wide moat proves no obstacle for bullywugs (who can just hop over it) or the naga (who uses his fly spell to traverse the gap).

OCCUPANT: Yzissid lairs in a small 5' wide, 10' deep hole located in the rear of the middle mound-like pillar. The naga will be coiled up in this hole unless alerted to the presence of enemies. If the chief and retinue escaped from LEVEL 2, they will also be here hiding behind the two flanking pillars.

Yzissid, spirit naga : AC 4; MV 12"; HD 9; hp 55; #AT 1; Dmg 1-3; SA gaze permanently charms any humanoid creature (save vs. paralyzation to avoid); AL CE (MM 72-73)

Magic-user Spells: 4 — 1st, 2 — 2nd, 1 — 3rd; as a 5th level caster.

1st Level: *comprehend languages*, *phantasmal force*, *shield*, *shocking grasp*

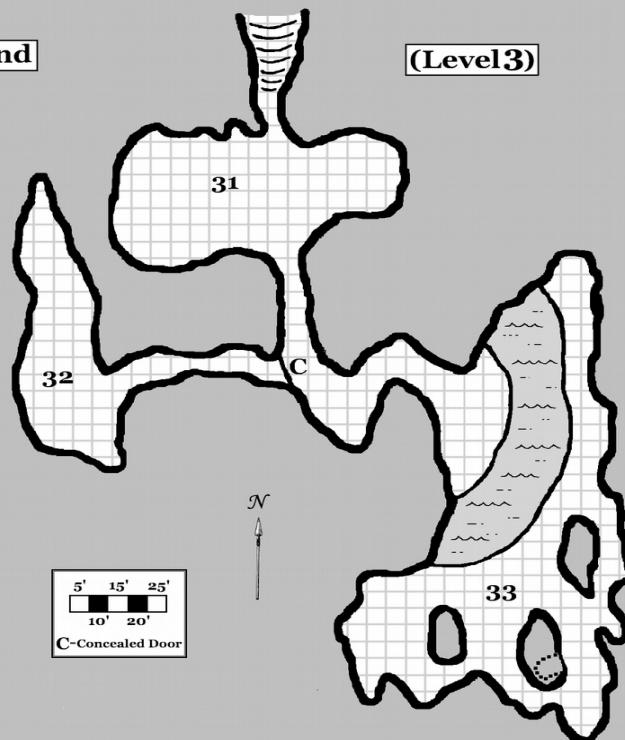
2nd Level: *invisibility*, *Melf's acid arrow*

3rd level: *fly*

Cleric Spells: 3 — 1st, 2 — 2nd; as a 4th level caster.

AREA G: The Bullywug Mound

(Level 3)



1st Level: *cure light wounds, darkness, protection from good*

2nd Level: *aid, heat metal*

TACTICS: Unless the party was exceptionally quiet in defeating the hydra in AREA 31, the naga has a 90% chance to be alert to the presence of intruders. If not alerted by the battle, the naga has 30% chance to notice the party the first round it enters the cavern (unless they are very quiet, whispering, and not moving at normal speed). Each following round after the first, check again adding a cumulative +10% to the base chance.

Once he spots the party, the naga hides behind a pillar and watches. Ylzissid is cautious at first, preferring to cast defensive spells on himself before maneuvering to the best possible place for melee.

To hinder the party from crossing the moat, Ylzissid uses his phantasmal force spell to slow their progress: zombie hands coming out of the water to grasp the adventurers' feet, or a wooden walkway appearing for the party to cross are two possibilities.

After this, the naga casts invisibility on himself, then fly, shield, and protection from good in that order. Once the party crosses the moat, he flies back to the other side and hits the party from behind with Melf's acid arrow and heat metal. He then uses his charm gaze to ensnare as many party

members as he can before flying back over the moat to deliver a shocking grasp through his bite attack.

If reduced to less than 10 hp, the naga will flee AREA 31, up the stairs to LEVEL 2, and then down one of the hidden entrance tunnels into the marshes.

TREASURE: The naga keeps nothing of value in his hole. The **Cup of Høldúhr** lies in a shallow, 10' wide pool located in the southeast corner of the cavern. A steady drizzle of water falls from the ceiling into the cup.

CONCLUSION

A party successfully completes the adventure when it recovers the **Cup of Høldúhr**, returns it to its sirine owners, and frees the wrongly accused men of Ostenheim.

If the party does not recover the cup, two events will occur. First, assuming Vankær survives, the search band continues its search for the cup. See "Search Band Movement" for details.

If the party killed the korred and ogres, Vankær replaces them with another korred and more ogres within a fortnight.

Second, if the cup remains with the bullywug tribe, in four months its population triples. The increased population means they require ever more food. They start

making raids into the human-settled lands at night, killing and carrying captives back to their lair. Furthermore, the cup's magic draws the attention of a pair of mated black dragons that drive off the spirit naga, and lair with the bullywugs. The dragons, named Eserdynthlos ('Night Wing' to the local humans) (adult male; HD 7; hp 35; speaks and uses spells) and Scaralanx (adult female; HD 7; hp 35), begin raiding the nearby human settlements. Six to eight months after the party arrived, all humans within 10 miles of the bullywug lair flee as the dragons and bullywugs turn the countryside into a wasteland.

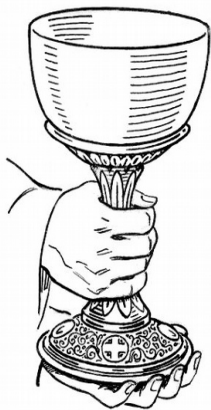
Bonus Experience Points: Since a good portion of this adventure requires the players to investigate and negotiate a non-violent solution, the DM should award additional experience points based on their performance. Award each surviving player the bonus experience points listed below for each task completed:

- Exonerating the Ostenheim eight of their crimes and halting their execution: 750 xp each player.
- Recovering the **Cup of Høldûhr**: 300 xp each player.
- Returning the **Cup of Høldûhr** to the sirines: 300 xp each player.
- Not killing both sirines: 300 xp each player.

NEW MAGIC ITEMS

Cup of Høldûhr

The giantess Høldûhr created this magic cup many millennia ago at the dawn of mankind as a gift to a sirine that dwelled in Scanthôi Wood. Two feet tall, 1' wide at its brim, the cup is made from a block of ivory and set with six large opals. The exterior surface has many intricate designs and mother-of-pearl coats the inside of the cup.



The purpose of the cup is to maintain the balance of Scanthôi Wood. It keeps the flora and fauna of the wood in good health and fecundity. At each full, new, and half phase of the moon, the sirines that live in the wood must perform rituals to ensure the equilibrium of the cup's magic. Only the descendants of the sirine that originally received the cup know the rituals and have the sanction to perform them.

Without these rituals the cup will begin to corrupt the land and animals within a five mile radius of it in 1d4+1 days. The corruption originates nearest to the cup and spreads out further every few days. The flora immediately begins to wither and die, turning an ashen gray in color and becoming very brittle to the touch. Normal animals with an Intelligence of 4 or less are afflicted with a disease that turns them a sickly ashen color, saps their energy, and turns their insides brittle. Animals receive a saving throw vs. death magic to avoid death after 1d4 days' time. However, most animals will flee once they detect something wrong in their environment.

The cup increases the rate of reproduction of evil-aligned monsters by 300% and their young have 1/3 the normal gestation period.

The corruption does not affect humans or demi-humans in any way.

Potion of Weakness

All tests on this cursed potion indicate it to be a **potion of giant strength** of some type. When fully consumed, it reduces the drinker's Strength score to 5 (no save allowed to avoid). The effect of the potion lasts for 1d4+4 hours.

Spell Crystal

These two inch long, transparent bluish crystals originate from the Elemental Plane of Earth. They usually appear in clusters of 2d4 in rocky areas that have a high concentration of naturally occurring magic. A *detect magic* spell reveals that they possess strong invocation/evocation magic.

These crystals have the ability to indefinitely hold a single magic-user spell of 4th level or less. A magic-user casts a spell, as normal, directly into the crystal after which it begins to pulsate with a blue inner light. When needed at a future time, the magic-user simply swallows the crystal whole. The magic user can then cast the spell as normal. If the magic-user fails to cast the spell within two rounds after swallowing the crystal, he suffers 1d4 damage per spell level (no saving throw). Consuming the crystal destroys it completely.

A magic-user cannot consume two or more crystals at the same time. To do so results in the loss of all spells held in the crystals, and the magic-user immediately suffers damage for each spell as listed above and permanently loses 1d4 Intelligence points.

Thieves' Guild of Ravenar

By John B. Keane

A major trade hub, with a reputation for disorder, Ravenar is a haven for outlaws. The "Seldom Seen" is the name of Ravenar's thieves' guild. The Seldom Seen originated as a talented band of slaves who ran the underground slave-pen economy during the lizardmen rule of Ravenar (a time when the human citizenry of the city was enslaved). When the lizardmen's grip on the city weakened, this band assisted in the general uprising by picking the pens' locks and the slaves' shackles. The good will earned by this act, and a high-level of organization, helped establish the Seldom Seen as a city fixture.

Over time, the guild realized that the city was too large and chaotic for them to control all the crime, and settled for controlling the fences and enforcing a limit of 25 members on other organizations in the city. An exception to this limit is made for pirate crews, since they are not permanent residents, and some of the more unsavory mercenary bands. However, each of these groups pays a tithe to the guild when they enter the city, and if they find employment the guild gets a cut.

The guild has monitors in the marketplaces and around the trade houses to identify people operating outside the guild (freelance thieves, members of smaller guilds etc.), and demand a tithe from them on the spot. Successful non-affiliated thieves, who do not use guild fences, will find their fences dead and their goods gone eventually. The law breakers who move through or settle in the city form a handy stable of fall guys for the guild. The city watch, never one to investigate anything too closely, is more than happy to arrest those designated by the guild.

Fifty years ago, the "Iron Ring" settled in Ravenar. It was initially considered just another group that paid protection money. Things changed when the head of the Iron Ring charmed the Seldom Seen's leader. The prestige and authority of the guild suffered considerably, and a number of talented members left to join the Iron Ring. The Iron Ring almost took over the city, but the Seldom Seen initiated new leadership and fought to retake their territory. It was a bloody fight which lasted nearly a decade before ending 15 years ago with victory for the Seldom Seen. Most guild members over 4th level are veterans of that war. Today,

the Iron Ring pays a tithe to rent buildings from the guild, but its members are considered beyond the discipline of the Seldom Seen. Though fights are not uncommon, killings are rare, and the Ring keeps to their stated purpose: the movement of illicit goods from A to B. Both groups profit considerably.

Nearly all the guild members are from the city, and are either blood relations of guild members, or recruits from the ranks of beggars. Family members, particularly children, are pushed into the guild's semi-legitimate fronts unless they have a definite skillset. Those who join the guild do so for life, though there may be periods of time when they are not active. Local members are given permission to go to another city, or to take up adventuring as long as they continue to pay their dues (payment is monthly, 100gp per level). If it appears that a member is likely to divulge guild secrets, he or she will be killed.

Guild members have a tattoo depicting a pair of open shackles on some part of their bodies. Their clothing is typical for their city location as are their other tattoos which identify profession, neighborhood and family. Usually concealed on their bodies are a sling (lead baubles on a necklace or bracelet for bullets), and daggers. If threatened, they flee and return later with friends.

Inner guild discipline is tight, and members are expected to work within certain guidelines. All members can expect lenience, if not cooperation, from guards notified beforehand of guild activities. Internally, the chain of command is maintained through force and guile. Members who screw up (but, not enough to merit the death penalty) may face broken fingers, shackles, or exile.

Because public tolerance of the guild is tied to its role in the revolt, the guild keeps an eye on the Empire of Scale, and will act to forestall an invasion. It watches the swamps surrounding the city and funds adventuring parties to clean out lizardman encampments. The heads of the dead lizardmen are nailed to the city gate along with a pair of open shackles. An adventuring party can also have a profitable encounter with the guild in its role as information broker. For the right price, the guild manages requests for information; this is often quicker and cheaper than consulting a sage, and provides the most up-to-date information.

| | | |
|-----------|-----|--|
| 9th Level | 1 | Master Thief - Opex |
| 8th Level | 1 | Thief - Link (Docks) |
| 7th Level | 1 | Pilferer - Kayven (Market) |
| 6th Level | 2 | Sharpers - Revrok (Slave Market) and Mablix (Noble Market) |
| 5th Level | 4 | Cutpurses - Hamar (fences), Spaven (Iron Ring), Marco (mercenaries), Anak (prostitutes) |
| 4th Level | 6 | Burglars - Gates x4, Docks x1, Market x1 |
| 3rd Level | 12 | Robbers - Gates x4, Master x4, Market x1, Noble Market x1, Slave Market x1, Prostitutes x1, Palace x1 |
| 2nd Level | 24 | Footpads - Master x4, Docks x4, Market x4, Noble Market x4, Slave Market x4, Prostitutes x3 |
| 1st Level | 52 | Apprentices - Master x4, Docks x4, Market x4, Noble Market x4, Slave Market x4, Prostitutes x4, Gates x16, Fences x4, Iron Ring x4, Mercenaries x4 |
| Total | 103 | |

Opex has been the leader of the Seldom Seen for 15 years. He knows he has enemies amongst the Iron Ring; enemies that might make an attempt on his or his chief lieutenants' lives. What really concerns him, however, is that the war started by such an attack would destroy the current profitable relationship with the Iron Ring.

Opex has a home in the merchant quarter, and a front as a fairly successful lender. The house is riddled with secret passages and hidden defenses. The bank has similar protections; other guild members come in as patrons and make deposits, or meet to discuss a "loan".

Opex has 12 thieves under his direct control. Four are robbers (3rd level) who generally coordinate the activities of the other high level guild members: three are usually out and about on guild business, and one is always with Opex. Four are footpads (2nd level): two are usually with Opex, and two are at the front which has 20 regular employees. Four are apprentices. All apprentices spend time learning from Opex, and having existing skills evaluated by him, before being assigned to work with one of the other members. Opex also has bodyguards: a 3rd level captain, two 2nd level sergeants, and 15 1st level fighters (ten of which typically guard the house and five his person).

Although in his mid-fifties, Opex is still fairly spry and flexible due to apprentice-training. He has long brown hair in a ponytail. Opex spends about half his time at the house and the rest at the bank. He takes training seriously, and enjoys time with the new recruits. He makes sure they understand their ultimate loyalty is to him, and not to one of the lower ranking thieves they are assigned to. Training is done in the basement of his house. Apprentices are blindfolded, and led into the basement via tunnel entrances. Opex wears a mask while training. Apprentices learn his identity and the house location when they reach 2nd level, and they learn about the bank when they are 3rd level. Opex normally carries a **+2 dagger**, a **ring of protection +2**, an **amulet of protection from scrying**, and a **scroll of protection from lycanthropes**. The amulet is a crude clay triangle: a lizardman tooth embedded in its face, and an eye shape on its back. It is the guild's mark of leadership.

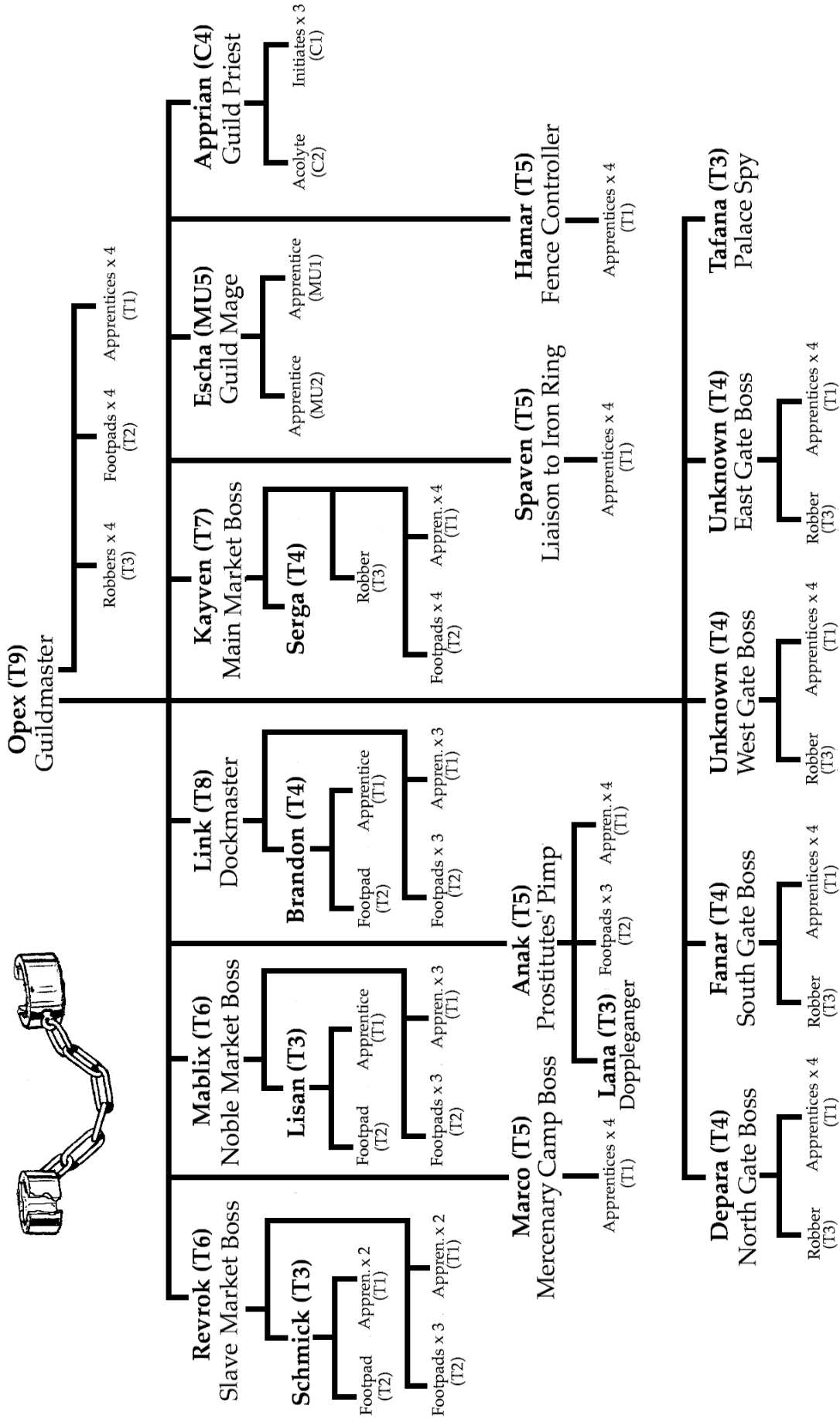
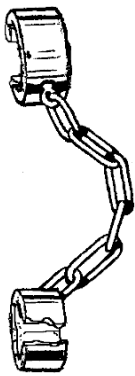
Escha, a rounded woman in her mid-forties, is the guild's magic user. She is 5th level, comfortable in her role, and has no interest in establishing her own tower. She has been romantically involved with Opex for 15 years. She takes her guild duties seriously, but not so seriously as to get in the way of a good meal or a solid night's sleep. She detects magic, creates scrolls, and occasionally provides support in the field for the guild. For some of the city festivals she hires herself, or one of her apprentices, out to cast phantasmal force spells on the street or at certain guest villas.

She has two apprentices: one 2nd level, and one 1st level. One apprentice will usually be with her, the other at the bank. She treats her apprentices well, but the ones which are over-ambitious become bored and frustrated at her pace of teaching.

Escha's master Keylan, a local wizard, found her to be a talented, but uninspired student. Escha typically has *read magic*, *detect magic*, *charm person*, *knock*, *locate object*, and *dispel magic* memorized. If the guild is expecting trouble, she carries *sleep*, *charm person*, *detect magic*, *invisibility*, *wizard lock*, and *hold person*. She owns a **ring of fire resistance** and a **wand of paralyzation** with 12 charges. She also carries a number of scrolls: typically two *read magic*, a *detect magic* and a *protection from evil 10' radius*.

Also in residence is **Apprian**, a 4th level cleric of Shartok (the god of night). He

The Seldom Seen of Ravenar



typically ends his day a few hours after Opex awakens, spends most of the day sleeping, and begins the next one a few hours before Opex goes to bed.

Apprian finds his role entertaining. He is tall and thin with a shaved head and a long beard. He knows a ton of dirty jokes, and is a pretty good dancer. He wears black robes, and carries an ebony staff. When he casts spells, both his eyes turn completely black for the duration of the spell.

Apprian has one 2nd level, and three 1st level followers. They provide healing for the guild. The 2nd level and two of the 1st level clerics are always at the house. Apprian keeps one of the acolytes with him, and the two spend a lot of time visiting other members. Apprian also commands two shadows: one shadow always guards the shrine, and the other hides in Apprian's own shadow.

Apprian and his followers disguise themselves as priests of Trigga in public. Apprian appears as a priest of Trigga at the bank, or at official functions held at Opex's house. The temple of Trigga is aware of his duplicity, but looks the other way as long as he does nothing that a priest of Trigga would not do in public.

Apprian has been around the guild forever and has some ambition, but knows he can't rise too far in the guild hierarchy—neither the guild nor the temple of Shartok would tolerate a cleric in charge of the guild. Most of the guild members tithe to Shartok and some are ardent worshipers, as are a number of the prostitutes. His personal information network is considerable. There is a Shrine to Shartok in Ravenar, and he visits often. This will probably be his next post once he reaches 6th level. If he needs help, he can go to the temple and get 1d6+2 guards.

He has a suit of chainmail, a shield, and a **+1 morningstar**. He does train, but is more likely to avoid combat if possible. He usually has *cure light wounds*, *remove fear* (reversed), and *bless* memorised. He has a **potion of healing**, and a **potion of polymorph self**. As a cleric of Shartok, he has the skills of a 2nd level thief. He carries poisons; some are fatal, others are designed to make a person sick. He has a blowgun which can deliver a 10x10 powder cloud directly in front of him. One powder blinds for 1d2 turns, one makes a person itchy for 1d2 turns, and one makes a person vomit for 1d2 turns. Each powder allows the victim two saves (if either is successful the victim suffers no ill conse-

quence from the poison): the first is a save vs. poison to avoid the effect. If failed, a save vs. Con must then be made to ignore the effect.

Link (8th level) is the second in command, and runs the docks. He has a burglar lieutenant, **Brandon** (4th level), four footpads (2nd level) and four apprentices. Link, two footpads, and two apprentices operate "The Open Hand", a bar at the end of one of the main docks. The bar is large and well run. It has four bouncers (2nd level fighters), and 12 regular employees. Link and his men gather information about cargo coming off and going on the many ships that visit the city. They also liaise with the pirates who come in, and help to offload their cargoes.

Link is huge: 6'5" of scar tissue and muscle. For his job at the bar, he wears **+2 leather armor**, and carries a **+1 dagger** and a mace. His head is shaved, with a topknot of grey hair running down his back. He wears **boots of levitation**, and carries a **potion of healing** and a **potion of gaseous form**. He slips poison into patrons' food or drink to make them sick or to knock them out (save vs. poison to avoid; if save failed, save vs. con to avoid effect). He looks like a thug, and is the guild's heavy, but can be subtle when necessary. Keeping what passes for discipline on the docks is a full time job since there are other smaller gangs and pirate ship crews arriving all the time. As long as the mayhem is kept to a minimum and it gets its cut, the guild stays out of everyone's business. Individuals who cause trouble will be ambushed.

Brandon's cover is a teamster. He drives up in his wagon with a footpad, an apprentice, and four guards to collect payment from ships arriving and leaving the port. Since payment is usually a cut of the ship's cargo, the quantity and kind of stuff he might have on his wagon varies greatly. After Brandon is paid, ships have a pair of old-style slave shackles clipped to their berth to show they are under guild protection.

Ships that pay are not molested by the guild, but do have a 10% chance of being raided by independent thieves. Ships that don't pay are 75% likely to be visited by guild members. If rebuffed, or guild members are injured etc. it is 20% likely that the docked ship will be set on fire. The chance of damage to a visiting ship increases with the level of offence. 1d20x10 ships typically dock each day, with most of them knowing the drill. The guild investigates

serious disturbances at the docks. Members who fail a pick pocket attempt at the dock are typically reassigned to another area.

Brandon's people keep a close watch on ships belonging to the Iron Ring. By standing agreement they pay their dues, but no guild members can board their ships. A lot of cargo passes through here for the Ring, but the thieves' guild only receives a fraction of the cut it should get. Brandon has no problem in directing a group of adventurers to the Ring's activities if it causes trouble for the guild.

Only pirate ship captains and the other dock gangs know Brandon's role in the guild. Most of the dock folk think Brandon is the head of the guild on the dock (Link likes to keep a low profile). Those in the know always come to the Open Hand to pay their respects to Link before their crews have even set foot on the docks. A lot of loot comes through these doors and is stored in a secure room. Brandon loves his life on the docks, and would be unwilling to come up with a new cover to enable him to be the guild leader.

Brandon is an unassuming young man who wears a leather jack and carries a number of knives and daggers. He is clean shaven with brown hair. When approaching a new ship, he is always very polite, but firmly asserts his role. If the newcomers don't immediately pay, he encourages them to ask around the docks about him and the Seldom Seen. He then returns the next day and asks for a cut. If threatened, he backs off with a smile. If a ship under the guild's protection is robbed, he looks into it and, after the guild gets a cut of the action from the robbers, makes full restitution (less a fee, of course) to the ship owners. Brandon is well liked in the guild and recently moved up from working the gates. In a few years he will probably rotate out to work in one of the marketplaces. He has a **potion of water breathing**, and if placed in serious danger will jump into the water, drink it and stay there until it's safe to come out. He has an extensive knowledge of ships, cargoes, captains and routes; most of the regular visitors to the dock like him, and pass on lots of information. If someone needs to get out of town fast, Brandon is the go-to guy. If someone wants to smuggle something or someone into town, Brandon appears to be the guy, but it's actually Link who makes the decision. As for those "on the list" who attempt to return to town, Brandon will warn them not to get off the ship, then inform Link, and people will be sent to take care of

the problem at an appropriate time. He is very interested in getting a magic weapon to carry on a daily basis.

The remaining members of Link's crew, a footpad and apprentice, typically case ships which show up and don't pay, dissuade non-guild members from causing trouble on the docks, and pay beggars to notify them when a ship is first sighted.

Ravenar's main market is **Kayven the pilferer's** territory. She can be found at her spacious house/shop. She commands a 4th level thief, a 3rd level thief, four 2nd level and four 1st level thieves. Kayven has a wide range of goods for sale, and if a customer has a "special order" she can usually fulfill it, provided the item can be found in the city. She typically sells items taken as tithes from ships or merchant caravans. Items obtained by "special order" which pose a risk to her profile are handled by one of the fence gang's cutouts, though she still takes a finder's fee.

Kayven is in her late forties, slightly overweight, still fairly nimble, with dark, grey-streaked hair. Her body is covered in a riot of tattoos. Most are from her younger days, but she occasionally has tweaks made. The market is one of the guild's biggest money makers, and Kayven is considered the heir apparent for guild leadership. She works hard to retain her position (several talented rogues have had their careers cut short by not aligning with her). She carries a dagger and a sling (which can be used as a garrote). She wears a **ring of spell turning**. While her public persona is that of a friendly merchant and a motherly employer, she is heartless. Before taking over the marketplace she ran the guild's house of ill repute.

Serga, her 4th level, patrols the marketplace disguised as a town crier. Serga is a slight female with a booming voice. She carries a tall pole with an attached slate on which daily information about marketplace events is marked. She visits the merchants during the day, and marks each stall with a colored strip of cloth—a different color for each different day. Those who don't want to buy protection have a 20% chance of chance of trouble the same day; this chance increases by 20% for each subsequent day. "Trouble" is minor theft, customer intimidation, property damage and, if necessary, physical assault. At day's end, the 3rd level, a 2nd level and a 1st level collect the protection money along with the colored ribbon. They push a handcart along, loading it up; the payment is mostly

coin, but they do take some payment in kind. The market beggars are paid to notify Kayven of the arrival of adventurers. Other thieves working the marketplace, if detected, are fined and warned away. Repeat offenders are turned over to the guards.

Serga is terrified of Kayven, having years ago been placed at the brothel for an infraction. She is tall and skinny with dishwater blond hair tied back in a ponytail. She normally wears a long near-translucent white robe. When not booming out the latest news and marketplace deals, she has a hoarse quiet voice. Due to rash mistakes in the past and constant put downs by Kayven, she is considered a bit of a screw up within the guild. She is actually quite talented, being able to read a number of dead languages, and would consider temporarily leaving the guild to adventure with a group outside the city. She carries a **+1 quarterstaff**, and a number of hallucinogen-dipped darts (save vs. poison to avoid. If failed, save vs. wisdom to ignore effects. If both saves fail, victim is confused.)

Revrok (6th level) manages the slave market along with a 3rd level, four 2nd level and four 1st level thieves. Revrok likes his current assignment, but really wants to move up in the organization.

As with other merchants, slave merchants must pay protection or have their merchandise escape, get sick or die. Merchants who purchase protection receive shackles designed to look like those from the lizard men reign. Outsider shackles are easily identified.

The thieves ensure that those buyers at the slave market who have protection remain unmolested. Buyers looking for a special deal can have the guild work to keep bids low and discourage other buyers. Buyers who do not buy protection have the prices on their lots bid up by Revrok and his crew. Another common trick is to pickpocket a winner at the slave auction (so the winner cannot pay for the slave they just purchased). Occasionally, a guild member is put up for auction, and a buyer may be coerced into paying for the member, and freeing him after the auction.

Revrok and some of his crew occasionally masquerade as buyers, and purchase slaves at the guild's direction. They might "rescue someone from a life of slavery", and then ask the "freed slave" to join the guild. They may also buy slaves to put into prostitution. Some slaves might be sold on, perhaps to a mine or a necromancer.

Enemies of the guild are also occasionally sold by Revrok at the auction, and outsiders who pick pockets or otherwise disrupt the market are often put on sale the following day. Revrok is fat and wears a bright green robe, which his constant sweating turns dark. He is Kayven's loyal follower, having just left the brothels where he was her replacement. He is usually the one called upon to open difficult locks, being a master lockpick (functions in the skill as a 12th level thief). Opex knows Revrok's skill and loyalty to Kayven, and to weaken Kayven's faction may attempt to kill him by asking him to open a trapped chest.

Revrok carries a **+1 short sword** and several daggers. He also has a **potion of healing**, and one of **human control** (belongs to the guild and is used in bidding emergencies e.g. when someone is not following the script, or a stranger is screwing up one of the guild's deals). In keeping with his cover as a slaver, he has himself carried on a sedan chair when entering and leaving the market. His house is large and often used to "season" slaves. He has four guards around him at all times, with another six at the house.

Schmik (3rd level) is the second in command at the slave market. His team, a 2nd level and two 1st level thieves, work the seller/slave side while Revrok works the buyer side. His team hands out the correct shackles to merchants when they first come to the market. If the slaves need to look bad (in order to run down their price), escape etc. then it's his crew which makes it happen. It also provides the muscle to intimidate buyers when bids are not going the way the guild wants.

On the whole, the guild does not interfere with the slave market; only 10% of transactions are of interest to the guild. The guards are paid to leave the guild to their business, and most of the regular slavers know the drill. A serious disruption will be investigated by the guild. They also keep track of who is buying what kind of slaves and how much they are paying; those with lots of expendable coin are targeted for later burglary.

Schmik is short and muscular, with a bald head, and whip scars which run down the length of his back and obliterate tattoos from a previous life as a teamster. He wears **+1 leather armor**, and carries a sap and a short sword. He was enslaved for debts and "saved" by the guild, which in reality had created his debt problem in the first place.

He is loyal to the guild, having been a member for six years, but will kill whoever set him up if he finds out. The rest of his family was sold when he was, so he watches for their return to the marketplace. Schmik and his family were actually ensnared, at Revrok's urging, by Brandon when he and Revrok worked one of the gates together. This was years ago, and Brandon has totally forgotten the incident. However, Revrok remembers and is terrified that Schmik knows of his involvement. It's unlikely that Schmik would kill Brandon, but Revrok has reason to fear.

The Nobles' market is managed by the sharper **Mablix** (6th level). She has a 3rd level lieutenant, four 2nd level, and four 1st level assistants. Unlike the slave market and the docks, work here is kept as unobtrusive as possible. Her cover is a seller of exotic beverages. She has a large cart which, for a few coppers to a few gold pieces a cup, dispenses water, tea, beer, wine etc. Her cart crew consists of herself, two 2nd level and two 1st level thieves.

Mablix is very charismatic, with dark hair and eyes, and is not above using her good looks to her advantage. Her beverage cart should be a terrible cover, since the drinks are pretty wretched, but she is so likable that people don't seem to mind. She wears colorful scarves, has a **ring of protection +2**, a dagger made of cold iron and silver, and a **medallion of ESP**. She likes her current post; it's safe and easy. She is a favorite of Opex. Brandon is her protégé.

A merchant can purchase a month's worth of protection at a time, and by way of receipt is given a clay cup with a particular design (varies each month) along with their beverage. Each month, the cups are all collected and new ones issued. Payment is typically in coin, but an unmarked (no guild mark, goldsmith striking etc.) item may be crafted for the guild.

Theft from merchants, even those who don't pay protection, is not allowed at the noble market. Instead, the homes or warehouses of merchants who don't pay for protection are burgled. Stealing from customers, except from those who patronize guild-protected merchants, is allowed.

Mablix's lieutenant is Lisan (3rd level). He typically travels with a 2nd level and a 1st level thief. His job is to spot outside thieves and either turn them in to the guards or instruct them to leave the area immediately.

He is an older thief, in his late 50's, with a lean, weather-beaten look. Once a bandit on the roads outlying the city, he mistakenly raided an Iron Ring caravan, ran to the Seldom Seen for protection, and has been with them ever since. Opex and Link know this, but it is kept secret from the rest of the guild. It was years ago, but the Ring is still looking for those responsible. The guild also has several valuable items from the raid which belonged to the Ring. Lisan wears leather armor, and carries a short sword and a dagger. At home, he has a **+1 longbow**, and five **+2 arrows**. He has a good eye for faces and can generally keep track of those who have been warned to stay out of the market.

The remaining two members of Mablix's crew (after her own squad, and Lisan's squad are accounted for), a 2nd level and a 1st level, typically freelance. One takes a cut from the beggars (the number of beggars, and their behaviour, is closely monitored by the guild). The other keeps an eye on items sold here on behalf of the guild. Occasionally, the guild puts an item on the open market to try for a higher price than its fences can obtain. In this case, the item will be placed on consignment and the thief is on hand to witness the purchase, and make sure the guild receives the full value.

Hamar (5th level) is known as "the gate". He has four apprentice thieves. He manages movement of goods (from every division of the guild) to the fences, and movement of profit back to the guild.

He has a number of fences across the city, each specializing in a particular type of product. Many of these individuals are unsuccessful merchants; a few are well known merchants who do it for protection or the fun of it. Fences who get in trouble, or who fail to move product at an appropriate profit margin, are punished by having the guards "discover" the stolen goods, or good old-fashioned beatings. Hamar also keeps his eyes and ears open for fences that are not part of the guild network. He asks these individuals to join the network, and if they don't comply their shops may be raided or damaged. If some heavy lifting is required, Hamar will make use of his apprentices and 1d4+2 mercenary fighters. Fences are not always active for the guild, and only Hamar and Opex know how many fences the guild is using at any one time. While Hamar decides who does what on a daily basis, Opex interferes when there is a special item that needs to be moved.

Hamar is medium height, with brown hair and a beard. He can appraise nearly anything to within 10% of its actual value. He wears leather armor, and carries a dagger and a whip (he is an expert with the whip). His cover is a teamster, and he delivers and takes goods from fences using his covered wagon. If violence is likely, he has several apprentices scout the area first, and then arrives with the muscle in the wagon.

Spaven (5th level) is liaison to the Iron Ring. He has four apprentices. His job is to collect tithes from the Iron Ring, and facilitate the movement of goods between the guild and the Ring. In addition, he monitors the Ring's business dealings in the city. His people work closely with Revrok and Kayven's people.

He and his crew are also regularly checked to see if they have been charmed. Spaven is not allowed to carry any magical items or drink any potions which might interfere with these checks. Opex usually has a spy amongst the apprentices as well.

Spaven looks like someone who would steal from his grandmother. He has short black hair in a widow's peak, oily skin, and a ratty-looking, pencil-thin moustache. He oozes sleaze, and always looks guilty of something. In reality, he is scrupulously honest (as the Ring forgets to its detriment). He wears normal street clothes, and carries a dagger. His assistants follow him around with a cart. When they visit the Ring, they hide the tithe they receive from it amongst the cart's varying contents (sometimes dung, sometimes corpses, and so on). Usually, the more annoying (to the Ring) the cart contents the better. Once they brought a cart full of caged cats, and half of them escaped in the Ring's compound.

Marco (5th level) ensures that the different mercenary bands pay for protection, and that they have access to all the vices they want while in town. His cover is a mercenary factor (someone who finds contracts for mercenaries). Mercenary bands that accept protection have a skull, engraved with a glyph, placed near the entrance to the camp, as close to the group's banner as possible. Those that don't have their camp followers harassed, tents burned, supplies spoiled etc.

His four apprentices work their way through the mercenary camps, and make sure that the amount of theft (by both mercenaries and the thieves' guild) is kept to an acceptable level. One of his apprentices is always a comely female who will work her way into the camp of any new band.

Marco is tall with white hair and a bright red beard. He is an ex-mercenary who lost his trade when he lost his right hand. He has a hook now along with 20 pounds of extra fat. He dyes his beard red because he belonged to a now-defunct mercenary band called the "red jaws" (most career mercenaries are familiar with this band). He wears leather armor and wields a **long sword +1**. He looks like he belongs in the camps, and most people think he is still in the business. As a factor, he finds positions for smaller groups of mercenaries—particularly those groups that are willing to take on the more desperate assignments. He is a master of rumor-mongering, by which means he can cause fights between different mercenary bands or prejudice band members against accepting contracts from certain people. Such an influence disrupts a mercenary band leader's ability to secure good contracts. The more experienced leaders have learned to pay up, and keep him at arm's length.

The Iron Ring often recruits in the camps. However, by tradition the mercenaries take no contracts from the Ring for jobs inside the city. Marco is supposed to keep an eye on the Ring's activities in the camps, but lately he has been looking the other way in exchange for a kickback. One of his more ambitious apprentices will likely rat him out when rotated back to Opex for training.

The guild has several mercenaries on retainer; this can range from an on-call SWAT team of 5d4+5 fighters to a specialist like a sage. A message to Marco can get the SWAT team anywhere in the city in about an hour.

The management of prostitutes in a city of open morality is nearly impossible, and with so many amateurs giving it away during festivals, impractical. The 3rd level, three 2nd level and four 1st level thieves under **Anak** (5th level) have their work cut out for them. Their duties are split into two main areas: gathering information and collecting tithes.

Independent operators are generally left alone by the guild, except in cases where their clientele interest the guild. Organized houses that accept guild protection have their door frames painted a vibrant blue. They must take in workers recommended by the guild, give information about their clientele and/or provide discounted services to guild members. They also have to provide their own security. They are spared the theft, arson, guard raids, property damage,

problems with food delivery or garbage removal, absent workers, and patron-muggings which houses not under guild protection must suffer.

Anak runs such a house himself, where a mix of slaves and professionals work. Guild members who make mistakes, are occasionally sent here as punishment to serve the clientele. Guild members who do a good job are often sent here for entirely different reasons.

Anak was born to be a pimp. Smarmily handsome and lacking any sort of moral barometer, he cheats and beats clientele and employees with total abandon. He has long blonde hair, and a carefully manicured beard. His clothes are the height of gutter fashion and he apes the manners of a debauched aristocrat. He wears leather armor under his clothing and carries a dagger and a **longsword +1**. He also has a **peript of proof vs. poison**.

Anak has covered himself with a dazzling array of tattoos, and could make a fine living inking others if he wanted. He has developed a glow-in-the-dark ink, and can't wait to unveil it at the next big festival. Anak also forges tattoos, temporary or permanent, and removes tattoos for the guild.

Lana (3rd level) is Anak's lieutenant. She was an independent working girl who got into debt with the guild. She is very striking, and highly talented. She is often sought out to teach song, dance, massage, and other skills to new girls in houses all over the city. She practises her former trade only with a select clientele, and when it can help with a particular job. Lana has many contacts in the city; between her and Anak, little in their world escapes their notice.

Lana is a doppelganger. Opex suspects it, and Mablix knows it but doesn't care. Mablix recruited Lana, and taught her how to be a thief. In exchange, Lana taught Mablix the art of seduction. Lana is fond of the people in the guild, and finds their antics amusing. She usually stays in her current form, subtly changing her appearance for maximum effect. She goes hunting once a month, taking on a different persona to kill and eat a human.

One of the most visible members of the city's tribe, she has lived in the city for nearly 40 years. The tribe would never do anything to endanger her position. If she is killed, it will immediately replace her with another Lana. Some of her connections across the city are other members of the doppelganger tribe.

The tribe wants her to move up a few ranks in the guild, but doesn't want her to reach a position of authority.

Each of the four major gates of the city has a crew assigned to it. Each crew consists of a 4th level leader, with a 3rd level lieutenant and four apprentices. Gate work is often an apprentice thief's first post, and his performance determines his next assignment (typically one of the markets, or the docks). The crews are usually split in half. One group stays close to the gate (either mixing in with the beggars or working on a broken wagon/cart) to watch what the guards collect in entrance tax. The other group works the crowd by picking pockets and identifying marks. A mark is followed back to his lodging for the night.

Individuals who leave the city with items of interest to the guild are usually ambushed a few days march away by mercenaries working on behalf of the guild. In this, the guild sometimes comes into conflict with the Iron Ring which feels that this work should go to the bandits and brigands who make up their clientele.

These crews also enforce the exile of people from the city. If the guild wants someone to leave, usually a beggar or a disguised guild member will tell them to leave town. Sometimes there is a limit on the length of exile, but usually it's a life ban. If the person doesn't get the message, his property is damaged or stolen, and a warning is left: boots nailed to the door, or a message drawn on the sleeping victim's face. Also popular is drugging people to smuggle them out of the city, either through the gates or on a boat.

If seen returning to the city, a black-listed person is followed and killed. If the gate team cannot handle the job, they follow, and bring in help as necessary. A backstab is enough to deal with most, particularly if there is more than one backstab, or if the victim's drink has been first poisoned. The targets are usually petty thieves, uncooperative lower-ranked merchants etc. As mentioned, most new apprentices are assigned to a gate before being transferred to another crew. This practice ensures that all guild members who reach 2nd level have killed for the guild.

Adventurers who enter the city are identified and followed while the guild tries to determine their reasons for being there and how much treasure they have. Low level adventurers may face pick pockets, scams or outright intimidation. Experienced

adventurers are typically left alone unless there is a thief in the party. In that case the party will be invited to pay tithe and visit the guild leader. Adventurer thieves aren't usually invited to join the guild.

Fanar, a violent thug, has run the south gate for several years. He is very effective at identifying people on the blacklist. He occasionally tells an exile that the guild has removed its ban. Once the exile returns through the gate, Fanar shows up to kill the exile and take his property. A party of adventurers may catch him doing this.

Fanar is in his late 20s, of average height, with black hair and a short beard. Once muscular, he is becoming a bit round in the middle. He typically carries a dagger, and a hand axe. He wears leather armor under an apron.

Depara runs the north gate. Although her crew has been busy and quite successful, the take has dropped recently because she has been skimming from it. The extra money is being held at a farmhouse outside the city. She has been taking riding lessons at the farm, and will flee once she feels confident enough on a horse.

She is in her mid-twenties, with long blond hair kept in elaborate braids. She normally wears street clothes, but lately has begun to wear armor, and carry adventurer-type gear. She tells her crew that she is working on a new persona, but she is actually getting them used to the outfit that she intends to flee in. She is a good candidate to join a party at some point, particularly one leaving the city.

An apprentice has begun to suspect that something is not right, and the guild will soon discover what she has been doing, either taking action before she can escape, or sending a team to hunt her down and recover the money.

Two apprentices who work the gates are **Wanda** and **Rika**. Rika is a fantastic runner, though not a particularly skilled pickpocket; Wanda is deft of hand, but hates breaking a sweat. After watching Rika fail a pick and flee one day, Wanda picked the mark herself as he ran after Rika. This has become an ongoing tactic for them. Rika will bump and run, and Wanda will pick the crowd. However, they are running out of places to pull this trick because it draws a lot of attention, and they have become increasingly careful about their targets: the target must be wealthy enough to justify the risk. It is only a matter of time before they try to pull this off against some adventurers.

Rika is 15 years old, wiry, with black hair. She wears street clothes and can run like the wind, hide like a shadow, and sneak like a cat. She carries no weapons because she has a high risk of being stopped by a townsman as she flees a pickpocket victim. She carries a smaller bag filled with gold-painted copper pieces which she throws behind her into a crowd.

Wanda is 20, brown haired, and looks like a sturdy peasant girl fresh from the countryside. She works part-time as a wet nurse. She typically has a baby with her, and will stash the cash from her picks among the dirty diapers. Her wet nurse job allows her to get into a lot of upper-class homes, and case them for the guild. She needs to kill for the guild soon if she is to move off gate duty, but is reluctant to take the step.

Finally, the guild has an operative in the Exarch's palace: **Tafana**, a 3rd level thief. She masquerades as a gardener. She has been there a long time. She doesn't steal, but she does listen in on conversations. She has provided some services to a few of the palace eunuchs over the years e.g. making items disappear, or obtaining information on rival eunuch factions. She sees a real opportunity to increase her importance, in both the palace and the guild. She is urging that a few apprentices be sent over to serve as maids, since her access to certain areas of the palace is limited. She has some allies in the kitchen, and a snitch in the maid household, but what she can safely collect is limited to gossip from these sources.

Tafana is in her mid-forties, and has been at the palace for 22 years. She was recruited into the guild 20 years ago. She rarely can get away from the palace, and this has stunted her skill growth somewhat. However, she was recruited during the war against the Iron Ring, and her on-the-job training has been intensive. Her hear noise, move silently, hide in shadows, and lock picking skills function at the 7th level.

She is terrified of the palace efreeth and will not willingly stay in the same area with him. He does enter the garden on occasion, and his footprints leave burn marks on everything he touches.

Tafana has long grey hair tied in a bun. She carries a dagger, a **potion of healing** and a **stone of hearing**. The stone can be left anywhere, and its owner will hear what is said within 10 feet of it, as long as she has the mirror stone in her possession.

City State of Ravenar

Population: 21,000; another 21,000 people in outlying towns and villages.

Militia: 2,750 (75% leather, spear, shield, dagger; 25% short bow). The surrounding area can provide a similar force in one day. The professional military in Ravenar consists of: 550 veteran palace soldiers; eight ships, each with a 25 man crew; four infantry companies, each with 50 men (chainmail, shield, spear, short sword, 25% long bow), two cavalry companies (banded mail, shield, spear, long sword).

Ravenar is on the coast of the Eastern Bay, just north of the Lizardman Empire. It is the largest trade hub in the area, second only to Aethenar further north. It was the last human city state to free itself from lizardman domination. As the city slowly sinks into the surrounding swamp, the lizardmen watch patiently. They will recapture the city...

The city's walls are huge blocks of cyclopean stone, placed by human slaves of lizardmen in generations past. They have been partly maintained, but in many places the repairs are shoddy and incomplete. Inside the city walls many channels are cut along the river to enable riverboats to shelter in the trade house compounds. The river is too broad for bridges. The section of town on the southern bank contains the palace, the temple district, and some of the older trading house compounds. The north bank of the river has even more trading houses, and north of that are the merchant district, and several residential districts. The further north one goes, the softer the ground gets until it's practically a swamp along the northern-most section of wall. The houses here consist of shacks on stilts with raised catwalks between them; punts are often used to move from house to house.

The city exports rice, fish, crabs, shrimp, cotton, rice wine, beer, and brandy. Contrary to the lackadaisical nature of the city, the food and drink are of consistently high quality. The inhabitants accept nothing less. If it can be boiled or fried, it will be made delicious and served here. The city imports metal, wood, exotic drugs, spices, and textiles.

The current exarch is **Leo II**, a debauched marginally functional ruler. He is the grandson of the original exarch, Justinian I, who led the rebellion against the lizardmen. Justinian was a powerful mage and gifted organizer. Leo II is neither and is content to loll about the palace protected by his

guards and his ring of efreeti summoning. The Exarch is the absolute ruler of the city state and his will is law. Unfortunately, the shifts in power between factions of "The Chosen", his court advisors, do little but exacerbate his already capricious nature.

The efreet, **Kaldak**, has served the owner of the ring for the last 75 years. He has reinforced the weak will of the current Exarch by providing for all his needs. He cannot be freed from his servitude until he grants three wishes. When not playing the role of chief entertainer, Kaldak spends his time learning magic in Justinian's library. He has become a 7th level wakan, and soon will be unable to learn more. He intends to finish his studies. and then trick Leo into using his last wish. By then, he will be powerful enough to become a Pasha on his own plane.

The court councilors are eunuchs called "The Chosen". The bitter and deadly infighting amongst this group is legendary. Gifted administrators, trained by the lizardmen, eunuch advisors originally served the Exarch, and were intended to act as a check on the courtiers who worked to enrich their families. Over time the original eunuchs died off. Ambitious and/or desperate individuals and families provided new eunuchs. The palace bureaucracy grew.

Today there are 14 councilors, each of whom has three eunuch understudies. The positions have become fixed within these cliques; to get new blood into an administrative position, all four members of a group would have to be killed. Members of one group never move into another. As the Exarch stumbles drunkenly from one meeting to another, the Chosen participate in a war of attrition, each faction struggling to gain greater influence with the Exarch. However, it's a dangerous proposition as angering the Exarch usually results in a fiery death at the hands of Kaldak. Each clique of the Chosen is allowed 10 guards in the palace; each guard is 2nd level. The Exarch has 50 guards: 40 of 2nd level and 10 of 3rd level.

There are no nobles outside of the Exarch's immediate family, but there are a number of wealthy merchant families and guild leaders who are content to stay out of the public eye within their walled compounds. If these groups are driven to action they will go through one or more of the Chosen factions (petitioning the Exarch directly is considered too dangerous as the efreet burned to death the last group to

complain). The Exarch has learned to listen if more than four Chosen approach him with the same issue, however.

While they rarely show their power publicly, the merchant families and guilds keep the streets swept and well lit, have crimes investigated, and make sure food and clean water is available. Each of these groups has its own soldiery to protect its interests and property. Local thugs tend to stay away from those under a group's protection, unless formally connected with the group in question. The majority of trade is by either the Blackfoot river (runs from the mountain lands, through the great lake, past Ravenar, down to the sea), or the Gipping river which forms the border with the Lizardman empire just to the south

The Exarch, like many of the city inhabitants, is a worshipper of Stragen, the god of wine and revelry. Depicted as a good-humored, fat man or woman who never runs out of wine, Stragen can, with a glance, make anyone drunk. His symbol is a half-full wine skin. The Cup of Stragen, an artifact, was discovered in the city around the time of the rebellion. Worshipers sacrifice to the god by pouring the first sip and the last drop of their drink onto the ground while calling the god's name. Worshipers of Stragen view life as an opportunity for revelry. They dislike slavery and killing. However, an affinity for Stragen does not prevent some of the merchants from being slavers. Slaves make up approximately 10% of the population. Within the city, there are no temples to other gods with leaders over 6th level; the exception is the temple of Trigga which boasts a priest of 8th level.

Stragen's influence is both for the good and the bad. Tasks are rarely completed on time or to standard, but the city is well-known for its festivals, and its friendly, freewheeling inhabitants. Typically, there are five or six festivals a month, some of which span several days.

The military, both professional and militia, barely keeps order within the city. It is fairly common for members of the military to extort money and accept bribes. To boost the military might of the city and to bolster different factions of the Chosen, several pirate crews have been encouraged to make the city their home. The officials in the city look the other way so long as its own

vessels are not attacked. There is also a large brigand group which calls the city home: "mercenaries" that typically do the bidding of the highest paying faction amongst the chosen.

City inhabitants typically wear cotton tunics and sandals. Women pair the tunics with long single-color short-sleeved dresses. Men also wear long shirts and leggings in the winter. What really sets the Ravenites apart from others is their use of the tattoo.

Nearly all city-state members have tattoos on their foreheads which denote the trading house they are aligned with, their craft or their neighborhood. Unmarried females are the exception to this rule as they do not get their forehead tattoo until they marry. The tattooing of foreheads is a legacy of the lizardmen enslavement of the city inhabitants: skilled slaves were not given names, but rather marked with their appropriate skill set.

All inhabitants, regardless of marital status, have elaborate tattoos all over their bodies; some are ornate patterns while others are a mishmash of different symbols, each signifying a significant event in the person's life. Indeed, artistic skill with the needle and knowledge of exotic dyes and inks is something which can elevate even the poorest Ravenite to fame and fortune.

While the men's tattooed arms and legs are typically visible, the women's long dresses hide their markings. Amongst the wealthy, there is a strict protocol around which tattoos are visible to whom and when. Of course such protocols are relaxed or cease to function during the annual festivals that celebrate victory over the lizardmen. During such festivals, most of the inhabitants wear the smallest of loin cloths if anything.

Visitors, temporary workers, and others who will be in the city for an extended period often apply for a temporary tattoo or wear a headband with a glyph to indicate who they are. Thieves and other habitual law breakers often have counterfeit tattoos on their foreheads, and their true markings somewhere else on their bodies, usually the small of the back. However, since those found with counterfeit tattoos have them cut off in public, many rogues and troublemakers avoid putting them on their bodies.

The Printing Press of Glarck

By Bryan Fazekas

The Archmage Glarck, who for centuries ran the famous wizard's college that still carries his name, realized early in his career that wizards are mainly limited by the number of spells that they can memorize and by the time and labor required for magic item and scroll creation. As owner of a famous college, he also saw a strong need to equip his students with copious spell books.

Toward that end, he spent centuries developing his printing press, dealing with failure after failure but never quitting. Based upon mundane printing presses, he finally developed his own printing press and started printing the pages of spell books! Although printing spell books did little to reduce the time his students needed to learn new spells, it did drastically reduce the amount of time needed to scribe scrolls. While, traditionally, a wizard had to spend 1 day per level of the spell to scribe a scroll, the press was able to print spells on scrolls at a rate of 10 minutes per spell level, meaning that first level spells could be printed in 10 minutes, second level spells in 20 minutes, etc.

Each spell to be printed requires a "print block" for each level of the spell i.e. the "block set" for a 4th level spell will contain four "print blocks". The block set for a particular spell can only be made by a wizard who knows the spell, and is at least 12th level. The location of Glarck's original manual is unknown, although at least a dozen copies are believed to exist. It is not known how faithful these copies are, and it has been reported that at least one manual provided incorrect instructions.

Following a six month course of study in how to make print blocks, the wizard can fabricate one print block per week. The base chance of success for each print block is 70%, modified up by the level of the wizard and down by twice the level of the spell. For example, a 12th level magic user creating a block set for a 3rd level Fireball spell must fabricate three print blocks. The base chance of success for each is 70% plus 12% for the caster's level, minus 6% for twice the Fireball level, meaning the chance of success is 76%. The DM rolls at the completion of each print block, and in this example a roll of 77% or greater means that block is flawed and must be discarded. A new block must be created.

Each print block costs a minimum of 1,000 gp to fabricate and this value is lost if the

block is flawed. Material components (if any) are part of the fabrication of the last block and if that block is flawed the material components are lost and must be replaced when fabricating a replacement block.

The press requires high quality vellum at a cost of 50 gp per scroll. The ink cost is the same (100 gp/spell level), and each spell requires the normal spell components (if any). The wizard operating the press must be able to cast the spell being printed, and the normal limit of a maximum of seven spells per scroll is maintained.

Note that the press "heats up" with use. There is a cumulative 1% chance per spell level printed that the press will overheat and stop working. The press requires 5d4 days to cool down, after which it will resume functioning. If the press overheats during the printing of a spell, that spell is ruined, although any spells previously printed on the scroll may be fine: there is a 3% chance per spell level already on the scroll that it will catch fire and burn e.g. if the press overheats during the fourth spell and there are already a 1st, 2nd, and 3rd level spell on the scroll, there is an 18% chance $[(1+2+3)*3]$ the scroll will catch fire.

The press, a monstrosity of steel, copper, mithril, and gems is 12' long, 3' wide, and 6' high, weighing over 1,000 lbs. It can be disassembled into three parts: the base which is 12' long, 3' wide, and 3' high and weighs 500 lbs, and two top pieces each of which is 6' long, 3' wide, and 3' high, weighing 200 and 300 lbs. respectively.

Glarck carefully protected his press during the last 10 years of his life, utilizing strong magic to defeat numerous attempts to steal the press. But as he lay on his death bed, the magics that extended his life exhausted, thieves successfully stole the heavy press and more than three dozen block sets. It is believed that two of his apprentices betrayed him, but neither survived long as "honor among thieves" is a cruel myth. Bounty hunters who tracked the thieves counted more than 40 dead in the bloody trail behind the press, but never recovered it.

In the centuries since the theft, scholars have identified at least seven organizations that at least briefly possessed the device, including three governments, two temples, and two thief or assassin guilds. No organization has possessed it for long, and the bloody trail started during the theft continues. The current whereabouts of the press is unknown, although the block sets are occasionally found.

Several arch-mages have offered up to 100,000 gp for the press, and it is rumored that even without the press the block sets have sold for 10,000 gp per block.

Rumors:

1. Glarck made an agreement with a powerful Modron to protect the device, and it (the modron) levied a curse upon the press which slays all who misuse it.
2. Glarck was in league with an Arch-Devil; a final desperate measure to complete his life's work when he knew his life was ending. Like all bargains with devils, this one went badly for Glarck as his soul is trapped in the press.
3. The gods of Law are protecting it from the minions of Chaos: any non-lawfuls who even touch the device are cursed to die within seven days.
4. To make the device work an extra-planar being was bound into it, and the creature slays all who try to use the press but fail to make sacrifices to it.
5. The Assassins Guild of Sathea (or wherever) has the press and is seeking a mage to operate it.
6. The Archmage of Kerr (or wherever)

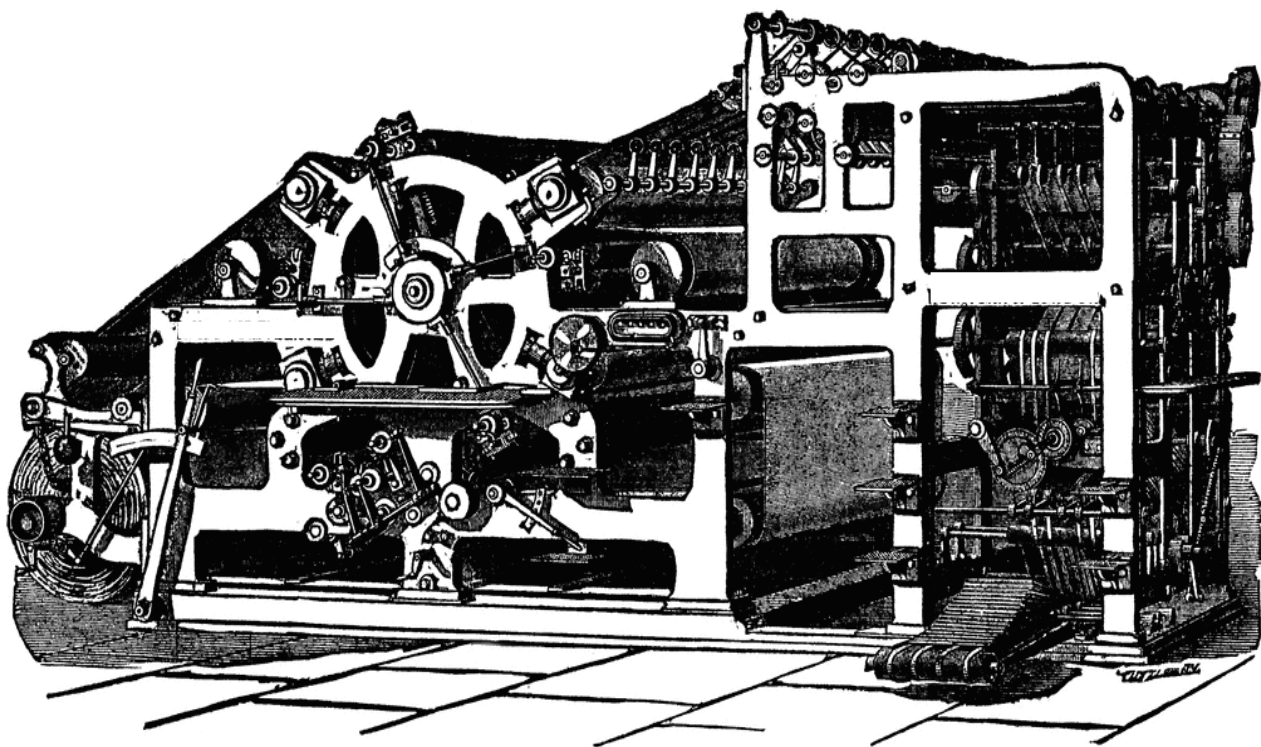
is seeking to hire adventurers to procure the press for him.

7. A single Print Block was recently sold in Sathea.
8. A lawful good temple is hiring mercenaries to track down a block set that creates cursed scrolls.
9. More than a dozen copies of a single cursed scroll have been found. It looks like the press is being used by a chaotic evil organization to spread death and mayhem.

Author Notes

My first DM used 100 gp/spell level for scribing scrolls. That isn't in the scribing scrolls section of the DMG. I'm not sure where he got it from, but I've used that value.

The press has the potential to be a major problem in a campaign, but the bloody trail behind it should clearly indicate that trying to keep it is extremely hazardous. I do not see it as an artifact, but simply a rather powerful magic item on par with a Staff of the Archmage. To be honest, I see the greed for the press to be far more important in the campaign than the actual use of it. I find it more entertaining to let the players believe there is a curse, protector, etc., and hunt for something that does not exist. Not finding it will not convince them that it doesn't exist.



The Goliath – A new NPC race

By T. J. Shealy

Editor's note: This race is suitable for a campaign that uses most or all of the Unearthed Arcana races and classes.

The illicit offspring of a human and an adolescent Titan, the Goliath is a rarity. A Titan parent generally shuns its Goliath child for fear of the severe punishment given to Titans who couple with humans. Goliaths usually live among humans or elves.

Racial Preferences Table

| Race | DG | DH | DM | ED | EG | EH | EV | EWi | EWd | GD | GS | ½E | HH | HS | HT | ½O | H |
|---------|----|----|----|----|----|----|----|-----|-----|----|----|----|----|----|----|----|---|
| Goliath | A | N | P | T | T | T | T | T | T | T | T | T | T | T | T | A | N |

Goliaths attain up to 12th level as fighters or 7th level as clerics. They may multi-class as fighter/clerics. There are rumors of Goliaths who become cavaliers, paladins, and/or rangers.

Every 3½ points of constitution gives the Goliath a +1 bonus to saving throws vs. poison, and a +1 bonus to saving throws vs. spells and wands, rods, staves, exactly as for a dwarf, gnome or halfling.

Goliaths are exceptionally muscular and handsome, like their Titan fathers, and they gain a +2 bonus to comeliness.

Goliaths can speak the following languages in addition to an alignment language: Common, Titan, and Storm Giant. There is a 50% chance they can speak Cloud Giant, 40% chance to speak Firlbog, and a 25% chance to speak one dragon language—on a successful roll, determine randomly from the following list : gold, silver, bronze, copper, or brass.

Goliaths have a maximum life expectancy of 2000 years. They are exceptionally strong, agile, and tough. Use the following chart to determine a Goliath's initial age, height, weight, strength, dexterity and constitution.

| Dice Score | Age Category (years) | Height | Weight | Strength | Dexterity | Constitution |
|------------|------------------------|-------------|----------------|----------|-----------|--------------|
| 01-20 | Young Adult (50-175) | 7 – 8 ft. | 395-590 lbs. | 18(00) | 18 | 18 |
| 21-55 | Mature (175-600) | 8 – 9 ft. | 591-845 lbs. | 19 | 17 | 19 |
| 56-85 | Middle Aged (601-1000) | 9 – 10 ft. | 846-1195 lbs. | 20 | 16 | 20 |
| 85-95 | Old (1001-1500) | 10 – 12 ft. | 1195-2150 lbs. | 21 | 15 | 21 |
| 96-00 | Venerable (1501-2000) | 12 – 15 ft. | 2151-4297 lbs. | 22 | 14 | 22 |

The Goliath's other ability scores (intelligence, wisdom and charisma) should be rolled for normally.

Found armor, clothing, and rings do not always fit the Goliath. Percentage chances, based on the Goliath's size, for a found wearable item to fit are listed in the table below.

| Height | Armor/Helm | Cloak/Cape | Ring | Clothing |
|--------|------------|------------|------|----------|
| 7ft | 35% | 50% | 75% | 30% |
| 8ft | 25% | 40% | 55% | 20% |
| 9ft | 15% | 25% | 35% | 10% |
| 10ft | 5% | 10% | 15% | 5% |

Goliaths can commission a blacksmith to make special armor for them, but these suits are relatively expensive. Standard armor examples and prices are given in the following table.

| Height | Leather | Scale | Chain | Plate |
|--------|---------|----------|----------|-----------|
| 7ft | 8 g.p. | 90 g.p. | 115 g.p. | 625 g.p. |
| 8ft | 12 g.p. | 105 g.p. | 175 g.p. | 940 g.p. |
| 9ft | 17 g.p. | 155 g.p. | 255 g.p. | 1350 g.p. |
| 10ft | 22 g.p. | 205 g.p. | 342 g.p. | 1830 g.p. |

Like Firlbolgs (cf. Monster Manual II), Goliaths can use any human-sized two-handed weapon with one hand. They can also commission a blacksmith to make special weapons that are weighted and sized for them. These custom weapons deal up to double the damage of their human sized counterparts, and cost 5-10 times as much.

The Goliath's great height and weight causes many daily problems. Most shops and homes do not have entry ways and ceilings tall enough to accommodate a Goliath. Chairs, beds and other furniture are not equipped to handle their great bulk. Even the strongest warhorse cannot stand the burden of a full sized Goliath on its back for long. Some dungeons prove inaccessible to all but the smallest Goliath. To keep their energy levels up, Goliaths must consume 2-5 times the amount of food a human needs.

In your game, the Goliath could appear as a bounty hunter, pub ruffian, prisoner, enemy champion, or mercenary for hire. An Old or Ancient Goliath may be an oracle, noble lord or evil tyrant.

The Rat's Meow

By Darren Dare

An AD&D 2nd Edition adventure designed for 2-5 characters of 3rd and 4th level.

ADVENTURE BACKGROUND

The Forbidden Feline is an old two-storey inn located far off the beaten track. Several months ago, a thin, wiry man named Falix Greybeard was warmly welcomed in for the night by Salin Freemantle, the inn's owner. Falix was a Black Wererat. Over two nights, Falix infected Salin and his staff with Black Wererat lycanthropy. He then moved on, leaving Salin and his pack of employees to prey on the travelers who stay at the inn.

Victims of the virulent Black Wererat strain of lycanthropy fall into a feverish coma for the disease's three day incubation period. Only a *cure disease* spell cast during this time by a 12th level cleric will wake the victim and cure him of the disease. At the end of the incubation period the victim is a full Black Wererat, completely obedient to the one who bit him. Black Wererats are otherwise identical to other wererats.

0. Respite on the Road

The Forbidden Feline is a white, two-storey building with a clay tiled red roof. It has large windows with red wooden shutters on every side. There are a couple of smaller outbuildings (a chicken coop and a stable). Several lofty oak trees shade a yard containing chickens, ducks and goats.



Travelers are usually greeted by a small boy named Nathan. Nathan offers to stable any horses. Ranting and raving about the hospitality and the food, he then directs PCs to the front door of the inn. Nathan often roams about in dire rat form, searching the nooks and crannies of the inn, the stables, and nearby farm land. Two yard hands, William and Polin, are also usually out here during the day.

Nathan (Black Wererat): AC 6; MV 12"; HD 3+1; hp 13 ; THACO 17; #AT 1; Dmg 1-4 (dagger); SA Bite; SD hit only by silver or +1

weapons ; SZ S-M; ML 14 ; Int(12); AL Lawful Evil ; XP 270

A small belt pouch around Nathan's neck contains 12sp and 11gp.

William and Polin (Black Wererats) (2): AC 6; MV 12"; HD 3+1; hp 14, 16 ; THACO 17; #AT 1 ; Dmg By weapon type (1-6) ; SA Bite ; SD Hit only by silver or +1 weapons ; SZ S-M; ML 14 ; Int(12); AL Lawful Evil ; XP 270

William and Polin each carry 9 cp, 5 sp, and 2 gp in belt pouches around their waists.

1. Dining Hall

Circular tables, surrounded by sturdy oak chairs, fill a large, cozy chamber. A solid oak bar, lined with wooden stools, occupies most of the eastern wall. Behind the bar, a sturdy, muscular man is busy cleaning glasses. He is conversing with a shapely serving girl. There are no other patrons in the dining hall when the PCs enter. The inn's only other guest is in his room (Area 10a).

The serving girl, Valeran, cheerfully greets the characters, gives her name, and hands them a menu (give handout #1 to the players). She will answer any general questions about the road ahead, and the inn.

Salin, the sturdy man at the bar, is in his early fifties. He has chiseled features, and a thin wiry mustache. He is a capable swordsman, having experienced much fighting when he served as a militia guard in a large city. He politely answers any questions the characters might have. Valeran is his niece. Salin will be found in the dining hall most of the time. During the day, he can also be found in the kitchen helping the cook. At night he will be in his room (see Area 4).

Valeran (Black Wererat): AC 6; MV 12"; HD 3+1; hp 20 ; THACO 17; #AT 1 ; Dmg By weapon type (1-4); SA Bite ; SD Hit only by silver or +1 weapons ; SZ S-M; ML 14 ; Int(12); AL Lawful Evil ; XP 270

Valeran has a small belt around her waist that contains 12sp and 7gp.

Salin (Black Wererat): AC 6; MV 12"; HD 3+1; hp 17; THACO 17; #AT 1 ; Dmg By weapon type (1-8); SA Bite ; SD Hit only by silver or +1 weapons ; SZ S-M; ML 14 ; Int(12); AL Lawful Evil ; XP 270

Salin has a small belt pouch around his waist that contains 22p and 17gp, and a ruby worth 250 gp. He wears a **ring of invisibility**.

2. Kitchen

This cramped area is filled with all sorts of pots, pans, and canisters. Herbs grow in

small pots, garlic hangs from the ceiling in several places, and a fire burns steadily in the fieldstone fireplace which occupies the north wall. The fireplace's mantle is jammed with a variety of jars and bottles. In the soot around the fireplace are numerous mouse paw-prints. The other walls are lined with shelves; tables and a large sideboard stand next to them. In the center of the room is a wooden butcher block. The area smells of cooking food, and ingredients are all over the place. The Inn's back door is in the kitchen; a cat-flap in the door has been nailed shut.

Talor the cook and his assistant Rupert are usually found here, except between 11:00 pm and 5:00 am when they sleep in Area 6.

Talor (Black Wererat): AC 6; MV 12"; HD 3+1; hp 15; THACO 17; #AT 1 ; Dmg By weapon type (1-6); SA Bite ; SD Hit only by silver or +1 weapons ; SZ S-M; ML 14 ; Int(12); AL Lawful Evil ; XP 270

Rupert (Black Wererat): AC 6; MV 12"; HD 3+1; hp 12 ; THACO 17; #AT 1 ; Dmg By weapon type (1-6); SA Bite ; SD Hit only by silver or +1 weapons ; SZ S-M; ML 14 ; Int(12); AL Lawful Evil ; XP 270

Talor and Rupert both have 9 cp, 5 sp, and 2 gp in belt pouches around their necks.

3. Storage Room

This area is crammed with sacks, bottles, jars, jugs, crates, boxes and barrels. The shelves that separate the chamber into rows are crowded with ingredients: herbs, spices, fruits, vegetables, and sacks of flour and wheat. In the corners of the room are crammed kegs of ale, barrels of wine and plenty of cheese. A search of the clutter will find a flask containing a **potion of healing**, and a dusty, un-used bowl labeled "Leo".

4. Salin's Bedchamber

This small chamber is always locked, even if Salin (see Area 1) is present. It is furnished with a solid wooden double bed, and a small desk with a wooden chair. A wooden wardrobe fills one corner of the room; its door is a full length mirror. A small chest sits by the north wall.

Salin keeps the inn coffers in the room along with his personal items. If PCs are found here without his permission, he will be furious (he will transform into his hybrid form).

In the desk is a set of keys for the inn, and a leather-bound book containing the inn's finances. The last entry in the book was three months ago (right before Salin was infected with lycanthropy).

The wardrobe contains breeches, tunics and a heavy cloak.

The chest is locked, and protected by an *alarm* spell. The spell is triggered by anyone who doesn't utter the password: "evening star". In the chest is a worn, woolen cloak (a **cloak of elvenkind**), a **potion of extra healing**, an **elixir of health**, and a sack containing 250 sp, 55 gp, and an emerald worth 550 gp.

5. Bedchamber

This room is furnished like Salin's, and is unoccupied.

6. Staff Quarters

This large chamber is filled with a number of cots, and two large, drawer-filled, chests of drawers (containing clothes). Two windows give the chamber plenty of natural light, and a sweet smell of incense fills the air. During the day it is empty. At night, Talor the cook, Rupert, his assistant (Area 2), Valerin (Area 1), Nathan the stable boy, and the two yard hands (William and Polin) sleep here.

7. Privies

Pipes beneath the small wooden seats in both of these two chambers drain waste into the ground beneath the inn's foundations.

8. Atrium

This chamber has a fine oak floor, and highly-polished doors. The secret door in the south wall is a one-way door that opens into Area 11.

9. Linen Closet

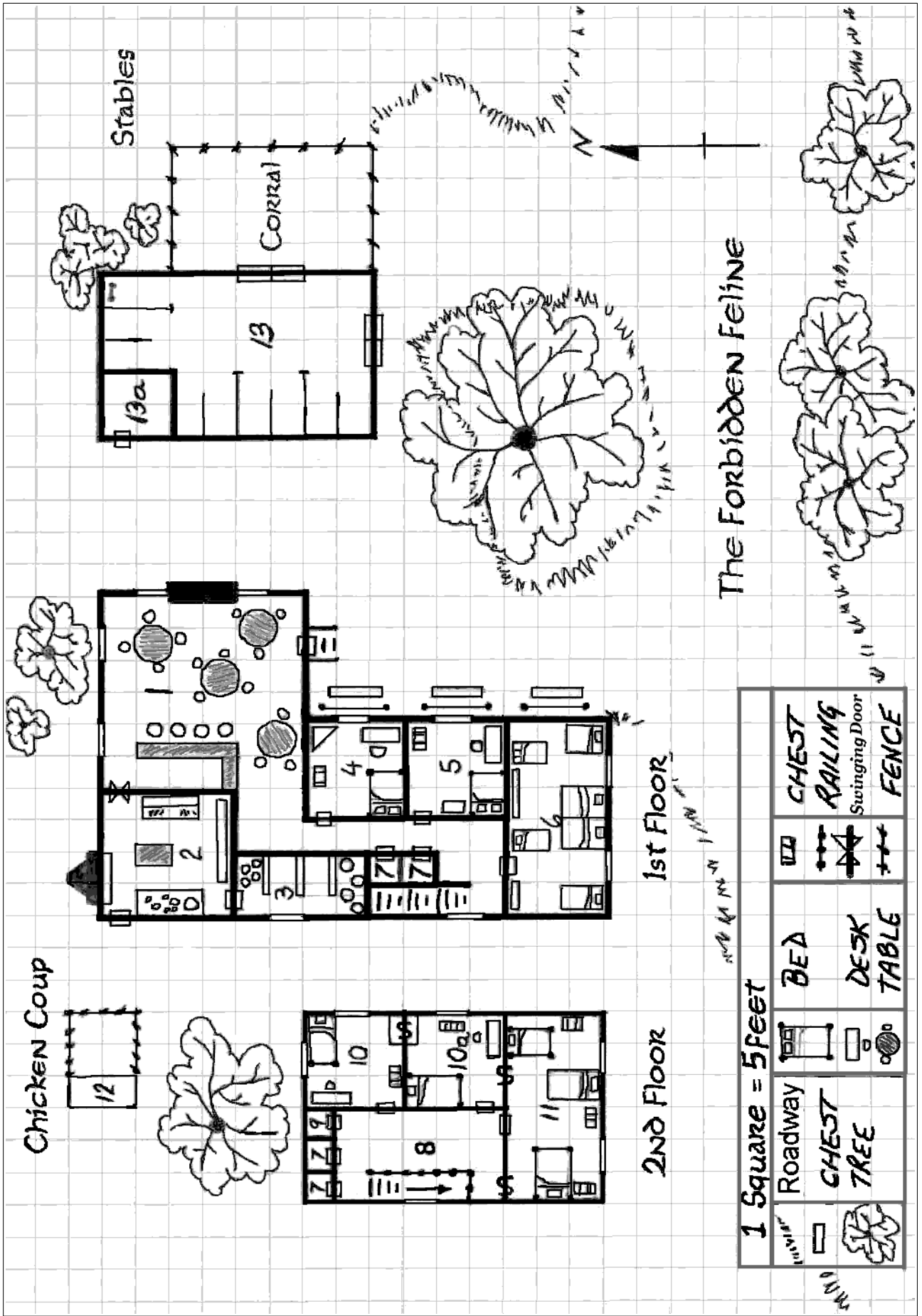
A small nook filled with bedding and towels.

10. Guest Chamber

This empty chamber is otherwise identical to the chamber occupied by Grulik (Area 10a).

10a. Grulik's Room

The only other guest at the Forbidden Feline occupies this locked room. He has recently been bitten by Salin, and lies in a feverish coma while the disease takes hold of his body. Unless cured of lycanthropy (*cure disease* cast by a 12th level cleric), Grulik will not wake up until another six hours has passed. At that time, he will be a full blooded Black Wererat and totally obedient to Salin. Grulik wears a **ring of protection +1** and carries a **dagger +2**.



Grulik (Black Wererat), 5th Level Mage: AC 2; MV 12"; HD 3+1; hp 24 ; THACO 17; #AT 1 ; Dmg By weapon type; SA Bite ; SD Hit only by silver or +1 weapons ; SZ S-M; ML 14 ; Int(15); AL Lawful Evil ; XP 570

Abilities: Str 11, Dex 17, Con 12, Int 15, Wis 12, Cha 11.

Spells

1st Level: *Magic Missile (x2), Sleep, Color Spray*

2nd Level: *Summon Monster II, Detect Invisibility*

3rd Level: *Dispel Magic*

A small sack in a footlocker beneath the window contains 54 gp and a spell book with the following spells:

1st Level: *Magic Missile, Color Spray, Sleep, Light, Dancing Lights, Detect Magic, Read Magic*

2nd Level: *Knock, Acid Arrow, Summon Monster II, Detect Invisibility, Fog Cloud, Darkness, Shatter*

3rd Level: *Dispel Magic, Hold Person, Fly, Water Breathing*

The secret door in the south wall is a one-way door that opens into Area 11.

11. Large Guest Room

This large chamber is furnished with three beds and three foot lockers. The two windows have dark-brown drapes, and the floor is covered by a thick, shaggy, blue rug.

12. Chicken Coop

At any given time, two dozen chickens are here or pecking in the yard.

13. Stable

Capable of holding up to eight horses, there is presently only Grulik's (Area 10a) horse here. The stable is usually occupied by Nathan (Area 0 "Respite on the Road"). A ladder in the north-east corner of the stable leads up to a hay-filled loft.

13a. Tool Shed

This small room is filled with garden and farm tools. There are also several bags of oats, and chicken feed. A rubbish bin contains kitchen scraps, dried leaves, and half a dozen perfectly functional mousetraps.

Game Plan for the DM

Salin will try to poison one or more of the PCs when they first arrive in the Inn. He does this in the hope that the character(s) will fall ill

and require immediate bed rest (save vs. poison at +1 or fall into a fitful slumber for 1-6 hours (save neg.).

Salin will wait for two hours after the PCs go to bed before entering their room(s) with Talor the cook. Salin will use his **ring of invisibility** to aid him. They try to bite as many sleeping PCs as possible, targeting spellcasters first. If combat breaks out, Rupert and Valerin arrive three rounds later.

Nathan, in human-form, will wait in Area 8. He will take advantage of any indecision on the PCs part, when they see him, to attempt a surprise-attack on one of them.

If Grulik is awake and under Salin's command, he will join the attack.

William and Polin wait respectively outside the front and the rear doors of the inn (areas 1 and 2), and attempt to ambush PCs as they exit the building.

If overmatched, the wererats attempt to flee into the surrounding countryside. They hide there until the PCs leave the inn. Unless they were easily defeated by the PCs, they return to the building, and continue to try to infect travelers with black wererat lycanthropy.

Concluding the Adventure

The adventure is concluded when the wererats are killed or driven out of the inn. PCs may wish to take over the inn, use it as a home-base, or sell it. If the PCs take up inn-keeping, they may be visited by one of Salin's relatives wondering what has happened to Salin and the staff.

Scaling the Adventure

For higher level PCs, the wererats can be 2nd or 3rd level characters, and more treasure can be added.

Author Bio

I am a single Dad of 48 with three great kids. I have been playing AD&D since the age of 16 (there were chits instead of dice). I have been DMing for about 30 of those years and presently run a Forgotten Realms® campaign. I have previously had an adventure published in Dungeon Magazine entitled "Skulking Below" (Issue # 81).

Player Handout #1: The Forbidden Feline

Beverages

- Ale 2 cp
- Wine (Red/ white) 2 sp
- Mead 2 cp
- Tea (per pot) 2 cp
- Water free

Lighter Fare

- Vegetable Salad
- Cheese (served with bread and fruit) 3 cp
- Soup (tomato/ mushroom/ chicken) 2 cp

Meals

- Venison (in red wine sauce) Served with fresh vegetables 2 sp
- Roast Chicken (served with potatoes and vegetables) 4 cp
- Duck (Roasted in its own juices and served with fresh garden vegetables and apple stuffing) 4cp
- Potatoes (as spicy as you like) 2 cp
- Cooked beans (mild or hot-spiced) 2 cp

Breakfast

- Pancakes (per stack of six) 4 cp
- Eggs and sausage (served with fresh fruit and bread) 5 cp
- Bread/ cheese/ fruit platter (per person) 3 cp

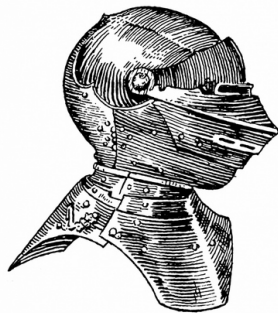
Weapon Type vs Armor Class

By Ian Slater

Part 1: Weapon Types and Armor

I find the BTB Weapon Type versus AC (WtvAC) modifiers difficult to use in play. A player has to identify the kind of armor his opponent is wearing (or I, as the DM, can tell him), and know which modifier (for each weapon, there are nine modifiers: one for each AC value from AC 2 to AC 10) his weapon should use against that armor. In the end, it's best if I make the modification for the player, but this adds to my already full plate of duties.

However, I like the WtvAC modifiers because they encourage players to choose between the different weapons at their disposal (one weapon will have a better chance to hit, or a smaller penalty, against a particular opponent's armor). They also reward players who think carefully about their weapon proficiency choices. Perhaps more importantly, they help ensure that everyone doesn't just use a longsword.



I want a WtvAC system which is relatively simple to use in play, and which gives my players choice. I have seen people suggest global modifiers (+1 to all large weapons, for example) to replace individual weapon bonuses against particular armor types. I think that wins for simplicity, but loses for range of choice given to players.

Weapon Type versus Armor Class—Simplification

The big problem is the nine modifiers for each weapon. I wanted to at least halve that number. To do this, I decided to classify armor into four types: metal, leather, none, and shield.

When I read over the DMG entry on the various types of armor (p.27), I noticed that the "heavy metal" armors which give the best AC all have chain mail (or light chain) as a component. I also noticed that both ring and scale mail have leather armor as a base, with metal components added on (rings or scales or metal studs added).

And that's how I decided on the four categories:

1. Base Metal armor [M] (field plate, plate, splint, banded, chain) (AC 2,3,4,5)
2. Base Leather armor [L] (scale, ring, studded leather, leather or padded) (AC 6,7,8)
3. Shield only[S] (AC 9)
4. None [N] (AC 10)

It may seem difficult to classify some types of armor under one of these four headings. For example, does studded leather go under metal or leather? It may also seem strange to list "none" and "shield" as separate. However, you can modify my system as you see fit.

I then went through the table and consolidated modifiers to reduce the number of modifiers for each weapon to four. In certain cases this was easy as the modifiers for each weapon were already clustered anyway e.g. for the footman's flail, there was a +1 bonus against all of the armors I grouped under "leather"; battle and hand axes all have penalties against armors with ACs 2,3,4 5, and so on.

In some cases, I averaged things out or made a guess. For example, the modifiers for a quarter staff to hit the four different types of metal armor (-7 vs. plate, -5 vs. splint, -3 vs. banded, and -1 vs. chain) average out to -4 for all metal armor. Averaging out values tends to mute the more serious penalties i.e. no more -7 for the quarter staff against plate.

I think that my WtvAC system is easier to use than the BTB one. During the game, the players just need to ask me (or I can tell them) what kind of armor their opponents are wearing (metal (M), leather (L), shield (S) or none (N)), and they can then find the relevant modifier listed next to their weapons. For example, if they are beset by knights in plate, they use the "M" modifier. What if the knights are wearing plate, and using shields? In this case, the shield modifier stacks with the armor modifier.

Here's what we have if we compare the old system with the new:

Old System

| | | | | | | | | | |
|-----------|----|----|---|---|---|---|---|----|----|
| Longsword | | | | | | | | | |
| AC | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| MOD | -2 | -1 | 0 | 0 | 0 | 0 | 0 | +1 | +2 |

For an encounter with armored foes, you have to match their ACs with the modifiers on this table. It's clunky, and the table takes up a lot of room on a character sheet.

New System

Longsword: -1 M/+1 S/+2 N

The longsword has -1 to hit against metal armor, +1 against a shield, and +2 against "no armor". Under my system, the longsword has no modifier against armor made of leather, so the value "L" is not shown.

My goal was a WTVAC table which could provide player choice, and was also simple to use. I think a four point WTVAC table achieves that goal. It requires the players to identify only leather or metal armor, shield or "nothing" on their foes. It also offers meaningful choices to the PC, and allows for tactical thinking by fighters with multiple weapons. It also helps to soften the blow in campaigns where magical weapons are less generously distributed.

I present at the end of this article my modified weapons charts with the new WTVAC modifiers for each weapon.

Under the WTVAC column, M=METAL, L=LEATHER, S=SHIELD, N=NO ARMOR. Note: LEATHER ARMOR = scale/ring/studded leather, METAL ARMOR = plate/splint/banded/chain.

Note that these modifiers are only applied to the AC of the target based on armor only, not magic rings, dexterity or anything else.

Part 2: Weapon Types versus Natural Armor

If you like the previous idea, then you might consider a further step. Once you have a system for WTVAC, the question of monsters naturally comes to mind. The fact is that the game is not all armored humans and humanoids. It is also dragons, giants, and so on.

This is what the DMG has to say about assigning WTVAC modifiers to monsters (p.28):

WEAPON TYPES, "TO HIT" ADJUSTMENT NOTE

If you allow weapon type adjustments in your campaign please be certain to remember that these adjustments are for weapons versus specific types of armor, not necessarily against actual armor class. In most cases monsters not wearing armor will not have any weapon type adjustment allowed, as monster armor class in such cases pertains to the size, shape, agility, speed, and/or magical nature of the creature. Not excluded from this, for example, would be an iron golem. However, monsters with horny or bony

armor might be classed as plate mail if you so decide, but do so on a case-by-case basis. Naturally, monsters wearing armor will be subject to weapon type "to hit" adjustment".

So not forbidden, but not encouraged either. I first assumed that the Monster AC listed in the MM was a combination of natural armor (thick skin, plates, etc.), size, and speed/agility. I then decided that a creature's natural armor, alone, would determine its AC for WTVAC purposes.

Below, I have outlined the steps that can be followed to adjust an existing Monster AC value so that it can be used with WTVAC modifiers.

1. Decide if the creature is "amorphous". Intangible (ghosts), semi-solid (water elemental), viscous (jellies) or soft (molds) creatures all get no adjusted AC for WTVAC and are classified as N.A. (no Adjustment).

2. Decide if the creature has natural armor. To do this, I looked at the picture in the MM, I read the description, and then I made a subjective judgment. If a creature didn't have any natural armor, then I gave it an AC of 10 for WTVAC purposes as AC 10 is unarmored (If an unarmored human is AC10 then shouldn't a monster with no "natural" armor also be AC10?). If you don't really like this idea, you can treat all the entries with AC 10 on my list as N.A. (no adjustment).

3. "Extract" the Contribution of Speed and Size to AC. If I decided the creature had natural armor, then I had to come up with some way of "extracting" the contribution to AC made by size and speed. What would be "left over" would be the creature's "true" natural armor (In a similar manner, to determine the AC, for WTVAC purposes, of a fighter with 15 dexterity in +1 magical chain mail, you have to "extract" the magical armor bonus, and the dexterity bonus i.e. the fighter's AC goes from AC3 to AC5).

With that in mind, I used the following guidelines to change the Monster AC listed in the MM to a new AC for WTVAC purposes:

- According to creature size, I increased (worsened) the AC value listed in the MM: small +3, medium +2, large +1.
- For creatures with a movement rate above 12", I increased (worsened) the AC value listed in the MM by one point (this stacks with the size adjustment).

Notes:

I assumed underwater creatures do have some sort of natural armor, even if it isn't obvious in the picture or description.

I believed that magic contributed to the AC value of some magical creatures, for example owlbears, so I worsened such creatures' AC for WTVAC purposes.

Any creatures with apparent natural armor that have an AC value lower than 2 after adjustment (i.e. after size and speed factors have been extracted) are classed as N.A. because the WTVAC chart doesn't list WTVAC modifiers for AC values below 2. In total there are 42 creatures in the MM that qualified as N.A.

I also didn't bother with unique creatures like Asmodeus.

With these guidelines, I flipped through the MM and classified each monster on the spot.

Examples of using the steps to adjust an existing Monster AC value to one that can be used with WTVAC modifiers:

Aerial Servant: Amorphous? - Yes (elemental) = No WTVAC adjustment.

Ankheg: Amorphous? - No; Natural armor? - Yes; Size: L (+1 to listed AC); Movement rate: 12" (no modifier) = listed AC 2/4 (top and underside) is adjusted to AC 3/5 for WTVAC purposes.

Giant Ant: Amorphous? - No; Natural armor? - Yes; Size: S (+3 to listed AC); Movement rate 18" (+1 to listed AC) = listed AC 3 is adjusted to AC 7 for WTVAC purposes.

Ape (Gorilla): Natural armor? - No = listed AC 6 is adjusted to AC 10 for WTVAC purposes.

To do the whole MM took

an afternoon. As many of the larger monsters have low movement rates (and therefore no speed modifiers), you can just add one point to the listed AC for large creatures with natural armor and you are done.

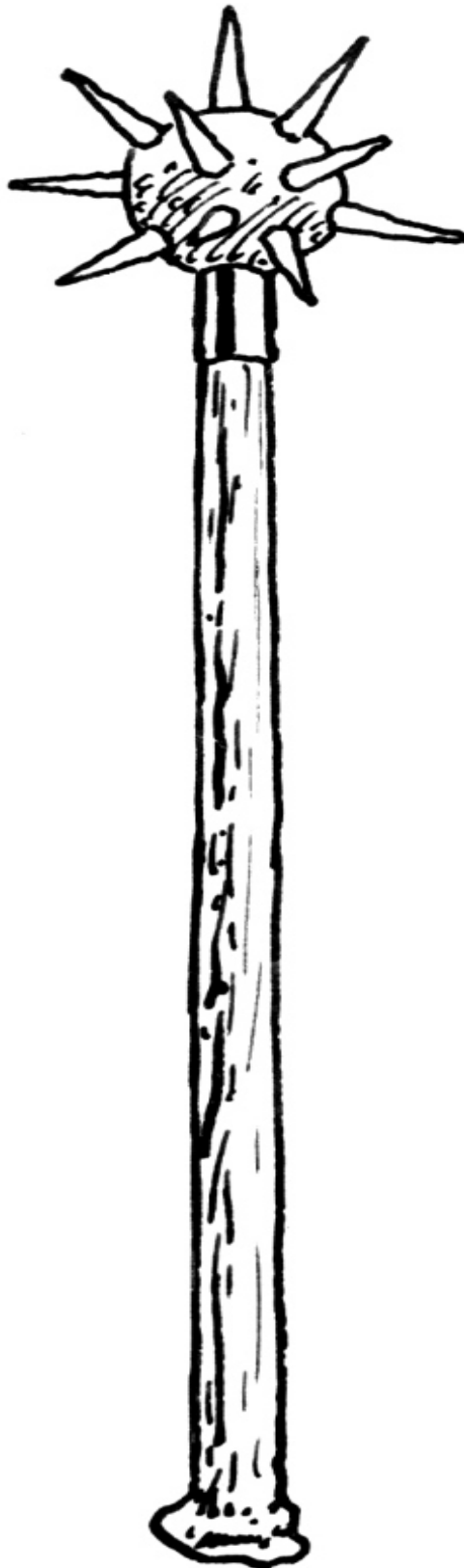
All creatures without obvious armor are also fast to classify, as you just give them adjusted AC 10 (or no bonus if you prefer).

Any creatures with an existing AC value of below 0 are usually just classed as N.A.; unless they are small, and fast the modifiers won't increase the number to the minimum of 2.

So there are really very few exceptional cases. The tough ones were monsters like skeletons, as they don't have skin or flesh but they do have bones. In these cases, I just guessed. For the skeleton, I reasoned that bones would be rigid but brittle (thus they are vulnerable to blunt weapons); not as tough as metal, but at least as tough as the hardest leather armor. So, I went with AC 7 (studded leather no shield). Obviously there is room for interpretation here.

PCs may know the AC value of the standard armor types (leather, metal, none and shield), but they may not know a monster's AC for WTVAC purposes. To address this, after they have fought a monster I generally tell them the adjusted AC for that monster so they can choose weapons appropriately in the future.

I have not statted out monsters from the other first edition monster books, but with the system given above it will take less than a minute to stat out a monster and have a WTVAC value to use. On pages 83 and 84 are the new AC values of MM creatures adjusted for use with WTVAC modifiers.



COMBINED WEAPONS TABLE 1: MELEE WEAPONS

| Weapon | Damage S/M | Damage L | Speed | Length | Space Required | Weight GP | WT vs.AC* |
|---------------------------------|---------------|-------------|-------|---------|-------------------|--------------|----------------------|
| Aklys | 1-6 | 1-3 | 4+1 | c.2' | 2' | 35 | -4 M/-1 L/+1 N |
| Awl Pike | 1-6 | 1-12 | 13 | 18' | 1' | 80 | -1 S** / -2 N |
| Axe, Battle | 1-8 | 1-8 | 7 | c.4' | 4' | 75 | -2 M / +1 S / +2 N |
| Axe, Hand | 1-6 | 1-4 | 4 | c.1.5' | 1' | 50 | -2 M/+1 N |
| Bardiche | 2-8 | 3-12 | 9 | c.5' | 5' | 125 | -1M/ +1 L/ +2 S/+3N |
| Bec de Corbin | 1-8 | 1-6 | 9 | c.6' | 6' | 100 | +2 M/ +1 N |
| Bill-Guisarme | 2-8 | 1-10 | 10 | 8'+ | 2' | 150 | +1 L |
| BoStick | 1-6 | 1-3 | 3 | c.5' | 3' | 15 | -6 M/+3 N |
| Caltrap | 1 | 1-2 | -- | -- | -- | 2-4 | -5 M/-1 L/+1 S/+1 N |
| Club | 1-6 | 1-4 | 4 | c.3" | 1"-3" | 30 | -3 M/ -1 L/+1 N |
| Dagger | 1-4 | 1-3 | 2 | c.15" | 1' | 10 | -2 M/+1 S/+3 N |
| Falchion | 2-7 | 2-8 | 5 | c.3.5" | 3.5" | 80 | -1 M/+1 L |
| Fauchard ^c | 1-6 | 1-8 | 8 | 8'+ | 2' | 60 | -1 M/-1 S/-1 N |
| Fauchard-Fork ^c | 1-8 | 1-10 | 8 | 8' | 2' | 80 | -1 M/+1 N |
| Fist or Open Hand | 1-2 | 1 | 1 | 2'+ | 1' | -- | -4 M/+1 L/+4N |
| Fist Mailed | 1-3 | 1-2 | 1 | 2'+ | 1' | -- | -3 M/+1 L/+3N |
| Flail, Footman's | 2-7 | 2-8 | 7 | c.4' | 6' | 150 | +2 M/+1 L/+1 S/-1 N |
| Flail, Horseman's | 2-5 | 2-5 | 6 | c.2' | 4' | 35 | +1 L/+1 S |
| Foot, bare,soft boot | 1-3 | 1-2 | 3 | 3'+ | 1' | -- | -4 M/+1 L/+3 S/+3 N |
| Foot, hard boot | 1-4 | 1-3 | 3 | 3'+ | 1' | -- | -3M/+1 L/+3 S/+3 N |
| Fork, Military ^{bc} | 1-8 | 2-8 | 7 | 7'+ | 1' | 75 | -2 M/+1 L/+1 N |
| Garrot | 1-4 | 1-6 | 2 | c.3' | 1.5' | 1 | / |
| Glaive ^{bc} | 1-6 | 1-10 | 8 | 8'+ | 1' | 75 | -1 M |
| Glaive-Guisarme ^{bc} | 2-8 | 2-12 | 9 | 8'+ | 1' | 100 | -1 M |
| Guisarme ^c | 2-8 | 1-8 | 8 | 6'+ | 2' | 80 | -2M/-1 S/-1 N |
| Guisarme-Voulge ^c | 2-8 | 2-8 | 10 | 7'+ | 2' | 150 | +1 L |
| Halberd | 1-10 | 2-12 | 9 | 5'+ | 5' | 175 | +1 M/+2 L/+1 S |
| Hammer, Lucern ^c | 2-8 | 1-6 | 9 | 5'+ | 5' | 150 | +2 M/+1 L |
| Hammer, war | 2-5 | 1-4 | 4 | c.1.5' | 2' | 50 | +1 M |
| Harpoon | 2-8 | 2-12 | 6 | 6'-8' | 1.5' | 50-60 | -1 M |
| Hook Fauchard | 1-4 | 1-4 | 9 | 8'+ | 2.5'+ | 80 | -2 M/+1 N |
| Javelin ^b | 1-6 | 1-6 | 3-5 | c.3'-5' | 1' | 20-30 | -2 M/+2 N |
| Jo Stick | 1-6 | 1-4 | 2 | c.3' | 2' | 40 | -5 M/+2 N |
| Lance, hvy horse ^a | 3-9 | 3-18 | 8 | c.14' | 1' | 150 | +3 M/+1 L |
| Lance, med. horse ^a | 2-7 | 2-12 | 7 | 12' | 1' | 100 | +1 M |
| Lance, light horse ^a | 1-6 | 1-8 | 6 | 10' | 1' | 50 | -2 M |
| Mace, Footman's | 2-7 | 1-6 | 7 | c.2.5' | 4' | 100 | +1 M/+1 S/-1 N |
| Mace, Horseman's | 1-6 | 1-4 | 6 | c.1.5' | 2' | 50 | +1 M |
| Man Catcher | 1-2 | 1-2 | 7 | 8'+ | 2.5' | 80 | -2 S/-3 N |
| Maul | 1-8 | 1-8 | 8 | c.4' | 5' | 125 | +1 M/+1 L/-2 N |
| Morning Star | 2-8 | 2-9 | 7 | 3'-5' | 4'-6' | 100-150 | +1 M/+1 L/+2 S/+2 N |
| Partisan | 1-6 | 2-7 | 9 | 7'+ | 3' | 80 | / |
| Pick, Footman's | 2-7 | 2-8 | 7 | c.4' | 4' | 60 | +2 M/-1 L/-1 S/-2 N |
| Pick, horseman's | 2-5 | 1-4 | 5 | c.2' | 2' | 40 | +1 M/-1 S/-1 N |
| Quarter Staff | 1-6 | 1-6 | 4 | c.6'-8' | 3' | 40-50 | -4 M /+1 L/+1 S/+1 N |
| Ranseur ^{cd} | 2-8 | 2-8 | 8 | 8'+ | 1' | 50 | -1 M/+1 N |
| Scimitar | 1-8 | 1-8 | 4 | c.3' | 2' | 40 | -2 M/+1 S/+3 N |
| Spear ^{be} | 1-6 | 1-8 | 6-8 | 5'-13'+ | 1' | 40-60 | -1 M |
| Spetum ^d | 2-7 | 1-12 | 8 | 8'+ | 1' | 50 | -1 M/+1 S/+2 N |
| Spiked Buckler | 1-4 | 1-3 | 4 | 1' | 2' | 35 | -4 M/+2 N |
| Sword, bastard ^f | 2-8 | 2-16 | 6 | 4.5' | 4'+ | 100 | +1 M/+1 L/+1 S |
| Sword, broad | 2-8 | 2-7 | 5 | c.3.5' | 4' | 75 | -2 M/+1 L/+1 S/+2 N |
| Sword, falchion | 2-7 | 2-8 | 5 | c.3.5' | 3.5' | 60-80 | -1 M/+1 L |
| Sword, khopesh | 2-8 | 1-6 | 9 | c.3.5' | 4' | 75 | -3 M/+1 S/+1 N |
| Sword, long | 1-8 | 1-12 | 5 | c.3.5' | 3' | 60 | -1 M/+1 S/+2 N |
| Sword, short | 1-6 | 1-8 | 3 | c.2' | 1' | 35 | -2 M/+2 N |
| Sword, two-handed | 1-10 | 3-18 | 10 | c.6' | 6' | 250 | +2 M/+3 L/+1 S |
| Trident | 2-7 | 3-12 | 6-8 | 4'-8'+ | 1' | 50-70 | -2 M/+1 N |
| Voulge | 2-8 | 2-8 | 10 | 8'+ | 2' | 125 | -1 M/+1 N |
| Whip | 1-2 | 1 | 5-8 | 8'-20' | 8'-20' | 25-35 | -8 M/-1 L/+3 N |

COMBINED WEAPONS TABLE 2: HURLED WEAPONS AND MISSILES

| Weapon | Dmg S/M | Dmg L | Wpn Spd | Fire Rate | Range S | Range M* | Range L* | Weight gp | WT vs.AC** |
|----------------------|------------|----------|------------|--------------|------------|-------------|-------------|--------------|-----------------|
| Axe, Hand | 1-6 | 1-4 | 4 | 1 | 1 | 2 | 3 | 50 | -3M/+1N |
| Bow, Comp., Long | 1-6 | 1-6 | 7 | 2 | 6 | 12 | 21 | 2 | -1M/+2L/+3S/+3N |
| Bow, Comp., Short | 1-6 | 1-6 | 6 | 2 | 5 | 10 | 18 | 2 | -2M/+2L/+3S/+3N |
| Bow, Long | 1-6 | 1-6 | 8 | 2 | 7 | 14 | 21 | 2 | +3L/+3S/+3N |
| Bow, Short | 1-6 | 1-6 | 7 | 2 | 5 | 10 | 15 | 2 | -3M/+1L/+2S/+2N |
| Club | 1-6 | 1-4 | 6 | 1 | 1 | 2 | 3 | 30 | -4M/-1L |
| Crossbow, Heavy | 2-5 | 2-7 | 10 | 1/2 | 8 | 16 | 24 | 1 | +1M/+3L/+4S/+4N |
| Crossbow, Light | 1-4 | 1-4 | 7 | 1 | 6 | 12 | 18 | 2 | -1M/+2L/+3S/+3N |
| Dagger | 1-4 | 1-3 | 2 | 2 | 1 | 2 | 3 | 10 | -3M/-1L/+1N |
| Dart | 1-3 | 1-2 | 2 | 3 | 1.5 | 3 | 4.5 | 5 | -4M/+1N |
| Hammer, War | 2-5 | 1-4 | 5 | 1 | 1 | 2 | 3 | 50 | -1M/+1N |
| Javelin | 1-6 | 1-6 | 4 | 1 | 2 | 4 | 6 | 20-30 | -3M/+1N |
| Sling (bullet) | 2-5 | 2-7 | 6 | 1 | 5 | 10 | 20 | 2 | -2M/+1L/+1S/+3N |
| Sling (stone) | 1-4 | 1-4 | 6 | 1 | 4 | 8 | 16 | 1 | -3M/+1L/+1S/+3N |
| Spear | 1-6 | 1-8 | 6 | 1 | 1 | 2 | 3 | 40-60 | -3M |

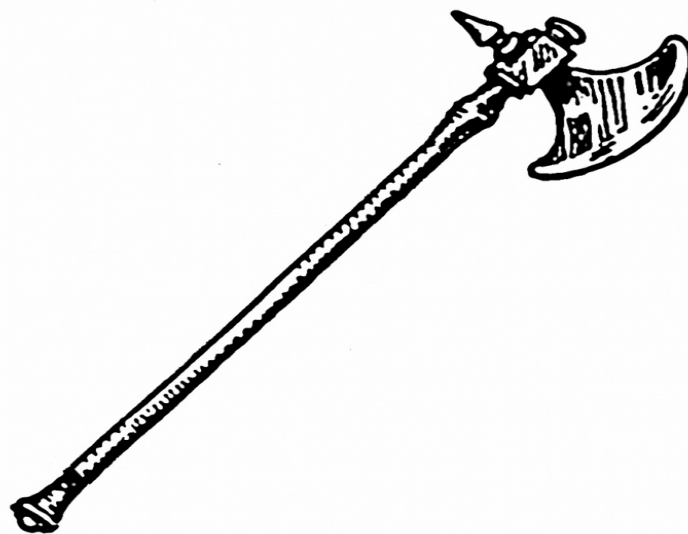
Notes for Combined Weapons Tables 1 & 2

M=MEDIUM, L=LARGE, S=SMALL, N=NO ARMOR

- a Weapon does twice the damage indicated by the die (dice) to creatures of any size when it is employed by an attacker riding a charging mount.
- b Weapon does twice the damage indicated by the die (dice) to larger than man-sized creatures (L) when it is set (firmly grounded) to receive a charging opponent.
- c Weapon is capable of dismounting a rider on a successful "to hit" roll.
- d Weapon is capable of disarming an opponent on a score required to hit AC 8.
- e Weapon does twice the damage indicated by the die (dice) to any size opponent when set (firmly grounded) to receive their charge.
- f Treat as long sword if used one handed.

*Adjust by -2 at all medium ranges, -5 at all long ranges. Note: Ranges are in tens of feet indoors and in tens of yards outdoors.

**Armor Class Adjustment is based on the weapon or missile being discharged at short range. Adjust by -1 at medium range, -2 at long range.



AERIAL SERVANT – N.A.
 ANHKHEG - 3
 ANT, GIANT - 7
 APE - 10
 AXEBEAK - 10
 BABOON - 10
 BADGER - 10
 BALUCHITHERIUM - 6
 BARRACUDA - 10
 BASILISK - 6
 BEAR - 10
 BEAVER, GIANT - 10
 BEETLE, GIANT - (6/4/7)
 BEHOLDER - (1/3/8)
 BLACK PUDDING – N.A.
 BLINK DOG - 10
 BOAR - 10
 BRAIN MOLE - 10
 BROWNIE - 10
 BUFFALO - 10
 BUGBEAR - BY ARMOR TYPE (5)
 BULETTE - (1/5/7)
 BULL - 10
 CAMEL, WILD - 10
 CARRION CRAWLER - 4/8
 CATOBLEPAS - 8
 CATTLE, WILD - 10
 CENTAUR - (7/6)
 CENTIPEDE, GIANT - 10
 CEREBRAL PARASITE - N.A.
 CHIMERA - (7/6/3)
 COCKATRICE - 10
 COUATL - 7
 CRAB, GIANT - 4
 CRAYFISH, GIANT - 5
 CROCODILE - (6/5)
 DEMON
 ● MANES - 10
 ● TYPE 1 - VROCK - 4
 ALL OTHERS – N.A.
 DEVIL
 ● ERINYES - 4
 ● LEMURE - 10
 ● ALL OTHERS – N.A.
 DINOSAUR
 +1 TO NATURAL AC FOR ALL
 DISPLACER BEAST - 10
 DJINNI - 10
 DOG - 10
 DOLPHIN - 10
 DOPPLEGANGER - 10
 DRAGON
 ● BLACK - 4
 ● BLUE - 3
 ● BRASS - 3
 ● BRONZE – N.A.
 ● COPPPER - 2
 ● GOLD - NA
 ● GREEN - 3
 ● PLATINUM – N.A.
 ● RED – N.A.
 ● SILVER – N.A.
 ● WHITE - 4
 DRAGONNE - (8/4)
 DRAGON TURTLE – N.A.

DRYAD - 10
 DWARF - BY ARMOR TYPE
 EAGLE, GIANT- 10
 EAR SEEKER – N.A.
 EEL - 10
 EFREET- 3
 ELEMENTAL
 ● AIR – N.A.
 ● EARTH - 3
 ● FIRE – N.A.
 ● WATER – N.A.
 ELEPHANT- 7
 ELF - BY ARMOR TYPE
 ETTIN - 9 (skins)
 EYE, FLOATING - 10
 EYE OF THE DEEP - 6
 FLIGHTLESS BIRD - 10
 FROG, GIANT- 10
 FUNGI, VIOLET - 10
 GAR, GIANT - 7
 GARGOYLE – 10
 GAS SPORE - 10
 GELATINOUS CUBE – N.A.
 GHAST - 7
 GHOST – N.A.
 GHOUL - 8
 GIANT
 ● CLOUD - 4
 ● FIRE - 4
 ● FROST - 5
 ● HILL - 5
 ● STONE – N.A.
 ● STORM - 3
 GNOLL - BY ARMOR TYPE (5)
 GNOME - BY ARMOR TYPE (5)
 GOAT, GIANT - 10
 GOBLIN - BY ARMOR TYPE (6)
 GOLEM -
 ● CLAY – 8.
 ● FLESH - 10
 ● IRON – N.A.
 ● STONE – N.A.
 GORGON - 3
 GRAY OOZE – N.A.
 GREEN SLIME – N.A.
 GRIFFON - 10
 GROANING SPIRIT – N.A.
 HALFLING - BY ARMOR TYPE
 HARPY - 10
 HELL HOUND - 6
 HERD ANIMAL - 10
 HIPPOCAMPUS - 7
 HIPPOGRIFF - 10
 HIPPOPOTAMUS - 10
 HOBGOBLIN - BY ARMOR TYPE (5)
 HOMUNCULUS - 10
 HORSE - 10
 HYDRA - 6
 HYENA - 10
 IMP - 10
 INTELLECT DEVOURER - 10
 INVISIBLE STALKER – N.A.
 IRISH DEER - 10
 IXITXACHITL - 8
 JACKAL - 10

JACKALWERE - 10
 JAGUAR - 10
 KI-RIN - N.A.
 KOBOLD - BY ARMOR TYPE (7)
 LAMIA - 6
 LAMMASU - 7
 LAMPREY - 10
 LARVA - 10
 LEECH, GIANT - 10
 LEOPARD - 10
 LEPRECHAUN - 10
 LEUCROTTA - 10
 LICH - 10
 LION - 10
 LIZARD - (4/7/6/6)
 LIZARD MAN - 7
 LOCATHAH - 8
 LURKER ABOVE - 7
 LYCANTHROPE
 ALL 10
 LYNX, GIANT - 10
 MAMMOTH - 6
 MANTICORE - 10
 MASHER - 10
 MASTODON - 8
 MEDUSA - 10
 MEN - BY ARMOR TYPE
 MERMAN - 8
 MIMIC - NA
 MIND FLAYER - 10
 MINOTAUR - 10
 MOLD - NA
 MORKOTH - 10
 MULE - 10
 MUMMY - 10
 NAGA - 10
 NEOTYUGH - N.A.
 NIGHT HAG - 10
 NIGHTMARE - 10
 NIXIE - 9
 NYMPH - 10
 OCHRE JELLY - N.A.
 OCTOPUS, GIANT - 8
 OGRE - BY ARMOR TYPE (9 - skins)
 OGRE MAGE - BY ARMOR TYPE (5)
 ORC - BY ARMOR TYPE
 OTTER, GIANT - 10
 OTYUGH - 4
 OWL, GIANT - 10
 OWLBEAR - 6
 PEGASUS - 10
 PERYTON - 10
 PIERCER - 5
 PIKE, GIANT - 7
 PIXIE - 10
 PORCUPINE, GIANT - 6
 PORTUGUESE MAN-OWAR - 10
 PSEUDO-DRAGON - 5
 PURPLE WORM - 7
 QUASIT - 10
 RAKSHASA - N.A.
 RAM, GIANT - 10
 RAT, GIANT - 10
 RAY - 10

REMORHAZ - (1/3/5)
 RHINOCEROS - (7/6)
 ROC - 5
 ROPER - NA
 ROT GRUB - 10
 RUST MONSTER - 5
 SAHUAGIN - 6
 SALAMANDER - (7/5)
 SATYR - 10
 SCORPION, GIANT - 5
 SEA HAG - 10
 SEA HORSE, GIANT - 10
 SEA LION - (7/5)
 SHADOW - N.A.
 SHAMBLING MOUND - N.A.
 SHARK - 10
 SHEDU - 10
 SHRIEKER - 10
 SKELETON - 7
 SKUNK, GIANT - 10
 SLITHERING TRACKER - 10
 SLUG, GIANT - 10
 SNAKE, GIANT - (5/6/7/6/6)
 SPECTRE - N.A.
 SPHINX - N.A.
 SPIDER - 10
 SPRITE - 10
 SQUID, GIANT - (8/4)
 STAG - 10
 STIRGE - 10
 STRANGLE WEED - 10
 SU-MONSTER - 10
 SYLPH - 10
 THOUGHT EATER - 10
 TICK, GIANT - 6
 TIGER - 10
 TITAN - 10
 TITANOTHER - 7
 TOAD, GIANT - 10
 TRAPPER - 4
 TREANT - NA
 TRITON - 7
 TROGLODYTE - 7
 TROLL - 5
 TURTLE, GIANT (SEA/SNAPPING) - (3/6;
 N.A./6)
 UMBER HULK - 3
 UNICORN - 10
 VAMPIRE - 10
 WASP, GIANT - 10
 WATER WEIRD - N.A.
 WEASEL, GIANT - 10
 WHALE - 6
 WIGHT - 10
 WILL-O-WISP - N.A.
 WIND WALKER - N.A.
 WOLF - 10
 WOLVERINE - 10
 WRAITH - N.A.
 WYVERN - 4
 XORN - N.A.
 YETI - 8
 ZOMBIE - 10

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