

Footprints

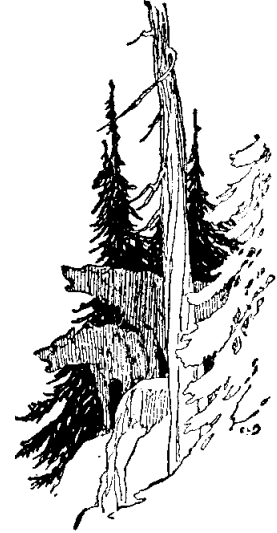


Number 21

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by Stuart Marshall

I'm very pleased to be introducing Footprints #21, which is our second double-length issue in a row. It's packed with excellent material for your campaign.

Speaking of campaigns, I've often thought that there's a lot to learn about how to design an AD&D campaign in the Traveller RPG.

Apart from the fact that they're both RPGs, the connection between AD&D and Traveller isn't obvious. It's not just that science fiction and fantasy are quite separate things; it's also that Traveller is on a comparatively huge scale, with the players hopping across parsecs from world to world while in AD&D, players move on a scale of miles and changing kingdoms or continents is a relatively big deal. On a Traveller starship, turns take a week and are quickly resolved, so you can easily play through a year of your character's life in one evening. Traveller feels very "zoomed out" compared to AD&D.

But different in scale though it is, Traveller's design is instructive. In the Traveller system you can fully define a character (PC or NPC) on two lines of text, like this:

John Smith (756A95)	Cr 1,000
Pilot-2 Navigator-1 Vacc Suit-1 Body pistol	

And you can fully define a planet on a single line of text, like this:

Tattooine D-860401-9 Desert	G
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Because these stats are so concise, you can write up hundreds of worlds and thousands of people on a few sheets of paper. And indeed, Traveller's publishers literally did this in two small-format 32-page booklets (Supplement 1, 1001 characters and Supplement 3, The Spinward Marches). And because they're so quick to generate, all you need is

an Excel spreadsheet to create a sector (a region of space that probably contains 400-500 worlds) of your own. Hobbyist-level programming skills will not just generate these places but populate them and map them as well. And nowadays, of course, there are websites that will do it all for you automatically.

Now, stats this quick have two consequences for a RPG.

First, they require quite a lot of interpretation on the fly. The digits I've come up with for Tattooine say it's about Earth-sized, with a breathable atmosphere, no oceans, a population of tens of thousands, no formal government and very little effective law. Local tech levels are in excess of Earth's but not sufficient to build starships on site, and the starport offers only basic facilities.

The thing is that those stats could also describe Hoth. Traveller UWP stats don't list things like surface temperature, weather or albedo. The GM ("Referee") is expected to fill in the details in play.

But second, they mean that you can generate a lot of content the players don't interact with. Content is "cheap" to produce, if you like. If the players never visit it, then hey ho, it only took a minute or a mouse-click to generate.

Contrast this with published adventures where there was a lot of effort spent on adventure design. S1 Tomb of Horrors is a good example of this approach: each room took a lot of creativity and had to be thought up, described, and illustrated. And therefore the players are forced to interact with each room. That much design effort is not to be wasted: it's "expensive" to produce. After all, who has enough spare time to write up and illustrate five hundred-word rooms that the players won't bother to visit?

And another thing: this "expensive" content is quite fully-described in the text, so there's not so much need for GM creativity and interpretation in play. Traveller-style content gives the GM plenty to do.

I suppose what I'm saying is, when you're designing a campaign, beginning with some quick, procedurally-generated content is an excellent starting point. Then, of course, as Traveller's designers did, you add hand-crafted hooks pointing to hand-generated material.

I'd like to invite anyone who can come up with a quick way of procedurally generating and populating AD&D wildernesses/hex crawls to write it up and submit it to Footprints!

New Character Races

by Stuart Marshall

Sun-lander/Citizen of the Celestial Empire by Luigi Castellani, edited by Stuart Marshall. The following text is OSRIC Reference Content.

Author's notes: Firstly, not everyone likes level limits. This article mentions level limits fairly often, but gaming groups that prefer to omit level limits will probably still find the optional rules that follow well-suited to their games, because they provide a basis for humans to multi-class.

Secondly, this article refers to some additional classes that are not in the OSRIC Core Rules: Barbarian, Cavalier, Kung Fu Monk, Troubadour, and Witch. The Kung Fu Monk and Troubadour appear in Footprints #19 and the Witch appears in Footprints #20. If the GM does not have versions of the Barbarian and Cavalier in play, he or she will obviously choose to disregard these references. (OSRIC versions of the Barbarian and Cavalier are likely appear in forthcoming publications—perhaps a little toned down from the classes Gary Gygax published.)

HUMAN SUB-RACES

Northman

A hearty and strong barbarian race from the frozen north, representing various literary archetypes such as Howard's Cimmerians or Leiber's Snow Clans. If the optional height and weight tables are used, increase their height by two inches and their weight by ten pounds. They receive a bonus of +1 to their initially-rolled strength score to a maximum of 19.

Northmen are experts with the axe, sword and spear, and receive a bonus of +1 "to hit" with these weapons in hand to hand combat.

In youth, Northmen are taught to paint their faces and bodies with semi-magical patterns of woad that protect them. While wearing the paint, a Northman receives a bonus of +2 to saving throws against aimed magic items, petrification/polymorph, poison or paralysis, and spells.

A PC Northman may be an assassin, barbarian, cleric, druid, fighter, ranger, thief, troubadour or witch. He or she may also multi-class as a barbarian/thief, cleric/fighter, cleric/ranger, fighter/assassin, fighter/thief, or fighter/witch.

Northmen speak their native tongue and their alignment language. PC Northmen learn the Common tongue before play begins; deduct one language from the maximum number the character is permitted to learn by virtue of his or her intelligence. If the character's intelligence is insufficient to learn Common before play begins, then he or she still learns it, but speaks Common poorly and with a thick accent, and cannot read or write.

Racial Limitations:

Minimum/maximum ability scores (after adjustment for race); if the ability scores rolled do not fall within these limits, then the race of Northman is not a valid choice for the character:

Strength	8/19
Dexterity	3/18
Constitution	8/18
Intelligence	3/18
Wisdom	3/18
Charisma	3/18

Level limitations:

Assassin	10
Barbarian	Unlimited
Cavalier	N/A
Cleric	4
Druid	7
Fighter	Unlimited
Illusionist	N/A
Kung fu monk	N/A
Magic user	N/A
Paladin	N/A
Ranger	11
Thief	Unlimited
Troubadour	8
Witch	6

Southman

An educated and civilised race from the south, regarded by Northmen as effete and decadent. They represent literary archetypes such as Howard's Stygians or Lewis' Calormenes. They receive a bonus of +1 to their initially-rolled intelligence score, allowing a maximum of 19.

Southmen are adept priests and, particularly, mages. A Southman mage or illusionist character receives a bonus of +5% to their chance to understand a previously unknown spell, and will begin with one additional spell known (over and above the four known to characters from other backgrounds). The Southman may choose this spell.

A PC Southman may be an assassin, cavalier, cleric, fighter, illusionist, magic user, thief, troubadour or witch. He or she may also multi-class as a cleric/assassin, cleric/cavalier, cleric/fighter, cleric/thief, cleric/fighter/magic user, fighter/illusionist, fighter/magic user, fighter/thief, fighter/witch, fighter/magic user/thief, magic user/thief, thief/witch, or witch/assassin.

Southmen speak their own language, their alignment tongue, and as many languages as their intelligence score permits. PC Southmen learn the Common tongue before play begins; deduct one language from the maximum number the character is permitted to learn by virtue of his or her intelligence.

Racial Limitations:

Minimum/maximum ability scores (after adjustment for race); if the ability scores rolled do not fall within these limits, then the race of Southman is not a valid choice for the character:

Strength	3/18
Dexterity	3/18
Constitution	3/18
Intelligence	9/19
Wisdom	3/18
Charisma	3/18

Level limitations:

Assassin	8
Barbarian	N/A
Cavalier	7
Cleric	7
Druid	N/A
Fighter	6
Illusionist	6
Kung fu monk	N/A
Magic user	Unlimited
Paladin	N/A
Ranger	11
Thief	Unlimited
Troubadour	7
Witch	7

Amazon

An olive-skinned, dark-haired race renowned for their women warriors. Amazons are nimble and hardy, and receive a bonus of +1 to their initially-rolled dexterity and constitution scores, allowing a maximum of 19 in both characteristics. Amazons make attacks with a pulled bow, spear or javelin at +1 "to hit".

A PC Amazon may be an assassin, barbarian, cleric, druid, fighter, ranger, thief, troubadour or witch. He or she may also multi-class as a barbarian/thief, cleric/

assassin, cleric/fighter, cleric/ranger, cleric/thief, fighter/thief, fighter/troubadour, fighter/witch, ranger/thief, ranger/witch, thief/troubadour, thief/witch, or witch/assassin.

Amazons speak their native tongue and their alignment language. PC Amazons learn the Common tongue before play begins; deduct one language from the maximum number the character is permitted to learn by virtue of his or her intelligence. If the character's intelligence is insufficient to learn Common before play begins, then he or she still learns it, but speaks Common poorly and with a thick accent, and cannot read or write.

Racial Limitations:

Minimum/maximum ability scores (after adjustment for race); if the ability scores rolled do not fall within these limits, then the race of Amazon is not a valid choice for the character:

Strength	6/18
Dexterity	7/19
Constitution	8/19
Intelligence	3/18
Wisdom	3/18
Charisma	3/18

Level limitations:

Assassin	7
Barbarian	Unlimited
Cavalier	N/A
Cleric	6
Druid	6
Fighter	Unlimited
Illusionist	N/A
Kung fu monk	N/A
Magic user	N/A
Paladin	N/A
Ranger	Unlimited
Thief	Unlimited
Troubadour	6
Witch	9

Atlantean

A race originating from a remote island or continent, which in some milieux will have sunk beneath the waves (or be fated to do so in future). Atlanteans are a long-lived race representing literary archetypes such as Howard's Atlanteans or Tolkein's Dúnedain and Númenóreans. If the optional height and weight rules are in play, increase their height by four inches and their weight by ten pounds. They receive a bonus of +1 to their initially-generated wisdom and charisma scores, allowing a maximum of 19 in both characteristics.

Atlanteans speak their native tongue and their alignment language. PC Atlanteans learn the Common tongue before play begins; deduct one language from the maximum number the character is permitted to learn by virtue of his or her intelligence.

A PC Atlantean may be a cavalier, cleric, fighter, illusionist, kung fu monk, magic user, paladin, ranger, thief, troubadour or witch. He or she may also multi-class as a cleric/fighter, cleric/cavalier, cleric/magic user, fighter/illusionist, fighter/magic user, fighter/troubadour, fighter/witch, magic user/thief, thief/witch or troubadour/thief.

Racial Limitations:

Minimum/maximum ability scores (after adjustment for race); if the ability scores rolled do not fall within these limits, then the race of Atlantean is not a valid choice for the character:

Strength	3/18
Dexterity	5/18
Constitution	3/18
Intelligence	7/18
Wisdom	9/19
Charisma	9/19

Level limitations:

Assassin	N/A
Barbarian	N/A
Cavalier	6
Cleric	9
Druid	N/A
Fighter	7
Illusionist	7
Kung fu monk	N/A
Magic user	7
Paladin	6
Ranger	Unlimited
Thief	Unlimited
Troubadour	7
Witch	7

Citizen of the Celestial Empire/Sun-lander

People from the far east, citizens of a centuries old bureaucratic empire spanning a remote eastern continent. The Celestial Empire is a fantasy version of Imperial China as portrayed in martial arts movies. The Sun-Lands are famous for their mystic philosophies. These easterners are physically a very varied people with skin tones ranging from tan to golden. Eyes are usually brown or black, green being a rarity, with epicanthic folds. Hair is uniformly black and smooth. They receive no adjustment to their characteristic scores.

Sun-Landers and Citizens of the Celestial Empire speak their own language, their alignment tongue, and as many languages as their intelligence score permits. PC easterners learn the Common tongue before play begins; deduct one language from the maximum number the character is permitted to learn by virtue of his or her intelligence.

A PC easterner may be an assassin, cavalier, cleric, fighter, kung fu monk, magic user, thief, or witch. He or she may also multi-class as an assassin/kung fu monk, cleric/kung fu monk, fighter/kung fu monk, kung fu monk/magic user, kung fu monk/thief or kung fu monk/witch. In the Sun-Lander culture, assassin/kung fu monks are called "ninja" and cavaliers are "samurai".

Racial Limitations:

Minimum/maximum ability scores (after adjustment for race); if the ability scores rolled do not fall within these limits, then the race of sun-lander is not a valid choice for the character:

Strength	3/18
Dexterity	5/18
Constitution	5/18
Intelligence	3/18
Wisdom	5/18
Charisma	3/18

Level limitations:

Assassin	Unlimited
Barbarian	N/A
Cavalier	6
Cleric	9
Druid	N/A
Fighter	7
Illusionist	N/A
Kung fu monk	Unlimited
Magic user	9
Paladin	N/A
Ranger	N/A
Thief	Unlimited
Troubadour	N/A
Witch	9

Pict

Picts in OSRIC resemble Howard's Picts or Tolkien's Woses. They are small, swarthy people of primitive culture. If the optional height and weight rules are in play, decrease their height by three inches and their weight by ten pounds. They receive a bonus of +1 to their initially-generated constitution scores, allowing a maximum of 19.

All Picts have the innate ability to Hide in Shadows and Move Quietly. If the Pict is a thief or assassin, then he or she receives a bonus of +15% to these skills. If not, he or she has a 25% ability in each skill, provided he or she is not wearing metal armour. Picts can also track as a ranger does. If the Pict is a ranger, then he or she receives a bonus of +5% to tracking ability. If not, he or she can track in outdoor settings only, with base a 25% chance of success.

A PC Pict may be an assassin, barbarian, druid, fighter, ranger, thief, or witch. The Pict may multi-class as a barbarian/thief, fighter/assassin, fighter/thief, fighter/witch, ranger/thief, ranger/witch or thief/witch.

Picts speak their own tongue, their alignment tongue, and player character Picts can speak Common (although many NPC Picts do not). They can also communicate via trail-signs and smoke signals. Picts may learn up to three additional languages if their intelligence permits.

Racial Limitations:

Minimum/maximum ability scores (after adjustment for race); if the ability scores rolled do not fall within these limits, then the race of Pict is not a valid choice for the character:

Strength	7/18
Dexterity	6/18
Constitution	8/19
Intelligence	3/18
Wisdom	3/18
Charisma	3/18

Level limitations:

Assassin	6
Barbarian	Unlimited
Cavalier	N/A
Cleric	N/A
Druid	5
Fighter	6
Illusionist	N/A
Kung fu monk	N/A
Magic user	N/A
Paladin	N/A
Ranger	9
Thief	Unlimited
Troubadour	N/A
Witch	7

GNOME SUB-RACES

The following gnome sub-races are loosely based on Irish myth. They have the abilities described under "Gnome" in the OSRIC core rules, except as amended hereafter. In other words, they receive bonus saving throws, combat benefits against kobolds and goblins, defensive adjustments against

giant-like creatures, infravision, and special abilities in relation to stonework and mining as all generic gnomes do.

Fir Bolg

Dark-haired and swarthy-featured, the Fir Bolg are the doughtiest fighters among the gnomish people. If carrying a small leather sack full of soil, the Fir Bolg can enlarge him- or herself once per day, doubling his or her own height, increasing his or her mass and the size of any clothing, armour and weapons proportionally. Changing size takes no time, so the Fir Bolg can act normally in the round he or she chooses to change. The effect lasts for 1 turn (10 melee rounds).

In their natural (non-enlarged) state they get -1 str, +1 dex; enlarging reverses this to +1 str, -1 dex (so the enlarge power effectively gives them +2 str and -2 dex).

A PC Fir Bolg may be an assassin, cleric, fighter, illusionist, thief or troubadour. The Fir Bolg may multi-class as a fighter/illusionist, fighter/thief, fighter/troubadour, illusionist/thief or troubadour/thief.

Fir Bolg speak the following languages: Common, dwarfish, gnomish, goblin, halfling and kobold. They can also communicate with burrowing mammals, and can learn up to two additional languages if their intelligence score allows.

Racial Limitations:

Minimum/maximum ability scores (after adjustment for race, in their natural, non-enlarged form); if the ability scores rolled do not fall within these limits, then the race of Fir Bolg is not a valid choice for the character:

Strength	7/18
Dexterity	3/18
Constitution	8/18
Intelligence	6/18
Wisdom	3/18
Charisma	3/18

Level limitations:

Assassin	8
Barbarian	N/A
Cavalier	N/A
Cleric	7
Druid	N/A
Fighter	8
Illusionist	5
Kung fu monk	N/A
Magic user	N/A
Paladin	N/A
Ranger	N/A
Thief	Unlimited
Troubadour	5
Witch	N/A

Fir Domnan

Red-haired, freckled and fair-skinned, the Fir Domnan are the smallest of the gnomish subraces. They are clever artisans and often have clerical and/or illusionist powers. They take a penalty of -1 to their strength and constitution, and gain a bonus of +1 to their intelligence and wisdom. Their wisdom may reach 19, but their intelligence is restricted to 18.

A PC Fir Domnan may be an assassin, cleric, fighter, illusionist, thief or troubadour. The Fir Domnan may multi-class as a cleric/illusionist, cleric/thief, illusionist/thief or troubadour/thief.

Fir Domnan speak the following languages:- Common, brownie, dwarfish, gnomish, goblin, halfling, kobold, leprechaun and pixie. They can learn up to two additional languages if their intelligence score allows.

Racial Limitations:

Minimum/maximum ability scores (after adjustment for race); if the ability scores rolled do not fall within these limits, then the race of Fir Domnan is not a valid choice for the character:

Strength	6/17
Dexterity	5/18
Constitution	8/17
Intelligence	7/18
Wisdom	7/19
Charisma	3/18

Level limitations:

Assassin	7
Barbarian	N/A
Cavalier	N/A
Cleric	8
Druid	N/A
Fighter	7
Illusionist	8
Kung fu monk	N/A
Magic user	N/A
Paladin	N/A
Ranger	N/A
Thief	Unlimited
Troubadour	6
Witch	N/A

Gáilióin

Gáilióin are the largest of the gnomish subraces (as big as a dwarf). Male Gáilióin are almost always bearded. Gáilióin favour spears and javelins as weapons. They take

no stat modifications. Gáilióin are relatively primitive, and some sages think they may be an ancestral gnomish type. They are friends of earthworms and caterpillars, and often have little creatures wriggling in their beards or hair.

Gáilióin have an affinity with moles and badgers. At first level, the Gáilióin may shapeshift into a mole once per day; the transformation lasts 1 turn plus 1 turn per level. Upon attaining third level in any class, the Gáilióin may shapeshift into a badger instead, and upon attaining fifth level in any class, into a giant badger. This shapeshift works like the druidic power, except that the Gáilióin does not recover any hit points by changing shape.

A PC Gáilióin may be an assassin, druid, fighter, thief or troubadour. He or she may multi-class as a druid/fighter, druid/thief, fighter/thief, fighter/troubadour or troubadour/thief.

Gáilióin speak the following languages:- Common, dryad, dwarfish, faun, gnomish, goblin and treant. They can learn up to two additional languages if their intelligence score allows.

Racial Limitations:

Minimum/maximum ability scores (after adjustment for race); if the ability scores rolled do not fall within these limits, then the race of Gáilióin is not a valid choice for the character:

Strength	6/18
Dexterity	3/18
Constitution	8/18
Intelligence	7/18
Wisdom	3/18
Charisma	3/18

Level limitations:

Assassin	8
Barbarian	N/A
Cavalier	N/A
Cleric	N/A
Druid	12
Fighter	7
Illusionist	N/A
Kung fu monk	N/A
Magic user	N/A
Paladin	N/A
Ranger	N/A
Thief	Unlimited
Troubadour	5
Witch	N/A

DWARF SUB-RACES

The following dwarf sub-races are loosely based on Slavic myth. They have the abilities described under "Dwarf" in the OSRIC core rules, except as amended hereafter. In other words, they receive bonus saving throws, combat benefits against kobolds and goblins, defensive adjustments against giant-like creatures, infravision, and special abilities in relation to stonework and mining as all generic dwarfs do.



Domovoy (pl. Domovye) (good-aligned), or **Dvorovoy** (pl. Dvorovye) (evil-aligned)

These are the hearth-dwarfs, living in burrows under human houses. They have sleeping places either under the threshold or front step, or under the fireplace or stove. If they are hungry, they will do household chores in return for a gift of salted bread.

Domovye and Dvorovye gain a bonus of +2 to their initially-generated constitution scores, and suffer a penalty of -1 each to dexterity and charisma. Their constitution may reach a maximum of 19.

A PC Domovye may be a cleric, fighter, thief or witch and may multi-class as a cleric/fighter, cleric/thief, fighter/witch or thief/witch. A Dvorovye may also be an assassin, cleric/assassin or fighter/assassin.

Domovye and Dvorovye speak the following languages:- Common, dwarfish, gnomish, goblin and kobold. They can learn up to two additional languages if their intelligence score allows.

Racial Limitations:

Minimum/maximum ability scores (after adjustment for race); if the ability scores rolled do not fall within these limits, then the race of Domovye/Dvorovye is not a valid choice for the character:

Strength	8/18
Dexterity	3/17
Constitution	12/19
Intelligence	3/18
Wisdom	3/18
Charisma	3/16

Level limitations:

Assassin	7
Barbarian	N/A
Cavalier	N/A
Cleric	7
Druid	N/A
Fighter	10
Illusionist	N/A
Kung fu monk	N/A
Magic user	N/A
Paladin	N/A
Ranger	N/A
Thief	Unlimited
Troubadour	N/A
Witch	7

Leshiy

These are forest-dwarfs, living well away from human lands. Their beards are made of ivy, and they carry clubs. Some tribes pluck out one eye, and others have small horns on their heads. Male Leshiy are not well-liked among humans because of their lust for human women. They are rumoured to kidnap maidens.

Leshiy gain a bonus of +1 to their initially-generated wisdom and constitution scores, and take a penalty of -2 to charisma when dealing with non-dwarfs. Both their wisdom and constitution can reach 19. For the purposes of calculating whether the Leshiy can be a druid, use their charisma when dealing with dwarfs (i.e. a Leshiy druid might have a charisma as low as 13 from the human perspective).

A PC Leshiy may be a druid, fighter, ranger, thief or witch and may multi-class as a druid/fighter, druid/thief, fighter/thief, ranger/thief, fighter/witch or ranger/witch.

Leshiy speak the following languages:- Common, brownie, centaur, dryad, dwarfish, faun, gnomish, goblin and treant. They may learn one additional language if their intelligence score is 15 or more.

Racial Limitations:

Minimum/maximum ability scores (after adjustment for race); if the ability scores rolled do not fall within these limits, then the race of Leshiy is not a valid choice for the character:

Strength	8/18
Dexterity	3/17
Constitution	12/19
Intelligence	3/18
Wisdom	6/19
Charisma	3/16

Level limitations:

Assassin	N/A
Barbarian	N/A
Cavalier	N/A
Cleric	N/A
Druid	11
Fighter	9
Illusionist	N/A
Kung fu monk	N/A
Magic user	N/A
Paladin	N/A
Ranger	Unlimited
Thief	12
Troubadour	N/A
Witch	9

Vodnik

The river-dwarfs live in fresh water; salt water poisons them. They have both gills and lungs, with webbed fingers and toes. They love tobacco, and come onto land to smoke their pipes. In Vodnik-inhabited rivers, human fishermen will sometimes drop a little tobacco in the water, hoping to be rewarded with a fish.

Vodnik gain a bonus of +1 to their initially-generated constitution scores, and suffer a penalty of -1 to charisma. They can swim at 120 ft per round if unencumbered, 90 ft if lightly encumbered, or 60 ft if heavily encumbered. They can breathe freely in fresh water.

A PC Vodnik may be an assassin, barbarian, cleric, fighter, thief or witch and may multi-class as a cleric/assassin, cleric/fighter, cleric/thief, fighter/thief, fighter/witch or thief/witch. Level limits are as follows:- assassin, 6th level; barbarian, 6th level; cleric, 6th level; fighter, 10th level; thief, unlimited; witch, 6th level.

Vodnik speak the following languages:- Common, locathah, merman, nixie, nymph and sahuagin. They may learn up to two additional languages if their intelligence score permits.

Racial Limitations:

Minimum/maximum ability scores (after adjustment for race); if the ability scores rolled do not fall within these limits, then the race of Vodnik is not a valid choice for the character:

Strength	8/18
Dexterity	3/17
Constitution	12/19
Intelligence	3/18
Wisdom	3/18
Charisma	3/16

Level limitations:

Assassin	6
Barbarian	6
Cavalier	N/A
Cleric	6
Druid	N/A
Fighter	10
Illusionist	N/A
Kung fu monk	N/A
Magic user	N/A
Paladin	N/A
Ranger	N/A
Thief	Unlimited
Troubadour	N/A
Witch	6

Vozdushniy

The storm-dwarfs are the rarest and most magical of the dwarfish folk. They love thunderstorms, liking to laugh and play in the lightning. In game terms, they get +4 to saving throws against lightning or electrical attacks. They are friends of storm giants.

Vozdushniy gain a bonus of +1 to their initially-generated intelligence scores, and suffer a penalty of -1 to charisma. Their intelligence may reach 19.

A PC Vozdushniy may be a cleric, fighter, magic user, ranger or thief and may multi-class as a cleric/fighter, cleric/magic user, cleric/ranger, fighter/magic user, ranger/magic user, magic user/thief, fighter/magic user/thief, or ranger/magic user/thief. A Vozdushniy casting the third level magic user spell lightning bolt rolls d8s rather than d6s for damage.

Vozdushniy speak the following languages:- Common, blue dragon, gnomish, goblin, kobold and storm giant. They may learn up to 2 additional languages if their intelligence score permits.

Racial Limitations:

Minimum/maximum ability scores (after adjustment for race); if the ability scores rolled do not fall within these limits, then the race of Vuzdushniy is not a valid choice for the character:

Strength	8/18
Dexterity	3/17
Constitution	12/18
Intelligence	6/19
Wisdom	3/18
Charisma	3/16

Level limitations:

Assassin	N/A
Barbarian	N/A
Cavalier	N/A
Cleric	8
Druid	N/A
Fighter	9
Illusionist	N/A
Kung fu monk	N/A
Magic user	7
Paladin	N/A
Ranger	8
Thief	Unlimited
Troubadour	N/A
Witch	N/A

ELF SUB-RACES

The following elf sub-races are based on various literary sources. They have the abilities described under "Elf" in the OSRIC core rules, except as amended hereafter. In other words, they receive combat benefits with certain swords and bows, resistance to sleep and charm spells, enhanced chance to surprise when alone and not in metal armour, chance to spot secret doors, and other special abilities exactly as standard elves do.

Polder elf

"Polder" is originally a Dutch word meaning a low-lying tract of land enclosed by dykes. In fantasy, a "polder" is a finite, bounded part of the world protected by an actively-maintained, magical border. The polder is often—but not always—a woodland, island in a magical lake, or shangri-la type valley. There may be a threat that is kept at bay by the border, but this is not necessarily so—sometimes the borders are merely holding back time, or change. A consistent theme of the source literature is that the polder's boundaries are threatened with failure, or already in the course of failing.

Polder-type elves get +2 charisma at the expense of -1 constitution. They are strange and think differently from other creatures. They are tricky and deceptive, and can be illusionists. Some are very wise, some haughty, and some both. Their charisma may reach 19 but not 20.

A PC polder elf may be an assassin, druid, fighter, illusionist, magic user, ranger, thief or troubadour and may multi-class as a druid/fighter, druid/thief, fighter/assassin, fighter/illusionist, fighter/magic user, fighter/thief, fighter/troubadour, illusionist/thief, magic user/thief, ranger/magic user, ranger/thief, fighter/illusionist/thief or fighter/magic user/thief.

Polder elves speak the following languages:- Common, elven, centaur, dryad, faun, gnomish and sprite. They may learn up to two additional languages, or three if their intelligence is 18.

Racial Limitations:

Minimum/maximum ability scores (after adjustment for race); if the ability scores rolled do not fall within these limits, then the race of polder elf is not a valid choice for the character:

Strength	3/18
Dexterity	7/18
Constitution	7/17
Intelligence	8/18
Wisdom	3/18
Charisma	9/19

Level limitations:

Assassin	7
Barbarian	N/A
Cavalier	N/A
Cleric	N/A
Druid	6
Fighter	5
Illusionist	6
Kung fu monk	N/A
Magic user	11
Paladin	N/A
Ranger	4
Thief	Unlimited
Troubadour	6
Witch	N/A

Warden elves

Warden elves are a caste or subgroup charged with maintaining the border of the polder. They are fierce and inquisitive. They get +1 dexterity and -1 constitution like normal Tolkeinesque elves, and are often rangers. They have excellent senses. Warden Elves have an innate 25% chance to Hear Noise as a thief does; thief or assassin Warden Elves gain +10% on their chance to Hear Noise. Also, they tend to know when someone is lying to them—a warden elf has a 1 in 6 chance of detecting any lie told them by a human, demi-human or humanoid. This power does not reveal the truth.

A PC warden elf may be an assassin, druid, fighter, magic user, ranger or thief and may multi-class as a druid/fighter, druid/thief, fighter/assassin, fighter/magic user, fighter/thief, fighter/troubadour, magic user/thief, ranger/magic user, ranger/thief, fighter/magic user/thief or ranger/magic user/thief.

Warden elves speak the same languages as polder elves.

Racial Limitations:

Minimum/maximum ability scores (after adjustment for race); if the ability scores rolled do not fall within these limits, then the race of warden elf is not a valid choice for the character:

Strength	3/18
Dexterity	8/19
Constitution	7/17
Intelligence	8/18
Wisdom	3/18
Charisma	6/18

Level limitations:

Assassin	7
Barbarian	N/A
Cavalier	N/A
Cleric	N/A
Druid	6
Fighter	5
Illusionist	N/A
Kung fu monk	N/A
Magic user	10
Paladin	N/A
Ranger	6
Thief	Unlimited
Troubadour	N/A
Witch	N/A

Liminal elves

In an alternative view of elves, their "Fairyland" is not in a polder but actually on another plane, reachable by special means such as passing through fairy rings on midsummer's eve, or in sources where the elves are a little scarier, stone circles on Walpurgisnacht. These liminal elves are associated with ley lines and barrows. In traditional stories, a theme is that a human woman is taken to Fairyland (Tir Nan Og, the Fortunate Isles, etc.) to act as midwife to an elven child. In the course of her duties she gets a little fairy ointment on her fingers which is then transferred to her eyes, upon which she can see into Fairyland and perceive the elves as they do themselves—until she inadvertently gives away that she has this power, and it is taken from her. More recent literary sources for polder elves include Lord Dunsany's *The King of Elfland's Daughter* and Neil Gaiman's *Stardust*.

Liminal elves are visitors to the mortal world and may be confused by it. They may be here for some specific purpose, exiles from the Fairy Queen (or more rarely, King) or they may have accidentally become trapped and looking for a portal back into their natural homeland. Although they cannot quite leave this universe without a portal, by standing still and concentrating they can "fade", entering a state of quasi-reality in which they are 60% imperceptible—this power is treated as if the elf were wearing a low-strength cloak of elvenkind. If the elf moves he or she returns to the normal world at once. Liminal elves get +1 intelligence, +1 dexterity and +1 charisma at the cost of -1 strength and -2 constitution. Both intelligence and dexterity can reach 19. Cold iron is poisonous to them, and if it enters their bloodstream they must save vs. poison or die.

A PC liminal elf may be a cavalier, cleric, fighter, magic user, ranger or thief and may multi-class as a cavalier/cleric, cavalier/magic user, cleric/fighter, cleric/magic user, cleric/ranger, cleric/thief, ranger/magic user, ranger/thief, cleric/fighter/magic user, or fighter/magic user/thief.

Liminal elves speak their own tongue, Common, their alignment language, and the languages of pixies, sylphs and unicorns. They can also speak with any feathered flying creature, including griffons, pegasi and phoenixes.

Racial Limitations:

Minimum/maximum ability scores (after adjustment for race); if the ability scores rolled do not fall within these limits, then the race of liminal elf is not a valid choice for the character:

Strength	3/17
Dexterity	8/19
Constitution	4/16
Intelligence	8/19
Wisdom	3/18
Charisma	6/18

Level limitations:

Assassin	N/A
Barbarian	N/A
Cavalier	5
Cleric	5
Druid	N/A
Fighter	6
Illusionist	N/A
Kung fu monk	N/A
Magic user	12
Paladin	N/A
Ranger	6
Thief	Unlimited
Troubadour	N/A
Witch	N/A

HALF-ELF SUB-RACES

The concept of a half-elf goes back to the Norse sagas, and comes to OSRIC in a curiously wide variety of forms. Traditional Gygaxian half-elves are a blend of several sources. For these variants, I have drawn on a darker view that goes back to Poul Anderson's *The Broken Sword*.

Sometimes for reasons of their own, elves will steal a human infant and put a fey infant in its place. Such is the cunning of the enchantment that the human family will not notice any difference at first. Such a theft creates not one changeling but two: the elven-child raised as a human ("elf-brood") and the man-child raised among elves ("man-brood").

Changeling (Elf-brood)

Elf-brood changelings tend to be unpredictable. They are headstrong and rebellious, unwilling to follow rules and customs, but often charming and attractive. The elf-brood changeling gains a bonus of +1 to charisma and takes a penalty of -1 to constitution. Their charisma can reach 19. They share the traditional elven resistance to sleep and charm spells, but to a lesser degree (50%).

An elf-brood changeling may be an assassin, cavalier, cleric, druid, fighter, magic user, ranger, thief, troubadour or witch. He or she may multi-class as a cavalier/cleric, cavalier/magic user, cleric/assassin, cleric/fighter, cleric/thief, druid/fighter, druid/magic user, druid/thief, fighter/assassin, fighter/magic user, fighter/thief, ranger/magic user, ranger/thief, cavalier/cleric/magic user, cleric/fighter/magic user, cleric/ranger/magic user, fighter/magic user/thief, or ranger/magic user/thief.

Being raised among humans they are not taught the languages their elven siblings learn, and when play starts will know only Common and their alignment tongue. They may learn as many other languages as their intelligence allows.

Racial Limitations:

Minimum/maximum ability scores (after adjustment for race); if the ability scores rolled do not fall within these limits, then the race of elf-brood changeling is not a valid choice for the character:

Strength	3/18
Dexterity	4/18
Constitution	4/17
Intelligence	6/18
Wisdom	3/18
Charisma	6/19

Level limitations:

Assassin	11
Barbarian	N/A
Cavalier	7
Cleric	5
Druid	5
Fighter	8
Illusionist	N/A
Kung fu monk	N/A
Magic user	7
Paladin	N/A
Ranger	7
Thief	Unlimited
Troubadour	N/A
Witch	N/A

Changeling (Man-brood)

Man-brood changelings are wanted as warriors and as envoys to the mortal world. They are sturdy and less flighty than elves (taking no stat modifications), and are usually trained in the arts of war, gaining a bonus of +1 to hit with the long sword and long or short bow. They have no special resistance to sleep or charm, and their human heritage means they have no infravision. Elves see them as reliable and trustworthy, but staid and dull.

A man-brood changeling may be an assassin, cavalier, cleric, druid, fighter, magic user, ranger or thief. He or she may multi-class as a cavalier/cleric, cavalier/magic user, cleric/fighter, cleric/thief, druid/fighter, druid/magic user, druid/thief, fighter/assassin, fighter/magic user, fighter/thief, fighter/troubadour, fighter/witch, ranger/magic user, ranger/thief, ranger/troubadour, ranger/witch, thief/troubadour, thief/witch, cleric/fighter/magic user, cleric/ranger/magic user, druid/fighter/magic user, fighter/magic user/thief, fighter/magic user/assassin or ranger/magic user/thief.

As part of their education among the elves, man-brood changelings learn Common, elven, gnoll, gnomish, goblin, halfling, hobgoblin and orcish. They may learn up to two additional tongues if their intelligence permits.

Minimum/maximum ability scores (after adjustment for race); if the ability scores rolled do not fall within these limits, then the

race of man-brood changeling is not a valid choice for the character:

Strength	3/18
Dexterity	6/18
Constitution	6/18
Intelligence	4/18
Wisdom	3/18
Charisma	3/18

Level limitations:

Assassin	11
Barbarian	N/A
Cavalier	N/A
Cleric	5
Druid	5
Fighter	8
Illusionist	N/A
Kung fu monk	N/A
Magic user	7
Paladin	N/A
Ranger	7
Thief	Unlimited
Troubadour	8
Witch	6

POSTSCRIPT

In the Gygaxian rules, and therefore the OSRIC core rules, many race/class combinations can achieve higher levels with higher ability scores. I have deliberately chosen not to do this with the variant races presented herein.

I have not been able to find literary sources for variant halflings. Halflings draw on Tolkein and are already well covered in Gary Gygax's writings. I could produce variant "half orcs" from the sources if I stretched the definition to include various half-human man-apes, such as Thak's people from Howard, Clark Ashton Smith's Voormis or Burroughs' Mangani; but all they seem to have to offer is strength and savagery. I do not wish to introduce such creatures as a player character race for OSRIC. If you would like to do so, then Gary Gygax did a lot of the heavy lifting for you in the 1970s—the half-ogre from *Dragon Magazine* #29 would be an excellent starting point.

APPENDIX 1: AGE AND AGEING

Characters of different races age at different rates, so character age and ageing is an aspect of the character's race. OSRIC has always had rules for age, but these rules were vague and I have taken this opportunity to tighten up. These rules completely replace the ones in the OSRIC Core Rules. In case the GM does not wish to decide character age on a case-by-case basis, I have supplied tables for determining starting age at the end of Appendix 2.

Characters can be classified into the following brackets according to their age:-

	Human ¹	Atlantean	Elf	Half-Elf ²	Dwarf	Gnome	Half-Orc	Halfling
Infant	0-2	0-3	0-5	0-3	0-4	0-4	0-2	0-3
Child	3-10	4-12	6-40	4-15	5-28	5-32	3-8	4-20
Adolescent	11-16	13-20	41-90	16-24	29-45	33-60	9-13	21-32
Adult	17-45	21-55	91-400	25-70	46-250	61-300	14-35	33-80
Middle-aged	46-60	56-75	401-600	71-95	251-320	301-400	36-45	81-95
Old	61-75	76-90	601-800	96-120	321-400	401-500	46-55	96-110
Elderly	76-90	91-110	801-1000	121-150	401-480	501-600	56-65	111-130
Ancient	91+	111+	1001+	151+	481+	601+	66+	131+

¹ Includes Northman, Southman, Amazon, Citizen of the Celestial Empire/Sun-Lander, Pict, and Man-brood Changeling, but not Atlanteans who have their own column.

² Includes Elf-brood Changeling. Although genetically elven, these changelings spend their crucial formative years in the mortal world so ageing sets in at a mortal speed.



EFFECTS OF AGEING

Most player characters will begin as adults, with a few adolescents. There is no effect in game terms when advancing from adolescent to adult.

Entering age category:	Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
Middle-aged	60% / -1	50% / -1	50% / -1	--	25% / +1	--
Old	60% / -1	50% / -1	50% / -1	25% / +1	50% / +1	--
Elderly	75% / -1d3	75% / -1d2	75% / -1d3	25% / +1	50% / +1	--
Ancient	90% / -1d3	75% / -1d2	90% / -1d3	25% / +1d2	75% / +1d2	--

The chance is the percentage chance that the indicated modifier will be applied.

For example, a human is touched by a ghost and gains 21 years of age, which moves her from "middle-aged" to "old". There is a 60% chance that she will lose a point of strength, a 50% chance each that she will lose a point of dexterity and constitution, a 25% chance that she will gain a point of intelligence, and a 50% chance that she will gain a point of wisdom. These adjustments can cause a character to drop below racial minima, but not to exceed racial maxima.

(In a "realistic" game, old age would risk deterioration of mental stats due to dementia, but in OSRIC's source literature, old age tends to be a marker for wisdom and knowledge. In game terms, I take this to mean that senile dementia is a removable with a *cure disease* spell or similar enchantment.)

SUPERNATURAL AGEING

The following spells or effects cause supernatural ageing:-

Being affected by a <i>haste</i> spell	2 years
Being touched by a ghost	7d6 years
Casting <i>alter reality</i>	1d4 years
Casting <i>gate</i>	1d6 years
Casting <i>limited wish</i>	1 year
Casting <i>resurrection</i>	1d4 years
Casting <i>wish</i>	1d4 years
Drinking a potion of speed	1 year
Seeing a ghost	3d6 years

Using a magical device such as a wand or scroll that casts one of these spells does not cause supernatural ageing, but creating or recharging such a device does.

MORTALITY

If for some reason it becomes necessary to calculate the risk of death from natural causes/old age, then for game purposes mortality rates are:-

Infant-Adult:	0.01% per year
Middle-aged:	0.1% per year
Old:	3% per year
Elderly:	20% per year
Ancient:	50% per year

APPENDIX 2: COMPILED TABLES

Table 1: Compiled level limits by class and race

	Dwarf				Elf				Gnome				Half-elf			Half-orc	Halfling	Human							
	Gen	Dmv	Lsh	Vod	Voz	Gen	Pol	War	Lim	Gen	Fbo	Fdo	Gai	Gen	Ebr	Mbr	Gen	Gen	Gen	Nth	Sth	Ama	Atl	Sun	Pic
Assassin†	9	7	-	6	-	10	7	7	-	8	8	7	8	11	11	11	15	-	15	10	8	7	-	15	6
Barbarian	-	-	-	6	-	-	-	-	-	-	-	-	-	-	-	-	9	-	U	U	-	U	-	-	U
Cavalier	-	-	-	-	-	-	-	-	5	-	-	-	-	9	9	9	-	-	U	-	7	-	6	6	-
Cleric	8	7	-	6	8	7	-	-	5	7	7	8	-	5	5	5	4	-	U	4	7	6	9	9	-
Druid‡	-	-	11	-	-	-	6	6	-	-	-	-	12	-	5	5	-	6	14	7	-	6	-	-	5
Fighter	9 ¹	10	9	10	9	7 ²	5	5	6	6 ⁴	8	7	7	8 ⁶	8	8	10	4	U	U	6	U	7	7	6
Illusionist	-	-	-	-	-	-	6	-	-	7 ⁵	5	8	-	-	-	-	-	-	U	-	6	-	7	-	-
Kung fu monk	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	U	-	-	-	-	U	-
Magic user	-	-	-	-	7	11 ³	11	10	12	-	-	-	-	8 ⁷	7	7	-	-	U	-	U	-	7	9	-
Paladin	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	U	-	-	-	6	-	-
Ranger	-	-	U	-	8	-	4	6	6	-	-	-	-	8 ⁸	7	7	-	-	U	11	11	U	U	-	9
Thief	U	U	12	U	U	U	U	U	U	U	U	U	U	U	U	U	7 ⁹	U	U	U	U	U	U	U	U
Troubadour	-	-	-	-	-	6	6	-	-	5	5	6	5	8	-	8	-	-	U	8	7	6	7	-	-
Witch	-	7	9	6	-	-	-	-	-	-	-	-	-	6	-	6	6	-	U	6	7	9	7	9	7

† Assassins may not exceed level 15

‡ Druids may not exceed level 14

¹ 9 (Str 18); 8 (Str 17); 7 (Str 16 and less)

² 7 (Str 18); 6 (Str 17); 6 (Str 16 and less)

³ 11 (Int 18); 10 (Int 17); 9 (Int 16 and less)

⁴ 6 (Str 18); 5 (Str 17 and less)

⁵ 7 (One of Dex or Int 18+ and the other 17+), 6 (Dex and Int 17), 5 (Dex or Int under 17)

⁶ 8 (Str 18), 7 (Str 17 and below), 6 (Str 16 and below)

⁷ 8 (Int 18+), 7 (Int 17), 6 (Int 16 and below)

⁸ 8 (Str 18), 7 (Str 17 and below), 6 (Str 16 and below)

⁹ 7 (Dex 17), 6 (Dex 16 and below)

Table 2: Stat limits by race (after adjustments)

	Dwarf					Elf				Gnome				Half-elf			Half-orc	Halfling	Human							
	Gen	Dmv	Lsh	Vod	Voz	Gen	Pol	War	Lim	Gen	Fbo	Fdo	Gai	Gen	Ebr	Mbr	Gen	Gen	Gen	Nth	Sth	Ama	Atl	Sun	Pic	
Strength	Min	8	8	8	8	8	3	3	3	3	6	7	6	6	3	3	3	6	6	3	8	3	6	3	3	7
	Max	18	18	18	18	18	18	18	18	17	18	18	17	18	18	18	18	18	17	18	19	18	18	18	18	18
Dexterity	Min	3	3	3	3	3	7	7	8	8	3	3	5	3	6	4	6	3	8	3	3	3	7	5	5	6
	Max	17	17	17	17	17	19	18	19	19	18	18	18	18	18	18	18	17	19	18	18	18	19	18	18	18
Constitution	Min	12	12	12	12	12	8	7	7	4	8	8	8	8	6	4	6	13	10	3	8	3	8	3	5	8
	Max	19	19	19	19	18	17	17	17	16	18	18	17	18	18	17	18	19	18	18	18	18	19	18	18	19
Intelligence	Min	3	3	3	3	6	8	8	8	8	7	6	7	7	4	6	4	3	6	3	3	9	3	7	3	3
	Max	18	18	18	18	19	18	18	18	19	18	18	18	18	18	18	18	17	18	18	18	19	18	18	18	18
Wisdom	Min	3	3	6	3	3	3	3	3	3	3	3	7	3	3	3	3	3	3	3	3	3	9	5	3	
	Max	18	18	19	18	18	18	18	18	18	18	18	19	18	18	18	18	14	17	18	18	18	18	19	18	18
Charisma	Min	3	3	3	3	3	8	9	6	6	3	3	3	3	3	6	3	3	3	3	3	3	9	3	3	
	Max	16 ¹	16 ¹	16 ¹	16 ¹	16 ¹	18	19	18	18	18	18	18	18	18	19	18	12	18	18	18	18	18	19	18	18

¹ Dwarfs' charisma is treated as 1 point higher with respect to other dwarfs (2 points in the case of Leshiy).

Table 3: Starting ages by race and class

	Human	Atlantean	Elf	Half-Elf	Dwarf	Gnome	Half-Orc	Halfling
Assassin	20+1d4	--	130+5d6	25+2d8	75+3d6	80+5d4	18+1d4	--
Barbarian	15+1d4	--	--	--	40+5d4	--	12+1d4	--
Cavalier	20+1d4	22+1d6	130+5d6	24+2d8	--	--	--	--
Cleric	20+1d4	22+1d6	140+5d6	30+2d8	90+3d8	100+3d8	18+1d4	--
Druid	21+1d4	--	150+5d6	32+2d8	90+3d8	100+3d8	--	36+3d4
Fighter	16+1d4	20+1d6	130+5d6	22+3d4	40+5d4	60+5d4	13+1d4	28+3d4
Illusionist	30+1d6	33+1d8	150+5d6	--	--	100+2d12	--	--
Kung fu monk	20+1d4	--	--	--	--	--	--	--
Magic user	24+2d8	33+1d8	150+5d6	32+2d8	90+2d12	--	--	--
Paladin	18+1d4	20+1d6	--	--	--	--	--	--
Ranger	20+1d4	22+1d6	140+5d6	28+2d8	80+3d6	--	--	--
Thief	20+1d4	22+1d6	100+5d6	22+3d6	75+3d6	80+5d4	18+1d4	34+2d4
Troubadour	20+1d4	22+1d6	110+5d6	22+3d6	--	90+5d4	--	--
Witch	21+1d6	24+1d6	--	22+3d8	80+5d6	--	20+1d6	--

Multi-class characters tend towards the higher end of the age range. For multi-class characters, select the range that gives the highest possible age, and roll on it twice, using the higher result.

Combined Combat Chart

by Steve Wachs

Below is a combined combat chart to replace the combat tables in the DMG.

Combined combat table 1

Penalties to hit are treated as adjustments to armor class while bonuses are added to the die roll.

Fighter	Cleric	Thief	M-U	Monster	(Hit dice)	Adjusted to hit armor class																						
Paladin	Monk	Assassin	Illusionist		< 1-1	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10		
Ranger	Druid				1-1	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	20	21	22	23	24	25	26
	0	1-4	1-5		1	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	20	21	22	23	24	25
	1-2	1-3			1+	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21	22	23	24	25
		5-8	6-10		2-3+	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23	24
	3-4	4-6			4-5+	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23
	5-6	7-9	9-12	11-15	6-7+	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	21	22
	7-8	10-12	13-16		8-9+	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	21	22
				16-20	10-11+	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
	9-10	13-15	17-20		12-13+	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
				21+	14-15+	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	
	11-12	16-18	21+		16+	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
		19+				-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	
	13-14					-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	
	15-16					-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	
	17+																											

The chart below takes into account the **Special Note Regarding Fighter's Progression** (beneath the Fighter's Attack Matrix in the DMG). I have also, while trying to stay as true to the original as possible, evened out the progression of the other classes, and monsters.

Combined combat table 2

Penalties to hit are treated as adjustments to armor class while bonuses are added to the die roll.

Fighter	Cleric	Thief	M-U	Monster	(Hit dice)	Adjusted to hit armor class																						
Paladin	Monk	Assassin	Illusionist		< 1-1	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10		
Ranger	Druid				1-1	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	20	21	22	23	24	25	26
	0	1-2	1-3		1	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21	22	23	24	25	
	1	1-2	3-4	4-5	1+	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21	22	23	24	25
	2	3	5-6	6-8	2+	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23	24	25
	3	4-5	7-8	9	3+	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23	24
	4	6	9	10	4+	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	21	22	23	
	5	7-8	10	11-12	5+	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	21	22	
	6	9	11-12	13	6-7+	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	21	22	
	7	10-11	13-14	14-15	8+	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	21	22	
	8	12	15-16	16-18	9+	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	
	9	13-14	17-18	19-20	10-11+	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	
	10	15	19-20	21-22	12-13+	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
	11	16-17	21	23-24	14-15+	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	
	12	18	22	25-26	16+	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
	13	19-20	23	27-28	17+	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	
	14	21	24	29-30	18+	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	
	15	22-23	25	31-32	19+	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	
	16	24	26	33-34																								
	17+	25+	27+	35+																								

How Much Experience Did We Get For That Dragon?

by Ardano Silverbow

One of the most difficult things about fighting dragons (aside from simple survival) is figuring out how many experience points they are actually worth. So here, for your viewing pleasure, is a complete list of the experience point values for each dragon from the Monster Manual. These values are calculated from the table in the DMG, p.85. Tiamat and Bahamut are not included since they are unique and have a set value.

The reader will note that many of the dragons, particularly the small ones, are not worth much experience. This is where the treasure hoard will fill in the gp of course.

The following list gives the special abilities that all dragons of a certain age will have. Some types of dragons have additional special and exceptional abilities. Those abilities are noted in parenthesis by the dragon names.

General notes:

For all *very young* and *young* dragons, special abilities include:
 detection abilities
 combat intelligence
 minor breath weapon
 possible spell use (exceptional)

For all *sub-adult* and *young adult* dragons, special abilities include:
 detection abilities
 combat intelligence
 major breath weapon (exceptional)
 possible spell use (exceptional)

For all *adult* and *older* dragons, special abilities include:
 detection abilities
 combat intelligence
 saving throw bonus
 fear aura
 major breath weapon (exceptional)
 possible spell use (exceptional)

Chromatic Dragons

BLACK DRAGONS (no additional special abilities)

SIZE & AGE	XP	XP w/spells
small, very young	411	536
small, young	447	572
small, sub-adult	533	658
small, young adult	569	694
small, adult	755	880

small, old	791	916
small, very old	827	952
small, ancient	863	988

avg, very young	656	831
avg, young	712	887
avg, sub-adult	818	993
avg, young adult	874	1049
avg, adult	1180	1355
avg, old	1236	1411
avg, very old	1292	1467
avg, ancient	1348	1523

huge, very young	980	1255
huge, young	1060	1335
huge, sub-adult	1240	1515
huge, young adult	1320	1595
huge, adult	1750	2025
huge, old	1830	2105
huge, very old	1910	2185
huge, ancient	1990	2265

BLUE DRAGONS (no additional abilities)

SIZE & AGE	XP	XP w/spells
small, very young	980	1255
small, young	1060	1335
small, sub-adult	1240	1515
small, young adult	1320	1595
small, adult	1750	2025
small, old	1830	2105
small, very old	1910	2185
small, ancient	1990	2265
avg, very young	1608	2008
avg, young	1716	2116
avg, sub-adult	1924	2324
avg, young adult	2032	2432
avg, adult	2740	3140
avg, old	2848	3248
avg, very old	2956	3356
avg, ancient	3064	3564

huge, very young	2390	2990
huge, young	2530	3130
huge, sub-adult	2820	3420
huge, young adult	2960	3560
huge, adult	4000	4600
huge, old	4140	4740
huge, very old	4280	4880
huge, ancient	4420	5020

GREEN DRAGONS (no additional special abilities)

SIZE & AGE	XP	XP w/spells
small, very young	656	831
small, young	712	887
small, sub-adult	818	993
small, young adult	874	1049
small, adult	1180	1355

small, old	1236	1411
small, very old	1292	1467
small, ancient	1348	1523

avg, very young	980	1255
avg, young	1060	1335
avg, sub-adult	1240	1515
avg, young adult	1320	1595
avg, adult	1750	2025
avg, old	1830	2105
avg, very old	1910	2185
avg, ancient	1990	2265

huge, very young	1608	2008
huge, young	1716	2116
huge, sub-adult	1924	2424
huge, young adult	2032	2532
huge, adult	2740	3140
huge, old	2848	3248
huge, very old	2956	3356
huge, ancient	3064	3564

RED DRAGONS (additional special ability: low AC; additional exceptional ability: high damage)

SIZE & AGE **XP** **XP w/spells**

small, very young	2308	2708
small, young	2416	2816
small, sub-adult	2624	3024
small, young adult	2732	3132
small, adult	3440	3840
small, old	3548	3948
small, very old	3656	4056
small, ancient	3764	4164

avg, very young	3440	4040
avg, young	3580	4180
avg, sub-adult	3870	4470
avg, young adult	4010	4610
avg, adult	5050	5650
avg, old	5190	5790
avg, very old	5330	5930
avg, ancient	5470	6070

huge, very young	5126	5976
huge, young	5302	6152
huge, sub-adult	5628	6478
huge, young adult	5804	6654
huge, adult	7380	8230
huge, old	7556	8406
huge, very old	7732	8582
huge, ancient	7908	8758

WHITE DRAGONS (no additional special abilities)

SIZE & AGE **XP** **XP w/spells**

small, very young	235	310
small, young	260	335
small, sub-adult	320	395

small, young adult	345	420
small, adult	450	525
small, old	475	550
small, very old	500	575
small, ancient	525	600

avg, very young	411	536
avg, young	447	572
avg, sub-adult	533	658
avg, young adult	569	694
avg, adult	755	880
avg, old	791	916
avg, very old	827	952
avg, ancient	863	988

huge, very young	656	781
huge, young	712	837
huge, sub-adult	818	993
huge, young adult	874	1049
huge, adult	1180	1355
huge, old	1236	1411
huge, very old	1292	1467
huge, ancient	1348	1523

Metallic Dragons

BRASS DRAGONS (no additional special abilities)

SIZE & AGE **XP** **XP w/spells**

small, very young	411	536
small, young	447	572
small, sub-adult	533	658
small, young adult	569	694
small, adult	755	880
small, old	791	916
small, very old	827	952
small, ancient	863	988

avg, very young	656	831
avg, young	712	887
avg, sub-adult	818	993
avg, young adult	874	1049
avg, adult	1180	1355
avg, old	1236	1411
avg, very old	1292	1467
avg, ancient	1348	1523

huge, very young	980	1255
huge, young	1060	1335
huge, sub-adult	1240	1515
huge, young adult	1320	1595
huge, adult	1750	2025
huge, old	1830	2105
huge, very old	1910	2185
huge, ancient	1990	2265

BRONZE DRAGONS (additional special ability: low AC)

SIZE & AGE **XP** **XP w/spells**

small, very young	1155	1430
small, young	1235	1510
small, sub-adult	1415	1690
small, young adult	1495	1770
small, adult	1925	2200
small, old	2105	2280
small, very old	2185	2360
small, ancient	2265	2440

avg, very young	1908	2308
avg, young	2016	2416
avg, sub-adult	2224	2624
avg, young adult	2332	2732
avg, adult	3040	3440
avg, old	3148	3548
avg, very old	3256	3656
avg, ancient	3364	3764

huge, very young	2840	3440
huge, young	2980	3480
huge, sub-adult	3270	3870
huge, young adult	3410	4010
huge, adult	4450	5050
huge, old	4590	5190
huge, very old	4730	5330
huge, ancient	4870	5470

COPPER DRAGONS (no additional special abilities)

SIZE & AGE	XP	XP w/spells
small, very young	656	831
small, young	712	887
small, sub-adult	818	993
small, young adult	874	1049
small, adult	1180	1355
small, old	1236	1411
small, very old	1292	1467
small, ancient	1348	1523

avg, very young	980	1255
avg, young	1060	1335
avg, sub-adult	1240	1515
avg, young adult	1320	1595
avg, adult	1750	2025
avg, old	1830	2105
avg, very old	1910	2185
avg, ancient	1990	2265

huge, very young	1608	2008
huge, young	1716	2116
huge, sub-adult	1924	2324
huge, young adult	2032	2432
huge, adult	2740	3140
huge, old	2848	3248
huge, very old	2956	3356
huge, ancient	3064	3464

GOLD DRAGONS (additional special ability: low AC; additional exceptional ability: high damage). N.B. Gold dragons have

automatic spell use.

SIZE & AGE	XP w/spells
small, very young	4040
small, young	4180
small, sub-adult	4470
small, young adult	4610
small, adult	5650
small, old	5790
small, very old	5930
small, ancient	6070

avg, very young	5976
avg, young	6152
avg, sub-adult	6478
avg, young adult	6654
avg, adult	8230
avg, old	8406
avg, very old	8582
avg, ancient	8758

huge, very young	5992
huge, young	6184
huge, sub-adult	6526
huge, young adult	6718
huge, adult	8310
huge, old	8502
huge, very old	8694
huge, ancient	8886

SILVER DRAGONS (additional special ability: low AC; additional exceptional ability: high damage)

SIZE & AGE	XP	XP w/spells
small, very young	2308	2708
small, young	2416	2816
small, sub-adult	2624	3024
small, young adult	2732	3132
small, adult	3440	3840
small, old	3548	3948
small, very old	3656	4056
small, ancient	3764	4164

avg, very young	3440	4040
avg, young	3580	4180
avg, sub-adult	3870	4470
avg, young adult	4010	4610
avg, adult	5050	5650
avg, old	5190	5790
avg, very old	5330	5930
avg, ancient	5470	6070

huge, very young	5126	5976
huge, young	5302	6152
huge, sub-adult	5628	6478
huge, young adult	5804	6654
huge, adult	7380	8230
huge, old	7556	8406
huge, very old	7732	8582
huge, ancient	7908	8758

Magical Miscellanea

by C. Wesley Clough

While many players covet magical weapons and armor, and potions and scrolls can be nice, it is really in the realm of those items known as miscellaneous magical items that the heart and soul of magical items can be found. Boots that allow your character to move in complete silence or even levitate into the air, belts that make the wearer as strong as a giant, cloaks that make you appear to be three feet from where you actually are or turn into wings and allow you to fly, crystal balls that allow you to see far off places within them and medallions that let you hear the thoughts of others... these are the items that truly evoke the feelings of awe and wonder in characters and more importantly in the players of those characters. There is a reason that some later editions or games derived from Classic D&D and AD&D renamed the category that these items fall into as 'wondrous items' because that is exactly what they are.

One of the—I don't want to say 'problems'—'difficulties' with AD&D being over 40 years old now is that many people have been playing it for a long time. Such jaded players have seen lots of magic items over the decades that they have been playing, and because of this the wonder felt in discovering something new can be lost little by little until finding another magic item becomes merely an exercise in writing it on the character sheet. One way to combat this slow descent into apathy about what is discovered is to change up magical items, adding new ones to the game through other sources. The following five miscellaneous magical items are presented for use in your AD&D games in the hopes that they can help keep that sense of wonder amongst your players for just a while longer.

Boots of the Puma (XP Value: 1,000, gp Sale Value: 7,000)

These high soft boots are made of leather and trimmed with the short tawny fur of a mountain lion. When worn they allow the wearer to make prodigious leaps, springing either 15' upwards or 20' ahead. When leaping ahead, the character can perform an attack at the end of the leap as if he or she had charged. While wearing the boots, the character always lands on his or her feet, and only takes 1 point of damage per die from falls.

Cloak of Tatters (XP Value: 1,500, gp Sale Value: 6,000)

Looking shabby and worn, and often covered in small tears and patches, these cloaks do not

fit the common idea of what a magical item should look like. Despite its somewhat odious appearance, however, a cloak of tatters can be a tremendous boon for its wearer, especially if that wearer is a thief. The cloak can move on its own accord, confusing opponents and interfering with attacks by wrapping around weapons. This grants the wearer a +1 bonus to AC against melee and missile attacks and a +1 bonus on saving throws against area of effect spells and attacks. Additionally, a thief or other character with the ability to pick pockets can use the cloak to try to pick the pockets of people up to 6' away; such attempts use the characters normal pick pocket chances for success, but the chance of being discovered is only half normal.

Gator Tooth Charm (XP Value: 1,000, gp Sale Value: 5,000)

This large tooth is from an alligator or crocodile and is covered in engraved symbols and runes of power. A small hole has been drilled at the base of the tooth allowing it to be strung onto a necklace or leather strap. When worn next to the skin the gator tooth charm allows the wearer to hold his or her breath for six times as long as he or she normally could, and to see normally underwater regardless of the clarity of the water. This will not allow a character to see any better through seaweed or any other solid physical objects, but floating silt, algae, or other such cloudy impediments will not impair the character's sight.

Hallowed Chalice (XP Value: 5,000, gp Sale Value: 25,000)

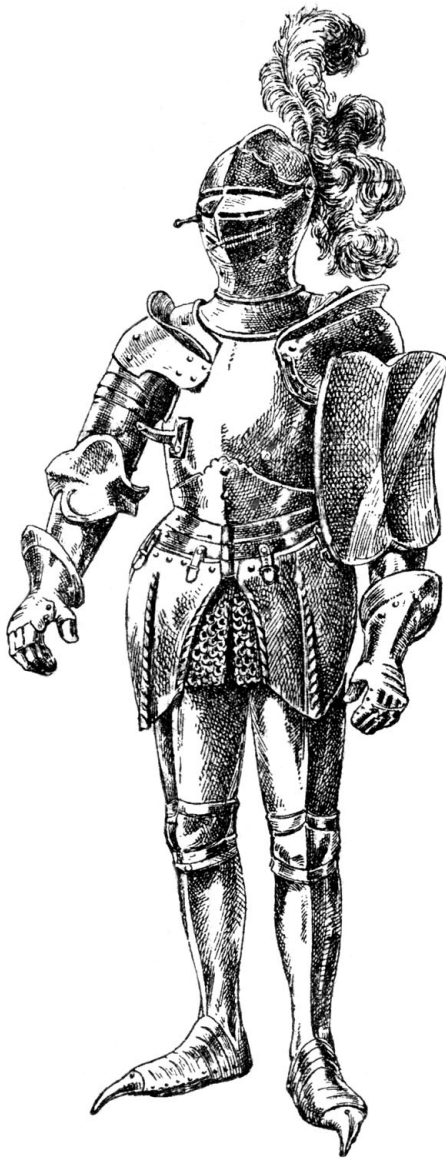
This large golden cup is encrusted with pearls and white onyx; a prayer to the collective gods of weal has been engraved around the rim. If clean fresh water is placed in the chalice and the prayer recited (takes one full round), the water will be transformed into holy water (one vial's worth) for as long as it rests



in the chalice and for one round thereafter. If the chalice is instead filled with wine and the prayer recited, the contents of the cup are transformed into a healing draught that will cure 3-10 (1d8+2) points of damage to any who drink directly from the chalice. Such a healing draught will only affect a given character once per day (further drinks will only be normal wine for that character).

Helm of Alertness (XP Value: 2,000, gp Sale Value: 12,000)

Made of steel and leather, this open-faced helmet has an open eye engraved on the brow. While worn the character is surprised only on a 1 (rather than the normal 1-2), although there is no additional benefit to characters that are already more difficult to surprise, such as rangers. Merely passing within 10 feet of a secret or concealed door allows the wearer a 1 in 6 chance of noticing it, although it doesn't make the wearer more likely to locate one during a standard search. Finally the wearer is able to better see through deceptions, doubling his or her chance to see through a disguise (see the Assassin class) and granting the wearer a +1 to all saving throws against illusions and phantasms.



Glark's Remote Spell Books

by Bryan Fazekas

One of a traveling magic-user's greatest difficulties is carrying spell books. By their nature spell books are heavy, and magic-users of any significant experience require numerous books. The books are also extremely valuable, subject to damage or theft. During his long life the arch-mage Glark tried many solutions to this problem, including:

- Books stored at an inn [had to travel back to the inn to memorize spells, and had them stolen once].
- Books packed on a donkey [worked fine until a troll killed and ate the donkey; Glark could not carry the books].
- Books packed in a *Bag of Holding* [worked fine until the Bag was destroyed by an enemy Fireball, spraying his books across the Astral Plane].

The arch-mage also produced lower weight traveling books that held a reduced number of spells. While that helped reduce the weight problem, it did not eliminate it. As an arch-mage he still required a lot of books, more than he could easily carry in a pack.



Glark tried scrying his books using various spells and magic items but, while he could see the books, he had to have someone open the books and turn pages, and a way to communicate with that person. His path seemed fruitless, but he persevered, and after decades of experimentation, he successfully produced the first Remote Spell Book.

Remote Spell Books resemble standard spell books of good quality. They are of typical size (12"x8"), but have covers that are heavier than normal, of dragon hide or a similar material. Each book is magically bound to a translucent gem which resembles those used to make Gems of True Seeing. The gem detects as magical and most who look through the gem see whatever is on the other side, although the view is obscured by the translucency of the gem.

Magic-users looking through the gem see

something different: they see the pages of the spell book the gem is bound to. By concentrating upon the book, the magic-user can view any page within it, and may memorize spells from the book exactly as if it was in front of him. The book does not need to be open – the magic of the gem allows viewing of any and all pages, one at a time, within the closed book. This power functions across any distance as long as the gem and spell book are on the same plane. If on different planes, the gem appears cloudy to the magic-user and nothing can be seen.



The book and gem are bound tightly together; when holding the gem and concentrating on the book, a magic-user will know the direction in which the book lies, and by a subtle vibration will be able to gauge roughly how close the book is, although once within a mile of the book the magic-user will be unable to discriminate any further. Triangulation will be required to actually locate the book. If a magic-user possesses the book, but not the gem? While holding the book and concentrating on the gem, the magic-user will get a similar feel, knowing the direction of the gem and by vibration roughly how far away it is. In either case the magic-user must concentrate on the missing item to detect it. If the book and gem are on different planes, the magic-user will feel disoriented when concentrating and the vibration will feel dissonant.

During his life Glarck produced more than thirty Remote Spell Books. His personal books were each dedicated to a single spell level, but many of the books he created for others could hold any level of spell. His senior students were believed to have produced nearly a hundred more of the Remote Spell Books, although none of these were of the master's quality.

After his death Glarck's personal books were

never discovered, nor were the gems bound to those books. His notes on the secrets of manufacturing Remote Spell Books were never found, and the records of his students are fragmented and incomplete.

The books Glarck produced for others and the books of his students crop up from time to time, although as a general rule any wizard fortunate enough to acquire one of these books does not brag of it. Those who have spoken out have spent a large part of their time defending their property from thieves.

Each book has 30 to 120 (10d10+20) pages. Typically a spell requires one page per spell level to record it, so a 9th level spell consumes 9 pages. Books generally have 10 to 40% of the pages blank, while the filled pages list spells valued by adventuring wizards. Glarck's 9th level spell book is reputed to be more than 400 pages, a massive tome.

Adding or removing pages from a Remote Spell Book breaks the magic binding the book to its gem. It is believed that a gem can be re-bound to its book although, without Glarck's original notes, the process is unknown.

Plot Hooks

Remote Spell Books provide a wide variety of plot hooks.

An arch-mage has advertised that she will pay as much as 20,000 gp for a Remote Spell Book and its gem, plus the value of the spells it contains.

The party acquires a Remote Spell Book or its gem, and has the opportunity to track down the other piece.

As part of an adventure involving a Remote Spell Book, the party may contest with a rival NPC party to find the items, or may have to defend the item against theft.

The party may be hired to track down the notes of Glarck's senior students.

Author's Note: *This item was inspired by a discussion on the Roll For Initiative podcast. The hosts discussed the idea of scrying a spell book to memorize from it, and it occurred to me that this would be a very cool item to have; as a bonus for the DM, it would provide many plot hooks.*

Ride the Lightning!

by Ian Slater

Lightning and magnetism are under-represented in the magic user spell selection. Magnetism seems like a natural fit for AD&D—all those armored and armed fighters running around. The U.A. illusionist spell Chromatic Orb gives a taste of this: it has a magnetic orb as one of the options.

Here are some further metallic manipulation spells for the mighty magic-users in your campaign. Shocking!

SPELL LISTING

2nd Level

Rabyon's Disambiguation

3rd Level

Aljinntar's Wall of Shields

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Spell Descriptions

Rabyon's Disambiguation

Level: *Magic user 2* Components: V,S,M
Range: *1" per level* Casting Time: *2 seg*
Duration: *1 rd/3 lvs* Saving Throw: *Neg.*
Area of Effect: *Special*

By use of this spell the magic-user can, as a thief of equivalent level, find and remove metallic traps and open doors with metallic locking mechanisms. He may also trigger traps with the same odds. Levers and mechanisms meant for simple physical manipulation (e.g. an unlocked door handle) can be manipulated without a roll. The spell requires the magic user to place a miniature hammer and a needle in the palm of his hand while speaking the words, "szerelje szét".

Aljinntar's Wall of Shields

Level: *Magic user 3* Components: V,S,M
Range: *½" per level* Casting Time: *3 seg*
Duration: *1 rd/lvl* Saving Throw: *Spec.*
Area of Effect: *1" rad circle per level*

Aljinntar's signature spell causes all shield bearers in the area of effect to make a save versus magic. If they fail, their shields are

torn from their grasp and drawn to the caster. For each shield captured, the caster may either reduce frontal AC by 1 point, reduce "to hit" bonus for flank attacks by 1 point on the side the shield is placed, or reduce "to hit" bonus for rear attacks by 1 point. The front, right flank, left flank, and rear ACs can each be improved by a maximum of 4 points. The caster can capture 1 shield per level. The caster is required to take a piece of tortoise shell and hold it between two hands while speaking the words, "pajzs fal". The caster must also state whether he wishes a captured shield to be placed in front of him, on a left flank, on a right flank, or to his rear.

Emyar's Armor Lock

Level: *Magic user 3* Components: V,S,M
Range: *1" per level* Casting Time: *3 seg*
Duration: *1 rd/lvl* Saving Throw: *Neg.*
Area of Effect: *Special*

Emyar's Armor Lock freezes metallic armor in its place, reducing movement to 3", eliminating dexterity bonus to AC, and making all attacks by the armored victim -4 to hit. When the magic user is 10th level or higher she may also attempt to crush the victim. The victim must make a BB/LG roll; if the roll is failed, the victim cannot move and takes 1-8 HP of damage. In addition, armor must save versus crushing blow or be destroyed. The material component of this spell is a lodestone and a small metal plate. The command phrase for this spell is "fém zár", and the somatic component involves the caster holding the metal plate and hitting it three times with a fist clenched around the lodestone.

Foggenbottom's Firm Rejoinder

Level: *Magic user 3* Components: V,S,M
Range: *1" per level* Casting Time: *3 seg*
Duration: *1 rd/lvl* Saving Throw: *None*
Area of Effect: *1 creature*

Foggenbottom's Rejoinder produces a burst of magnetic force that can have a variety of effects. The burst is targeted with a standard to hit roll, adding the caster's RAA to the "to hit" roll (and to the initiative roll) as with any other missile attack. In addition, add +1 "to hit" for every 2 levels of experience. On a successful attack, the caster may:

1. Disarm an opponent with a metal weapon (to hit number suffices)
2. Trip a charging armored opponent (to hit number must exceed required number by 2)
3. Knock over an armored opponent (to hit number must exceed required number by 4)

For example, a 5th level magic user (+2) with a 16 dexterity (+1) who rolls a 15 to hit would be able to disarm an opponent of AC 3, trip a charging opponent of AC 5 and knock over an opponent of AC 7. The magic user may try any of these actions once per round for the duration of the spell. The material component of this spell is a mailed glove dipped in candle wax made from rust monster bones, the glove must be worn and swung in a slapping motion, while shouting the word "ütés".

Konkarrin's Iron Shield

Level: *Magic user 3* Components: V,S,M
Range: *Self* Casting Time: 3 seg
Duration: *2 rds/lvl* Saving Throw: *Spec.*
Area of Effect: *1" x 1" radius sphere*

Konkarrin's Iron Shield creates a protective sphere of magnetism around the magic user that repels metallic substances. The shield nullifies the effects of a shocking grasp spell and halves the damage of a lightning bolt or any other electrical spell. If a saving throw is made versus electrical attack, the attack can be reversed on to its sender (a save is still possible for the victim). With respect to any hand-hurled missiles (axes, darts, javelins, spears, etc.) with metal in them, the sphere provides AC 0 to the magic user. With respect to small device-propelled missiles (arrows, bolts, bullets, sling stones, etc.) with metal it provides AC 1, and against all other forms of attack with metal involved it provides AC 2. Attacks by metal creatures (e.g. iron golems) are at -4 to hit. The material component of this spell is a diamond worth 100 gp which is held tightly in the hand while speaking the words "vas pajzs", the diamond disappears when the spell duration is over.

Majnar's Metallic Sympathy

Level: *Magic user 3* Components: V,S,M
Range: *1" per level* Casting Time: 3 seg
Duration: *1 rd/lvl* Saving Throw: *Neg.*
Area of Effect: *1" radius circle*

When the metallic sympathy is cast all victims in the area of effect must make a saving throw, and all those who fail will find their metal weapons ripped out of their hands and attracted to the nearest metal surface. Victims wearing metallic armor must make a second saving throw to avoid being immediately drawn to other armored figures in the AOE or to the nearest metallic surface, whichever is closer. Lightly metal-armored victims in the AOE save against being drawn together at -2; heavily metal-armored victims at -4. Armored

opponents take 1-4 hp of damage each upon collision; armored targets that hit a metallic surface take 1-6 damage. Removing a weapon or armor from a metal surface requires a successful BB/LG roll; one can be made every round. Magnetized opponents stuck to each other or to a metallic surface lose their dexterity bonus to AC. The material component of this spell is a piece of lodestone which is held high while speaking the words "fém hozzám".

The Ring of Damaraan

Level: *Magic user 3* Components: V,S,M
Range: *0* Casting Time: 3 seg
Duration: *1 rd/2 lvls* Saving Throw: *Neg.*
Area of Effect: *½" radius circle*

The Ring of Damaraan surrounds the caster with a powerful magnetic field. All attacks with metallic weapons (or weapons with metallic components) in the A.O.E. are at -1 and force the weapon-wielder to save versus breath weapon. For melee weapons, the wielder's strength-damage modifier is applied as a bonus to the save. If the save fails, the weapon is snapped up by the magnetic field to whirl around the caster at a 5' radius (each weapon is oriented so that the caster will not be struck). For every weapon captured by the spell, the caster's AC drops by 1 and targets that attempt to get through the ring take 2 hp damage. The material component of this spell is a lodestone carved into a ring. For the duration of the spell, the ring must be worn and the words "ring vas" softly chanted.

The Terrifying Torsional Talon

Level: *Magic user 3* Components: V,S,M
Range: *1" per level* Casting Time: 3 seg
Duration: *1 rd/3 lvls* Saving Throw: *Neg.*
Area of Effect: *1 ft³ of metal/level*

The Terrifying Torsional Talon allows the magic user to emit a pure beam of magnetic force that can be used in a variety of ways:

Crush opponents in metal armor (takes 1 round): armor must roll a save versus crushing blow. If it succeeds, the spell does 2 hp damage; if it fails, the spell does 2 hp of damage per level of caster.

Pull off metal armor components (takes 1 round): the magic user can target one piece of armor (e.g. an arm, a leg, the breastplate etc.). On a failed save, the victim's armor piece is removed, giving him a 1 point AC penalty.

Throw metal armored opponents (takes 1 round): on a failed save, the victim is thrown

up to 1" per level of the caster, and takes 1-6 damage on landing. The maximum weight of the victim is 500 gp per level.

Disarm opponents carrying metal weapons (takes 1 round): on a failed save, the victim can be disarmed, and his weapon thrown up to 10" per level distant.

If the target fails its save the caster can pick another opponent and, with a successful "to hit" roll, pull the two together. . They both take 1-4 damage from impact and then both victims are magnetically linked and will stay together until the spell wears off, unless either rolls a successful BBLG – takes 1 round

Take down a Wall of Iron (takes 2 rounds): roll as per dispel magic (base 50%: +5% per level of caster above target; - 2% per level of target above caster) to succeed.

The material component of this spell is a lodestone (not consumed in casting) carved into the shape of a pair of brass knuckles. The magic-user emulates the desired effect, while speaking the words "mágneses mező".

Tor Kan's Baleful Syphon

Level: *Magic user 4* Components: V,S,M
Range: *2" per level* Casting Time: *4 seg*
Duration: *1 rd/lvl* Saving Throw: *Spec.*
Area of Effect: *1" radius sphere per level*

The Baleful Syphon temporarily drains the energy from magical weapons and armor, reducing them to mundane items for the duration of the spell. All magic items save versus disintegration (with their bonuses applied to the saving throw). Those that fail lose their bonuses and these are transferred to the spell caster as magical energy. This energy can be redirected into the form of a lightning bolt. The bolt has a number of forks equal to the cumulative plusses of all the magic weapons/armor, limited to a number of forks equal to the Magic User's level. Each fork does 1-4 hp damage, and the magical plusses of the items are divided up amongst the forks in any way desired to create bonus damage. For example, a 9th level MU casts the spell and there are 14 plusses of magic weapon/armor from items that fail their saves. He can make one bolt with a maximum of 9 forks; one fork could have +6 to damage, and the remaining could have +1 each etc. Any victim hit by a fork can save for half damage. The material components of the spell are a diamond and a sapphire, each of at least 50 gp value. Both are held together while reciting the words of the spell, "mágikus villám"

Umememar's Ferrous Manipulation

Level: *Magic user 4* Components: V,S,M
Range: *1" per level* Casting Time: *4 seg*
Duration: *1 rd/lvl* Saving Throw: *Spec.*
Area of Effect: *Special*

Umememar's signature spell allows the MU to control creatures made of (or partially made of) metal. Percentage chance of control is determined by magic-user level and creature type:

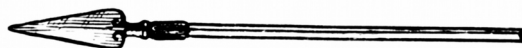
Iron golems - 70% + 1% per level
Earth elementals - 50% + 1% per level
Xaren/Xorn - 40% + 1% per level
Rust monsters - 30% + 1% per level
Azer - 30% + 1% per level

Control lasts for 1 round per level. The creature can be made to do whatever the caster desires, but all directed attacks by the controlled creature are at -2 to hit. The material components of this spell are a small piece of lodestone and a piece of metal from a pair of shackles. Both are held while speaking the words of the spell, "vas katona".

Emyar's Collective Disarmament

Level: *Magic user 5* Components: V,S,M
Range: *1" per level* Casting Time: *5 seg*
Duration: *1 rd/lvl* Saving Throw: *Neg.*
Area of Effect: *½"x ½"x½" circle per level*

When Emyar's spell is cast, each victim in the area of effect must save versus spells or have a randomly-determined metallic weapon (or shield) ripped from his hand. If no weapons are being held, a randomly determined metallic item on the victim's person will be taken. The metallic objects are drawn into a floating sphere 20' above the magic user's head. Thereafter, the magic user can try an additional time every 2 rounds the spell is active to collect weapons (necessitating additional saving throws). Any time before the spell duration ends, the magic user can take the collected magnetized weapon sphere and cast it as far as the range of the spell. If used as a weapon, the sphere requires a "to hit" roll from the magic-user (with all appropriate RAA modifiers and range modifiers for a missile weapon) and does 1 hp of damage per weapon contained in the sphere. The material component of this spell is a lodestone and a pair of silver daggers. These are held together in a bag while speaking the words "Minden harc megáll".



Morrengoth's Master of Arms

Level: *Magic user 5* Components: *V,S,M*
Range: *1/2" per level* Casting Time: *5 seg*
Duration: *1 rd/1vl* Saving Throw: *Spec.*
Area of Effect: *1/2" radius circle + 1/2" per level*

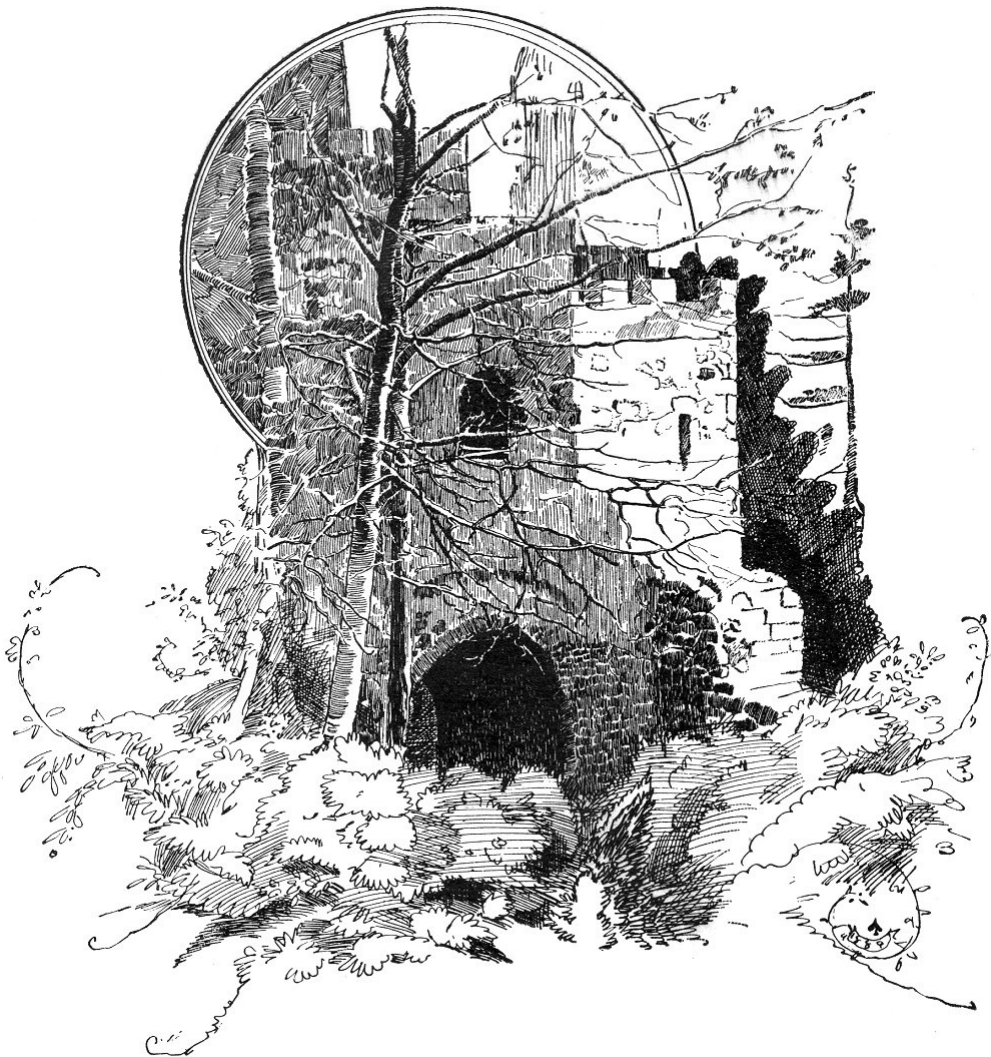
Morrengoth's Master of Arms allows the caster to use magnetic force to manipulate armor in two ways:

1. If the armor is empty, the magic user can animate it to attack, no save required. The animated armor has a THACO equal to the caster, and 1 hp per level of the caster. The animated armor has an AC equal to the base AC of the armor (e.g. leather is AC 8) plus 2 (2 points worse, so leather would be AC 10 if animated). The animated armor gets one attack per round, and does 1 to (8 - base armor AC) points of damage. For

example, a suit of chain mail would do 1-(8-5) or 1-3 hp of damage per hit. The caster may animate 1 suit of armor for every 2 levels of experience.

2. If the armor is being worn and a target within the area of effect fails its saving throw, the magic user may use the spell to interfere with the wearer's movement; this means a 1 point AC penalty and a -1 to hit for every 3 levels of experience of the caster. 1 target may be affected per 3 levels of experience of the caster.

The material component for this spell is a custom-made, small metal model of a suit of armor (at least 100 gp value; not consumed in the casting). The magic user holds the model above his head while chanting the words, "mestere a fegyverek".



Monsters of All Sizes

Monster Rescaling for Advanced Dungeons & Dragons

by R. N. Bailey

Monster statistics listed in the Advanced Dungeons & Dragons monster manuals typically represent average specimens. Sometimes, however, there comes a need for monsters that are weaker or tougher than the norm.

The question is, "How do you make a monster more, or less powerful?" Monsters do not have levels like player characters, so how would one do that? Do you just add or take away a few Hit Dice? Do you increase its Armor Class to make it tougher? The rules for 1st and 2nd edition say little about changing the power of a monster. This system presents a concise, logical system to increase or decrease a monster's power in 1st edition or 2nd edition Advanced Dungeons & Dragons so as to give a greater depth to standard monsters and to give players a few surprises.

The Basics of Monster Rescaling

Most monsters can have their scores and abilities increased or decreased as a Dungeon Master sees fit. This might be for smaller or younger specimens of a particular creature, or older, more powerful specimens. This also allows the DM to rescale weaker monsters for higher-level dungeons, and vice-versa.

However, some monsters cannot or should not be rescaled in power. Any monster that normally has scaled powers, such as dragons in 2nd edition, should not use this system. Obviously, unique creatures should not be rescaled (no juiced-up tarrasques please). The DM should read over the monster description and based on the nature of the monster determine whether or not would be a good candidate for rescaling. Non-player character humans and demi-humans should rarely be rescaled upwards. Player characters should never be rescaled.

The following presents a simple step-by-step process for increasing or decreasing the power of monsters.

TABLE 1: RESCALED HIT DICE

Power Steps	Original Hit Dice									
	< 1-1 HD	1-1	1	2	3	4	5	6-9	10-15	16+
-5 Steps	-3 hp*	1 hp	1-2 hp	1-3 hp	1-4 hp	2-5 hp	1-1 HD	-5 HD	-6 HD	-8 HD
-4 Steps	-2 hp*	1-2 hp	1-3 hp	1-4 hp	2-5 hp	1-1 HD	1 HD	-4 HD	-4 HD	-5 HD
-3 Steps	-1 hp*	1-4 hp	1-4 hp	2-5 hp	1-1 HD	1 HD	2 HD	-3 HD	-3 HD	-3 HD
-2 Steps	same	2-5 hp	2-5 hp	1-1 HD	1 HD	2 HD	3 HD	-2 HD	-2 HD	-2 HD
-1 Step	same	same	1-1 HD	1 HD	2 HD	3 HD	4 HD	-1 HD	-1 HD	-1 HD
+1 Step	1-1 HD	1 HD	1½ HD	3 HD	4 HD	5 HD	6 HD	+1 HD	+1 HD	+2 HD
+2 Steps	1 HD	1½ HD	2½ HD	4 HD	5 HD	6 HD	7 HD	+2 HD	+3 HD	+4 HD
+3 Steps	1½ HD	2½ HD	3½ HD	5 HD	6 HD	7 HD	8 HD	+4 HD	+5 HD	+6 HD
+4 Steps	2½ HD	3½ HD	4½ HD	6 HD	7 HD	8 HD	9 HD	+6 HD	+7 HD	+8 HD
+5 Steps	3½ HD	4½ HD	5½ HD	7 HD	8 HD	9 HD	10 HD	+8 HD	+10 HD	+12 HD

*Monsters cannot have less than 1 hp.

1. Power Step Change: First, you must choose how powerful you want the monster compared to its original size and power. Monsters can increase or decrease up to five steps in power from their original Hit Dice. You will find the steps listed under the heading "Power Steps" on the TABLE 1: RESCALED HIT DICE above. Changes proportionally affect Hit Dice, Armor Class, damage dice inflicted, Strength score, the power of special abilities, and, in some cases, the monster's actual size.

-5 Steps: Very young specimens (newborn or hatching); alternately, could be extremely old and/or infirm adults.

-4 Steps: Young specimens, toddlers, old or infirm adults.

-3 Steps: Young juveniles, weaker adults.

-2 Steps: Larger juveniles, very small adults.

-1 Step: Females (many monsters have smaller females, but not all), small/weak adults, or near adult juveniles.

+1 Step: Slightly more powerful adults (e.g. sub-leader types).

+2 Steps: Powerful adults, leader types or champions.

+3 Steps: More powerful adults, older specimens, chieftains.

+4 Steps: Very powerful/older adults, superior specimens.

+5 Steps: Extraordinarily powerful adults, super-heroic specimens, or rare advanced monsters.

2. Hit Dice Change: A monster gains or loses Hit Dice with each step it increases or decreases. Find the column that matches the monster's original Hit Dice on TABLE 1: RESCALED HIT DICE and then cross-reference that with the power step you selected. Any entry without a "+" or "-" indicates the monster's new Hit Dice or hit point range. Numbers listed with "+" or "-" indicate how many Hit Dice are added or subtracted from the original Hit Dice. Thus, a 16+ Hit Dice monster that moves +5 steps picks up 12 extra HD.

3. Size Change: An increase or decrease in steps may equate to a change in a monster's size. Whether or not this happens is wholly dependent on the nature of the monster and, to a lesser extent, the whim of the Dungeon Master.

Typically, monsters of semi-intelligence or less (4 or less) will increase in size for each step they move. These include (but are not limited to) most mammals, fishes, insects, spiders, snakes, dinosaurs, jelly/oozes/slimes, plants and fungus, other animal-like monsters (anhhkeg, muckdweller, etc.), fantastic monsters (bulette, chimera, manticore, roper, yeti, etc.), elementals and elemental-kin, and in rare cases some undead, demons, slaad, or other similar creatures.

Some monsters will increase in power but not increase in size. These include most bipeds, those relatively human-like in appearance, and/or monsters of higher intelligence. These monsters will generally increase a maximum of +25% in total size regardless of how many steps they increase in power. These types of monsters can decrease in size proportionally to how many steps they move down (to account for younger or weaker specimens).

Each step changes the monster's size by a percentage proportion of its original size. Numbers listed under the "Size Change" column on TABLE 2: Size Proportion Change Reference indicate the percentage change in the monster's original height/size. Note that no creature can minimize smaller than 1/4" in size.

As an example of a monster changing in size, let's say a 10' long crocodile (normally Size Rating Large) is rescaled to move up three power steps. This increases its size by 100%, or 20' long.

TABLE 2: Size Proportion Change Reference

Power Steps	Size Change	1"	6"	1'	2'	5'
-5 Steps	-75%	1/4"	1 1/2"	3"	6"	15"
-4 Steps	-50%	1/2"	3"	6"	12"	30"
-3 Steps	-25%	3/4"	4 1/2"	9"	18"	45"
-2 Steps	-15%	1"	5"	10"	20"	51"
-1 Step	-	-	-	-	-	-
+1 Step	+25%	1 1/4"	7 1/2"	15"	30"	76"
+2 Steps	+50%	1 1/2"	9"	18"	36"	90"
+3 Steps	+100%	2"	12"	24"	48"	120"
+4 Steps	+150%	2 1/2"	15"	30"	60"	150"
+5 Steps	+200%	3"	18"	36"	72"	180"

TABLE 2: Size Proportion Change Reference gives the DM a quick method for figuring the exact size of a monster. The numbers in inches and feet across the top indicate a monster's original size. Only 1", 6", 1', 2', and 5' size increments are listed. With this list the DM should be able to figure out a rescaled creature's new height/size by cross-referencing its original size with the number of power steps changed.

As an example, for a 7 1/2' tall monster that increases two steps, the DM first selects the 5', 2' and 6" inch columns (roughly equates to 7 1/2'). He then looks in the "+2 Steps" row, takes the numbers in each of those three columns, and adds them together to find the monster's new size. This monster would end up being 7'6" + 3' + 9" = 135 inches tall, or 11'3". That is a 50% increase for a 7 1/2' tall monster.

TABLE 3: RESCALED ABILITIES

Power Steps	STR	AC	INT	Special Ability Modifier
-5 Steps	-5	-5	two lower	-4
-4 Steps	-4	-4	next lowest	-3
-3 Steps	-3	-3	next lowest	-2
-2 Steps	-2	-2	same	-1
-1 Step	-1	-1	same	same
+1 Step	+1	+1	same	same
+2 Steps	+2	+2	same	+1
+3 Steps	+3	+3	next highest	+2
+4 Steps	+4	+4	next highest	+3
+5 Steps	+6	+6	two higher	+4

4. Strength Change: The "STR" column on TABLE 3: RESCALED ABILITIES indicates change in a rescaled monster's Strength score. Increase or decrease the monster's Strength by the amount listed. If a monster does not have a Strength score listed in its description, ignore this step.

5. Armor Class Change: The "AC" column on TABLE 3: RESCALED ABILITIES indicates change in a rescaled monster's Armor Class. Increase or decrease the monster's AC by the amount listed.

6. Intelligence Change: Weaker or more advanced specimens of a monster may also change in their base racial intelligence rating. However, this is wholly optional; the DM should only change intelligence if it is deemed cogent to the monster type and the context it is used.

Listings of "same" under the "INT Change" column on the TABLE 3: RESCALED ABILITIES indicate no change for the indicated power step; "next highest/lowest" and "two higher/lower" on the table indicate a change in intelligence category cf. "EXPLANATORY NOTES" section under the heading "INTELLIGENCE" in the monster manuals. Thus, a monster with an "average" intelligence rating that moves to the next highest category would have a new rating of "very".

7. Special Ability Modifier: The numbers listed under the "Special Ability Modifier" column on the TABLE 3: RESCALED ABILITIES indicate change to the power of the rescaled monster's special or innate abilities. Increase or decrease each of the monster's special abilities by the amount listed. However, since there are many widely differing special abilities, the DM must use his own good judgment to determine what and how a particular special ability is rescaled. As a rule, the Special Ability Modifier is an increase or decrease of +/- 1 or +/- 5%, whichever applies best to the particular situation. This should apply to duration, saving throw, number of creatures affected, and how frequently the ability can be used.

Frequency of Use: This is the number of times a monster can use an ability in a given period of time, e.g. once per day or three times per week. Adjust the time category by using the "Special Ability Modifier" column on TABLE 3: RESCALED ABILITIES. Each "+" or "-" changes the time frequency category by one step: rounds become turns, turns become hours, hours become days, days become weeks, and so forth. Thus, when moved +1 step, a monster with an ability useable once per week can now use the ability once per day.

Damage: If the special ability causes damage, use the TABLE 4: RESCALED DIE DAMAGE (located in the next section) to rescale the damage base inflicted.

Do not rescale damage caused by spell-like abilities, such as damage from a fireball spell (see below for details).

Spell-casting Ability: Monsters that cast spells as a magic-user or cleric of a certain level will have this ability rescaled in proportion to the number of steps moved. Thus, a guardian naga has the spell-casting

ability of a 6th level cleric. Moved up three steps, it will have the spell-casting ability of an 8th level cleric.

Spell-like Abilities: These innate powers mimic magic-user or cleric spells of the same name. The monster will cast these at a level equal to its new Hit Dice unless it normally casts a spell at a much higher or lower level. In these cases, use the modified number to find the monster's new casting level.

For example, most devils use their innate spell-like abilities at a level equal to their Hit Dice. In this case, rescale the casting level to the new Hit Dice. However, a Styx devil has 11 Hit Dice but uses its imprisonment ability as if cast by a 22nd level caster. In this case, the caster level would move up or down based on its rescaled step. Therefore, a +5 step Styx devil would use this ability at 26th level (+4 modifier).

Non-Spell-like Powers: This is a broad category that covers many widely different abilities, such as gaze attacks, energy drain, ability score drain, breath weapons, sleep-causing attacks, poison (damage-causing; for death-causing poison see below), paralysis, constriction, and physical and weapon immunities/reduction. Use these general guidelines when adjusting these abilities:

Damage: For damage causing abilities, rescale the base die damage using TABLE 4: RESCALED DIE DAMAGE.

Duration: Adjust the duration of the ability in proportion to the number of steps moved based on the "Special Ability Modifier" number located on TABLE 3: RESCALED ABILITIES. If the duration is a variable range, such as a victim is paralyzed for 1d6 rounds, increase the die base on the TABLE 4: RESCALED DIE DAMAGE. If times goes by rounds or turns, increase or decrease the number by +1 or -1 based on the number of steps moved.

Saving Throw: Adjust any saving throws by the number listed under the "Special Ability Modifier" on TABLE 3: RESCALED ABILITIES.

Undead Turning: Adjust the undead's position on the "Type of Undead" column on Table III "Matrix for Clerics Affecting Undead" (DMG, p.75) by its "Special Ability Modifier" on Table 3 "Rescaled Abilities". Example: a wraith decreased by two steps in power would have a special ability modifier of -1, and would thus move one step down on the "Type of Undead" column in the DMG to be turned as if it were a ghost.

Death-Causing Powers: For special abilities that slay victims outright (such as a death gaze from a Bodak, groan from a banshee, or poison that causes death [not damage]), increase or decrease the save modifier, as noted above under the "Saving Throw" heading.

8. Scaled Die Damage: Finally, each step moved will reflect an increase or decrease in base die damage for physical attacks, including monsters that use melee or missile weapons. The monster's base die damage should be rescaled regardless of whether or

not its actual size has changed. Altered damage is a proportional reflection of a change in the monster's overall power and prowess in combat.

On the table below, cross-reference the monster's base damage die with its new power step. This indicates its new base damage die. Attacks that use multiple dice for damage should increase all dice. For example, an owlbear that moves up three steps increases its claw damage from 2d6 to 2d12.

TABLE 4: Rescaled Die Damage

Base Dmg	-5 Step	-4 Step	-3 Step	-2 Step	-1 Step	+1 Step	+2 Step	+3 Step	+4 Step	+5 Step
1	0	0	1	1	1	1-2	1-3	1-4	2-5	1-6
1-2	0	1	1	1	1	1-3	1-4	2-5	1-6	1-8
1-3	1	1	1	1	1-2	1-4	2-5	1-6	1-8	1-10
1-4	1	1	1	1-2	1-3	2-5	1-6	1-8	1-10	1-12
1-6	1	1-2	1-3	1-4	2-5	1-8	1-10	1-12	2-16	2-20
1-8	1-2	1-3	1-4	2-5	1-6	1-10	1-12	2-16	2-20	2-24
1-10	1-3	1-4	2-5	1-6	1-8	1-12	2-16	2-20	2-24	3-30
1-12	1-4	2-5	1-6	1-8	1-10	2-16	2-20	2-24	3-30	3-36

9. Move Change: Any time a monster changes Size Rating, its base Move can change as well. The table below is a quick reference for altering the base Move of a creature. First, check under the "Original Size Rating" column, then across to the "New Size Rating". The listing indicates the change in base Move percentages. Round up any fractions to the nearest whole number. Therefore, a Tiny creature readjusted to a Huge creature would have its base Move increased by 100%.

TABLE 5: MOVE CHANGE BASED ON NEW SIZE

New Size Rating	Original Size Rating						
	T	S	M	L	H	G	G +100% G + 200%
T=tiny (2' tall or less)	same	+25%	+50%	+75%	+100%	+150%	+200%
S=smaller than typical human (2'+ to 4')	-25%	same	+25%	+50%	+75%	+100%	+150%
M=man-sized (4'+ to 7')	-50%	-25%	same	+25%	+50%	+75%	+100%
L=larger than man-sized (7'+ to 12')	-75%	-50%	-25%	same	+25%	+50%	+75%
H=huge (12'+ to 25')	-75%	-75%	-50%	-25%	same	+25%	+50%
G=gargantuan (25'+)	-75%	-75%	-75%	-50%	-25%	same	+25%

Note on Size Ratings: The Size Rating classifications listed on this table are drawn from 2nd edition Advanced Dungeons & Dragons. For those 1st edition users, simply ignore the Tiny, Huge, and Gargantuan ratings but retain the size breakdowns as listed in each category as it relates to the change in its base Move.

A Few Examples of Monster Rescaling: Listed below are a few examples of the monster rescaling process in action.

Zombies: A DM is creating an adventure for a character party of that is on average 5th level. He wants it to feature zombies, many zombies. Normal zombies are just fodder chumps for this adventuring group. Furthermore, 5th level clerics automatically turn zombies. He could simply throw horde after horde of zombies after the party, but

this would simply not make sense within the context of the adventure. Instead, the DM decides to make tougher zombies by increasing their power by 1 step.

Size & Movement: Since these are zombies created from humans, they will not increase to the next Size Rating or movement.

Hit Dice: Since normal zombies have 2 Hit Dice they pick up an additional dice, giving them a total of 3.

Damage: An increase of 1 step makes their physical attacks inflict 1d10 instead of the normal 1d8.

Armor Class: The zombies Armor Class also increases by 1 to give them AC 7.

Special Abilities: Zombies really do not possess any special abilities other than that

bestowed by undead status. Since they have only increased in power by one step, they are still turned as zombies.

Spirit Nagas: In this same adventure the DM wants the party to go up against spirit nagas. At 11 Hit Dice, adult types of this monster might be a little tough for the party. The DM decides to make two or three younger spirit nagas for the party to fight. He decides to drop them 3 steps in power.

Size & Movement: The nagas' 15' size is reduced by 25% to 11' long and drops their Size Rating to Large. A change in Size Rating also drops their Move base by 25% from 12 to 9.

Hit Dice: A 3 step decrease reduces their Hit Dice from 11 to 8.

Damage: Bite damage drops to 1.

Armor Class: Armor Class drops to AC 7

Special Abilities: The nagas' special abilities drop in power by 2 steps. In the case of the poisonous bite and the charming gaze, victims will receive a +2 bonus to saving throws versus those effects. The spell-casting ability as a magic-user and cleric is reduced by 2 levels each, making them 3rd level and 2nd level casters respectively.

Red Dragons (First Edition): Using this system a Dungeon Master can rescale dragons, making them far tougher than listed under normal 1st edition AD&D rules. No more weakling dragons the players can thrash in a couple of rounds. Now an ancient red dragon will make them quake in their boots.

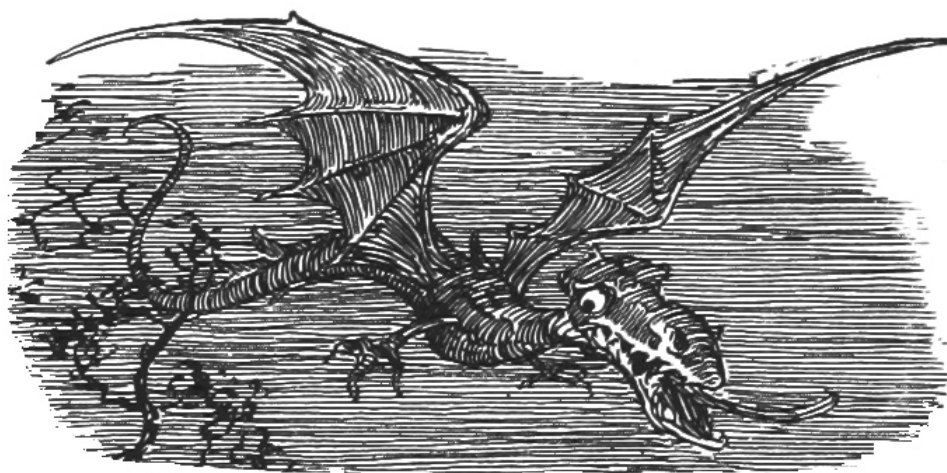
In this case, the DM would have to drop the standard scaling method detailed under the MONSTER MANUAL entry for "Dragon". The "hit points per die" method normally used with dragons is dropped, as it is too difficult to work within the context of this system. Instead, dragons have a Hit Dice that is scaled by their growth stage.

The column titled "normal" on the red dragon example below indicates the midpoint for the dragon's Hit Dice listed in the MONSTER MANUAL. A red dragon normally has 9 to 11 Hit Dice. We can take the midpoint Hit Dice—10 in this case—as the starting point for rescaling. For the sake of meshing with this system, there are now eleven growth stages.

Hit points are rolled as per standard monsters, i.e. 1d8 per Hit Die. The dragon's breath weapon inflicts damage equal to its current hit points as normal.

The Rescaled First Edition Red Dragon

	-5 Step	-4 Step	-3 Step	-2 Step	-1 Step	Normal	+1 Step	+2 Step	+3 Step	+4 Step	+5 Step
Growth Stage	Hatchling	Very young	Young	Sub-adult	Young adult	Adult	Mature adult	Old	Very old	Venerable	Ancient
AC	4	3	2	1	0	-1	-2	-3	-4	-5	-7
Move	6/18	6/18	9/24	9/24	9/24	9/24	12/30	12/30	12/30	12/30	12/30
HD	4	6	7	8	9	10	11	13	15	17	20
Claw	1-2/1-2	1-3/1-3	1-4/1-4	2-5/2-5	1-6/1-6	1-8/1-8	1-10/1-10	1-12/1-12	2-16/2-16	2-20/2-20	2-24/2-24
Bite	3-9	3-12	6-15	3-18	3-24	3-30	3-36	6-48	6-60	6-72	9-90
Size	12'	24'	36'	40'	48'	48'	60'	72'	96'	120'	144'



The Wizard's Laboratory

by Marco

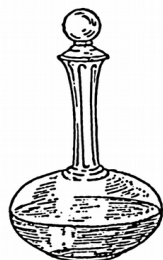
The image of a wizard's or alchemist's workroom with its mysterious paraphernalia is iconic in DUNGEONS AND DRAGONS. When the DM needs to describe such a laboratory, DUNGEON MASTERS GUIDE Appendix I is of great service. What is lacking, however, is a guide to the weird, fantastic substances that might be in the flasks, retorts, bottles, vials, cups, urns, jars, amphorae, vases, beakers, and so on, found therein. If players want to experiment with the containers, Appendices I and K only give physical descriptions of the contents. What follows are 100 types of things that might be found in a container in a wizard's lab, intended to complement the tables in the DUNGEON MASTERS GUIDE. Note that this catalog has redundancies, with some items turning up under different entries. While this list can be used to randomly generate the contents of containers, it should be done cautiously, for too many magic items or excessively dangerous effects can turn up this way. This list may be better used as a source of ideas. Abbreviations for reference books are below:

DMG	Dungeon Masters Guide
PH	Players Handbook
UA	Unearthed Arcana
MM1	Monster Manual
MM2	Monster Manual II
FF	Fiend Folio
DDG	Deities & Demigods (1st printing only)
LL	Legends & Lore (and later DDG printings)
OA	Oriental Adventures
GA	Greyhawk Adventures
DLA	Dragonlance Adventures
DSG	Dungeoneer's Survival Guide
WSG	Wilderness Survival Guide
MP	Manual of the Planes

01 ALCOHOLIC BEVERAGE

roll d12:

- 1 beer
- 2 mead
- 3 hard cider
- 4 wine, white (1-20 gp)
- 5 wine, red (1-100 gp)
- 6 brandy (20-200 gp)
- 7 whiskey (10-60 gp)
- 8 rum (10-60 gp)
- 9 liqueur (5-40 gp)
- 10 absinthe (10-80 gp; save vs. poison at +2 or experience mild hallucinations)
- 11 pure alcohol (if ignited, explodes for 3-18 damage to all within 5'; save vs. wands for ½)
- 12 **wine of drunkenness** (single sip causes great intoxication with no save; drinker



is comatose on 2nd sip; see DMG pages 82-83)

02 BAUBLE, MAGIC

80% likely to be camouflaged among 4-24 similar beads, marbles, pearls (worth 100 gp), cubes, scarabs, prisms, etc.; roll d20:

- 1 **pearl of the ebbing tide** (OA)
- 2 **pearl of power** (any possible, including cursed variant)
- 3 **pearl of protection from fire** (OA)
- 4 **pearl of the rising tide** (OA)
- 5 **pearl of the sirines**
- 6 **pearl of wisdom** (cursed variant is also possible)
- 7 **cube of force**
- 8 **cube of frost resistance**
- 9 **cubic gate**
- 10 **Daern's instant fortress**
- 11 **figurine of wondrous power (ebony fly)**
- 12 **iron bands of Bilarro**
- 13 **lens of ultravision**
- 14 **prism of Greyhawk** (GA)
- 15 **scarab of death**
- 16 **scarab of enraging enemies**
- 17 **scarab of insanity**
- 18 **scarab of protection** (either cursed variant is also possible)
- 19 **scarab versus golems** (any possible)
- 20 pellet missile (roll d6)
 - 1 **sling bullet +1**
 - 2 **sling bullet +2**
 - 3 **sling bullet +3**
 - 4 **sling bullet of impact**
 - 5 **bead of force**
 - 6 sphere from a **necklace of missiles** (any possible)

03 BEADS

hundreds of beads of all colors and sizes, made of mundane materials (glass, wood, bone, metal, coral, shell, clay, stone, etc.)

04 BEANS, MAGIC

3-12 **beans** from a **bag of beans**; see DRAGON #171, "101 Surprises in a Bag of Beans" for ideas

05 BLOOD

may be from any creature; 60% likely to be clotted into a hardened or gelatinous mess; 35% likely to be treated with a substance that keeps blood fresh and fluid; 5% chance of special blood (roll d4)

- 1 fire Drake blood (covered by a layer of water)
- 2 medusa blood (save vs. poison or die if touched; die without save if imbibed; an article of clothing dipped in blood acquires the properties of a **cloak of poisonousness**)
- 3 tarrasque blood

- 4 viscous maroon mass that attacks (HD 1, D 1-4, otherwise as ochre jelly per MM1)

06 BODY PARTS, EXOTIC

roll d12 (consult monster entries in MM1, MM2, or FF):

- 1 fire beetle luminescent glands
- 2 firefriend abdomens
- 3 eyes (up to DM if there are residual special properties; roll d10)
 - 1 beholder (beholder, spectator, eye of the deep, gorbel)
 - 2 charming (floating eye, spirit naga, umber hulk, yeti, charonadaemon, ultrodaemon)
 - 3 petrifying (basilisk, greater basilisk, medusa, greater medusa, dracolisk)
 - 4 deadly (catoblepas, sea hag, bodak, pyrolisk)
 - 5 glowing (blindheim, eye killer, opinicus)
 - 6 frost man
 - 7 boalisk
 - 8 retriever
 - 9 babau
 - 10 phoenix (1-4; 5,000 gp each)
- 4 forester's bane berries
- 5 horns (in open vase or urn; roll d6)
 - 1 al-mi'raj horns
 - 2 hollyphant tusks
 - 3 unicorn horn (1-2)
 - 4 ki-rin horn (1-2)
 - 5 horned devil horn (1-4)
 - 6 tarrasque horn (1-2)
- 6 imorph livers
- 7 violet fungus branches
- 8 retch plant fruits (1-3; in large container)
- 9 gloomwing mandibles (1-4 sets of 4; 25 gp per mandible)
- 10 tenebrous worm bristles
- 11 phoenix talons (1-4; 5,000 gp each)
- 12 vampire tree leaves (see DDG, "Melnilbonéan Mythos")

07 BONES

roll d10:

- 1 3-18 bones or fragments; any source possible
- 2 1-6 petrified bones/fossils
- 3 2-7 pieces of fine ivory (10 gp each)
- 4 powdered bone; any source possible
- 5 1-6 small animal skulls (birds, cats, dogs, fish, mice, rabbits, rats, etc.)
- 6 1-6 whole bones covered with carved or painted runes
- 7 5-40 teeth/fangs; any source

possible; 5% likely to be magical teeth: if spread on dirt, a like number of skeletons (60%) or berserkers (40%) spring up to serve the planter for 6 hours

- 8 2-12 fangs from vampires, pënnangalans, or jiki-ketsu-gaki (see OA)
- 9 bone devil tail spines (1-3)
- 10 tiny animated skeleton (bird, mouse, rabbit, squirrel, etc.; HD ¼, D 1-2, otherwise per MM2, "Skeleton, Animal")

08 BRAIN

large glass flask of liquid in which is suspended a whole brain; roll d6:

- 1 pickled dead brain (any species possible)
- 2 living brain; **ESP** or **telepathy** reveals the brain is alive but hopelessly insane
- 3 psionic brain; 201-300 strength points; roll for attack and defense modes normally, but always has at least **mind blast**; roll for 4 minor and 2 major disciplines (level of mastery 4-16), disregarding any that are useless to a brain without a body; brain's species, alignment, history, personality, goals, etc., are up to DM
- 4 ustilagor (attacks by emotion projection or psionics)
- 5 intellect devourer (under effects of psionic **reduction**)
- 6 oriental dragon flight organ (from brains of most oriental dragons; radiates magic; ingredient for potions of **flying**)

09 BUGS

sealed container of insects, arachnids, or myriapods; 20% chance of being dead husks (in which case the number of bugs in container is tripled); roll d20:

- 1 20-200 ants (30% likely to be fire ants with very painful sting)
- 2 1-20 beetles (any type possible)
- 3 1-12 caterpillars (with small twigs with leaves; 25% chance there are also 1-6 cocoons)
- 4 1-10 centipedes
- 5 3-18 cockroaches
- 6 1-6 crickets
- 7 2-7 earwigs
- 8 2-8 fireflies (in transparent container)
- 9 5-30 fleas (diseased on a 5%)
- 10 3-18 flies (40% chance of also 5-40 maggots with bits of rotten meat)
- 11 1-3 hornets
- 12 4-16 lice (diseased on a 5%)

- 13 4-9 locusts or cicadas
- 14 3-12 mosquitoes (diseased on a 5%)
- 15 3-12 moths
- 16 praying mantis (on a twig)
- 17 1-8 scorpions (20% likely to be poisonous, requiring save vs. poison at +1 or take 1-6 damage and be incapacitated for 1-4 days)
- 18 1-4 spiders (10% likely to be poisonous, requiring save vs. poison at +2 or take 1-4 damage and be incapacitated for 1-3 days; container also filled with cobwebs)
- 19 2-7 ticks (diseased on a 5%)
- 20 1-4 wasps (with small nest)

10 BUGS, MAGIC

spell effects are triggered by opening or breaking container, which can be used as a missile; roll d8:

- 1 **creeping doom** (dissipates in 1 turn; moves in random direction)
- 2 **insect plague** (dissipates in 6 turns)
- 3 **scarab of death**
- 4 magic cocoons (3-18; silk spun from 1 cocoon can be used to fashion a magic cloak, robe, carpet, hat, rope, etc.)
- 5 magic moths (moths flutter out and coalesce into magic **symbol** after 1 round, then fall dead to the floor; any magic-user or cleric variant possible)
- 6 locust plague (huge swarm emerges and lays waste to 5-50 square miles of farmland)
- 7 monster (roll d12)
 - 1 4-24 cerebral parasites (flea-sized specks in glass container; if released attach themselves to nearest psionic being)
 - 2 1-2 huge centipedes
 - 3 giant centipede
 - 4 cifer (many more bugs than can fit in container swarm out to form monster)
 - 5 1-6 ear seekers (jar full of rotting wood bits; unless someone puts an ear against the contents for some reason, these will likely not harm openers)
 - 6 firefriend
 - 7 gaki (in fly form; see OA; roll d4)
 - 1 jiki-ketsu-gaki
 - 2 jiki-niku-gaki
 - 3 shikko-gaki
 - 4 shinen-gaki
 - 8 1-4 goldbugs

- 9 2-12 pernicons
- 10 large scorpion
- 11 large spider
- 12 giant tick (2 HD)
- 8 giant bug (single bug enlarges to giant version after being released; **dispel magic** restores creature to normal size; roll d20)
 - 1 ant, giant (70% worker, 30% warrior)
 - 2 ant lion, giant
 - 3 assassin bugs (a male and female)
 - 4 bee, giant (40% bumblebee, 50% worker honeybee, 10% warrior honeybee)
 - 5 beetle, giant (roll d8)
 - 1 bombardier beetle, giant
 - 2 boring beetle, giant
 - 3 death watch beetle
 - 4 fire beetle
 - 5 jishin mushi (OA)
 - 6 rhinoceros beetle, giant
 - 7 slicer beetle
 - 8 stag beetle, giant
 - 6 cave cricket
 - 7 dragonfly, giant
 - 8 firefriend
 - 9 fly, giant (50% bluebottle, 50% horsefly)
 - 10 gloomwing
 - 11 hornet, giant
 - 12 mantis, giant
 - 13 megalocentipede
 - 14 pedipalp, giant
 - 15 scorpion, giant
 - 16 solifugid, giant
 - 17 spider, giant
 - 18 termite, giant harvester (70% worker, 30% warrior)
 - 19 tick, giant
 - 20 wasp, giant

11 BUILDING SUPPLIES

large earthenware urn or amphora; roll d12:

- 1 cement/mortar
- 2 plaster/stucco
- 3 rolls of twine/cord
- 4 lacquer
- 5 nails
- 6 sand
- 7 gravel
- 8 lime
- 9 paint (any color possible) or whitewash
- 10 sawdust
- 11 small ceramic tiles
- 12 fixtures (4-24 loose brass, bronze, or iron fixtures; roll d12)

- 1 hinges
- 2 hooks
- 3 chain links
- 4 bolts
- 5 gears
- 6 ball bearings
- 7 strips
- 8 clasps
- 9 rods
- 10 rings
- 11 latches
- 12 disks

12 CHALK, COLORED

40% likely to be powdered (single random color); 60% chance of 3-12 multi-colored chunks; enough for 1-4 magical diagrams (see S4: THE LOST CAVERNS OF TSOJCANTH)

13 COBWEBS

30% chance of also housing a live spider; 4% chance of being enchanted for use in fashioning a **cloak of arachnidia** or **rope of entanglement**

14 CONDIMENTS

roll d12:

- 1 salt
- 2 sugar
- 3 molasses
- 4 honey
- 5 cocoa powder
- 6 garlic
- 7 lemon juice
- 8 vinegar
- 9 mustard
- 10 dried hot peppers
- 11 spices (1-100 gp for whole container)
- 12 herbs (see DMG Appendix J, pages 220-221)

15 CORROSIVE

liquid acid (50%) or base (50%); direct hit inflicts 4-16 HP, splash does 2-8 HP; if an acid and base are combined, mixture heats and bursts, doing 2-8 HP splash to all within 10'

16 COSMETICS

roll d12:

- 1 makeup (rouge, kohl, powder, etc.)
- 2 balm or unguent (10-60 gp for jar)
- 3 soap (25% chance of being scented, worth 2-20 gp for container)
- 4 perfume (5-100 gp for vial)
- 5 myrrh (1-20 gp for jar)
- 6 frankincense (1-10 gp for jar)
- 7 unguent from giant bee royal jelly (3,000-8,000 gp for jar; see MM2)
- 8 magic perfume (1-4 applications; behaves as **philter of love** for others; lasts 3-18 turns)

- 9 skunk or wolverine musk (10% likely to be giant skunk/wolverine musk; see MM1)
- 10 ambergris (2-40 gp to perfume-makers)
- 11 cursed makeup (causes permanent loss of 2-5 Charisma; reversed by **remove curse**)
- 12 **philter of beauty**

17 CULTURES

roll d6:

- 1 baker's yeast
- 2 brewer's yeast
- 3 cheese cultures
- 4 mother of vinegar
- 5 curdled milk
- 6 contaminated cultures (opener contracts mild acute disease; see DMG page 14)

18 DECOY

70% likely that container contents are enchanted with **Nystul's magic aura**; 30% likely that contents are illusionary; see DMG Appendix I, page 218, under "General Description of Container Contents" for description of contents

19 DEFOLIANT

handful of powder inflicts 3-18 damage on plant or fungus monsters, or destroys all vegetation in a 10'x10' area; 2-12 handfuls total

20 DICE

roll d4:

- 1 set of knucklebones
- 2 set of 2-5 spinners (i.e., dreidels)
- 3 set of 2-12 dice made of wood, clay, or bone; a set is 20% likely to be ivory (worth 1-4 gp per die); a set is 20% likely to be marked with strange runes instead of numbers; each die is 5% likely to be loaded in some way; roll d10 for each die (at most 1 magic die per container):
 - 1 d4
 - 2 d6 (2% likely to be a **cubic gate**)
 - 3 d8
 - 4 d10
 - 5 d12
 - 6 d14
 - 7 d16
 - 8 d20 (2% likely to be magic, functioning as **deck of many things** that is missing THE VOID and DUNJON; die vanishes after being rolled, unless the result is JESTER, FOOL, or IDIOT)

- 9 d24
10 d30
4 set of **eight diagram coins** (OA)

21 DIRT/ROCKS

roll d10:

- 1 ordinary dirt
- 2 rich loam
- 3 wet clay
- 4 fine sand
- 5 black volcanic sand
- 6 thick mud
- 7 small rocks or gravel
- 8 powdered glass
- 9 sandling infant (2-7" in diameter; in sealed jar; no effective attack)
- 10 denzelian eggs (1-4)

22 DOMINOES

urn or vase with complete set of 28 (60%) or 55 (40%); roll d12 for materials (listed values are per piece):

- 1 wood
- 2 bone
- 3 stone or clay
- 4 lapis lazuli (2 gp)
- 5 malachite (2 gp)
- 6 obsidian (2 gp)
- 7 turquoise (2 gp)
- 8 ivory (5 gp)
- 9 coral (8 gp)
- 10 crystal (8 gp)
- 11 onyx (8 gp)
- 12 jade (15 gp)

23 DRUG

each container holds 1-20 doses; roll d20:

- 1 AMNESIA: save vs. poison or forget everything that occurred over last 1-4 days; if PC takes 2nd dose in same day, he saves at -2 or forgets everything for last 1-4 months
- 2 ANESTHETIC: neutralizes all pain for 1-8 hours; gives temporary bonus of 3-12 HP, even if this places user above maximum HP
- 3 APHRODISIAC: acts as **philter of love** for 6-10 turns without long-term consequences
- 4 BLINDNESS: save vs. poison or user goes blind for 1-2 days
- 5 COURAGE: user immune to all fear effects, magical and non-magical, for 1-2 days
- 6 DEAFNESS: save vs. poison or user goes deaf for 1-2 days
- 7 DISEASE CURING: 30% chance of curing any non-magical disease outright; otherwise reduces disease severity by one level (see DMG page 14): thus, TERMINAL disease becomes

SEVERE, SEVERE becomes MILD, and MILD disease is completely cured

- 8 ENRAGING: save vs. poison or become berserk for 3-6 rounds (double attacks or +2 to hit)
- 9 EUPHORIC: save vs. poison or be incapacitated, but very happy, for 1-4 hours; very addictive
- 10 HALLUCINOGENIC: save vs. poison or user is affected as though by **confusion** for 2-12 turns
- 11 HEALING: heals 2-5 HP outright, and accelerates natural healing to 2-5 HP per day for 5 days
- 12 HIBERNATION: save vs. poison at -1 or fall over apparently dead; as **feign death** for 1-4 days
- 13 INSANITY: save vs. poison or develop random insanity (see DMG page 83) lasting 1 week
- 14 INTOXICATING: save vs. poison or become intoxicated (see DMG page 82-83); state of intoxication is "great"
- 15 MIND-DESTROYING: save vs. poison at -2 or be affected as by **feblemind** for 2-7 days
- 16 NAUSEA: save vs. poison or be incapacitated by nausea and vomiting; on success, user is still -2 on all actions; lasts 1-6 hours
- 17 POISON ANTIDOTE: user makes extra save vs. poison at +4 against any poison in his system; if successful, poison is neutralized
- 18 SOPORIFIC: save vs. poison or fall asleep for 2-12 hours; on success, user has -2 Strength and -2 Dexterity for that period due to sleepiness; if a major effort is made to wake sleeper, he is allowed another save at -2, but if successful is sleepy for the remainder of the duration; if user sleeps, he gains 2 HP from refreshing rest
- 19 STIMULANT: user can function without rest for 72 hours; thereafter must rest at least 12 hours or lose 1 point of Constitution per hour; collapses at Constitution under 3; Constitution recovered at 1 point per hour of rest AFTER 1st mandatory 12 hours
- 20 TRUTH SERUM: save vs. poison or user cannot lie for 1-2 days; can still mislead with partial truths

24 DRUG, MAGIC

each container holds 1-8 doses; all weakly radiate unknown magic, for these are weird alchemical concoctions; roll d20:

- 1 AGING: user ages 1-10 years; if consumed immediately before

- imbibing a **longevity** potion, drug eliminates any chance of potion having reverse effect; furthermore, user is now treated as though he has NEVER consumed a **longevity** potion prior to taking drug, should he use more of these potions in the future
- 2 ALERTNESS: user needs no sleep for 1 week; is immune to magic **sleep**; thereafter requires twice as much sleep for 1 week or loses 1 point of Constitution per day; collapses at Constitution under 3; Constitution recovered at 1 point per day of complete rest
 - 3 CHANGING: permanently **polymorphs** user into another creature as druid **reincarnate** spell; if save vs. poison is failed, user has creature's mind; 2nd dose restores original form and mind
 - 4 CURSE REMOVAL: cures curses or other magical afflictions (**geas**, **feeblemind**, **quest**, or others at DM's discretion); topical use allows removal or disposal of cursed rings, weapons, or other items that cannot be discarded (no effect on grafted artifacts/relics such as **Hand of Vecna**)
 - 5 DREAMING: save vs. poison at -4 or fall into an unarousable sleep for 5-20 hours; 5% chance per hour that user dreams of other times and places, similar to **vision** spell; roll 2d6: 2-6, attention of hostile extra-planar being is attracted; 7-9, irrelevant dream of fantastic place; 10-12, dream gives vague but useful information related to a problem at hand
 - 6 ENDURANCE: user receives 1-6 points of Constitution for 6-48 hours, including bonus HP; any damage is subtracted from bonus first
 - 7 ETERNAL LIFE: user doomed to become undead after death (see FF p.115; DM's choice); **resurrection** or **raising** no longer affects user
 - 8 ETERNAL SLEEP: save vs. poison or user falls into unarousable sleep for 1,000 years; no aging in this time; **neutralize poison** wakes victim only if he FAILS a save vs. magic
 - 9 FORGETFULNESS: save vs. poison or have total memory loss; levels, skills, proficiencies, and languages are unaffected; only **restoration** reverses effect
 - 10 LYCANTHROPY: user permanently becomes a lycanthrope; only removable by level 12 cleric casting **cure disease** in first 3 days; roll d12:
 - 1 werebear
 - 2 wereboar
 - 3 wererat
 - 4 wereshark
 - 5 wereserpent (as minion of Set; see LL, "Egyptian Mythos")
 - 6 weretiger
 - 7 werewolf
 - 8 seawolf (80% lesser, 20% greater)
 - 9 selkie
 - 10 jackalwere
 - 11 tagamaling buso (OA)
 - 12 foxwoman (if user is elf female) or hu hsien (if user is human female; see OA); otherwise reroll
 - 11 MIND ENHANCING: user becomes psionically aware for 3-18 days; roll for psionic strength, attack/defense modes, and disciplines (level of mastery is always 1); there is chance equal to the user's likelihood of having psionic ability in the first place that effect is permanent; if used by already psionic character, gives temporary bonus of 51-150 strength points, 1 new attack and 1 defense mode, and plus 1-4 in level of mastery of all disciplines; if used twice in a month, causes permanent insanity
 - 12 PANACEA: cures any disease, even magical; effective against anything where **cure disease** spell applies (e.g. green slime)
 - 13 RESTORATION: restores lost energy levels; 1 level per dose
 - 14 ROTTING: save vs. poison or user afflicted by rotting disease equivalent to **periapt of foul rotting**; effect ends after 3-12 weeks; can be cured in same manner as with **periapt**
 - 15 SATIETY: user needs no food or water for 2 weeks; thereafter requires twice as much for 2 weeks (see WSG pages 50-52)
 - 16 STENCH: user's body odor has effects of troglodyte stench for 1-3 days
 - 17 STRENGTH: user receives 2-7 points of Strength for 6-48 hours, but loses like amount of Dexterity; for Strength over 18, each extra point raises score to next category: i.e., person with 17 Strength is raised to 18/01 by 2 bonus points, 18/51 by 3 points, 18/76 by 4 points, 18/91 by 5 points, 18/00 by 6 points, and 19 Strength by 7 bonus

- points
- 18 **TRANCE:** user falls into a trance for 1-8 hours, during which his mind travels to other planes as **contact other plane** spell; user can specify how many planes removed and what questions to ask (up to 5 questions)
- 19 **UNIVERSAL ANTIDOTE:** neutralizes any poison if imbibed or applied to poisoned substance; user is furthermore totally immune to poison for 1-4 days after consumption
- 20 **VISION:** user has perfect vision in complete or even magical darkness for 1-4 days

25 DUST, MAGIC

roll d6:

- 1 **dust of appearance**
- 2 **dust of disappearance**
- 3 **dust of dryness**
- 4 **dust of illusion**
- 5 **dust of sneezing and choking**
- 6 **dust of tracelessness**



26 DYE

any color possible; 10% likely to be magical dye that causes permanent color change to creature or object that liquid is applied to; **dispel magic** restores original color; container holds 2-24 applications; 1 application treats 1 humanoid or suit of armor

27 EGG, EXOTIC

large jar of sand cradling a large egg; roll d20:

- 1 achainrai (hatches in 3-36 weeks)
- 2 basilisk (80% lesser, 20% greater; hatches in 2-24 weeks)
- 3 behir (hatches in 2-24 weeks)
- 4 couatl (hatches in 3-36 weeks)
- 5 denzelian (hatches in 10-100 years)
- 6 diakk (hatches in 2-24 weeks)
- 7 dragon (all hatch in 4-48 weeks; roll d10)
 - 1 chromatic dragon (each of the 5 equally likely, not including Tiamat)
 - 2 metallic dragon (each of the

- 5 equally likely, not including Bahamut)
- 3 special dragon (roll d4)
 - 1 cloud dragon
 - 2 Greyhawk dragon (GA)
 - 3 mist dragon
 - 4 shadow dragon
- 4 oriental dragon (roll d8)
 - 1 Chiang lung (OA)
 - 2 li lung
 - 3 lung wang
 - 4 pan lung
 - 5 shen lung
 - 6 t'ien lung
 - 7 tun mi lung (OA)
 - 8 yu lung
- 5 dragon turtle
- 6 dragonne
- 7 dragonnel
- 8 dracolisk
- 9 dragonet (1-3 eggs in container; hatch in 2-24 weeks; roll d4)
 - 1 faerie dragon
 - 2 fire Drake
 - 3 ice lizard
 - 4 pseudo-dragon
- 10 hydra (hatches in 3-36 weeks; roll d4)
 - 1 hydra
 - 2 lernaean hydra
 - 3 pyrohydra
 - 4 thessalhydra
- 8 fire lizard (hatches in 2-24 weeks)
- 9 nabassu demon (hatches in 10-100 weeks)
- 10 naga (roll d3; all hatch in 3-36 weeks)
 - 1 guardian naga
 - 2 spirit naga
 - 3 water naga
- 11 owlbear (hatches in 2-12 weeks)
- 12 phoenix (hatches in 10-20 days)
- 13 remorhaz (hatches only if frozen)
- 14 rock reptile (appears to be rough ovoid stone; hatches in 10-40 days)
- 15 giant strider (hatches in 1-12 weeks)
- 16 wyvern (hatches in 2-24 weeks)
- 17 bird- or reptile-man (1-3 eggs; all hatch in 2-8 weeks; roll d10)
 - 1 aarakocra
 - 2 babbler
 - 3 dire corbie
 - 4 eblis
 - 5 firenewt
 - 6 harpy
 - 7 kenku
 - 8 lizard man (5% chance of lizard king)
 - 9 humanoid tengu (OA)
 - 10 troglodyte

- 18 magic egg (roll d4)
 1 **egg of desire** (any possible)
 2 **egg of reason**
 3 **egg of shattering**
 4 golden goose egg (1-4; 100 gp each)
- 19 petrified dinosaur egg
- 20 rotten eggs (from any egg-laying creature: ankheg, aspis, basilisk, behir, bloodhawk, clubnek, cockatrice, eblis, firefriend, firenewt, formian, griffon, harpy, hippogriff, kenku, pyrolisk, sahuagin, thork, troglodyte, vulchling, etc.; 2-5 eggs for creatures size S, 1-3 eggs for size M, and 1 egg for size L)

28 EMBALMING FLUID

fluid that prevents decay if used to treat a corpse; 10% chance of being magic substance that animates the dead (body rises as a coffer corpse; a specially prepared body rises as a mummy); undead creature is not under animator's control; container holds enough fluid for 1-4 bodies

29 EXPLOSIVE

powder or liquid; explodes if shaken, heated, or burned, inflicting 6-36 damage to all within 20' (save vs. wands for ½ damage)

30 FEATHERS

roll d6 for source:

- 1 ordinary bird feathers or down (any species possible)
- 2 prehistoric bird (e.g., axe beak, phororhacos, or other extinct bird)
- 3 bird-like monster or hybrid creature (arakocra, boobrie, clubnek, cockatrice, eblis, kenku, griffon, owlbear, pegasus, peryton, pyrolisk, giant raven, etc.)
- 4 extra-planar being (achaierai, couatl, type I demon, deva, erinyes, diakk, hollyphant, lammasu, planetar, solar, etc.)
- 5 phoenix feathers (3-12; worth 50 gp each)
- 6 **Quaal's feather token** (1-3)

31 FERTILIZER

handful of powder adds 2-8 HP to plant or fungus monsters, or acts as **plant growth** in a 10'x10' area; 2-12 handfuls total

32 FISH

large glass flask or bowl of water with 1-8 small fish; each has 10% chance of being dead; roll d8:

- 1 ordinary fish (30% chance of exotic

- brightly colored reef fish)
- 2 poisonous spined fish (save vs. poison at +2 or die if pricked)
- 3 seahorses
- 4 jellyfish (25% chance of being phosphorescent)
- 5 nautilus
- 6 crayfish
- 7 small floating eyes (1-2 HP each)
- 8 small quippers (1-2 HP each)

33 FLASHING

opaque container holds a crystal that alternately radiates magical **light** and **darkness**, each effect lasting ½ second, creating strobe effect

34 FOOD

75% is relatively fresh and edible, 20% is moldy or rotten (see WSG page 58 for effects of spoiled food); 5% is magically treated to prevent spoilage; roll d20:

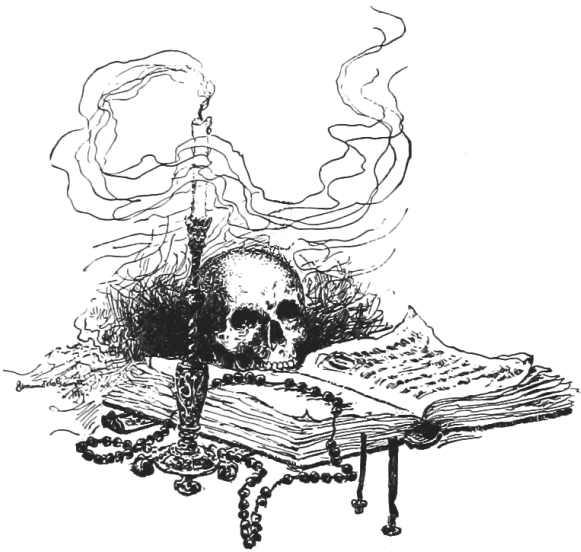
- 1 biscuits/bread
- 2 broth (beef, chicken, fish, vegetable, etc.)
- 3 butter
- 4 cheese (various)
- 5 cookies/pastries/muffins
- 6 eggs
- 7 flour (various)
- 8 fruit (e.g. apples, apricots, cherries, grapefruits, grapes, lemons, oranges, peaches, pears, persimmons, pomegranates, plums, prunes, raisins, or berries: blackberries, blueberries, raspberries, strawberries, etc.)
- 9 grain (various)
- 10 gruel/pudding/soup/stew
- 11 jelly/marmalade/preserves
- 12 legumes (beans, lentils, peas, etc.)
- 13 milk (cow, goat, coconut, soy, etc.)
- 14 meat (beef, fish, fowl, pork, mutton, etc., either raw, cooked, salted, dried, jerked, smoked, marinated, etc.)
- 15 nuts (various)
- 16 pickles
- 17 roots (carrots, ginger, onions, potatoes, radishes, etc.)
- 18 salad (various leafy greens)
- 19 sausages (various)
- 20 shellfish (clams, mussels, oysters, scallops, etc.)

35 FOSSILS

1-6 pieces; roll d6:

- 1 fossils (small bones or entire small creatures such as trilobites or nautiloids)
- 2 petrified wood chunks
- 3 uncut amber (100 gp each; 20%

- 4 chance of having embedded insect coral (25% chance of being worth 50 gp each)
- 5 teeth
- 6 small petrified eggs



36 FREEZING

frost-covered container holding magically cold substance; damage values shown are respectively for direct hits and splash; roll d6:

- 1 ordinary crushed ice
- 2 dry ice pellets
- 3 liquid nitrogen (damage 1-4/1-2)
- 4 liquid oxygen (damage 1-8/1-4; if thrown on a fire, causes an inferno to rage out of control, tripling any damage done by the fire)
- 5 liquid helium (damage 2-12/1-6)
- 6 liquid that freezes solid any creature or item that touches it unless immune to cold or saves vs. petrification; **endure cold** protects against liquid but is cancelled, **resist cold** or **ring of warmth** provide appropriate save bonuses; frozen creature dies unless SYSTEM SHOCK at ½ is made; otherwise creature thaws in 2-9 turns, or immediately if exposed to magical fire (taking no damage from fire)

37 FUNERARY URN

roll d10:

- 1 urn full of cremated ashes
- 2 canopic jar with a single mummified organ
- 3 urn or covered bowl with a rotting head
- 4 urn or covered bowl with a skull
- 5 urn or covered bowl with a mummified hand (2% chance of wearing magic ring; roll under

"JEWELRY, SMALL" using d4 instead of d12)

- 6 jar or urn with 1-3 shrunken heads
- 7 reliquary with a withered finger, tooth, bone fragment, etc.
- 8 large clay jar holding a mummified cat
- 9 jeweled votive (worth 5,000 gp) holding the **Head of Vecna** (withered human head with single shriveled eye; no properties other than STRONGLY radiating magic; hopefully players are not stupid enough to fall for this one)
- 10 undead (see "MONSTER" sub-entry #19)

38 GARBAGE

roll d10:

- 1 broken glass, clay, ceramic shards
- 2 rotten fruits and vegetables, rinds, pits
- 3 rotten meat, gristle, offal, bone fragments
- 4 rotten fish, fish heads, fish bones
- 5 crumpled, torn, burnt papers and scrolls
- 6 ashes, cinders, old coals, spent incense
- 7 rotting leaves, twigs, and pieces of wood
- 8 rotting, torn rags
- 9 rocks, rubble, and dirt
- 10 excrement (roll d12)
 - 1 urine
 - 2 dung
 - 3 dried bird droppings
 - 4 guano (5% likely to be infected with rabies; opener saves vs. poison or contracts disease; fatal in 2-5 months)
 - 5 1-4 live dung beetles with dung balls
 - 6 sweat
 - 7 bile
 - 8 gallstones
 - 9 vomit
 - 10 bezoars
 - 11 ambergris (2-40 gp to perfume-makers)
 - 12 mixed foul material (10% likely to cause disease in opener; 10% likely to be infested by 1-6 rot grubs)

39 GAS

if container is transparent, appears empty (60%) or full of swirling mist (40%) that can be of any color; gas forms 20' radius cloud if container is unsealed; dissipates in 1-20 rounds; roll d12:

- 1 poison (save or die)
- 2 sleep (save vs. poison or fall into unarousable sleep for 3-12 hours)
- 3 weakness (save vs. poison or lose 2-12 strength, minimum 3, for 1-10 hours)
- 4 blinding (save vs. poison or blinded; lasts 2-12 rounds after leaving cloud)
- 5 laughing (save vs. poison or lapse into uncontrollable laughter for 1-6 rounds; 50% likely to drop anything being held)
- 6 stinking (as **stinking cloud** spell)
- 7 obscuring (reduces vision to 3')
- 8 corrosive (as **death fog** spell; items must also save vs. acid)
- 9 flammable (if there are open flames present, explodes for 4-24 damage to all within 20'; save vs. wands for 1/2)
- 10 gorgon breath (save vs. petrification or be turned to stone)
- 11 harmless (see DMG Appendix I, page 217, under "Odors" for smell)
- 12 creature in **gaseous form**, trapped in container by powerful enchantments (roll d12)
 - 1 nycadaemon
 - 2 dao
 - 3 faratsu demodand
 - 4 kelubar demodand
 - 5 shator demodand
 - 6 djinni
 - 7 efreeti
 - 8 ki-rin
 - 9 marid
 - 10 ogre mage
 - 11 vapor rat
 - 12 yochlol

40 GEMS

1-10 gems of a single type, determined per DMG pages 25-26; 40% chance that gems are powdered, with total value of amount in container equal to $\frac{1}{10}$ the base value of the gem type (i.e., a jar full of powdered obsidian is worth 1 gp, while diamond dust is worth 500 gp for the whole amount)

41 GEOMETRIC SOLIDS

collection of 4-16 small carved geometric solids (sphere, cone, pyramid, torus, cylinder, tetrahedron, cube, octahedron, dodecahedron, icosahedron, complex stellated polyhedrons, etc.); roll d12 under "DOMINOES" for material (quoted values are average values per solid)

42 GLOWING

glass container filled with liquid that glows equal in intensity to a **light** spell; any color is possible; if container is unsealed, glow slowly

fades over 24 hours

43 GLUE

very strong; 4% chance of **sovereign glue** (1-10 oz.)

44 GREASE/FAT

4% chance of being taer fat; otherwise no special properties (see DSgpgge 57)

45 HAIR

hair/fur from any possible animal or monster; 20% chance of enough human hair to fashion fine wig; 5% chance of special hair (roll d6)

- 1 fragments of golden fleece (worth 100-400 gp)
- 2 displacer beast fur (can be used to fashion one **cloak of displacement**)
- 3 umpleby fur (delivers single static electricity shock for 1-2 damage if touched)
- 4 korred hair (turns into 50-200 gp worth of gold if sprinkled with **holy water**, see MM2)
- 5 cursed hair (functions as **rope of constriction**)
- 6 magic wool (see LL, "Finnish Mythos")

46 HERBS

any possible from DMG Appendix J, pages 220-221

47 HOMONCULOUS FLUID

pre-prepared fluid for creating homonculous; needs 1 pint of magic-user's blood and appropriate spells to form a homonculous (see MM1)

48 HOT

steaming crucible holding liquid that is kept magically hot without ever evaporating or boiling off; damage values are respectively for direct hit and splash; touching container with unprotected skin does 1 HP damage; roll d6:

- 1 boiling water (damage 1-6/1-2)
- 2 molten wax (damage 2-8/1-4)
- 3 hot oil (damage 2-12/1-6)
- 4 molten lead (damage 2-16/1-8)
- 5 molten steel (damage 2-20/1-10)
- 6 magma (damage 2-24/1-12)

49 INCENSE

incense pellets or sticks; roll d6:

- 1 ordinary incense (1-100 gp for amount in container)
- 2 putrid-smelling incense
- 3 **everburning incense** (worth 500 gp to a religious institution; see S4: THE LOST

CAVERNS OF TSOJCANTH)

- 4 **incense of meditation** (2-8 pieces)
- 5 **incense of obsession** (2-8 pieces)
- 6 mixture of **incense of meditation** and **obsession** (1-4 pieces of each)

50 INK

roll d6:

- 1 ordinary ink
- 2 special ink suitable for spell scrolls (enough for 3-18 levels of spells)
- 3 ink for inscribing a single random protection scroll (any from DMG or UA)
- 4 invisible ink (revealed by heating)
- 5 special invisible ink (non-magical alchemical preparation that is invisible when dry, but glows mauve in magic **darkness**, a jealously-guarded secret among Drow, whose innate abilities make it ideal for secret messages)
- 6 ink from giant octopus, giant squid, or kraken

51 IRRITANT

handful of powder causes all within 10'x10' area to be incapacitated for 2-8 rounds by itching unless save vs. poison is made; if powder is picked up without glove, hand is useless for 2-8 rounds; 2-12 handfuls total

52 JEWELRY, SMALL

urn or jar with 1-4 jewelry pieces (rings, pins, brooches, necklaces, earrings, amulets, medals, etc.); values per DMG page 26; 10% chance that all are worthless fakes, 10% chance of one special item (roll d12)

- 1 piece is set with a magic gem (75%) or pearl (25%); roll d20 under "STONE, MAGIC" or d6 (instead of d20) under "BAUBLE, MAGIC"
- 2 magic ring (any possible from DMG or UA)
- 3 **ring of protection from stone guardians** (see MM2, "Stone Guardian")
- 4 special ring (all from GA; roll d4)
 - 1 **Admundfort ring of leadership**
 - 2 **lucky ring of the Wild Coast**
 - 3 **cursed ring of the Great Kingdom**
 - 4 **ring of the Pomarj** (any possible)
- 5 agathion in object form
- 6 demon's amulet (any demon possible; see MM1)
- 7 devil's talisman (any devil possible; see MM1)
- 8 lich's phylactery (location of lich is up to DM, but may well be the owner of

- the workroom)
- 9 night hag's magic periapt (see MM1)
- 10 miscellaneous magic item (roll d20)

- 1 **amulet of inescapable location**
- 2 **amulet of life protection**
- 3 **amulet of the planes**
- 4 **amulet of proof against detection and location**
- 5 **amulet versus undead** (any possible)
- 6 **brooch of shielding**
- 7 **medallion of ESP** (any possible)
- 8 **medallion of thought projection**
- 9 **necklace of adaptation**
- 10 **necklace of missiles** (any possible)
- 11 **necklace of prayer beads** (any possible)
- 12 **necklace of strangulation**
- 13 **periapt of foul rotting**
- 14 **periapt of health**
- 15 **periapt of proof against poison** (any possible)
- 16 **periapt of wound closure**
- 17 **talisman of pure good**
- 18 **talisman of the sphere**
- 19 **talisman of ultimate evil**
- 20 **talisman of Zagy**

- 11 holy symbol (roll d8)
 - 1 prayer beads
 - 2 wooden holy symbol
 - 3 iron holy symbol (2 gp)
 - 4 silver holy symbol (50 gp)
 - 5 **holy medallion of Almor** (GA)
 - 6 **holy star of the Bright Desert** (GA)
 - 7 **holy symbol of Greyhawk** (GA)
 - 8 **elder sign** (see DDG, "Cthulhu Mythos")
- 12 unusual magic item (roll d12)
 - 1 **amulet of the Cairn Hills** (GA)
 - 2 **amulet of Furyondy** (GA)
 - 3 **amulet of Spinecastle** (GA)
 - 4 **brooch of Imog** (DLA)
 - 5 **Coruskian stone** (GA)
 - 6 **locket of the Great Kingdom** (GA)
 - 7 **medallion of Malog** (GA)
 - 8 **Medegian bracelet of lost ships** (GA)
 - 9 **necklace of Almor** (GA)
 - 10 **purple gem of the Vesve Forest** (GA)
 - 11 **star of Celene** (GA)
 - 12 **Tusmit's battle crescent** (GA)

53 KEYS

4-24 keys of various sizes, shapes, and metals; 25% chance that one is made of precious metal, possibly set with gems (50-300 gp); 5% chance that one is magical and can unlock any lock, even magical, with 2-12 charges before breaking; up to DM whether any of the keys fit a lock elsewhere in the dungeon

54 LEYDEN JAR

primitive Leyden jar, a glass bottle with inner coating of metal, cork stopper, and a metal rod through cork; first to touch rod is shocked for 1-6 HP (save vs. wands for ½)

55 LIQUID, MAGIC

oil or other liquid substance for topical use; container holds 1-12 applications; roll d20:

- 1 BARKSKIN: reproduces effects of **barkskin** spell; skin develops texture of bark; 1 application covers 1 humanoid; lasts 1-4 days or until user bathes; 2nd application prior to the 1st wearing off results in permanent lignification with no saving throw (see MM2, "Barkburr")
- 2 BLENDING: as **robe of blending**; 1 application covers 1 humanoid; lasts 1-4 days or until user bathes
- 3 DISPLACEMENT: as **cloak of displacement**; 1 application covers 1 humanoid; lasts 1-4 days or until user bathes
- 4 DISSOLUTION: completely liquifies any organic substance (skin, flesh, wood, chitin), leaving behind bone, metal equipment, etc.; 1 pint dissolves 1 cubic foot; if used as missile, a pint inflicts 6-48 HP on direct hit, 3-24 HP on splash
- 5 DISTANCE DISTORTION: if spread on floor, reproduces **distance distortion** spell, except an earth elemental is not needed and specific effect is random (i.e., 50-50 chance of doubling or halving dimensions); treatment lasts 1-6 weeks; 1 oz. treats 100 square feet
- 6 ENCHANTMENT PROTECTANT: permanently renders object impervious to effects of **rod of cancellation**, **Mordenkainen's disjunction**, or disenchanter attack; 1 application covers sword, 5 applications cover suit of armor
- 7 FAERIE FIRE: reproduces effects of **faerie fire** spell when treated object is in the dark; not visible during the day; 1 application covers sword, 5 applications cover suit of armor or 1 humanoid; lasts 3-12 weeks
- 8 FIRE RESISTANCE: garment impervious

to fire if dipped in water mixed with 1 application; effect wears off in 2-8 weeks or until garment is washed

9 FLAWLESSNESS: if used to polish a gem, increases stone to next base value; reroll value of stone as per DMG p 26, disregarding rolls of '9' or '10' that reduce value of stone; 1 application treats 1 gem

10 INDICATOR: if applied to a liquid sample changes color of solution; container holds 10-100 drops; roll d6 for type of indicator fluid:

- 1 turns black any poisonous liquid
- 2 turns pink drinkable water (only applies to the sample being tested: i.e., if water is drawn from a source infested with throat leeches, the sample will turn pink if there happens not to be a leech in it)
- 3 turns red potions of **delusion** (without ruining normal potions)
- 4 turns green blood/urine/saliva from a diseased being
- 5 turns purple blood/urine/saliva from a **shape changed** or **polymorphed** being (including lycanthropes, dopplegangers, etc.)
- 6 turns yellow blood/urine/saliva from a being under the effects of an enchantment/charm spell (**charm person**, **geas**, **quest**, etc., including possession by **magic jar**, psionic **domination**)

11 MYSTERIOUS: use DMG appendix K, pages 221-222, to describe substance; it is non-toxic and has no obvious special properties, other than radiating magic; **identify** or other magic provide only vague or conflicting information

12 OIL, MAGIC: roll under "OIL" sub-entry #8, with amount in container equivalent to 1 potion

13 PURIFYING: as potion of **sweet water**; amount in container equivalent to 1 potion

14 REGENERATION: user regenerates 1 HP per round; 1 application covers 1 humanoid; lasts 1-4 days or until user bathes; 2nd application prior to the 1st wearing off results in permanent growth of tumors, appendages, and

- useless uncoordinated extra limbs (user loses 1-4 points of Charisma and Dexterity, but permanently gains 5-30 HP)
- 15 **ROCK TO MUD:** permanently liquifies stone into mud, as **transmute rock to mud** spell; 1 oz. treats 1 cubic foot of stone; if used as missile against stone golem, stone guardian, bowler, crysmal, galeb duhr, sandling, storoper, etc., inflicts 6-48 HP on direct hit, 3-24 HP on splash; if used on a petrified being, a mud-man arises
- 16 **RUST PROTECTANT:** permanently renders metal impervious to acid and corrosion, including rust monster attack; metal becomes more attractive to xorn or xaren; 1 application covers sword, 5 applications cover suit of armor, 20 applications needed for iron golem
- 17 **STONE TO FLESH:** permanently restores to flesh a creature that has been turned to stone; 1 application treats 1 humanoid; if applied to an ordinary statue or other stone formation that has never been alive, permanently transforms it into an enveloper (HD depends on the amount of stone being transformed)
- 18 **STONESKIN:** reproduces effects of **stoneskin** spell; lasts until user sustains 1-4 hits or bathes; 2nd application prior to the 1st wearing off results in permanent **flesh to stone** with no save; 1 application covers 1 humanoid
- 19 **TRANSPARENCY:** causes **invisibility** that is not dispelled by attacking; 1 application covers 1 humanoid; lasts 3-12 hours
- 20 **WARMTH:** garment functions as **ring of warmth** if dipped in water mixed with 1 application; effect wears off in 2-8 weeks or until garment is washed

56 MAGIC CONTAINER

roll d20:

- 1 **alchemy jug**
- 2 **beaker of plentiful potions**
- 3 **bowl of commanding water elementals**
- 4 **bowl of watery death**
- 5 **decanter of endless water**
- 6 **efreeti bottle**
- 7 **eversmoking bottle**
- 8 **flask of curses**
- 9 **iron flask**
- 10 **chalice of the Shield Lands (GA)**
- 11 **goblet of the Great Kingdom (GA)**

- 12 **jug of holding** (as **bag of holding**; any size possible; only liquid can be placed inside due to narrow neck)
- 13 **djinni bottle** (as **ring of djinni summoning**)
- 14 **fire pot of commanding fire elementals** (as **brazier of commanding fire elementals**)
- 15 **fire pot of sleep smoke** (as **brazier of sleep smoke**)
- 16 **urn of transmuting** (as **bag of transmuting**)
- 17 **urn of tricks** (as **bag of tricks**; any possible)
- 18 **everfull mug** (command word fills with ale, beer, or mead, up to 6 times/day; worth 2,500 gp, 200 x.p.; see L1: THE SECRET OF BONE HILL)
- 19 **everfull pitcher** (command word fills with ice cold water, hot herbal tea, or excellent wine, up to 3 times/day; worth 2,500 gp, 200 x.p.; see L1: THE SECRET OF BONE HILL)
- 20 wide-mouthed lidded urn holding a **sphere of annihilation** (cannot be moved out of urn)

57 METAL SCRAPS

1-12 pounds of dust, filings, beads, chunks, shards, or bits of wire; roll d20 (listed values are per pound):

- 1 bronze (2 c.p.)
- 2 copper (1 s.p.)
- 3 silver (1 e.p.)
- 4 electrum (5 gp)
- 5 gold (10 gp)
- 6 red gold (20 gp)
- 7 platinum (50 gp)
- 8 mithril (250 gp)
- 9 adamantite (400 gp)
- 10 lead (1 c.p.)
- 11 brass (1 c.p.)
- 12 pewter (2 c.p.)
- 13 orichalcum (1 gp; bronze-gold alloy)
- 14 iron (2 c.p.)
- 15 fine steel (5 s.p.)
- 16 stainless steel (1 gp; weapon or armor made from alloy that includes 1 lb of this steel saves vs. acid or rust monster attack at +5)
- 17 meteoric iron (100 gp; identifiable by dwarf or gnome; a weapon made from alloy that includes 1 lb of meteoric iron is always effective vs. beings vulnerable to cold iron)
- 18 magic steel (weapon or armor made from alloy that includes 1 lb of this steel will be at +1 enchantment)
- 19 metallic arsenic (save vs. poison or die if handled)
- 20 other (tin, nickel, antimony, etc.)

58 MINERALS

2-7 small chunks; roll d20:

- 1 flint
- 2 lodestones
- 3 crystals (brightly colored but worthless)
- 4 phosphorescent stones
- 5 pumice
- 6 coal
- 7 salt (20% chance of being powdered; roll d3)
 - 1 rock salt
 - 2 sea salt
 - 3 natron
- 8 fool's gold
- 9 sulfur (20% chance of being powdered)
- 10 moonmilk (thick milk-like fluid found in limestone caves)
- 11 small gpum flowers
- 12 mica
- 13 ochre (20% chance of being powdered)
- 14 solidified lava (in bizarre shapes)
- 15 uncut ornamental stones (see DMG page 26)
- 16 uncut semi-precious stones (see DMG page 26)
- 17 geodes (25% chance of containing valuable gems: 1-4 uncut quartzes, rock crystals, or amethysts, worth 10 gp each)
- 18 meteorites (1 gp per chunk; a weapon made from alloy that includes iron smelted from 1 chunk is always effective vs. beings vulnerable to cold iron)
- 19 valuable ore (roll d4)
 - 1 gold (1 s.p. per chunk)
 - 2 platinum (1 gp per chunk)
 - 3 mithril (3 gp per chunk)
 - 4 adamantite (5 gp per chunk)
- 20 radioactive ore (thick lead crucible with 1-4 small nuggets; glow slightly in pitch darkness, blazing blue with ultravision, yet radiate no magic; save vs. poison if handled: on failure, victim loses 2 points of Strength for 1 day and after 2-8 hours notices blisters on hands; if any nuggets are taken, all within 20' must save each hour or lose 1 Strength; the one carrying ore saves at -2; Strength recovers at 1 per hour after PC is removed from aura; at Strength 2, PC cannot walk, and at -1, PC is dead; see S3: EXPEDITION TO THE BARRIER PEAKS)

59 MONEY

6-120 coins; roll d12:

- 1 copper

- 2 silver
- 3 electrum
- 4 gold (4% chance of also holding 1-6 goldbugs)
- 5 platinum (2% chance of also holding a **coin of Almor**; see GA)
- 6 bronze (4 b.p. = 1 c.p.)
- 7 mithril (1 m.p. = 5 p.p.)
- 8 adamantite (1 a.p. = 8 p.p.)
- 9 worthless tokens (wood, iron, brass, tin, etc.)
- 10 gilded lead
- 11 permanent magical **fools gold**
- 12 exotic coins (from OA, DLA, or LANKHMAR: CITY OF ADVENTURE; roll d12)
 - 1 fen (1 c.p.)
 - 2 yuan (5 c.p.)
 - 3 tael (1 e.p.)
 - 4 ch'ien (1 p.p.)
 - 5 ch'ao (4-80 rolled up paper notes; worthless outside of Kara-Tur; roll d3)
 - 1 1 ch'ao notes
 - 2 10 ch'ao notes
 - 3 100 ch'ao notes
 - 6 iron tik (1 c.p.)
 - 7 bronze agol (1 s.p.)
 - 8 silver smerduk (1 e.p.)
 - 9 gold rilik (1 gp)
 - 10 diamond-in-amber glulditch (100 p.p.)
 - 11 steel piece (1 p.p.)
 - 12 skull coin (2-24 copper coins; each pays for passage of up to 10 people over the River Styx; charonadaemons never betray users of tokens; see MM2, "Charon" and "Charonadaemon")

60 MONSTER

roll d20:

- 1 BIRD-/BAT-HOUSE: large covered urn with side hole and possibly a small perch on exterior; single tame creature lives inside; roll d8:
 - 1 bat
 - 2 carnivorous flying squirrel
 - 3 gryph (2 HD)
 - 4 stirge
 - 5 webbird
 - 6 minimal (e.g., eagle, hawk, owl, raven, vulture; all are found in MM2)
 - 7 faerie dragon (age up to DM)
 - 8 **polymorphed** being in form of songbird (determined per sub-entry #15 below; disregard unique beings)
- 2 BUGS: see sub-entry #7 under "BUGS,"

- MAGIC"
- 3 CONJURATION: opaque container; if opened or smashed, one random monster is **summoned** with puff of smoke; roll d10: 1-7 corresponds to **monster summoning I-VII**, 8-10 corresponds to druidic **animal summoning I-III**; creature not under any control, but not necessarily hostile
- 4 EXECUTIONER'S HOOD: small executioner's hood (HD 2+2) lines interior of wide-mouthed urn; jumps onto face of anyone peering inside
- 5 FLAMING: open fire pot with burning fire; roll d6:
- 1 fire bats (1-4 flap out if pot is disturbed)
 - 2 fire snake
 - 3 magnesium spirit (flares up and attacks if pot is disturbed)
 - 4 shinen-gaki (OA)
 - 5 phantom stalker (**polymorphed** into fire snake, thoqqua, miniature firetoad, tiny magman, etc.)
 - 6 fire elemental (8 HD; flares up to full size and attacks if pot is disturbed)
- 6 GASEOUS: monster blows out when container is opened; roll d20:
- 1 dao
 - 2 djinni
 - 3 efreeti
 - 4 marid
 - 5 air elemental (8 HD)
 - 6 smoke para-elemental (8 HD)
 - 7 mihstu
 - 8 vortex
 - 9 ildriss grue (in fog form)
 - 10 vapor rat
 - 11 ogre mage
 - 12 ki-rin
 - 13 crimson death
 - 14 yochlol
 - 15 nycadaemon
 - 16 faratsu demodand
 - 17 kelubar demodand
 - 18 shator demodand
 - 19 vampire
 - 20 special (roll d4)
 - 1 **dust devil** (as cleric spell)
 - 2 mist giant (see DDG, "Melnibonéan Mythos")
 - 3 shirokinukatsukami (in smoke form; see OA)
 - 4 manifestation of Hate (see LL, "Nehwon Mythos")
- 7 GUARDIAN: large wide-mouthed urn; roll d4:
- 1 guardian daemon (smoke with animal face puffs out and materializes into daemon)
 - 2 guardian familiar (curled up in the bottom of container; level of master is up to DM)
 - 3 xag-ya (50%) or xeg-yi (50%) tentacles lash out when container is opened, followed by body
 - 4 iron cobra coiled inside container
- 8 HUMANOID: bound in fetal position, gagged, and stuffed into large clay jar or urn; roll d20:
- 1 boggle
 - 2 booka
 - 3 brownie
 - 4 buckawn
 - 5 gnome
 - 6 grig
 - 7 grippli
 - 8 grung (GA)
 - 9 jermlaine
 - 10 killmouls
 - 11 kobold
 - 12 meenlock
 - 13 mite
 - 14 sea sprite (in urn of seawater; see GA)
 - 15 snyad
 - 16 sprite
 - 17 svirfneblin
 - 18 tasloi
 - 19 vegpgmy (1-3 HD)
 - 20 xvart
- 9 LEMURES: flask of 1-20 oz. of very viscous throbbing fluid; each oz. poured onto the ground expands into 1-6 lemures
- 10 LIGHT: large sealed round glass flask with luminous fire dancing inside; roll d4:
- 1 will-o-wisp (attacks on 10%, or tries luring opener into a trap on 90%)
 - 2 boggart (in will-o-wisp form; form is stable until container is opened)
 - 3 lantern archon (MP)
 - 4 crystalmists (community of 50; see GA)
- 11 LIGHTNING: large sealed round glass flask with dancing ball of sparks that periodically shoots goutts and arcs of electricity to the sides; opening flask releases nimbus (see GA) or quasi-elemental lightning (6 HD); 50% chance of each

- 12 MIMIC: posing as large amphora or urn (7 HD)
- 13 PICKLED CREATURE: large glass jar or flask of liquid in which floats an apparently pickled creature; these are alive and flee or attack if container is unsealed or broken; roll d20:
- 1 aspis larva
 - 2 brain mole (can attack those in range even if jar is still sealed)
 - 3 camprat (GA)
 - 4 centipede (60% huge, 40% giant)
 - 5 compsognathus
 - 6 faerie dragon (age up to DM)
 - 7 luck eater
 - 8 minimal (only those small enough to fit in a large flask: baboon, badger, dog, hyena, lynx, etc.)
 - 9 muckdweller
 - 10 pernicons (1-12)
 - 11 scum creeper
 - 12 large spider
 - 13 carnivorous flying squirrel
 - 14 stirge
 - 15 giant tick (2 HD)
 - 16 ustilagor
 - 17 vargouille
 - 18 webbird
 - 19 normal animal (roll d10)
 - 1 badger
 - 2 bat
 - 3 cat
 - 4 otter
 - 5 rat
 - 6 raven
 - 7 skunk
 - 8 poisonous snake
 - 9 squirrel
 - 10 weasel
 - 20 humanoid (roll d8)
 - 1 atomie
 - 2 booka
 - 3 brownie
 - 4 galltrit
 - 5 grig
 - 6 homonculous
 - 7 jermlaine
 - 8 killmoulis
- 14 PLANTER: lidded clay pot of dirt; roll d10 (mold patches are 1' square):
- 1 obliviax
 - 2 mandragora (1+1 HD)
 - 3 small whipweed (HP 5 for base, 6 for stalks)
 - 4 small shrieker (HP 3)
 - 5 small violet fungus (HP 3)
 - 6 phycomid colony
 - 7 zygom colony
 - 8 brown mold
 - 9 russet mold
 - 10 yellow mold
- 15 POLYMORPHED CREATURE: large glass flask with a live tiny humanoid, frog, bird, mouse, insect, etc.; actually **polymorphed** being, trapped by powerful enchantments; roll d12:
- 1 lower planar being (roll d12)
 - 1 mezzodaemon
 - 2 nycadaemon
 - 3 babau demon
 - 4 type III demon
 - 5 type IV demon
 - 6 type V demon
 - 7 cambion
 - 8 quasit
 - 9 erinyes
 - 10 ice devil
 - 11 imp (large spider form)
 - 12 night hag
 - 2 upper planar being (roll d6)
 - 1 astral deva
 - 2 monadic deva
 - 3 movanic deva
 - 4 hound archon (small dog or puppy form; see MP)
 - 5 planetar
 - 6 phoenix
 - 3 gold dragon
 - 4 silver dragon
 - 5 efreeti
 - 6 marid
 - 7 phantom stalker
 - 8 pixie
 - 9 sirine
 - 10 green slaad
 - 11 oriental creature (see OA; roll d8)
 - 1 chiang lung
 - 2 lesser nature spirit
 - 3 common oni
 - 4 go-zu oni
 - 5 me-zu oni
 - 6 shan sao (2 HD; bird or humanoid form)
 - 7 crow tengu
 - 8 humanoid tengu
 - 12 special/unique (roll d10)
 - 1 cat lord (in kitten form)
 - 2 demon lord
 - 3 arch-devil
 - 4 duke of Hell
 - 5 oinodaemon
 - 6 solar
 - 7 titan
 - 8 general of the animal kings (OA)

- 9 greater nature spirit (OA)
- 10 oonai (see DDG, "Melnibonéan Mythos")
- 16 SHRUNKEN CREATURE: large transparent flask holding tiny monster; determine creature type per sub-entry #3 above ("conjunction"); if monster is released, immediately enlarges to full size; creature is not necessarily hostile
- 17 SLIME: large sealed flask or bottle holding small amount of viscous slime; roll d6:
- 1 ordinary slime mold
 - 2 green slime (HP 2)
 - 3 olive slime (HP 4)
 - 4 slime creature (infected rodent or other small mammal: HD 3+2, HP 5)
 - 5 slithering tracker (HP 5; attacks right away on 10%, otherwise follows party if container is left unsealed)
 - 6 symbiotic jelly (casts **charm monster** to get a PC to take it, hopefully into a monster lair)
- 18 SNAKE: clay urn with lid; if opened, a snake rears its head up; 50% chance of poisonous snake (asp: save vs. poison or die) that executes a **dance of death** (see FF, "Necrophidius") before attacking; 50% chance of a flame snake (see LL, "Egyptian Mythos")
- 19 UNDEAD: opaque container sealed with lead, adamantite, and/or silver; roll d20:
- 1 shadow
 - 2 haunt (alignment and goals up to DM)
 - 3 spectre
 - 4 ghost
 - 5 groaning spirit
 - 6 huecuva (**polymorphed** into insect, bat, or rat)
 - 7 poltergeist
 - 8 wraith
 - 9 small animal skeleton (badger, cat, rabbit, rat, squirrel, etc.)
 - 10 demi-lich (skull and dust all in container)
 - 11 vampire (dust or in **gaseous form**; vampire dust assembles into full-strength form in 1-3 rounds)
 - 12 pēnanggalan head/gut (in urn full of vinegar; bursts out if unsealed and attacks in rage; after 7 hours starts decaying;
- body rotted long ago while head was preserved)
- 13 black and red 1,000 gp gems (first to touch either is haunted by nightmares of whispering cowled figure exhorting him to perform blasphemous atrocities; PC always wakes in terror just before figure reveals its shrouded face; curse persists even if gems are lost; can be removed by either obeying dream figure and turning chaotic evil, or by destroying both gems; in latter case, PC is visited by an eye of fear and flame while alone in the future)
- 14 shrunken drelb (not a true undead)
- 15 trilloch (container seems empty, but opening it frees trilloch which attaches itself to party)
- 16 skeleton head (snaps at incautious PCs as 1 HD monster for 1-4 damage)
- 17 zombie head (snaps at incautious PCs as 2 HD monster for 1-4 damage)
- 18 crawling claw (AC 7, MV 10", HD 2-4 hp, #AT 1 blow or 1 grip, D 1-4 for blow and 1-6 for grip on unarmored targets only, SA grip does automatic damage each round, SD magic weapons strike and damage as normal weapons; see DRAGON #32)
- 19 son of Kyuss worm (jumps onto opener as 4 HD monster)
- 20 gaki (see OA; roll d4)
- 1 jiki-ketsu-gaki (in insect form)
 - 2 1-4 jiki-niku-gaki (in insect form)
 - 3 shikko-gaki (in insect form)
 - 4 1-3 shinen-gaki (in flame form)
- 20 WORMS: live worms inside glass jar; roll d4:
- 1 1-4 bookworms (HP 2)
 - 2 2-16 rot grubs (HP 1)
 - 3 1 giant worm (AC 10, MV 6", HD 1, AL N, #AT 1, D 1-4, SA poison - save or take extra 1-6 damage, SD none; see LANKHMAR: CITY OF ADVENTURE)
 - 4 1-6 son of Kyuss worms (jump

onto those nearby as 4 HD monsters)

61 MOUTH

opaque jar with wide mouth; forms teeth and bites those reaching inside for 1-6 damage; functions as **bag of devouring** with respect to items placed within

62 MUSHROOMS, DRIED

roll d4:

- 1 nutritious food (for 1-4 people for 1 day)
- 2 poison (save vs. poison at +1 or die)
- 3 sickening (save vs. poison or be incapacitated by nausea and cramps for 1 day)
- 4 hallucinogenic (save vs. poison or act **confused** for 2-8 turns)

63 NATURAL OBJECTS

roll d20:

- 1 acorns
- 2 bird nests
- 3 cocoons
- 4 coral, sea fans, etc.
- 5 cork
- 6 crab/lobster shells, claws, legs, etc.
- 7 dried leaves/twigs
- 8 eggshells
- 9 feathers
- 10 flower bulbs
- 11 hardened resin/sap
- 12 honeycombs
- 13 hornet nests
- 14 pine cones
- 15 pine needles
- 16 sand dollars, sea urchins, starfish, etc.
- 17 seashells
- 18 shed snake skins
- 19 tree bark
- 20 wasp nests

64 NOISE

noise constantly emitted by container if opened; see DMG Appendix I, page 217, under "Unexplained Sounds and Weird Noises"; 70% of the time always emits same noise; 25% of the time emits random sound; 5% of the time container emits a special sound (roll d10)

- 1 androsphinx roar (progressively stronger roar each time container is opened; 3rd roar shatters container)
- 2 dragonne roar
- 3 mobat screech
- 4 screaming devilkin scream
- 5 cloaker subsonic moaning (roll d4 for pitch; see MM2)
- 6 groaning spirit wail
- 7 death watch beetle clicking

8 dune stalker sonic vibration (affects those in a 60' line from mouth of container)

9 sussurus **dronesong**

10 whispers (as **whispering wind** by level 3 caster, except all within range can hear message; content and language are up to DM)

65 ODOR

odor is constantly emitted by container if opened; see DMG Appendix I, page 217, under "Odors"; 70% of the time always emits same odor; 25% of the time emits random odor; 5% of the time emits a special smell (roll d4)

- 1 ghost stench
- 2 troglodyte stench
- 3 skunk musk (without blinding effects)
- 4 **stinking cloud** (lasts 1 turn before dissipating)

66 OIL

roll d8:

- 1 flammable lamp oil (2-7 flasks equivalent)
- 2 Greek fire (1-4 flasks equivalent; does double the damage of ordinary flasks of oil)
- 3 waterproofing oil (see DSgpgge 57)
- 4 scented oil (worth 2-20 gp)
- 5 fine olive oil (worth 1-4 gp)
- 6 peanut oil/paste
- 7 oil and water in transparent flask
- 8 magic oil (roll d10)
 - 1 **oil of acid resistance**
 - 2 **oil of disenchantment**
 - 3 **oil of elemental invulnerability** (any possible)
 - 4 **oil of etherealness**
 - 5 **oil of fiery burning**
 - 6 **oil of fumbling**
 - 7 **oil of impact**
 - 8 **oil of sharpness** (any possible)
 - 9 **oil of slipperiness**
 - 10 **oil of timelessness**

67 ORIGAMI

2-9 origami pieces; 4% chance of including a piece or set that functions as **figurine of wondrous power**, except animated creature(s) saves vs. fire at -5

68 PAINT

paints or pigments of any color; 3% likely to be a pot of **Nolzur's marvelous pigments**; 2% likely to be a single jar of **paints of Blackmoor** (see GA; roll d6 to determine which color paint is in jar)

69 PATHOGEN

powder released into air by opening container, causing a random disease to all within 15'; save vs. poison at -1 to avoid; opener saves at -5, and has +2 penalty on "Severity" roll (see DMG page 14)

70 PEBBLES

5-20 with no special properties; 30% chance of being carved; roll d6 for collection's motif:

- 1 unique runes
- 2 dots (1-6 per pebble)
- 3 lines (1-4 per pebble)
- 4 shapes (circle, triangle, square, pentagon, hexagon, heptagon, octagon, nonagon)
- 5 stars (3-12 points)
- 6 hole (round, triangular, square, or pentagonal) bored completely through pebble

71 PLANT, POTTED

open dirt- or water-filled vase or urn; 25% chance of plant being wilted or dried (except algae, obliviax, or fungi); roll d12:

- 1 cut flowers
- 2 blooming orchids (quite beautiful)
- 3 ordinary houseplant
- 4 grass
- 5 fern
- 6 ordinary carnivorous plant (butterwort, pitcher plant, sundew, venus flytrap, etc.)
- 7 cactus
- 8 moss
- 9 bonsai (5% likely to be miniature hangman tree, quickwood, or black willow, with no effective physical attacks)
- 10 algae (in water)
- 11 obliviax
- 12 fungi (roll d8; mold patches are 1' square; mold, shrieker, and phycomid containers are lidded; monster attacks if container is uncovered)
 - 1 mushrooms (see "MUSHROOMS, DRIED" for effects)
 - 2 1-3 small shriekers (HP 3)
 - 3 1-3 small violet fungi (HP 3)
 - 4 phycomid colony
 - 5 zygom colony
 - 6 brown mold
 - 7 russet mold
 - 8 yellow mold

72 POISON

1-6 doses in container; roll d4:

- 1 ingestive (type A-E equally likely: 20% each)
- 2 insinuating (type A-D equally likely:

- 25% each)
- 3 contact (sticky paste; save vs. poison at +1 or die; 1 dose coats a book-sized object)
- 4 special poison (ingestive poison that is saved against at +3, but not subject to **neutralize poison** or **detect poison** spells)

73 POLLEN

roll d6:

- 1 ordinary pollen
- 2 saffron (10-100 gp for amount in container)
- 3 sneezing powder (1 handful causes all within 10' to become incapacitated by fits of sneezing for 2-12 rounds; 2-7 handfuls in container)
- 4 tri-flower frond pollen (1 pinch requires save vs. poison or fall asleep for 2-5 turns; 2-5 pinches in container)
- 5 mantrap pollen (1 pinch requires save vs. poison or become entranced for 2-7 hours; 1-4 pinches in container)
- 6 yellow musk creeper pollen (1 pinch requires save vs. magic or become entranced for 2-5 turns; 2-5 pinches in container)

74 POTION

any possible from DMG or UA; 2% likely to be a special potion (roll d3)

- 1 **oriental dragon control** (OA)
- 2 **oriental human control** (OA)
- 3 **Istar's truth** (DLA)

75 QUICKSILVER (MERCURY)

fun to play with, but quite toxic

76 RUNES

3-12 small tablets bearing a small rune or cartouche; roll under "DOMINOES" for materials; 5% likely to also have a magical tablet (roll d8; caster level for spells is up to DM)

- 1 **seal of deception** (OA)
- 2 **seal of vigor** (OA)
- 3 **tablet of spirit summoning** (OA)
- 4 **explosive runes**
- 5 **sepia snake sigil**
- 6 **symbol** (any clerical)
- 7 **symbol** (any magic-user)
- 8 **wizard mark**

77 RUST

flakes of rust, verdigris, tarnish, or other corrosion products

78 SALVE

salve of minor medicinal use; 40% chance of healing 1-4 HP if applied to a fresh open wound; 5% chance of being **Keoghtom's ointment** (5 applications)

79 SAND, COLORED

any color possible; 40% chance of multi-colored sand in rainbow layers inside a transparent container

80 SCALES

roll d6 for source:

- 1 snake
- 2 lizard
- 3 fish
- 4 exotic (giant snakes, nagas, giant lizards, kuo-toa, lamia noble, babbler, basilisk, behir, lizard man, gorgon, sahuagin, sea lion, merman, hippocampus, triton, afanc, verme, ophidian, yuan-ti, troglodyte, muckdweller, kamadan snakes, medusa hair, etc.)
- 5 dragon (roll under "EGG, EXOTIC" sub-entry #7)
- 6 extra-planar being (e.g., baku, hydrodaemon, cambion, nabassu, type V demon, abishai, horned devil, or unique being: Demogorgon, Mammon, Tiamat, Bahamut, etc.)

81 SCROLLS

2-9 rolled scrolls in open vase or urn; roll d10 for each:

- 1 blank (suitable for magic scroll, per DMG p. 117; roll d4)
 - 1 papyrus (2 gp)
 - 2 parchment (4 gp)
 - 3 vellum (8 gp)
 - 4 fine rice paper (15 gp; 0% chance of copying failure)
- 2 notes (equations, star charts, astrological symbols, magic diagrams, formulas, ingredient lists, timelines, names, prayers, curses, poems, prophecies, philosophy, musical notations, anatomic drawings, engineering designs, doodles, gibberish, profanities, blackmail material, command words for magic items, True Names of extra-planar beings, etc.)
- 3 map (roll d8)
 - 1 treasure map (see DMG page 120)
 - 2 map of surrounding region
 - 3 map of fantastic city, kingdom, or plane
 - 4 map of dungeon complex (may be partial and/or inaccurate)

- 5 map of another dungeon complex (may be partial, inaccurate, or fake)
- 6 nautical chart (showing reefs, shoals, and currents)
- 7 ancient map (worth 100-2,000 gp to a historian or collector)
- 8 magic map (when held, generates a map of area being traveled; does not show secret doors until discovered, but does ignore effects of **darkness, distance distortion, guards and wards**, illusionary walls, etc.; map fades in 2 hours, but can be copied before that)

- 4 contract (with a Lower Planar being; signed in blood; terms of contract are up to DM)
- 5 potion formula (for any single potion from DMG or UA; may require spells for preparation)
- 6 scroll prepared for the casting of a spell such as **exaction, spiritwrack, cacodemon, torment, or binding** (identity of target is up to DM)
- 7 artistic scroll (100-1,200 gp)
- 8 magic scroll (any possible from DMG or UA; magic-user or cleric scrolls have 4% chance of being wu jen or shukenja scrolls, respectively)
- 9 oriental magic item (see OA; roll d6)
 - 1 **charm of protection from disease**
 - 2 **charm of protection from fire**
 - 3 **charm of protection from spirits**
 - 4 **charm of protection from theft**
 - 5 **paper of forms**
 - 6 **scroll of protection from spirits**
- 10 trap (roll d6; caster level is up to DM; for results #5-6, reroll under "SCROLLS" for actual contents using d6 instead of d10)
 - 1 **sepia snake sigil**
 - 2 **explosive runes**
 - 3 **symbol** (any magic-user)
 - 4 **symbol** (any clerical)
 - 5 **illusionary script**
 - 6 **secret page**

82 SEALED

opaque crystal vial sealed with crystal stopper; something rattles inside; vial is unbreakable and impervious to **chime of opening**, any divination, and almost all spells; **disintegrate, wish, or alter reality** destroys entire vial and its mysterious contents

83 SECRETIONS

fluid milked or distilled from various possible

creatures; roll d20 (consult monster entries in MM1, MM2, or FF for potential properties of these substances):

- 1 aboleth mucus
- 2 acid (ankheg, giant slug, black dragon, sheef ghoul, flumph, aspis cow, kelubar demodand, dracolisk, thessalhydra, tenebrous worm)
- 3 giant bee honey (20% is royal jelly)
- 4 glue (adherer, cave fisher, faratsu demodand, mimic, killer mimic, giant sundew, zygom milk)
- 5 ink (kraken, giant octopus, giant squid)
- 6 musk (flumph, skunk, giant skunk, troglodyte, witherstench, wolverine, giant wolverine)
- 7 ophidian poison
- 8 pollen (mantrap, tri-flower frond, yellow musk creeper)
- 9 rust monster secretions
- 10 red slaad pellets
- 11 slime (gelatinous cube, ochre/mustard jelly, gray/crystal ooze, black/brown/dun/white pudding, stunjelly)
- 12 slippery (boggle oil, babau slime)
- 13 spores (roll under "SPORES")
- 14 stench kow milk
- 15 taer fat
- 16 toxic spittle (gibbering moulder, nereid, giant harvester termite)
- 17 undead residue (ghost ectoplasm, mummy dust, vampire dust, demi-lich dust)
- 18 vegetable enzymes (barkburr/direburr sap, mantrap secretions, phycomid fluid, tri-flower frond sap, twilight bloom syrup, ustilagor secretions, black willow stomach acid)
- 19 venom (from any poisonous monster: e.g., snakes, nagas, giant wasp/hornet/bee, tiger fly, assassin bug, giant centipedes, giant scorpions, giant spiders, poisonous frog/toad, kamadan, thessalhydra, medusa, wyvern, masher, rays, dragonfish, giant catfish, miner, imp, galltrit, grell, pseudo-dragon, tentamort, thri-kreen, piscodaemon, stegocentipede)
- 20 webbird webbing strands

84 SEEDS

1-100 ordinary seeds (80%), or 1-6 viable seeds of plant monster (20%); for the latter roll d20:

- 1 treant
- 2 witherweed
- 3 bloodthorn

- 4 choke creeper
- 5 forester's bane
- 6 hangman tree
- 7 mantrap
- 8 retch plant
- 9 giant sundew
- 10 tri-flower frond
- 11 twilight bloom
- 12 black willow
- 13 vampire tree (see DDG, "Melnibonéan Mythos")
- 14 vampire cactus (GA)
- 15 whipweed
- 16 wolf-in-sheep's-clothing
- 17 yellow musk creeper
- 18 needleman
- 19 plant spirit (single seed among 3-18 ordinary ones sprouts a tree that will be associated with a plant spirit; roll d3)
 - 1 dryad (always an acorn)
 - 2 bajang (OA)
 - 3 bisan (OA)
- 20 cursed acorn (if planted in a forest, gradually corrupts it; plants turn stunted, withered, and fungus-infested; forest becomes populated by giant black squirrels, witherstenches, zorbo, giant spiders, ettercaps, death watch beetles, assassin bugs, rot grubs, kech, quicklings, spriggans, giant toads, shambling mounds, giant catfish, miners, worgs, yeth hounds, bloodhawks, stirges, giant ravens, vulchlings, gloomwings, direburrs, mud-men, hangman trees, black willows, quickwoods, choke creepers, bloodthorns, forester's banes, kampfults, basidironds, phycomids, zygoms, needlemen, boggarts, will-o-wisps, shadows, groaning spirits, evil treants, ogres, green or black dragons, foxwomen, werewolves posing as woodsmen, greenhags in forbidding cottages, etc.; humanoids killed in the forest have a tendency to rise as skeletons, zombies, or ghouls; 10 square miles corrupted per year; druids working together can delay process by 1 year per total number of levels, but eventual corruption is inevitable unless the twisted oak that springs from the cursed acorn is found and destroyed; see DUNGEON #11, "The Black Heart of Ulom")

85 SHELLS

5-20 seashells, starfish, urchins, sand dollars, etc.; 10% likely to be rare cowrie shells 1-20 gp each

86 SHIP

ship in a bottle; 4% likely to be a **folding boat**

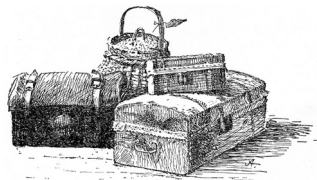
87 SLUGS

container also holds a small amount of water and some rotting leaves or sticks; roll d8:

- 1 large but ordinary slugs (2-5)
- 2 glowing slugs (1-6)
- 3 snails (2-5)
- 4 flatworms (4-11)
- 5 sea cucumber (in seawater with algae)
- 6 giant leech (1 HD, only 1-4 HP)
- 7 throat leech (1-4)
- 8 scum creeper

88 SOLVENT

alcohol, acetone, toluene, ammonia, ether, formaldehyde, etc.; PCs cannot identify liquids; very pungent or acrid, and inhalation causes dizziness; explodes for 3-18 damage to all within 5' if ignited (save vs. wands for ½); 4% likely to be **ultimate solution** (27 oz.)



89 SPECIMENS

sealed glass jars or flasks full of clear fluid with floating pickled body parts or whole creatures; roll d20:

- 1 ears
- 2 eyeballs
- 3 livers
- 4 lungs
- 5 hearts
- 6 stomachs
- 7 entrails/intestines
- 8 kidneys
- 9 brains
- 10 heads
- 11 scalps (human or humanoid)
- 12 hands
- 13 fingers
- 14 feet/hooves/paws
- 15 tongues
- 16 tentacles
- 17 bladders
- 18 gallstones
- 19 bezoars
- 18 embryos
- 19 small animals (e.g., mice, snakes, lizards, frogs, crabs, insects, spiders, worms)
- 20 deformed small animal/embryo (e.g., extra vestigial limbs, missing limbs, eyeless, two-headed, conjoined, bloated, tumor-infested)

90 SPELL COMPONENTS

single material component for a random spell; perishable components (mistletoe, fresh berries, etc.) are 20% likely to be spoiled; amount is up to DM, but enough for 4-16 castings is suggested for consumed components, 1-4 castings for reusable components, or 1 casting for expensive and/or manufactured objects (e.g., valuable gem, miniature chest for **Leomund's secret chest**); roll d6:

- 1 magic-user (any from PH, UA, or GA)
- 2 illusionist (any from PH or UA)
- 3 cleric (any from PH, UA, or GA)
- 4 druid (any from PH or UA)
- 5 wu jen (any from OA)
- 6 shukenja (any from OA)

91 SPORES

if container is thrown, spores explode in 10'x10'x10' cloud from point of impact; roll d12 for source:

- 1 ASCOMOID: ascomoid sprouts 1-4 days after spores are spread on dirt or compost; inhaling spores kills or blinds victim as ascomoid attack
- 2 BASIDIROND: equal chance of hallucinatory or poisonous spores; inhaling spores affects victim as basidiron attack; basidiron sprouts 1-2 days after poisonous spores are spread on dirt or compost
- 3 MOLD, BROWN: 5'x5' patch sprouts 2-8 turns after spores are spread on any surface; further growth depends on heat availability
- 4 MOLD, RUSSET: 5'x5' patch sprouts 2-12 turns after spores are spread on any surface; inhaling or touching spores affects victim as russet mold attack
- 5 MOLD, YELLOW: 5'x5' patch sprouts 2-12 turns after spores are spread on any surface; inhaling spores affects victim as yellow mold attack
- 6 MYCONID: roll d6:
 - 1 distress (useless without other myconids)
 - 2 reproducer (2-5 myconids with 1 HD sprout 6-60 turns after spores are spread on dirt or compost)
 - 3 rapport (useless without other myconids)
 - 4 pacifier (usable against others)
 - 5 hallucinator (usable against others)
 - 6 animator (reanimate one dead body, but creature cannot be controlled)

- 7 PHYCOMID: colony sprouts 2-12 turns after spores are spread on dirt or compost
- 8 SHRIEKER: 3-8 sprout 4-16 turns after spores are spread on any surface
- 9 VIOLET FUNGUS: 3-8 sprout 4-16 turns after spores are spread on any surface
- 10 ZYGOM: colony sprouts 2-12 turns after spores are spread on dirt or compost
- 11 GAS SPORE: container full of tiny rhizomes that infect those exposed as gas spore touch
- 12 MI-GO: 1-2 mi-go (see DDG, "Cthulhu Mythos") sprout 2-200 days after spores are spread on any surface

92 STONE, MAGIC

75% chance of being camouflaged among 6-30 similar non-magical stones or gems; roll d20:

- 1 **gem of brightness**
- 2 **gem of insight**
- 3 **gem of seeing**
- 4 **gem of wishes** (OA)
- 5 **ioun stone** (any possible)
- 6 **jewel of attacks**
- 7 **jewel of flawlessness**
- 8 **philosopher's stone** (either variant possible)
- 9 **stone of controlling earth elementals**
- 10 **stone of good luck**
- 11 **stone of weight**
- 12 **fire elemental gem** (as **brazier of commanding fire elementals**, except elemental can be summoned from any existing fire; see G3: HALL OF THE FIRE GIANT KING)
- 13 **fire gem** (see LL, "Chinese Mythos")
- 14 **Nanorion stone** (see DDG, "Melnibonéan Mythos")
- 15 gem with **continual light** cast upon it
- 16 invisible gem (glow in pitch darkness; worth 500 gp as novelty)
- 17 piece of amber with a fly inside that can be called forth as an **ebony fly**
- 18 crystal with eyeball inside (eye reacts to light; crumbles to dust if crystal is broken)
- 19 gem with tiny moving image at the core (content of the scene is up to DM)
- 20 soul gem (e.g., lich phylactery, demi-lich eye, slaadi soul gem, prison for **binding** or **trap the soul** spells, receptacle for **magic jar**; identity of being associated with gem is up to DM)

93 TADPOLES

4-40 tadpoles in flask or pot of water and vegetable debris; 10% chance of instead holding 1-3 large tadpoles of amphibian monsters (roll d8)

- 1 killer frog
- 2 poisonous frog
- 3 blindheim
- 4 bullywug
- 5 grippli
- 6 grung (GA)
- 7 giant toad
- 8 poisonous toad

94 TAR/PITCH

no special properties

95 TRAP

caster level for spell-based traps is up to DM; roll d20 (for sub-entries #1-9, and perhaps #10-12, there can be something else in container at the DM's option):

- 1 **fire trap** on stopper
- 2 **glyph of warding** (any possible) on stopper
- 3 **Leomund's trap** on hinged lid or cover
- 4 **sepia snake sigil** on label
- 5 permanent **alarm** on container
- 6 permanent **antipathy** on container (parameters of spell are up to DM)
- 7 poison needle or barb on stopper (save or die)
- 8 contact poison on stopper (save at +1 or die)
- 9 **sovereign glue** on stopper
- 10 scything blade along seam of lid of large urn (damage 1-6; 50% chance of severing a fingertip if maximum damage is inflicted)
- 11 **explosive runes** on label
- 12 **dust of sneezing and choking** in container
- 13 **oil of fiery burning** in container
- 14 **bag of devouring** lines interior of wide-mouthed urn
- 15 gas from gas spore in container (treat as exploding gas spore)
- 16 gas (roll under "GAS" using d10 instead of d12)
- 17 electrically charged metal flask (first to touch with bare hand is shocked for 1-8 damage; save vs. wands for ½)
- 18 crucible shatters as **egg of shattering** when opened
- 19 opaque urn shoots 1-3 darts when opened (1-4 damage each; 20% likely to be poisoned: save or die with each hit)
- 20 opaque urn sprays fluid when

- opened (roll d4)
- 1 blue dye (visibly stains opener's skin for 2 days)
 - 2 musk (see MM2, "Skunk"; 20% likely to be giant skunk/wolverine musk: see MM1)
 - 3 poison (save or die)
 - 4 acid (damage 2-8; save vs. wands or permanently lose 1-3 Charisma)

96 UTENSILS

open vase, urn, or cup with 1-8 wands, quills, spoons, stirring rods, or other utensils; roll d20 for each (no more than 1 magic item in container):

- 1 wand (roll d6)
 - 1 plain non-magical wand
 - 2 valuable wand (*i.e.*, ebony, ivory, inlaid, *etc.*, worth 10-100 gp)
 - 3 false wand (with **Nystul's magic aura**)
 - 4 wand ready to be enchanted/charged (any wand from DMG, UA, or GA)
 - 5 magic wand (any from DMG or UA)
 - 6 special wand (all from GA; roll d6)
 - 1 **Bisselite wand of peace**
 - 2 **Scant wand of storms**
 - 3 **dark wand of the Sulhaut Mountains**
 - 4 **fire wand of Suloise**
 - 5 **wand of Highfolk**
 - 6 **Yatil wand of zooming**
- 2 quill or feather (roll d4)
 - 1 quill (10% likely to be finely made, worth 1-6 gp)
 - 2 magic quill (never needs to be dipped in ink)
 - 3 peacock feather (1 gp)
 - 4 **Quaal's feather token** (any possible)
- 3 stylus (10% likely to be finely made, worth 1-6 gp)
- 4 stirring rod (10% likely to be silver, worth 1 gp)
- 5 spoon (10% likely to be silver, worth 1-3 gp)
- 6 spatula
- 7 measuring stick/ruler
- 8 tally stick (set of 2-5)
- 9 chopsticks (pair; engraved with Oriental characters; 10% likely to be lacquered or ivory, worth 1-4 gp for pair)
- 10 glassware (roll d4)
 - 1 test tube (40% likely to be

- 2 stained)
- 2 pipette/dropper
- 3 short length of glass tubing
- 4 distillation coil
- 11 tool (roll d12)
 - 1 small mallet
 - 2 chisel
 - 3 burin
 - 4 file
 - 5 scissors/shears
 - 6 small hand saw
 - 7 small metal bar
 - 8 short length of metal wire
 - 9 small paint brush
 - 10 long needle
 - 11 tuning fork
 - 12 long hook
- 12 personal effect (roll d10)
 - 1 comb (10% likely to be ivory, silver, or inlaid, worth 1-20 gp)
 - 2 hairbrush (10% likely to be ivory, silver, or inlaid, worth 2-40 gp)
 - 3 hairpin (10% likely to be set with jewel, worth 50-500 gp)
 - 4 hand mirror (25% likely to be silver, worth 20 gp)
 - 5 pipe (10% likely to be carved meerschaum, worth 5-30 gp)
 - 6 folding fan (10% likely to be ivory and painted silk, worth 10-100 gp)
 - 7 **wind fan** (folded)
 - 8 spectacles (10% likely to have silver or gold frames, worth 5-60 gp)
 - 9 **glasses of Arcanist** (DLA)
 - 10 magic lenses set in frame (separating lenses from frame has 50% chance of destroying each lens; roll d4)
 - 1 **eyes of charming**
 - 2 **eyes of minute seeing**
 - 3 **eyes of the eagle**
 - 4 **eyes of petrification** (non-cursed variant is also possible)
- 13 piece of wood (roll d6)
 - 1 ordinary gnarled stick/twig
 - 2 forked divining rod
 - 3 hollow reed/bamboo
 - 4 cut length of lumber
 - 5 cut length of rare wood (*e.g.*, ebony, mahogany, cedar, camphor; worth 1-4 gp)
 - 6 cut length of fungus wood from the Underdark
- 14 **diamond mace** (OA)
- 15 **Murlynd's spoon**
- 16 **spoon of stirring**
- 17 **lens of detection** (with frame and

- handle)
- 18 musical instrument (roll d8)
- 1 chime
 - 2 flute
 - 3 pipes
 - 4 **chime of hunger**
 - 5 **chime of interruption**
 - 6 **chime of opening**
 - 7 **flute of wind dancing** (DLA)
 - 8 **pipes of the sewers**
- 19 weapon (roll d8)
- 1 arrow (20% likely to be a variant from OA; roll d4)
 - 1 armor piercer
 - 2 frog crotch
 - 3 humming bulb
 - 4 leaf head
 - 2 bolt (60% light, 40% heavy)
 - 3 dagger
 - 4 knife
 - 5 jitte (OA)
 - 6 sai (OA)
 - 7 siangkam (OA)
 - 8 uchi-ne (OA)
- 20 magic or special weapon (roll d4)
- 1 missile (roll d12)
 - 1 silver arrow
 - 2 **arrow +1**
 - 3 **arrow +2**
 - 4 **arrow +3**
 - 5 **arrow +4**
 - 6 **arrow of direction**
 - 7 **arrow of slaying** (any possible)
 - 8 **black arrow of luz +3** (GA)
 - 9 **arrow of law** (see DDG, "Melnibonéan Mythos")
 - 10 **bolt +1**
 - 11 **bolt +2**
 - 12 **bolt +3**
 - 2 dagger (roll d12)
 - 1 silver dagger (100 gp)
 - 2 **dagger +1**
 - 3 **dagger +1, +2 vs. creatures smaller than man-sized**
 - 4 **dagger +2**
 - 5 **dagger +2, longtooth**
 - 6 **dagger +2, +3 vs. creatures larger than man-sized**
 - 7 **dagger +3**
 - 8 **dagger of venom**
 - 9 **dagger of throwing +1**
 - 10 **dagger of throwing +2**
 - 11 **dagger of throwing +3**
 - 12 **dagger of throwing +4**
 - 3 knife (roll d6)
 - 1 **knife +1**
 - 2 **knife +2**

- 3 **buckle knife +1**
- 4 **buckle knife +2**
- 5 **buckle knife +3**
- 6 **buckle knife +4**
- 4 **hornblade** (any variant possible)

97 WATER

roll d8:

- 1 pure drinkable water
- 2 foul undrinkable water (see WSG page 60 for effects of tainted water)
- 3 apparently clean water with a throat leech
- 4 infected water (causes parasitic infestation; see DMG page 14)
- 5 sea water
- 6 potion of **sweet water**
- 7 **holy** or **unholy water** (50% chance of each; equivalent of 1-4 vials)
- 8 water from the River Styx (see MM2, "Charon")
- 9 magical water (no obvious properties; if poured on a patch of dirt, 2-12 mud-men spring up)
- 10 small water weird (HP 6; container is not large enough for targets to be drowned)

98 WAX

sub-entries #1-3 are 5% likely to be magical, suitable for dipping 2-5 **candles of invocation** (alignment pre-determined by DM); roll d8:

- 1 beeswax (20% chance of being colored)
- 2 tallow
- 3 adipocere (corpse wax; if magical, can only be used for evil-aligned **candle of invocation**)
- 4 ambergris (2-40 gp to perfume-maker)
- 5 2-5 candles (60% wax, 40% tallow)
- 6 1-2 **candles of invocation** (any alignment possible)
- 7 1-4 pieces of honeycomb
- 8 1-4 crude wax effigies (40% likely to be stuck with pins and/or nails)

99 WEAPONS

large clay urn with 3-12 weapons or missiles; roll d20:

- 1 arrowheads (20% likely to be arrowheads for a variant from OA; roll d4)
 - 1 armor piercer
 - 2 frog crotch
 - 3 humming bulb
 - 4 leaf head
- 2 quarrel heads (60% light, 40% heavy)
- 3 spear heads
- 4 javelin tips

- 5 slings
- 6 sling bullets
- 7 darts
- 8 blowgun needles
- 9 throwing knives (unusable as melee weapons)
- 10 caltrops
- 11 saps
- 12 garrots
- 13 whips
- 14 iron spikes
- 15 shaken (OA)
- 16 shurikens (any variety possible; see OA)
- 17 kawanaga (OA)
- 18 kyoketsu-shogi (OA)
- 19 nekode (OA)
- 20 magic weapons (1-3 in a container full of similar non-magical weapons; roll d12)
 - 1 **sling bullet +1**
 - 2 **sling bullet +2**
 - 3 **sling bullet +3**
 - 4 **sling bullet of impact**
 - 5 **sling of seeking +2** (only 1 in container)
 - 6 **dart +1**
 - 7 **dart +2**
 - 8 **dart +3**
 - 9 **dart of homing**
 - 10 **dart of the hornets' nest** (any possible)
 - 11 **cord of Ekbir +1** (only 1 in container; see GA)
 - 12 **whip of Zeif +3** (only 1 in

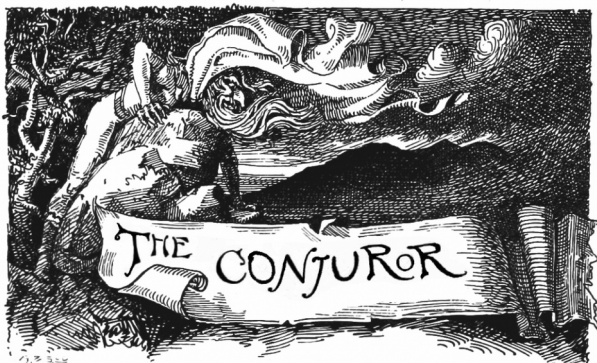
container; see GA)

00 ZEPHYR

when container (usually opaque) is uncovered, constantly blows out air until covered again; roll d10:

- 1 draft (as **zephyr** spell)
- 2 gust (as **gust of wind** spell by level 10 caster)
- 3 gale (equivalent of strong gale, per DMG page 53, wide enough to affect one ship)
- 4 vacuum (perpetually sucks air and particles with strength of **gust of wind** spell by level 5 caster)
- 5 wind and vacuum (each time uncovered alternates between sucking air and blowing it out, including debris sucked in by previous opening; strength equivalent to **gust of wind** spell by level 5 caster)
- 6 breathing (container seems to gently inhale and exhale)
- 7 incense (constantly emits delicate stream of fine-smelling incense smoke)
- 8 smoke (as **eversmoking bottle**, except command word not needed to replace lid)
- 9 continuously blows out gas (roll under "GAS" using d10 instead of d12)
- 10 blasts out vapors as giant bombardier beetle attack (including auditory effects) each time container is uncovered.





by Ian Slater

Magic-users and illusionists are my favorite classes to play. I recently had the idea, based on the illusionist model, to construct sub-classes of magic user for every kind of arcane magic.

My first stab at this is a "conjuror / summoner" magic user subclass. In the fantasy works of such authors as Vance, Moorcock and Howard there is ample precedent for the conjuror / summoner wizard. These wizards summon powerful monsters and make pacts with other planar beings to gain power.

Conjurors have to be smart, fast, and persuasive so they have minimum scores in intelligence, dexterity and charisma. They are like generic magic users with regards to proficiencies (weapon & non-weapon), armor, spell progression, HD, level progression, spell research rules etc.

Conjurors are usually drawn from wealthy families, as conjuration magic requires expensive components, and they start the game with 300-400 gp. In addition, since conjuration magic is about compelling beings into service, conjurors usually allocate their initial wealth to either buying and training guard dogs (or other appropriate animals) or hiring henchmen/hirelings for protection. Higher level conjurors replace these common animals and servants with fantastic animals and monsters. Conjurors need this extra protection because they have a severely restricted spell list, particularly at lower levels.

Conjurors, like illusionists, narrow their range of practiced magic to excel in their area of specialization. Their spell list contains about 83 spells (including dual-classified spells, like evocation/conjuration) as compared to the 250 spells of the PHB magic user.

The spell list contains mostly spells of the conjuration/summoning type, but also includes a small number of charm spells, divination and contact other plane spells (so they can find the beings they want conjure), and also a few spells that every arcane spell

caster should know e.g. Read Magic. I also give conjurors access to Extension and Rary's Mnemonic Enhancer

It is possible to stick with the conjuration spells already available, but I would encourage DMs to create further spells to supplement the lean levels.

To address the limitations on their class, conjurors often research new spells (I have included some below for an example), and create and collect magic items e.g. scrying items, other-planar access and communication items, defensive items, wand of magic missiles, etc.

In exchange for what they give up, conjurors gain enhanced conjuration magic (detailed below). Basically, conjurors cast all conjuring spells as if they were a higher level caster.

I have also added a mechanic whereby replacing the material components of a spell can change the spell's effect (an idea suggested—but not detailed—in the PHB, p.64).

Finally, I have modified the spell descriptions of four existing spells: Protection from Evil, Flame Arrow, Monster Summoning and Conjure Elemental.

Magic-User Subclass: Conjuror

Level Titles

- 1 - Gatherer
- 2 - Retriever
- 3 - Persuader
- 4 - Compeller
- 5 - Impeller
- 6 - Diabolist
- 7 - Spellbinder
- 8 - Summoner
- 9 - Conjuror

Alignment: any Lawful

Hit Dice: d4 (progression as magic user)

Armor: none

Weapon Proficiencies: as magic user

Starting Resources: all conjurors start the game with 300-400 gp; a portion of this amount must be spent on either domesticated guard animals appropriate to the conjuror's home region, or henchmen/hirelings.

Weapons Allowed: as magic user

Ability score minimums: 15 dexterity, 16 intelligence, 13 charisma

Racial Limitations: per PHB Magic-User

General Magic Related Abilities

a) Same spell progression chart as the regular magic user; same processes for reading, casting, learning, transcribing, memorizing spells and using scroll spells (e.g. spells not known, higher level spells) as the regular MU.

b) Initial spells are Read Magic, Find Familiar, Unseen Servant, and then either Push or Charm Person. A conjuration/summoning spell will be given to the conjuror by his master as his "free spell" (cf. DMG, p.39) at each new experience level.

d) +10% on the "to know" percentage for conjuration / summoning spells

e) Modifications to four existing spells (Protection from Evil, Flame Arrow, Monster Summoning and Conjure Elemental), new spells as noted, and the following general ability: all conjuration / summoning spells are cast by conjurors as if they were 2 levels higher. This does not impact the spell progression chart, but it does impact the effective casting level of the spell, range, area of effect, damage, etc.

f) The ability to substitute more expensive and rare components in any given creature summoning spell to control selection or options available. For example, for a Monster Summoning spell, by substituting a 400 gp diamond, or an ogre's skull, the conjuror could choose to call ogres from the summoning list instead of receiving a random creature. Alternatively, for the same spell, the conjuror could include a new monster on the summoning list as long as the monster was of similar power (e.g. HD, AC, Special Abilities etc) to those on list. The DM will determine what rarity or value of item is appropriate to the desired result. He can deem a component insufficient or, in rare cases, have the spell behave in a way that is dangerous to the conjuror.

New Magic Items

Conjurors create magic items to enhance their power. For example:

Tornwith's Amulet of Conjunction (MU/III.)

When wielded by a magic user this amulet augments the use of conjuration magic. By expending one charge it will increase by half (rounded down) the total number of creatures conjured. For example, a monster summoning IV spell normally calls 1-3 creatures, but a magic user who spends one charge of the amulet could call 1-3+1. For two charges, twice the number of creatures may be summoned: casting monster summoning IV would call 2-6 creatures instead of 1-3. For three charges, the number of creatures summoned can be

tripled. The amulet will have 40 - 1d8 charges when found. The amulet can only be recharged by an 18th level magic user, and each recharge costs one Monster Summoning VII spell.

Amulet value: 6000 xp, 30,000 gp.

Modified Spell Descriptions for Existing Spells

Protection from Evil

Works as described in the PHB with the following exception: if the conjuror replaces the listed material components with a drop of mercury, and a bar of pure iron dipped in electrum (not consumed with the casting) then spell may protect against enchanted/summoned creatures of any alignment. However, the strength of the protection is reduced: attacks are -1 (instead of -2) to hit the protected creature, and saves caused by such attacks are +1 (instead of +2) on the protected creature's dice roll.

Flame Arrow

Works as described in the PHB with the following exceptions: the duration of the spell is one round per level; the magic user can touch one arrow or crossbow bolt per segment for the duration of the spell to a maximum of 1 arrow per level; each missile must be discharged by the end of the spell's duration. All arrows do standard damage (+1 of damage if the victim is not impervious to fire). If hit, the victim must save versus spell or his gear is on fire and all his items must save versus normal fire or be destroyed. This spell is cast as if the conjuror was 2 levels higher than his current level.

Monster Summoning

Works as described in the PHB with the following exceptions: all monster summoning spells have casting times reduced by 1, and it takes half the time for summoned creatures to arrive. In addition, 1 extra monster is summoned for every 4 levels of the conjurer's adjusted level e.g. a 6th level conjurer will cast as if an 8th level magic user, so he gets to add 2 monsters to his roll. Finally, on the chart roll, the conjurer gets +/- 1 per 2 levels. The monster level charts in the back of the MM2 are used for all monster summoning spells.

Conjure Elemental

Works as described in the PHB with the following exceptions: the type of elemental need not be decided upon before memorizing the spell; if the MU ceases concentration on the elemental it must make a saving throw, if it is successful it can attack the MU. There is always a 2% chance that the elemental will turn on its conjuror

regardless of concentration, and this check is made at the end of the second and each succeeding round. For every 3 levels of experience the conjuror gets an additional round without checking e.g. a 4th level conjuror checks at the end of the third round and every 2 rounds thereafter; at 7th he checks at the end of the fourth round and every 3 rounds thereafter etc. The elemental can be controlled at a distance of 5". Recall that the spell is cast at 2 levels higher than the conjuror's current level for all purposes but the checking for control mentioned above.

Spells Knowable

- Spells with a * have modified descriptions (see below)
- Spells with a + are cast at 2 levels above current conjuror level
- Spells in italics are from UA
- Spells in bold are new spells (described below)
- For spells with an X, the spell description appears in & Magazine, Issue 8 - Urban Adventures (<http://www.and-mag.com/2014/02/urban-adventures/>)

1st Level

Amillian's Ambient Avian +X
 Armor +
 Charm Person
 Find Familiar +
 Khostin's Vermin Throng +X
 Kintor's Commencement +
 Kintor's Embryonic Rejoinder +
 Mount +
 Protection from Evil*
 Push +
 Read Magic
 The Tailor of Munnar the Mad +X
 Unseen Servant +
 Write

2nd Level

The Banquet of Munnar the Mad +X
 Dust Devil
 Forget
 Jauncil Tinnobassar's Avian Guardians +
 Lintash's Monster Summoning Prime +
 Scare

3rd Level

Flame arrow *+
 Kassnar's Magnificent Yellow Jacket +
 Material +
 Monster Summoning I *+
 Mohrgull's Magnificent Mount I +
 Protection from Evil, 10' radius*
 Sepia Snake Sigil +
 Suggestion
 Tellentir's Spell of the Quinquagenarian

Screens +

4th Level

Amsargoth's Conjure the Carrion +
 Charm Monster
 Extension I
 Evard's Black Tentacles +
 Mohrgull's Magnificent Mount II +
 Monster Summoning II *+
 Rary's Mnemonic Enhancer

5th Level

Conjure Elemental *+
 Contact Other Plane
 Dismissal +
 Distance Distortion +
 Dolor +
 Extension II
 Leomund's Secret Chest +
 Monster Summoning III *+
 Mohrgull's Magnificent Mount III +
 Svintooth's Mighty Carriage +
 Tisin's Libram Cache +

6th Level

The Cruel Cube of Munnar the Mad +
 Death Spell +
 Enchant an Item +
 Ensnarement +
 Extension III
 Invisible Stalker +
 Korganders Unicorn +
 Monster Summoning IV *+
 Mohrgull's Magnificent Mount IV +
 Spiritwrack

7th Level

Cacodemon +
 Charm Plants
 Drawmij's Instant Summons +
 Monster Summoning V *+
 Mohrgull's Magnificent Mount V +
 Mordenkainen's Magnificent Mansion
 Power word, Stun

8th Level

Binding
 Mass Charm
 Monster Summoning VI*+
 Mohrgull's Magnificent Mount VI +
 Permanency
 Symbol +
 The Pandimensional Armory of Aranath the Triumphant +
 Tenbir's Mighty Tower +
 Trap the Soul +

9th Level

Monster Summoning VI *+
 Mohrgull's Magnificent Mount VII +
 Gate +
 Power Word, Kill
 Prismatic Sphere
 Wish

NEW SPELL DESCRIPTIONS

Kintor's Commencement

Level: *Conjurer 1* Components: V,S,M
Range: 3" Casting Time: 1 seg.
Duration: 1 rd/lvl Saving Throw: None
Area of Effect: 3' radius circle

Kintor's signature spell creates a gate, in the shape of a 3' radius circle, that is designed to allow summoned monsters to appear, but does not manifest any monsters at this level. The gate has the following properties:

a) Solid objects may not pass through it, so if it is conjured within 10 feet of the magic user it will act as a barrier giving -4 to AC from the front only (this will also block the MU from direct frontal shots, and block visibility for everyone including the magic-user).

b) If there is an existing gate or inter-dimensional portal within the area of effect of the spell, it has a chance equal to the (caster's level x 5%) - (5% per level difference between the creator of the gate and the caster) of interfering with that gate. If this is achieved, roll a d4: 1-3 - gate is disrupted; 4 - gate is now controlled by the MU.

c) Any magic users within the area of effect that cast *blink*, *dimension door*, *teleport* or the like during this spell's duration must roll a saving throw or their spell is disrupted and they fall unconscious for 2-4 rounds.

The material component for this spell is a small stone and a handful of sand.

Kintor's Embryonic Rejoinder

Level: *Conjurer 1* Components: V,S,M
Range: 3" Casting Time: 1 seg.
Duration: 1 round Saving Throw: Neg.
Area of Effect: (a) 3" radius half- sphere in front of MU; (b) 2" radius sphere;

Kintor's Embryonic Rejoinder opens up a summoning gate, but it is too weak to allow actual monsters through. Instead it allows either blinding light or deafening sound to penetrate through.

a) Light: victims in the area of effect must save versus spell or be blinded for 1-4 rounds (-4 to hit)

b) Sound: victims in the area of effect must save versus spell or be deafened for 1-6 rounds (-1 to hit, 1 point AC penalty)

The material component for this spell is a piece of shale snapped in two.

Jauncil Tinnobassar's Avian Guardians

Level: *Conjurer 2* Components: V,S,M
Range: *Self* Casting Time: 2 seg.
Duration: 5 rds/lvl Saving Throw: None
Area of Effect: *Special*

When cast the *avian guardian* spell summons into existence two small, winged extra-dimensional beings that look like a cross between a bat and a monkey. These two creatures flit and fly near the magic user, and attempt to knock missiles out of the air before they strike the magic user. The caster is AC 2 vs. hand propelled missiles, and AC 3 vs. device-propelled missiles. The avian guardians do not confer an AC bonus against melee weapons; however, if attacked with a melee weapon, the magic user can opt to forgo the missile protection, and instead have the avian guardians attempt to snatch the weapon from the attacker. The victim's weapon is snatched on a failed saving throw versus paralyzation. A snatch may be attempted once per round, for the duration of the spell. The guardians are AC 7 and have 4 HP each. The material components of this spell are a pair of matching feathers and a silver piece.

Lintash's Monster Summoning Prime

Level: *Conjurer 2* Components: V,S,M
Range: 2" Casting Time: 2 seg.
Duration: 2r + 1r/lvl Saving Throw: None
Area of Effect: *Special*

Lintash's signature spell works exactly like a *Monster Summoning 1* spell, but with the parameters listed above for area of effect, casting time, etc. 1-4 monsters of one kind arrive in 1-4 rounds. The conjurer still casts the spell as if 2 levels higher, and still gets a ± 1 per 2 experience levels on the chart roll.

Kassnar's Magnificent Yellow Jacket

Level: *Conjurer 3* Components: V,S,M
Range: 1" per level Casting Time: *Spec.*
Duration: 1 rd/lvl Saving Throw: *Spec.*
Area of Effect: 1" x 1" x 1" cube

This spell allows the magic user to summon various different creatures at different levels.

MU Power Level

- 1-3 spell summons bees that swarm enemies, prevent spell casting, and obscure visibility (-2 to hit), no damage
- 4-6 same as 1-3, but in addition bees do 1 hp damage per level of the magic user over the duration of the spell
- 7-9 same as 1-6, but also summons 1-4 giant bees that each do 2 hp of damage over the duration of the spell
- 10-12 same as 1-9, but the victims have an additional -1 "to hit", and their AC is penalized by 2 points
- 13-up same as 1-12, but the magic user can additionally summon 1-6 giant wasps (see MM) that are large enough to carry human passengers.

The material components for this spell are a custom-made leather vest, permanently dyed yellow with black trim (not consumed in the casting), and an iron and silver bracer.

Mohrgull's Magnificent Mount I

Level: *Conjurer 3* Components: *V,S,M*
Range: *Special* Casting Time: *2 seg.*
Duration: *6tns+1tn/lvl* Saving Throw: *None*
Area of Effect: *Special*

Mohrgull's spell is a specialized version of monster summoning, and there is a matching *Mount* spell for each level from 3rd upwards. It summons 1 monster per 3 levels of experience of the conjurer to serve as a mount. The mount stays for longer than a normal summoned monster, and it is completely at the magic user's command. *Mohrgull's Magnificent Mount I* summons either a horse or a camel depending on the environment. The material components for this spell are a pearl worth at least 20 gp and a small leather bag.

Tellentir's Spell of the Quinquagenarian Screens

Level: *Conjurer 3* Components: *V,S,M*
Range: *1" per level* Casting Time: *3 seg.*
Duration: *1 rd/lvl* Saving Throw: *None*
Area of Effect: *1" x 1" x 1" cube/level*

Tellentir's spell is useful for situations where the magic-user is relatively exposed to missile fire. The spell conjures 20-50 (d4+1 x 10) floating screens that surround the magic-user at random intervals and random heights within the spell's area of effect. Each screen is the height of the magic-user and 3 feet across. The screens are made of a light substance, similar in consistency to parchment. Any missile that is shot towards the magic user will suffer a -1 penalty to hit for every 10 screens conjured due to obscurement of vision. The screens may be easily pushed aside, but doing so will slow the movement rate of the victim by ½ for the duration of the spell. The spell's material component is a piece of parchment with the spell command word written on it 50 times in ink made from tortoise blood, squid ink and tree sap.

Amsargoth's Conjure the Carrion

Level: *Conjurer 4* Components: *V,S,M*
Range: *1" per level* Casting Time: *4 seg.*
Duration: *1 rd/lvl* Saving Throw: *None*
Area of Effect: *Special*

Amsargoth's spell draws to the caster small vermin (as might be found in an urban setting). These can be directed at any

target the caster chooses. The magic user casting this spell should roll on the chart below to see what vermin appear (d10):

d10 Outcome

1-2	1-4 giant spiders
3-4	3-6 rats
5-6	1-6 huge spiders
7-8	2-8 wild dogs
9-10	1-10 rot grubs

For every 2 levels above 8th, the magic user rolls once more on the table, ignoring duplicates. At most, the caster can receive each result once. The spell's material component is a dead insect that has been covered in honey and a copper piece. The spell's material components are a copper piece, and a dead insect that has been covered in honey. The caster tosses the copper piece away from himself, and crushes the insect between his fingers before smearing it into his palms.

Mohrgull's Magnificent Mount II

Level: *Conjurer 4* Components: *V,S,M*
Range: *Special* Casting Time: *3 seg.*
Duration: *6tns+1tn/lvl* Saving Throw: *None*
Area of Effect: *Special*

This spell summons one obedient mount for every three levels of the conjurer's experience; it serves the caster or a designated target's command. *Mohrgull's Magnificent Mount II* summons giant rams, giant stags or giant sea horses, depending on the environment. The material components of this spell are a pearl worth at least 50 gp and a small leather bag.

Mohrgull's Magnificent Mount III

Level: *Conjurer 5* Components: *V,S,M*
Range: *Special* Casting Time: *4 seg.*
Duration: *1hr+1hr/lvl* Saving Throw: *None*
Area of Effect: *Special*

This spell summons one obedient mount for every three levels of the conjurer's experience; it serves the caster or a designated target's command. *Mohrgull's Magnificent Mount III* summons giant lizards, dire wolves or giant pikes, depending on the environment. The material components of this spell are a pearl worth at least 100 gp and a small leather bag.

Svintooth's Mighty Carriage

Level: *Conjurer 5* Components: *V,S,M*
Range: *1" per level* Casting Time: *5 seg.*
Duration: *1hr/lvl* Saving Throw: *None*
Area of Effect: *Special*

Svintooth's signature spell summons a wyvern carrying an iron cage in its talons. Up

to eight medium-sized creatures, or the equivalent, may be carried in the iron cage at a time. After summoning, the wyvern will fly passengers in the cage at maximum move (24") for as long as desired within the duration of the spell. The material component for this spell is a black pearl worth no less than 100 gp, the wing of a bat, and a small custom-made iron cage (50 gp value; not consumed in the casting). If the custom-made cage is damaged while the spell is in use, the actual cage is destroyed as well.

Tisin's Libram Cache

Level: *Conjurer 5* Components: V,S,M
Range: *Touch* Casting Time: *1 turn*
Duration: *Until discharged* Saving Throw: *None*
Area of Effect: *Special*

When the magic user casts the libram cache on her spell book, the spell "sits" until activated. When the spell book fails a saving throw, rather than be destroyed, the tome is transported to a pocket dimension where, for each point under the required save that was rolled, it will stay 24 hours before returning to the magic user. For example, if the tome required a 10 to save against acid and a 7 was rolled, the tome would be gone for 3 days. The material component for this spell is a specially prepared silk bag that must be filled with powdered gold and placed in a dark space for a week.

The Cruel Cube of Munnar the Mad

Level: *Conjurer 6* Components: V,S,M
Range: *1" per level* Casting Time: *6 seg.*
Duration: *1 turn* Saving Throw: *Neg.*
Area of Effect: *1" x 1" x 1" cube*

This spell creates a transparent cube of a glass-like material which is open on the top. The cube is AC 5 and has hit points equal to the total hit points of the magic user who created it. Inside the cube will be one of the following:

1. Black Pudding
2. Ochre Jelly
3. Grey Ooze
4. Green Slime
5. Gelatinous Cube

If the target makes its save when the spell is cast, the cube misses the target, but is still there. If the target fails its save, it is trapped in the cube and takes damage every round from the cube's occupant. The victim can escape the cube by breaking its walls or by being rescued. The victim may be rescued when someone throws a rope down into the cube, or levitates them out etc. The walls are too slick to climb. Even after escaping,

the victim still has to deal with having the occupant on its clothing and armor, etc. For the duration of the spell, the cube can be thrown until it traps a target. The spell's material components are a drop of vinegar, a pinch of copper dust and a drop of any one of the above creatures.

Korgander's Unicorn

Level: *Conjurer 6* Components: V,S,M
Range: *1" per level* Casting Time: *6 seg.*
Duration: *1 turn/lvl* Saving Throw: *Spec.*
Area of Effect: *Special*

Korgander's Unicorn summons a unicorn for the magic-user to use as a mount.

Unicorn: AC 2; MV 24"; HD 4+4; ATT 3; DA 1-6,1-6,1-12; SA charge and attack with horn (+2 to hit, 2-24 damage), horn a remedy against all forms of poison; SD: senses approach of enemy at 24" distance, move silently and surprise opponents on a 1-5, dimension door 36" once per day, saving throws as 11th level magic-user, cannot be charmed or held, death spells do not affect them.

The magic-user casting the spell must not be evil in alignment. The unicorn can be used for travel, healing, and can be used for stealth applications because of its ability to surprise others and not be surprised. The mount may be led into battle, but will not directly battle good or neutral creatures. For example, it will help the magic user avoid those creatures, but will not attack them unless attacked. The material components of this spell are a pair of +1 daggers (consumed in the casting), and two copper coins fused together.

Mohrgull's Magnificent Mount IV

Level: *Conjurer 6* Components: V,S,M
Range: *Special* Casting Time: *5 seg.*
Duration: *1hr+1hr/lvl* Saving Throw: *None*
Area of Effect: *Special*

This spell summons one obedient mount for every three levels of the conjurer's experience; it serves the caster or a designated target's command. Mohrgull's Magnificent Mount IV summons giant spiders, giant amphibious snakes, or ice toads, depending on the environment. The material components of this spell are a pearl worth at least 150 gp and a small leather bag. If the caster substitutes a pair of 1000 gp pearls and a ring of protection the spell summons one mount, but the duration is permanent.

Mohrgull's Magnificent Mount V

Level: *Conjurer 7* Components: V,S,M
Range: *Special* Casting Time: *6 seg.*
Duration: *1 day + 1hr/lvl* Saving Throw: *None*
Area of Effect: *Special*

This spell summons one obedient mount for every three levels of the conjuror's experience; it serves the caster or a designated target's command. Mohrgull's Magnificent Mount V summons phase spiders, displacer beasts, winter wolves, or sea lions, depending on the environment. The material components of this spell are a pearl worth at least 200 gp and a small leather bag. If the caster substitutes a pair of 1000 gp pearls and a ring of protection, the spell summons one mount but the duration is permanent.

Mohrgull's Magnificent Mount VI

Level: *Conjurer 8* Components: V,S,M
 Range: *Special* Casting Time: 7 seg.
 Duration: 1 day + 1hr/lvl Saving Throw: None
 Area of Effect: *Special*

This spell summons one obedient mount for every three levels of the conjuror's experience; it serves the caster or a designated target's command. Mohrgull's Magnificent Mount VI summons carrion crawlers, manticores, or ankhegs, depending on the environment. The material components of this spell are a pearl worth at least 250 gp and a small leather bag. If the caster substitutes a pair of 1000 gp pearls and a ring of protection, the spell summons one mount, but the duration is permanent.

The Pandimensional Armory of Aranath the Triumphant

Level: *Conjurer 8* Components: V,S,M
 Range: *Special* Casting Time: 1 turn
 Duration: *Permanent* Saving Throw: None
 Area of Effect: 2"x2"x2" space per level

Aranath's signature spell creates a permanent extra-dimensional space to house as many weapons as can fit. Visitors to the space may walk in and float anywhere within the cube to obtain any desired weapon. The *Pandimensional Armory* must still be stocked, but this can be done by casting weapons through a gateway to the armory; the gateway can be opened at any time by the caster. Each 2" cube of the armory may carry 40 large-sized weapons/suits of armor (e.g. pole arms), or 80 medium-sized weapons (e.g. long swords, shields), or up to 200 small-sized weapons (e.g. daggers, hand axes). A *Pandimensional Armory* created by a 14th level MU could house 560 pole arms, 1120 long swords, or 2800 daggers. Any combination of these that doesn't exceed the maximum is permitted. The armory is permanent, and a mage may only have one armory active at any given time. The material components of the spell are a +1

magic weapon (of any kind) or +1 shield or +1 armor, sapphire dust from a gem stone worth at least 500 gp, and a custom-made brass lock. These are fired in a brazier, and consumed in the casting.

Tenbir's Mighty Tower

Level: *Conjurer 8* Components: V,S,M
 Range: 1" per level Casting Time: 1 turn
 Duration: *Permanent* Saving Throw: None
 Area of Effect: Tower 4"x4"x20"

Tenbir's Mighty Tower constructs a full-sized tower from the rocks and minerals in the ground. The tower has the dimensions mentioned in the area of effect. The Defensive Point Value of the tower (DMG pg 110) is contingent on the kind of stone available where the spell is cast. It takes a turn to cast the spell, and an hour for the tower to assemble itself. The tower has a maximum of eight floors with a maximum of 4 rooms per floor. The tower has up to 20 windows, a spiral staircase that runs the length of the tower, and battlements atop the tower. Along the battlements are four gargoyle statues; each can animate once per day. The spell's material components are significant: the magic user must provide a diamond (or diamonds) worth no less than 2000gp, a drop of his own blood, a gargoyle heart (it does not need to be fresh), and a magical hammer of at least +1 enchantment. With these components, the tower has spartan furnishings. Adding a 500gp ruby furnishes the tower to a normal standard. Adding the 500gp ruby and also a 500gp emerald lavishly furnishes the tower.

Mohrgull's Magnificent Mount VII

Level: *Conjurer 9* Components: V,S,M
 Range: *Special* Casting Time: 9 seg.
 Duration: 1 day + 1 hr/lvl Saving Throw: None
 Area of Effect: *Special*

This spell summons one obedient mount for every three levels of the conjuror's experience; it serves the caster or a designated target's command. *Mohrgull's Magnificent Mount VI* summons chimeras, 7 headed hydras, dragon turtles or remorhazes, depending on the environment. The material components of this spell are a pearl worth at least 400 gp and a small leather bag. If the caster substitutes a pair of 1000 gp pearls and a ring of protection the spell summons one mount, but the duration is permanent.

Lake of Sorrows



by Steve McFadden

An OSRIC™ adventure for characters of levels 1-3

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Advice On Using This Work: This adventure is for characters of first to third levels, currently in a village (or hamlet) near a mountain range and a boreal forest. Geographical names are generic to facilitate the adventure's integration into a GM's campaign. All that is needed to begin the adventure is a building to locate the shop of Willim the Apothecary.

Playtesting was done with a small party of 1st and 2nd level characters that lacked a cleric. Although the tasks of collecting water samples and making copies of the temple's inscriptions, engravings and illustrations were achieved by the playtest group, the primary antagonist was not killed and it took 31 days of game time to travel to the lake, complete the quest and return to the village. That cautious group experienced one fatality during the course of the adventure.

Background: For several thousand years, the Northwood was home to an elf tribe: a nomadic group which built numerous shrines throughout the forest. Every summer, the tribe's members congregated about a lake that lay within the majestic crater of a dormant volcano, high in the Western Mountains. The beauty of the site reminded the elves of their lost homeland, and they built a temple upon an island in the lake. The elves visited the lake and temple complex for several generations, until one maid's pettiness brought ruin upon her entire tribe.

Spurned by a minor lord, the young and foolish elf maid became distraught. In an outburst of spite, she voiced her desire that the object of her affections be killed—

rended body and soul—by an arch-nemesis of the tribe, a dragon. Such a trifle would have normally led to nothing, but the elf maid's act was rashly performed on the summer solstice, in the sacred grotto beneath the temple. Thus, the curse's power was amplified a thousand-fold and resonated in the minds of all the maid's kin... both living and dead.

Hearing its true name spoken in the minds of the elves it had consumed—the souls of which still resided within it—the dragon turned its attention to the majestic lake. Before slaying most of the maid's kin, the dragon landed upon the lake temple, whence its bulk dislodged much of the sacred grotto's ceiling. The ceiling collapsed upon the spiteful elfling and pinned her deep beneath the waters of the grotto's pool. Yet, the power of the maid's rash curse both preserved her body and twisted her soul, transforming her into an insane, tormented banshee—albeit one submerged beneath ten fathoms of water.

In time, the banshee's constant keening agitated the lake water enough to cover its entire surface in a thick layer of fog that limited vision on the lake to just twenty feet in any direction. It is now only possible to glimpse the sacred island and the elves' crumbling temple from a few of the highest points along the caldera.

After centuries of confinement, the banshee realized that her underwater wailing affected creatures both in the lake and near its shore. At night, the spirit's keening implanted the suggestion of visiting the sacred isle into the dreams of those sleeping upon the shore. In addition, those who immersed their heads in the lake were forced to save versus magic, or be compelled to go to the isle. A victim who failed to go to the isle lost one point of wisdom per week. Realizing her power, the groaning spirit began to draw the occasional wanderer to the island in an effort to gain her freedom.

In response to the banshee's efforts to free herself, the goodly magic that still lingered upon the sacred island created a host of skeletons (from the remains of the elves slain centuries earlier) and caryatids to keep interlopers from reaching and freeing the evil spirit. Those killed by the temple complex's new sentries became zombies and skeletons in turn, joining its throng of eternal guardians. The frustrated banshee's cries became ever more desperate until a year ago when the settling of a tribe of orcs on the southern bank of the lake brought the creature new hope.

Just a month after bringing his tribe to the lake's shore, the chieftain of the Septic Eye was compelled by the banshee to gather his closest warriors and row out to the sacred island. There, the burly orc waded through a contingent of skeletons, destroyed several of the temple's caryatid columns, and eventually reached the temple's grotto. In the grotto, the chieftain and his remaining warriors dived in after the glittering treasures in the pool, and were incapacitated by the paralytic effects of the banshee's wail. Killed and transformed into lacedons (marine ghouls) by the groaning spirit's touch, these new minions have so far been unable to free their mistress from her underwater barrow. However, a few more lacedons will be sufficient to lift the largest stones that pin her, and allow the cursed elfling to escape her prison.

The Hook: [to be read or paraphrased]

Willim the Apothecary spent decades deciphering the glyphs and images found within several ruined elven shrines. From those inscriptions, the apothecary learned that the chief temple of the Northwood's ancient rulers was located deep within the Western Mountains, and that the elves seemed to be healed by the waters of the temple's sacred pool.

Willim wishes to hire and equip a party to find the temple (apparently located on an island set in a majestic mountain lake). He requires the party to retrieve samples of the temple's sacred water and make rubbings/copies of any inscriptions and illustrations found at the site. The party accepting the quest may need to hire a guide or to look for additional help, as the mountains are known to harbor tribes of evil humanoids and hostile wildings.

The Cottage of Willim the Apothecary

Master Willim is actively looking for responsible, literate characters to search for the central elven temple. The apothecary will equip the party which agrees to the quest with eight goodberries and a leather portfolio containing a sheaf of blank parchment (for taking field notes). He will offer a reward of 100gp for delivery of water samples from the temple, and for notes and information regarding the site. Willim will heal characters in his employment free of charge.

Willim the Apothecary (D6): MV60' Str7 Int15 Wis17 Dex8 Con14 Cha16 AC5(lignification) 19hp #AT1 DAM1-2 (dagger or staff) AL-N. Druidic Spells: 1st—detect magic; entangle; predict weather; purify water; 2nd—charm person/mammal; cure light wounds;

goodberry; 3rd—cure disease; neutralize poison; 4th—cure serious wounds. Willim is approaching his one hundred and fifteenth year, but he still retains his wits and looks, appearing no older than seventy. Internally, the apothecary has begun a process of lignification that will result in his becoming a treant upon reaching 7th level. Willim has been training his grandniece to assume his mantle. The young woman does not realize that her uncle will one day walk into the Northwood never to return.

Katlyn Melliot (D2): MV120' Str9 Int13 Wis14 Dex11 Con10 Cha15 AC8 (leather) 9hp #AT1 DAM1-6/1-4 (club/dagger) AL-N. Druidic Spells: 1st—detect magic; entangle; 2nd—cure light wounds. Katlyn is a descendant of Willim's younger brother, a man who passed away more than eighty years ago. Katlyn is young (18 years old), but is an experienced healer in her own right. Willim's apprentice has helped her uncle fight several outbreaks of disease and saved the lives of many villagers over the years of her apprenticeship. Katlyn is a respected member of the community, but—to the chagrin of her master—she has been recently exhibiting signs of wanderlust. Katlyn may deign to join the group on a temporary basis if the party's objective is clear, the journey will not take more than a few weeks and the purpose of the expedition is noble.

NPCs of Interest in the Village (possible tagalongs/hirelings):

Clengall Burne (T3): MV120' Str10 Int12 Wis11 Dex16 Con10 Cha11 AC8(clothing+Dex) 13hp #AT1 DAM1-6/1-4(cudgel/dirk) AL-CN. An inveterate gambler and occasional cut-purse, Clengall makes his living as a sharper in the local tavern. Although he is usually on the lookout for an angle or mark, Clengall recently cheated a well-connected nobleman and needs to get away for a while. He will accompany a party if given an equal share of the rewards.

Harl Berlisson (F1): MV120' Str16(DAM+1) Int9 Wis11 Dex11 Con16 Cha9 AC9(shield only) 8hp #AT1 DAM2-7 /2-5 (dwarven boar spear or short sword)/knife) AL-NG. Harl's spear is magical, dealing double damage to large creatures and being capable of striking monsters requiring magical or silver weapons to be hit. Harl is a local stable hand who wishes to become a warrior. If given the opportunity, he will gladly join an adventuring group composed of good characters. Harl has an assortment of beaten-up weapons and equipment that he has collected over the years. His boar spear is made from a spearhead that he dug out of

an Alderwood tree. Forged from kromatis, a type of meteoric iron that only dwarves know how to handle, the spear-head was originally enchanted to kill cave bears.

Brother Maddon (C2): MV120' Str11 Int11 Wis13 Dex12 Con10 Cha15 AC5(chain) 11hp #AT1 DAM1-6(mace) AL-N. Clerical Spells: 1st—cure light wounds; sanctuary. Maddon is an adept of the Lord of Prosperity, the local god of prosperity, fecundity and agriculture. The god is said to be popular with the ladies, and his clergy do their best to emulate His Most Puissant Holiness. This explains why Brother Maddon is not fully trusted by the men of the village and why he typically reserves his sanctuary spell for protection against a cuckolded husband, or a jealous lover.

On a normal day, there are equal chances that the adept will be found drinking in the local tavern, "consoling" a widow, flirting with housewives in the village square, sampling the local lord's ample larder (and even more ample kitchen maids), admonishing said lord for not tithing appropriately, or beseeching his flock to abstain from moral turpitude. A sizeable number of the region's children have the dark, curled locks and brown eyes that Brother Maddon sports so handsomely. Brother Maddon may wish to leave the village for a spell due to some indiscretion on his part.

Jonlin Oakesleaf (R2): MV150' Str16(DAM+1) Int13 Wis14 Dex15 Con16 Cha13 AC7(leather+Dex) 16hp #AT1or2 DAM3-8/2-5/1-6 (hand axe +1/knife/shortbow) AL-NG. Jonlin's hand axe was a gift from a dwarf clan that dealt with the ranger's father for more than two decades. After the elder Oakesleaf was killed by marauding orcs, Jonlin assumed the role of intermediary between the nearby dwarfholt and the village. Jonlin also possesses six of Master Willim's goodberries, as he often performs services for the ancient apothecary. If he is promised an equal share of loot and given assurances by Willim of the party's integrity, the ranger will accompany/guide a party.

PART 1: JOURNEY TO THE MYSTIC LAKE

Daytime Random Encounters

There is a 33% chance per day of travel of a random encounter in the Western Mountains. If an encounter is determined, roll a d10 to determine the nature of the encounter and a d12 to determine its hour (unless otherwise specified):

1. **Bull Elk:** MV200' AC7 HD3 19hp #AT2 DAM1-4/1-4 (antlers/antlers). The bull elk immediately charges the first person in line (for double damage) and then runs away.
2. **Wild Boar:** MV150' AC7 HD3+3 24hp #AT1 DAM2-8 (tusks, charge for double damage). Rooting in the forest are a male boar, three sows and a few young. The sows and sounders will flee the characters' approach, while the male boar will immediately charge.
3. **Bison Herd** (2 bulls, 7 sows, 2 calves): MV150' AC7 HD4 22/20hp(bulls) 7@17hp(sows) 9/8hp(calves) #AT2 DAM1-6/1-6 (horns/horns) SA: if 30'+ away, bulls will charge for 2-12 damage. If the party surprises the herd and are within 60', the two bulls will charge and attack. Otherwise, the animals will warily move away. If the party acts in a hostile fashion within 100' the bulls will immediately charge.
4. **Bloodhawks** (x4): MV240' AC7 HD1+1 7/6/4/4hp #AT3 DAM1-2/1-2/1-4 (claw/claw/beak). Four bloodhawks swoop in and attack the first and last characters in line, attempting to put the entire party into confusion. If the party retreats into a heavily forested area, the animals will discontinue their strafing. Otherwise, the bloodhawks will continue to attack until one of the characters is killed. Following the remaining hawks back to their roost, gold and silver hairpins and necklaces worth a total of 13 gp will be found in the nest [new OSRIC monster, see Appendix].
5. **Pack of Wolves** (x9): MV180' AC7 HD2+2 12/11/10/9/9/8/7/7/6hp #AT1 DAM2-5 (bite). As soon as a single wolf is killed, the entire pack will retreat.
6. **Mountain Lion:** MV180' AC6 HD3+2 17HP #AT3 DAM1-3/1-3/1-6 (paw/paw/bite) SA: rear claws have additional chance of hitting for 1-4/1-4 if front paws both hit; springs 30' and surprised only on a 1 in 6. The mountain lion attacks a lone character or mount in the early morning or evening. The lion will attempt to suffocate the target, dragging it away quietly.
7. **Basel the Trapper:** MV120' AC10 0-level 4hp #AT1 DAM1-6/1-4 (hand axe/knife) and his mastiff Wrathbone: MV180' AC7 HD2+2 12hp #AT1 DAM2-5 (bite). Basel is trapping mink and marten deep in uncharted territory. Basel will be happy to treat with a party of adventurers and swap stories over a campfire but, being a recluse, his manners are fairly coarse.

Given a few swigs of whatever swill the party is carrying, the trapper will suggest that the characters search the volcanic mountains to the northwest, which are "several days away."

8. **Orc Hunters** (x5): MV120' AC8(furs) HD1 7/6/6/5/4hp #AT1or2 DAM1-6/1-6/1-4 (short bow/hand axe/dagger). The characters chance upon a Septic Eye hunting party moving in the opposite direction. If the orcs are surprised they will scatter to the four winds. Once they recover, the orcs will take opportune shots at pursuing characters but will otherwise avoid a protracted fight. If any escape, the orcs will bring double their number of reinforcements to the site three days later. The orcs do not carry much in terms of treasure, possessing only copper, silver and bronze torcs and bracelets (ranging in value from 2 sp to 18 sp) and a variety of semiprecious stones and fetishes (1 sp to 5 sp) dedicated to the Cave Mother. The orcs' weapons are rough, but serviceable.
9. **Verbeeg Hunter:** MV180' AC4(chain, fur, plate) HD5+5 35hp #AT1or2 DAM4-9/4-13 (thrown spears/great axe) and Large Dire Wolf: MV180' AC6 HD3+3 21hp #AT1 DAM2-8 (bite). Sigvaard and his dire wolf companion are looking for bison to slaughter and skin. However, the verbeeg is not above adding the skins of a few humans to his collection; such leather makes for excellent gloves, caps and hoods. If the party is surprised Sigvaard will fling multiple spears (he has a collection of four) from 60', loose his wolf, and then wade into the party with his great axe. Sigvaard is small for his size (only 8 ½ feet tall), but he is sly and cunning. The verbeeg knows that both he and his wolf can outpace a party on foot (base movement of 180') and will not be afraid to attack. If hard pressed, Sigvaard will flee from the party in haste, but may choose to come back and attempt to slay the group at night. The giant-man possesses a substantial amount of mundane treasure secreted upon his body: a patterned electrum bracelet (human necklace, 3 gp); 4 gp; 17sp; assorted gemstones (garnet-2gp, beryl-5gp, flawed sapphire-6gp); a set of silver-coated human knucklebones used for divination (4 gp).
10. **Human Prospectors** (x13): MV120' AC10 0-level 2@6hp(long bows) 4@5hp(spears) 4@4hp(picks) 3@3hp(hammers) #AT1or2 DAM1-6/1-4 (bows, spears, picks and

hammers/knife). This group is working a gold vein that they recently discovered and will be hostile to anyone approaching. The group captured a dwarven miner many months ago and has the unfortunate chained in a nearby shack. Forced to act as an assayer for the unsavory men, Bomi the Dwarf (F1): MV30'(in chains) AC10 3hp(of 6) #AT1 DAM1-2 (fist) will be overjoyed to be freed. Bomi will not join the party's quest, as he needs to return to his family as quickly as possible. He will be free with advice regarding the possible location of a mountain lake (in the volcanic mountains to the northwest), however.

Nighttime Random Encounters

During each night spent in the mountains, there is a 33% chance of the party being visited by one of the following. Roll a d4 to determine the nature of the encounter and a d12 to determine its hour:

1. **Juvenile Brown Bear:** MV120' AC7 HD3+3 19hp #AT3 DAM1-3/1-3/1-6 (paw/paw/bite) SA: automatic hug for 2-8 on successful paw hit of 18. This starving brown bear (treat as a black bear) is also rabid and will attack the party unto death. Characters who are bitten have a 50% chance of contracting rabies and will die in 14 days unless a cure disease is performed.
2. **Borglik the Ogre:** MV90' AC5 HD4+1 19hp #AT1 DAM3-8 (large club). Borglik has descended from his mountain fast in order to rustle a few sheep or goats from lowland farmsteads. He will follow a party during the daytime and attempt to surprise a single character at night, figuring that he can escape into the dark afterwards. Borglik wears an ornate, electrum-trimmed buckler as a belt ornament (3 gp). He can surprise a camp guard 33% of the time.
3. **Burning Hands Goblins** (x7): MV120' AC8 HD1-1 3@5hp (short bows) 4@4hp (javelins) #AT1or2 DAM1-4/2-5/1-4 (short bow/javelin/knife). The goblins possess few items of worth, but do have an assortment of agate and glass beads (2 sp) and silver-trimmed bracers (3 sp).
4. **Gnolls of the Poisoned Barb** (x3): MV150' AC6(studded) HD2 12/11/10hp #AT1or2 DAM1-8/2-8 (great bows/ bardiches). Three hunters of the Poisoned Barb pack have come out of the Western Range in search of bison, but they are not above collecting the heads of a few humans. Strung through each gnoll's belt is an assortment of dwarf, human, goblin and

orc skulls- all highly polished, inscribed with profane symbols and trimmed in silver (3 sp/skull).

Planned Encounter (5+ days from village):

As the afternoon sun wears on, the characters hear a frantic, high-pitched scream: a sound like that of a young woman in distress.

If the party follows the sound, it will enter a clearing where, about 100 feet away, a young woman struggles with two large, ugly looking brutes. One of the primitives is pulling away from the struggle, clutching its hand in pain, while the second is drawing a knife, intent on stabbing the woman. The two humanoids look much like humans, but are larger and stockier, with weathered, olive complexions:

Orc Hunters (x2): MV90' AC7/8(leather, furs and shield) HD1 5/4hp #AT1 DAM1-6 (javelins or long knives).

Dressed in furs and hand-tooled leather, the two have tossed some shields and javelins to the ground while they attack the young woman. If the party does not dispatch them quickly, the orcs will run back to warn their tribe mates of danger.

The orcs each have two javelins, a bone handled long knife and a crude wooden shield, but if the party strikes immediately they will not have time to ready their shields. In a leather pouch about its neck, the stronger orc holds five "knucklebones" made from carved, semi-precious stones (1sp each). Each of the orcs possesses a bone hunting whistle, used to communicate when out of sight.

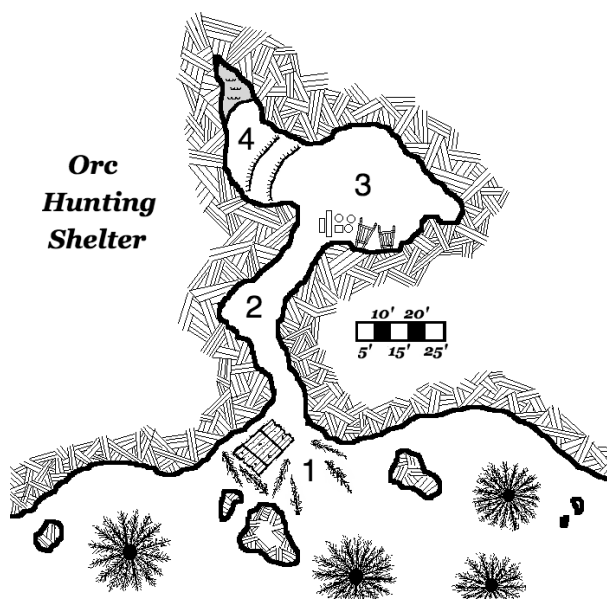
If rescued, the woman will frantically inform the party that her name is Jena Arfors, and that her husband and mother are being held in a small cave only 100 yards distant. Jena was trying to escape this cave. The three were recently taken by orcs from their homestead three leagues west of the village. The humanoids marched the trio north and west, higher into the Western Mountains.

Jena Arfors: MV60' (injured) AC10 2hp (normally 3) #AT1 DAM1 (bite or rock).

If the party allows the scene to unfold, the orc with the knife will slash Jena across her cheek and then beat her into submission (the raiding party has been instructed, under pain of death, to keep captives alive and to bring all such prisoners back to the Septic Eye's village). The orcs will then drag

the woman back to their hunting shelter. The following day, the orcs will blaze an easily followed trail back to the Septic Eye's village. Upon their return a celebration will unfold, with the captives being rowed out to the Sacred Island and sacrificed the following day.

The orcs that chased Jena down were sentries stationed at the entrance of a cave [see Orc Hunting Shelter Map, location #1] that the Septic Eye has been utilizing as a hunting shelter. The cave was the former lair of a brown bear, and the orcs' occasional use of it has done nothing to improve the cavern's rank smell.



1. Entrance to the Hunting Shelter: Along with a number of fresh-cut boughs and bushes, a wood-framed, camouflaged blind has been cast aside from the entrance to the cave. When all of the raiding party is ensconced inside, the blind is set into place to ensure the orcs' safety. Currently, there are no orcs on sentry duty, and as long as the two orcs in the above planned encounter have been dispatched, the characters will approach the cave unobserved.

2. Guard Wolf: Tied to a boulder with a 20' rope, a large wolf guards the tunnel at the bend. It will charge forward, snapping and snarling as soon as a character steps into the cave's entrance:

Wolf: MV180'(20' while on chain) AC7 HD2+2 13hp #AT1 DAM2-5.

If the party can dispatch the wolf in the span of a single round, then the raiders in location #3 will think nothing is amiss. If

combat continues past one round, or if the wolf retreats past the tunnel's bend, then the remaining orcs will be alerted to danger—despite their relatively inebriated state.

3. Main Chamber: The final three members of the orcs' prisoner detail are within the cavern's main chamber. Having sated themselves on mutton and beer stolen from the Arfors' homestead, the orcs have become drunk and are just about to commence the evening's torture session. The three humanoid will be at a disadvantage (weapons not at hand) as long as the party dispatched the dire wolf in quick fashion:

Orc Hunters (x4): MV90' AC7(if able to pick up shields) HD1 7/5/5/4hp #AT1 DAM various.

The leader (7hp) fights with a tree axe stolen from the Arfors (DAM1-8), while the others use stolen hand axes and long knives (DAM1-6 each). If given time, the trio will pick up their shields before grabbing Geral and Brigit Arfors from location #4. The orcs will then push the captives forward, using them as human shields against the party. If caught unaware, the humanoids will defend themselves at AC8. Being inebriated, the orcs fight at a -2 penalty to hit and will not act in a coordinated fashion. They have various fetishes and metal nuggets secreted upon their bodies (8 gp worth of goods for the group). Each also has a polished whistle. Made of bone, these hunting whistles are used to signal their fellows while out of eyesight.

Stashed inside the chamber are two travois piled with goods (dragged here by Geral, Jena and Brigit): 3 casks of beer, a box of metal fittings, a tub of lard, several coils of rope, bags of seed potatoes, bags of vegetable seeds, and bronze metal pots.

4. Recessed Pool: A pool of water lies in the furthest reaches of the cavern, at the bottom of a sloping floor. If they have not been pushed forward by the orcs (as described in the above entry), Geral and Brigit Arfors are here, bound before the pool. Newly freed, Geral will take up an orc's long knife and his former axe.

Geral Arfors: MV90' (injured leg) AC10 3hp(out of 5) #AT1 DAM1-6(bow or axe)/1-4(knife). He is proficient with a bow, but won't feel comfortable using a javelin.

Brigit Arfors: MV60'(injured) AC10 2hp(out of 3) #AT1 DAM1-2 (knife). Geral's mother, Brigit Arfors, is rather frail and of no use in a fight. She will cook and tend any wounded that are brought to her.

On the walls are once-delicate inscriptions that have been defaced by the orcs. Anyone with knowledge of the elven tongue will recognize the inscriptions as being elvish in nature, even though their original meaning has been obliterated.

Epilogue to the Planned Encounter

After the party rescues the Arfors family, the homesteaders will politely ask the characters to help them recover their herd of goats. A day behind the prisoner detail, and approaching the orc shelter, the drovers (two orcs and three wolves) should be easy to ambush. However, unlike the previous five humanoids, the goat-herding orcs have bows:

Orc Hunters (x2): MV90' AC8(furs) HD1 5/4hp #AT1 DAM1-6 (long bow or long knife).

Wolves (x3): MV180' AC7 HD2+2 11/10/9hp #AT1 DAM2-5 (bite).

If questioned, the Arfors will be able to demonstrate the orcs' whistle calls for "come and eat" and "rally here". This knowledge could prove useful in setting up an ambush for the drovers or during later portions of the adventure. If the party slays the orcs and wolves, the Arfors will lead their herd back to the village and openly praise the characters.

PART 2: THE MYSTIC LAKE

Random Encounters in the Lake Region

It is recommended that the DM roll for wandering monsters at least once per day while the party is in the Mystic Lake region. An encounter occurs 50% of the time. If a daytime encounter is determined, roll a d8 to determine the nature of the encounter and a d12 to determine its hour:

Daytime Lake Region Encounters:

- Giant Wolverine:** MV150' AC4 HD4+4 21hp #AT3 DAM2-5/2-5/2-8 (paw/paw/bite) SA: +4 to hit due to speed; musk spray (directed, 10' cloud) acts as the reversed form of the 1st level cleric spell *bleed* (-1 to morale, -1 to hit) and allows predators to track any affected creatures for one full day. The giant wolverine is nasty tempered, semi-intelligent and of evil alignment. Carnivorous and very territorial, it will pursue and attack the party for a quarter mile. If after a quarter mile the giant wolverine has not been killed, it will turn back.
- Tontla-Voll:** MV30' AC0 HD3 16hp #AT2 DAM1d4/1d4 (wooden claw/wooden claw) SA: invisibility, levitate and

ventriloquism once per day as a 5th level MU. Fire attacks requiring a roll to hit gain a bonus of +4 to hit against a tontla-voll. These creatures make saving throws versus fire at -4, and any fire damage inflicted upon a tontla-voll adds a +1. Blunt attacks from a small weapon (i.e. a mace, club or hammer) do only one-quarter damage against a tontla-voll, while large blunt weapons do half damage [new OSRIC monster, see Appendix].

3. **Lightning Drake:** MV90'(60' in trees) AC4 HD4+4 22hp #AT3 DAM1-6/1-6/1-8 (claw/claw/bite) SA: lightning bolt 1d8 times per day for 2d8 damage (save versus breath weapon for no damage). Lightning bolt extends 30' and stuns for 1-6 rounds unless an additional save versus breath weapon is made. The lightning drake surprises 50% of the time and hunts small and medium sized prey. It will be perched in a tree, some 20' up, waiting for animals to come down a game trail [new OSRIC monster, see Appendix].
4. **Wilders of the Northwood** (x5): MV120' AC8(leather) 0-level 6/6/5/4/4hp #AT1 or 2 DAM1-6/1-6/1-4 (short bow/hand axe/knife); Wilder Leader (F1): MV120' AC8(leather) 8hp #AT1or2 DAM1-6 (falcata/short bow) and Wilder Druid (D1): MV120' AC8(leather) 6hp #AT1 DAM1-6 (falcata/sling bullet) SA: Druidic Spells: 1st level—entangle; speak with animals. The druid has six goodberries in his pouch, along with a silver sickle (2 gp). The wilders have fetishes woven into their hair, pinned to their clothing and worn on thongs about their necks. The druid's fetish acts as a luckstone, whereas the leader's hairpin functions as a ring of warmth. The wild men are scouring the mountains, attempting to determine what entity has been kidnapping members of their tribe. The wilders will attack a party if they gain surprise or see an advantage. They attempt to capture and interrogate one person. If approached on an equal footing and an attempt is made to parley, the wilders will exchange information regarding the presence of humanoids in the mountains.
5. **Arbol the Treant:** MV120' AC0 HD8 39hp #AT2 DAM2-16/2-16 (limb/limb) SA: can animate a tree to attack (animated tree has similar stats to the Treant itself). Fire attacks against treants are +4 to hit and do +1 per damage die. Treants save at -4 versus fire. Arbol normally avoids the

lake region, as he senses the evil that resides in the surrounding forest. However, the orcs' recent activities have prompted the treant to investigate. Arbol may follow the party if it observes the characters eliminating fell creatures, and may even approach the party to propose an alliance of sorts. Although Arbol will refuse to venture within a mile of the lake, he can provide protection to the party while they sleep as long as the characters continue their own investigations and inform the treant of their discoveries.

6. **Elven Shadow:** MV120' AC7 HD3+3 18hp #AT1 DAM2-5 (fist clubbing or strangulation) SA: drain one point of strength on each successful hit. Characters losing all strength become shadows, else regain strength at a rate of one point per hour. One of many elven spirits wandering the lake region, an insane shadow will attempt to strangle a lone character. Hard to detect in the forest, the elven shadow will surprise a character 75% of the time during the day.
- 7-8. **Orc Hunters** (x4): MV120' AC8(furs) HD1 6/5/5/4 #AT1or2 DAM1-6(short bow, hand axe or ling knife). A Septic Eye hunting party comes across the party's spoor, but hangs back. The orcs will send the weakest of their group to bring eight reinforcements to the site within three hours (new total of 12). The orcs do not carry treasure as they are hunting for food and captives.

Nighttime Lake Region Encounters

It is recommended that the DM roll for wandering monsters at least once per night while the party is in the Mystic Lake region. An encounter occurs 50% of the time. If a nighttime encounter is determined, roll a d6 to determine the nature of the encounter and a d12 to determine its hour:

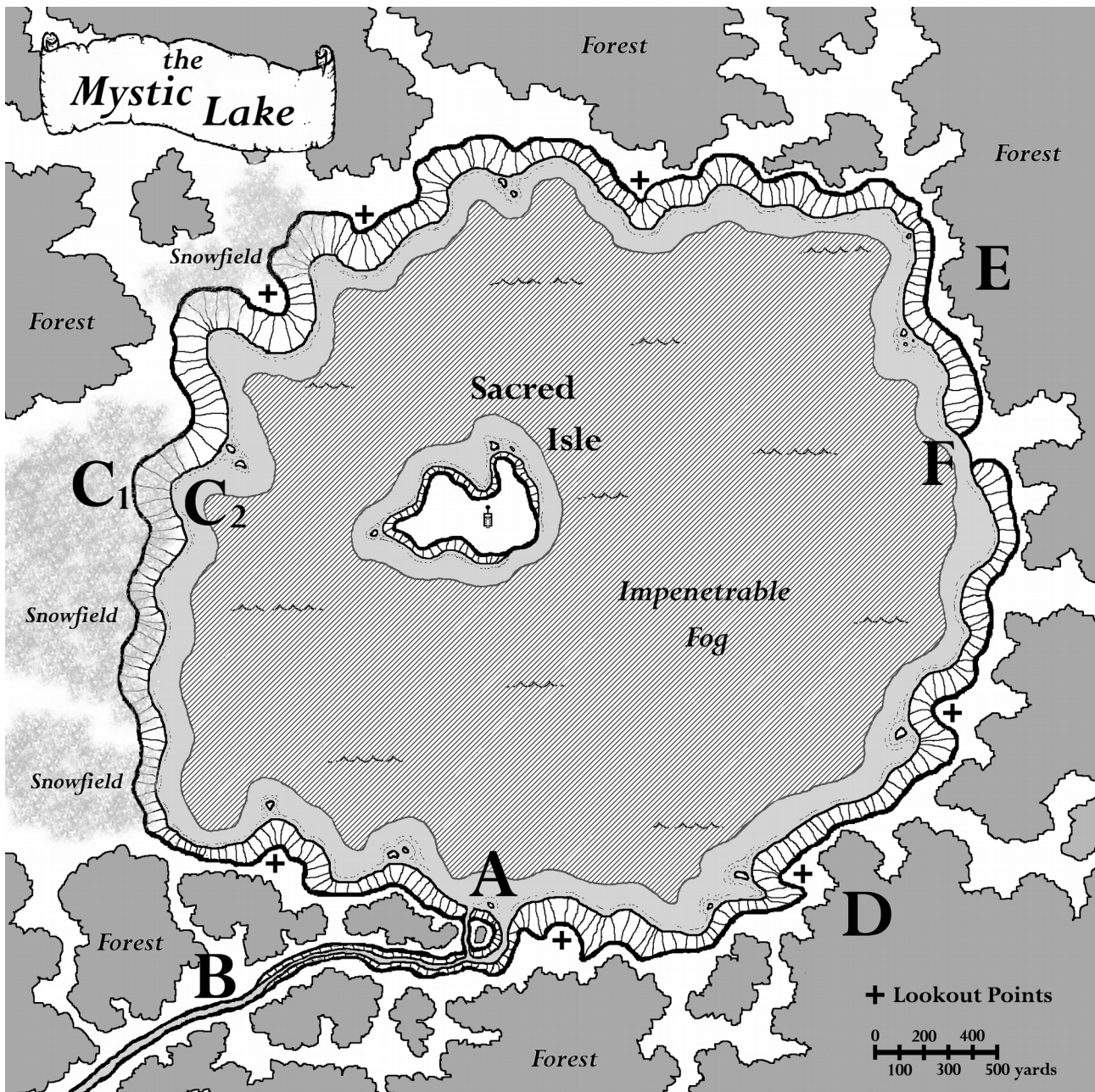
1. **Owlbear:** MV120' AC5 HD4+2 23hp #AT3 DAM1-4/1-4/1-6 (paw/paw/bite). A young owlbear will rampage through the party's campsite, despite any precautions the group has taken.
2. **Elven Shadow:** MV120' AC7 HD3+3 18hp #AT1 DAM2-5 (fist clubbing or strangulation) SA: drain one point of strength on each successful hit. Characters losing all strength become shadows, else regain strength at a rate of one point per hour. One of many elven spirits wandering the lake region, an insane shadow will attempt to strangle any sentry that is on guard duty.

In the darkness, the shadow will surprise a character 90% of the time.

- Gorbron the Half-Orc Wereboar:** MV120' AC4 HD5+3 26hp #AT1 DAM2-12 (tusks). Coming off a recent run-in with the giant wolverine, Gorbron will be in his monstrous form and will be incensed at the sight of a party of humans traipsing through his territory. The wereboar will attack without thought or plan. If a character loses more than 50% of his hit points to Gorbron the victim will become a lycanthrope in 7-14 days.
- Swarm of Stirges (x8):** MV180' AC8 HD1+1 7/6/5/5/5/4/4/3 #AT1 DAM1-3 (piercing) SA: attacks as 4HD creature; automatic

1-4/round damage after a successful hit, until 12 points drained. The stirges live in one of the caldera's cliffs and are out for blood. They will continue attacking until half their numbers are dead.

- Orc Hunters (x6):** MV120' AC8(furs) HD1 7/6/6/5/5/4 #AT1or2 DAM1-6(short bow, hand axe or long knife). A Septic Eye hunting party comes across the party, but hangs back. The orcs will send the weakest of their group to bring ten reinforcements to the site within three hours (new total of 16). The orcs do not carry treasure as they are hunting for food and captives.



Location A: Caverns of the Septic Eye

If the party approaches the Mystic Lake from the south, it will likely come across the lair of the Septic Eye tribe of orcs. The tribe of fifty adults has its settlement on the southern shore, and will have various members roaming about the area. When between locations B and D on the map there is a 10% chance per hour (cumulative) of encountering a pair of orc scouts:

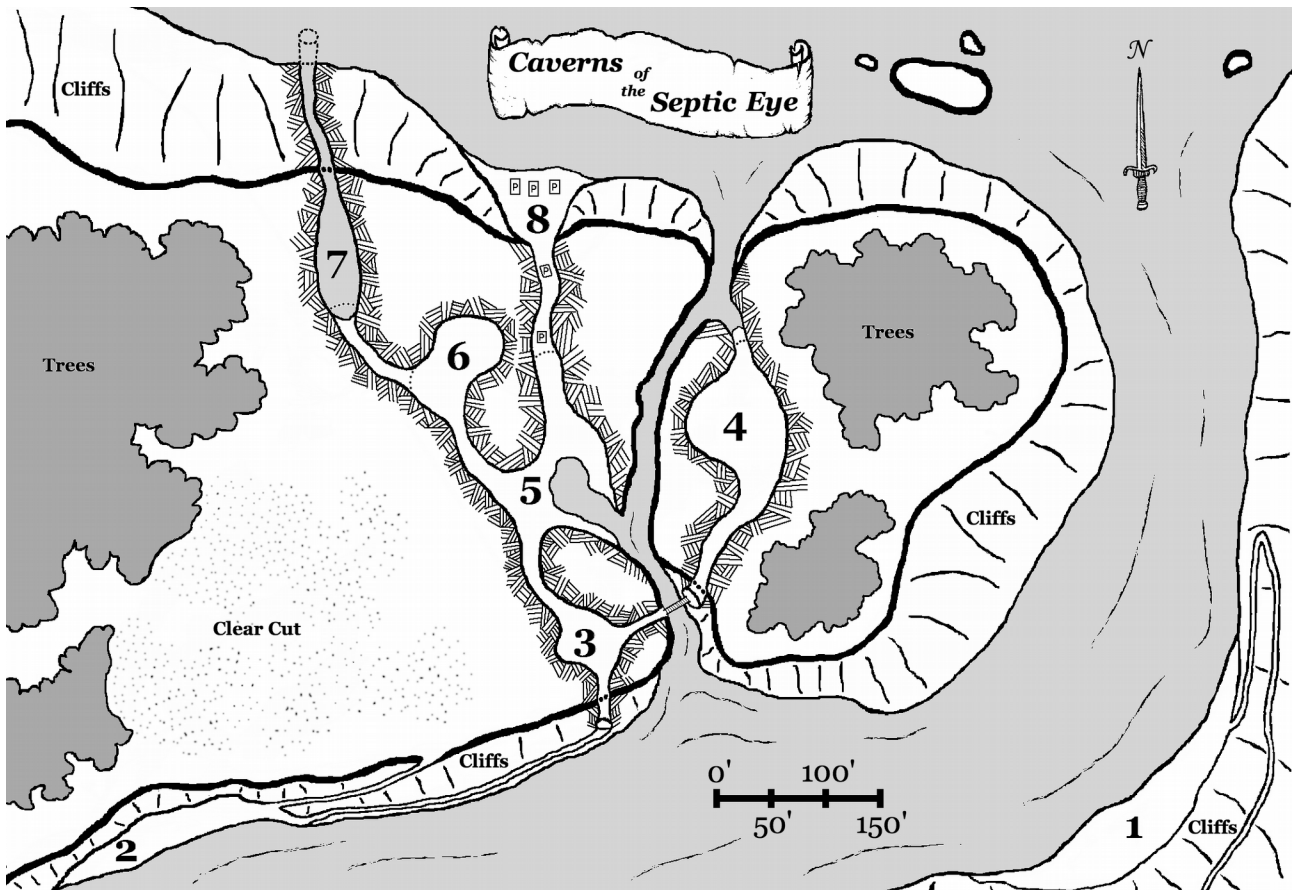
Orc Scouts (x2): MV90' AC8 (furs and leathers) HD1 6/5hp #AT1 DAM1-6 (javelin x 2 or long knife).

The Septic Eye tribe has diminished greatly over the last generation. Suffering from wilder expansion into their ancestral lands in the Northwood, the humanoid decided to flee to the relative safety of the mountains a year ago rather than see their tribe obliterated. On arriving at the Mystic Lake, the orcs' chieftain came to believe that the Cave Mother (a traditional orc goddess) was speaking to him, and that she was highly pleased with his decision to settle on the lake's shore. The chieftain led an expedition to the Sacred Isle to receive the

deity's direct blessing, but he and his retainers never returned.

Sharghak-Ahl, the Septic Eye's shaman, eventually gained control of the tribe and proclaimed their chieftain's disappearance a result of the Cave Mother's displeasure. Receiving his own instructions from the goddess three months ago, Sharghak ordered his warriors to scour the Northwood, where they immediately captured a pair of wilder settlers. Rowed to the Sacred Isle, the humans were tied to posts hastily erected upon the temple's highest terrace and left for the Cave Mother to claim. Done while Sharghak held the island's defenders at bay, the shaman's display of power allowed him to gain absolute control over his tribesmen.

However, the Cave Mother let the shaman and other members of the tribe know in their dreams that she was displeased with the ritual. Thus, Sharghak has become obsessed with obtaining new sacrificial victims and, if the party stumbles into the orcs' territory, characters will find themselves targeted for capture and sacrifice rather than torture and consumption.



1. Eastern Strand: This beach is normally empty but an abundance of old fire pits, worn equipment and cracked bones alert explorers to the presence of nearby orcs. Pairs of scouts (discussed above) and groups of hunters (those from the previous daytime and nighttime encounter sections) will alternate in passing through this location every four hours, descending the cliff and hailing their brothers at location #2 with bone whistles and loud, hooting calls. As there is only one trail leading down to the beach, an unlucky party may find itself trapped upon the strand with little cover present to help escape detection.

Characters fording the river will find it bone-chillingly cold and ten feet deep, enough of a problem to dissuade all but the most desperate (or foolhardy) of players.

2. Western Strand: A single dugout canoe will be found beached on the western strand any time of the day or night, ready to ferry members of the tribe across the river or to pick up scouts and foragers from location #1. Requiring two paddlers to operate, and holding a maximum of five occupants, this canoe is guarded by three warriors and a wolf.

Males of the Septic Eye rotate through this guard station on a fixed, eight hour watch-schedule and are also tasked with guarding the approach to their lair. The warriors and wolf, often negligent or sleeping, will detect a party sneaking down the trail only 50% of the time. If alerted to the party's presence the guards will beat a hasty retreat: two warriors attempt to paddle their canoe to location #5 while the last uses the wolf to cover his back as he runs to the lair's entry hall (location #3):

Orc Warriors (x3): MV90' AC8(furs) HD1 6/5/4hp #AT1or2 DAM1-6(bow, spear or long knife).

Guard Wolf: MV180' AC7 HD2+2 9hp #AT1 DAM2-5 (bite).

3. Entry Hall: The tunnel system's first chamber houses two male orcs and six wolves (the bulk of the tribe's wolfpack). Maimed, and missing certain appendages, the kennel keeper and his assistant are ugly, vicious, and as surly as their charges. If given ample warning (1 round) the orcs will loose the six wolves (leashed to the walls by thick ropes). If not released, the wolves will be able to roam and engage in unrestricted combat throughout the room, but no further. Commotion in this chamber will not draw the attention of the orcs in locations

#4 and #5, as the constant fighting of the wolves—accompanied by the screams and snarls of the keepers as they beat their charges into submission—is generally ignored by the rest of the tribe. Likewise, the state of bedlam normally existing in this room will keep the wolves and their handlers from noticing any fighting that is restricted to locations #4 or #5.

Orc Kennel Keeper: MV30' AC8(furs) HD1 7hp #AT1 DAM2-5(barbed whip) or 1-6(long knife). The old keeper is missing his right foot and moves about slowly on an awkward, improvised peg. With a barbed whip that has a reach of 20', the keeper is willing to lash out at anyone and anything, including his own people. Cracking the whip fiercely, the orc will direct his animals to surge towards the party. The whip immobilizes a target (-4 to victim's AC) for a subsequent round if the orc's "to-hit" roll is two or more above that required.

Orc Assistant Keeper: MV90' AC8(furs) HD1 6hp #AT1 DAM1-6(club) or 1-6(long knife). Having lost his left hand to an angry wolf some ten years ago, the assistant keeperresents the beasts and beats them mercilessly. Because of this, the wolves in his care never stay healthy and have low hit points.

Guard Wolves (x6): MV180' AC7 HD2+2 9/8/8/7/6/6hp #AT1 DAM2-5 (bite). The wolves are mistreated and underfed. Once loosed by their keeper, the cowed wolves will hunt and chase party members relentlessly.

4. Common Room: The tribe's primary sleeping quarters and workspace, this chamber is the most defensible spot in the cavern system. One of the females holds a key to the iron lock that secures the northern gate and keeps curious lacedons at bay. Held tight with a thick chain, the timber-post gate can also be picked by a thief (at +10%), chopped down, or pushed over on a cumulative bend bars roll (up to five characters can fit in the narrow space, adding their bend bars abilities).

Within the room may be found two warriors and ten females, most sleeping during the day and engaged in mundane tasks from dusk 'til dawn. If attacked, the males will fight while the females attempt to flee towards location #3 (if possible), or to dive off the bridge and then swim to location #5.

The tunnels and the bridge connecting the entry hall and common room are elevated eight feet above the water level and are not obstructed by any gates. Resourceful

players may have their characters ford the stream, or rappel 100 feet down onto the bridge from the cliff edges (above the tunnel mouths) at either end of it.

Orc Warriors (x2): MV90' AC8(furs) HD1 7/5hp #AT1or2 DAM1-6(bow, javelin, spear or long knife).

Orc Females (x10): MV90' AC8(furs) HD1-1 3@5hp 4@4hp 3@3hp #AT1 DAM1-4(knife).

5. Assembly Chamber: In addition to acting as a larder, kitchen and smithy, the tribe secures seven dugout canoes in this, the system's central chamber. Four of the dugouts seat five passengers, the other three capable of holding only a pair of paddlers. Unless silenced through magical means, a battle in this room will draw Sharghak-Ahl from his quarters to the north-west. The kennel keepers in location #3 will be unaware of a party entering this room unless an orc flees in that direction. If this occurs, the keepers will then loose their wolves and join the fray two rounds later.

If entered without previously alerting the tribe to its presence, the party will encounter three male and seven female orcs dressing and butchering several game animals. The room is a bloody and foul mess, with the slick floor leading to penalties of -1 on all combatants' attack rolls:

Orc Warriors (x3): MV90' AC8(furs) HD1 7/6/5hp #AT1or2 DAM1-6(javelin, spear or long knife).

Orc Females (x7): MV90' AC8(furs) HD1-1 5/5/4/4/4/3/3hp #AT1 DAM1-4(knife).

The passage leading north to location #8 is crammed with crude sacks and baskets brimming with goods scavenged from the wilders of the Northwood. Found within the containers are copper and tin implements, clay pots, assorted grains, seed potatoes and various fabrics. Worth half a hundred gold pieces, the assorted goods are too bulky to be easily transported.

6. Shaman's Quarters: Sharghak-Ahl has claimed this secluded chamber as his personal quarters and seraglio. Sharing the room with the shaman are his female consorts, and Bluffox, his galtrit minion:

Sharghak-Ahl, Orc Shaman (C3): MV90' AC8(furs) 16hp #AT1 DAM1-6+1(spear +1)/1-6(club) Spells: Command; Cause Fear; Hold Person. Sharghak-Ahl has a silver and gold pectoral plate hung from his neck (6gp) and a bejeweled ceremonial dagger sheathed at his belt (8gp, curiously missing its pommel stone). Sharghak-Ahl will leave

his magical spear in his chamber when confronting invaders, preferring to subdue potential captives for later sacrifice to the Cave Mother.

The orc shaman will attempt to subdue characters with his hold person spell. Failing that, Sharghak will utilize his cause fear and command spells to gain the upper hand. If characters are captured by the orcs, Sharghak-Ahl will allow his followers to abuse the captives mercilessly - including all forms of maiming and non-lethal torture - but not kill them outright. The shaman will then have captive characters rowed to the Sacred Isle, hauled to the top of the ancient temple, and tied to posts for sacrifice.

Orc Females (x3): MV90' AC8(furs) HD1-1 4/3/3hp #AT1 DAM1-4(knife).

Bluffox the Galtrit: MV180' AC2 HD1-4hp 4hp #AT1 DAM1-2 (blood suck) SA: surprise on 1-3, with +3 to attack if gained; drain1 HP/round; bite causes disease if saving throw failed (at +2 penalty). Bluffox is a cheeky bastard with skin that is discolored (blue) by typhus. The evil galtrit acts as the shaman's spy, slinking about the cavern system and informing its master of the orcs' dealings. Keeping Bluffox in check is a pair of bat-like, galtrit wings pinned upon the chamber's wall - the only remains of Bluffox's sire (who displeased Sharghak-Ahl one time too many). If Bluffox's body is cut open, the former pommel stone in Sharghak-Ahl's ceremonial dagger (a garnet worth 25gp) will be found.

The tunnel leading to location #7 is blocked by a pair of sturdy gates held with a thick chain (can be picked by a thief (at +10%), chopped down, or pushed over on a cumulative bend bars roll). Sharghak-Ahl uses the intervening space as a prison for a young wilder who was captured only two days earlier. Having completed his interrogation of Hurlic Svontal, the shaman has allowed his bloodsucking minion to drain the young man to near-death. Unable to move, Hurlic will have to be healed by the party before being escorted out of the caverns:

Hurlic Svontal: MV0'(120' when healed) AC10 1hp(out of 4) #AT1 (when healed) DAM1-4 (knife, when healed).

7. Communing Chamber: Sharghak-Ahl uses this room to receive communications directly from his deity. Immersing his head in the lake's frigid water, the shaman attempts to divine the Cave Mother's will from the faint transmissions he hears. In addition to

those conscious efforts, the shaman believes that he communes with the goddess while he sleeps next to the waterline (protected from any ghouls by the barrier he has had erected).

8. Refuse Pile: If party members decide to rappel down the 100 foot cliff face and approach the orc lair from its northern tunnel, they will come across the humanoids' refuse pit centered squarely in the middle of the hidden cove (located where the number 8 is situated on the map). Once in the small cove, one character will be targeted by three galtrits. Each galtrit attacks in turn and stealthily attempts to drain the victim's blood. The galtrits gain +1 to their surprise rolls in dim lighting (dusk and morning) and +2 at night:

Galtrits (x3): MV180' AC2 HD1-4hp 2/2/3hp #AT1 DAM1-2 (blood suck) SA: surprise on 1-3, with +3 to hit if gained; drain 1 HP/round; bite causes disease if saving throw failed. The mother and siblings of Sharghak-Ahl's minion, these galtrits are rather dimwitted and slow. Each of the galtrits has a personal treasure inside it: native gold nugget-2gp, beryl stone-4sp, freshwater pearl-2sp. Only by cutting a galtrit open can its treasure be recovered.

Party members will also have to hazard three large, spiked pits designed to capture giant crayfish attracted by the humanoids' pile of refuse. The pits are covered with a thin network of branches and cloth topped with a sprinkling of earth. Lined with wickedly sharp, barbed spikes, the pits will be obvious to any intelligent creature during the day, but easily missed in poor lighting (only a 50% chance of detection). Falling into a pit will cause 1d8 damage and pin a character firmly in place.

A party spending more than five rounds in the hidden cove will be attacked by either a giant crayfish or by two of the lacedons that scour the lakeshore for victims (50% chance each):

Giant Crayfish: MV60' AC4 HD3+4 17hp #AT2 DAM1-6/1-6 (claw/claw). SA: surprise on 1-3. The giant crayfish will pursue the characters a short distance up the strand, falling into one of the orcs' pit traps on a 10% chance per round.

Marine Ghouls (x2): MV90' AC6 HD2 13/10hp #AT3 DAM1-3/1-3/1-6 (claw/claw/bite) SA: characters must save vs. paralysis against any successful attack or be paralyzed for d6 rounds.

The passage that leads to chamber #5 is

trapped with two 10'x10' pits that are lined with barbed stakes at the bottom. Covered by thin mats sprinkled with sand, the pits are detected 75% of the time if actively searched for, and cause 1-8 points of damage if fallen into. Near the assembly hall, the tunnel is blocked by a stout gate of timber-post construction. This gate is sufficient to keep lacedons and giant crayfish at bay and is secured with a thick rope tied into a trick knot. This hawser may be easily sawn through, or a thief may attempt to pick the knot-lock, receiving +20% on the attempt.

Location B: Juvenile Giant Weasels

Two juvenile giant weasels have recently made their home at the top of the ravine leading down to the orc settlement. With a water level of only three feet, this is the most rational point to attempt a crossing of the stream. Thus, it has proven a perfect spot for ambushing prey. As the party crosses the fifty-foot wide stream, the two weasels will rush out of a tall stand of reeds and attempt to drag away random characters. Characters will be in the water and moving no faster than 6", so they are easy targets for the fast moving predators. The weasels' aim is to grab a pair of victims and then drag them downstream to feast upon in an alcove set within the ravine's wall.

Giant Weasels, Juvenile (x2): MV150' AC6 HD2+3 13/12hp #AT1 DAM1-6 SA: will latch on and suck blood at 1-4/round

In the alcove are the remains of numerous forest animals and an unfortunate orc. There are no valuables, but the weasel pelts will fetch 200 gp each if treated properly and hauled back to civilization.

Location C1: Yeti Ambush

The snowy, western portion of the caldera is home to a vicious yeti. It will hear the characters long before they appear and will devise an appropriate ambush. The yeti attempts to paralyze and make off with the last character in line. If a character is abducted, a ranger should be able to track the yeti back to its lair. A normal character will have a 33% chance of success:

Yeti: MV180' AC6 HD4+4 26hp #AT2 DAM1-6/1-6 (claw/claw) SA: on any 20, character is squeezed for 2d8 and paralyzed for three rounds. Fire does +50% damage. The yeti will retreat at maximum speed if its attack goes sour.

In the yeti's snow cave the following items are cast randomly amongst torn clothing,

rotting hides and shards of bone: seven iron-tipped arrows, two bronze daggers, a bronze tree axe, three semi-precious stones (2 gp each), 13 sp, bronze and silver torc (6 gp), and a copper necklace (2 sp).

Location C2: False Hopes

Below the Yeti's snowfield lies a mostly-submerged dugout canoe. The canoe is visible from the crater rim above, and from both of the lookout points northeast of the spot. If, after defeating the Yeti, the party slides down the snowfield, the characters will immediately infer that two-thirds of the canoe lies below the water line, and that the portion of the canoe above-surface appears to be in excellent condition.

However, looks are deceiving: the canoe is snapped in half and the submerged end is hiding the corpse of an orc. The corpse will not be noticed until party members get into the water and lift the canoe. Once the canoe is lifted, the giant crayfish that has been feeding upon the body will rush forward and claw at any being within reach. The party will be surprised on a roll of 1-3:

Giant Crayfish: MV60' AC4 HD3+4 20hp #AT2 DAM1-6/1-6 (claw/claw). SA: surprise on 1-3. The giant crayfish will pursue the characters a short distance up the side of the slope.

Location D: Ettercap Traps

Two juvenile ettercaps have built a set of hidden traps amongst the forest's edge. If a character is caught in any of the traps, the ettercaps—signaled through a series of webs—will scuttle through the trees to investigate in 1-4 rounds. If the party looks to be in trouble, the ettercaps will attempt to lower nooses around any trapped characters' necks and haul them up. Strangulation in this manner will do 1-2 points of damage every round until the PC is dead or manages to sever the silken line with a successful hit by an edged weapon (against AC 8).

Any party member entering the area will trip a snare or net if he or she is not actively searching for such and fails a dexterity check. Such a character will be freed from the trap if he succeeds in cutting himself down (successful edged weapon hit against AC 8). Otherwise, the person will be able to automatically wiggle free after (20-DEX) rounds.

Juvenile Ettercaps (x2): MV120' AC6 HD3+3 22/19hp #AT3 DAM1-3/1-3/1-8 (claw/claw/bite) SA: bite paralyzes on failed poison save.

The ettercaps' nests are fifty feet up, in separate fir trees. These can be identified as

large, bulbous masses of webbing that look like giant egg sacs. The ettercaps love shiny objects and within their nests can be found the following items: an orc's bone hunting whistle, a moderate-sized gold nugget (3 gp), a bronze pectoral plate with turquoise insets (4 sp), an orc female's tortoise shell hairpin (1 sp), an ancient elven Periapt of Proof Against Poison, and an exquisitely carved, ivory Wand of Light (acts as a light spell cast at the sixth level; 11 charges). The activation word "aranas" is carved into the handle of the wand in decorative, elvish script. Climbing up to the nests may prove difficult, but can be managed as long as a logical plan is described to the GM (e.g. tie ropes around a hefty rock, then throw rock up to loop about a branch).

Location E: Saving Skapti Skovsmann

Skapti Skovsmann is a wilder of the Northwood, and a woad-wearing druid to boot. He was recently condemned to die for publicly questioning the practices of his tribe's oligarchs, and for voicing his own egalitarian views. Preferring to keep his skin intact, Skapti bashed in a jailor's skull and fled south. His clan sent one of his peers and a quartet of warriors to bring the wilder back. When the characters come upon the scene, Skapti's pursuers have caught the young man and begun to torture him.

The GM will have to run this encounter carefully, perhaps by having the PCs hear the wilders long before reaching them (e.g. Skapti's screams can be heard from the launch point, location F). Any villager NPC will be able to inform the players that while Northwood wilders are known to be cruel and evil towards outsiders, is strange to see them abusing one of their own.

Wilder Druid (D2): MV120' AC8(leather) 12hp #AT1 DAM1-6/1-4 (falcata or javelin/dagger) Druidic Spells: 1st Level-entangle; speak with animals; 2nd level-cure light wounds. The druid possesses eight goodberries, which he will utilize first if wounded.

Wilder Hunters (x4): MV120' AC8(leather) 0-level 6/6/5/5hp #AT1 DAM1-6/1-4 (falcata or bow/dagger)

Skapti will be grateful if freed, and he will also inform the characters that he wants to start to a new life in their village. If allowed, Skapti will willingly join the party on its mission; his only condition is that he be treated equally in all respects. Skapti is wounded, out of spells and down to three hit points when rescued:

Skapti Skovsmann (D2): MV90'(injured) AC10 3(of 11)hp Str12 Int11 Wis14 Dex12 Con11 Cha15 #AT1 DAM1-2 (fist) AL-N. If allowed, Skapti will replace his missing kit with the wilder leader's armor and weapons. Given time to sleep and meditate, Skapti will choose animal friendship, entangle and cure light wounds as his preferred spells.

Location F: Launch Point

Other than near the orc settlement, this is the only place within the caldera where the lakeshore meets the forest. Thus, the party may construct a raft or canoe at this location and then drag it directly into the water.

Building a large raft will require one complete day as long as the raft is simply composed of tree trunks lashed together (one entire tree trunk is required per passenger). Fifty feet of rope is required to lash two tree trunks together and substitute cordage can be made by spending a day braiding rope from natural fibers, or by spending an hour collecting ettercap webbing from location D.

Building dugout canoes and paddles will take one day per passenger, with three passengers the maximum number that can be held in any one canoe. Thus, two canoes, holding three and two passengers respectively, will take a party five days to fabricate. The party will have to utilize fire to speed up the process of making dugouts (hand axes will not be sufficient to make the canoes in less than two weeks), and the canoes will be easily tipped unless it is stated that outriggers are added.

The location attracts predators just because it is one of the only places where the lake is accessible to the forest. Encounters with predators will occur at least once per day (GM's discretion regarding frequency). Roll a d8 to determine the nature of the attack:

1. **Giant Crayfish:** MV60' AC4 HD3+4 19hp #AT2 DAM1-6/1-6 (claw/claw). SA: surprise on 1-3. The giant crayfish will rush out of the lake and attempt to drag a single character into the water.
2. **Kampful:** MV30' AC4 HD2 12hp #AT6 DAM1/round (automatic strangulation). SA: surprise on 1-3. The kampful is hiding just within the tree line, and will attack a single character while the rest of the party is occupied building a craft or engaged in other activities.
3. **Mountain Lion:** MV150' AC6 HD3+1 16hp #AT3 DAM1-3/1-3/1-6 (claw/claw/bite). SA: surprise on 1-3. The mountain lion will

spring upon a character from a tree or rock. It will flee if wounded.

4. **Elven Shadow:** MV120' AC7 HD3+3 18hp #AT1 DAM2-5 (fist clubbing or strangulation) SA: drain one point of strength on each successful hit. Characters losing all strength become shadows, else they regain strength at a rate of one point per hour. One of many elven spirits wandering the lake region, an insane shadow will attempt to strangle a lone character. Hard to detect in the forest, the elven shadow will surprise a character 75% of the time during the day.
5. **Tontla-Voll:** MV30' AC0 HD3 16hp #AT2 DAM1d4/1d4 (wooden claw/wooden claw) SA: invisibility, levitate and ventriloquism once per day as a 5th level MU. Fire attacks requiring a roll to hit gain a bonus of +4 against a tontla-voll. These creatures make saving throws versus fire at -4, and any fire damage inflicted upon a tontla-voll adds a +1. Blunt attacks from a small weapon (i.e. a mace, club or hammer) do only one-quarter damage against a tontla-voll, while large blunt weapons do half damage [new OSRIC monster, see Appendix].
6. **Marine Ghouls** (x2): MV90' AC6 HD2 13/10hp #AT3 DAM1-3/1-3/1-6 (claw/claw/bite) SA: characters must save vs. paralysis against any successful attack or be paralyzed for d6 rounds. The lacedons are patrolling the lakeshore, looking for prey to slay and eat. They will attempt to drag one or two characters into the water, drowning the unfortunate victim after paralyzing him or her. Lacedons that escape will not inform their fellows of the party's presence in the region.
- 7-8. **Orcs** (x4): MV90' AC8(furs and leathers) HD1 5/5/4/4hp #AT1 DAM1-6 (javelin x 2 or long knife). A group of Septic Eye hunters detects and ambushes the party, attempting to capture individual characters before their entire tribe returns two hours later (a comrade has been sent back to the orc village). They are impatient and want personal glory, but will retreat and await the tribe if they suffer any losses.



PART 3: THE SACRED ISLE

Due to the characters' inability to determine direction in the dense fog, paddling to the Sacred Isle will take 1-2 hours if done with dugout canoes or 3-4 hours of strenuous, meandering effort if utilizing a raft. If the party is divided amongst more than one boat/raft, the characters will have to tie their craft together or risk (50% chance per hour) becoming completely separated in the fog. If the groups' boats become separated the GM should add an additional 1-3 hours to the amount of time each vessel spends in the water before it reaches the island.

GM's discretion: If the party makes too much noise, or if they are taking an inordinate amount of time to reach the island, the attentions of two of the banshee's lacedon servitors [stats given in Location F, above] will be aroused. The lacedons may either attack individual boats out of sheer hunger and malice (50%), or allow the party to approach the island due to the banshee's instructions (50%). If the marine ghouls attack and suffer significant damage at the hands of the party, the creatures will return to look for easier pickings at location F (see above).

The Sacred Isle has only one beach suitable for landing any kind of craft, and this is on the southeastern shore. Upon landing their vessel(s) and beginning an approach to the temple's lower level, the party will see patches of sun-bleached bones strewn across the island. These bones are broken and splintered, and have obviously come from hominids of one sort or another. Only those bones closest to the landing point are new and characters will find 1 sp worth of broken jewelry fragments (remnants of ceremonial armor and metal-trimmed weapon hilts) for every hour spent searching amongst the remains lying north of the beach.

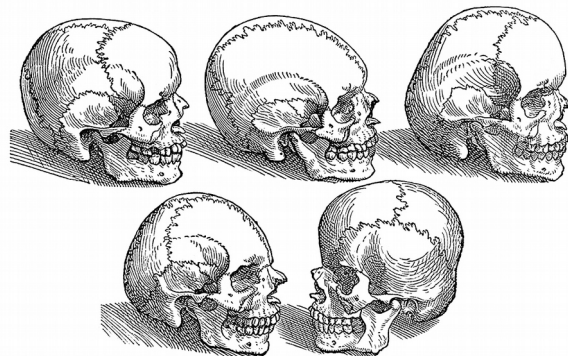
The party will be given little time to conduct such searches, however, as a pair of giant crayfish will rush to attack any characters landing upon the Sacred Isle:

Giant Crayfish (x2): MV60' AC4 HD3+4 22/20hp #AT2 DAM1-6/1-6 (claw/claw). SA: surprise on 1-3. The giant crayfish will rush out of the lake and attempt to drag characters into the water.

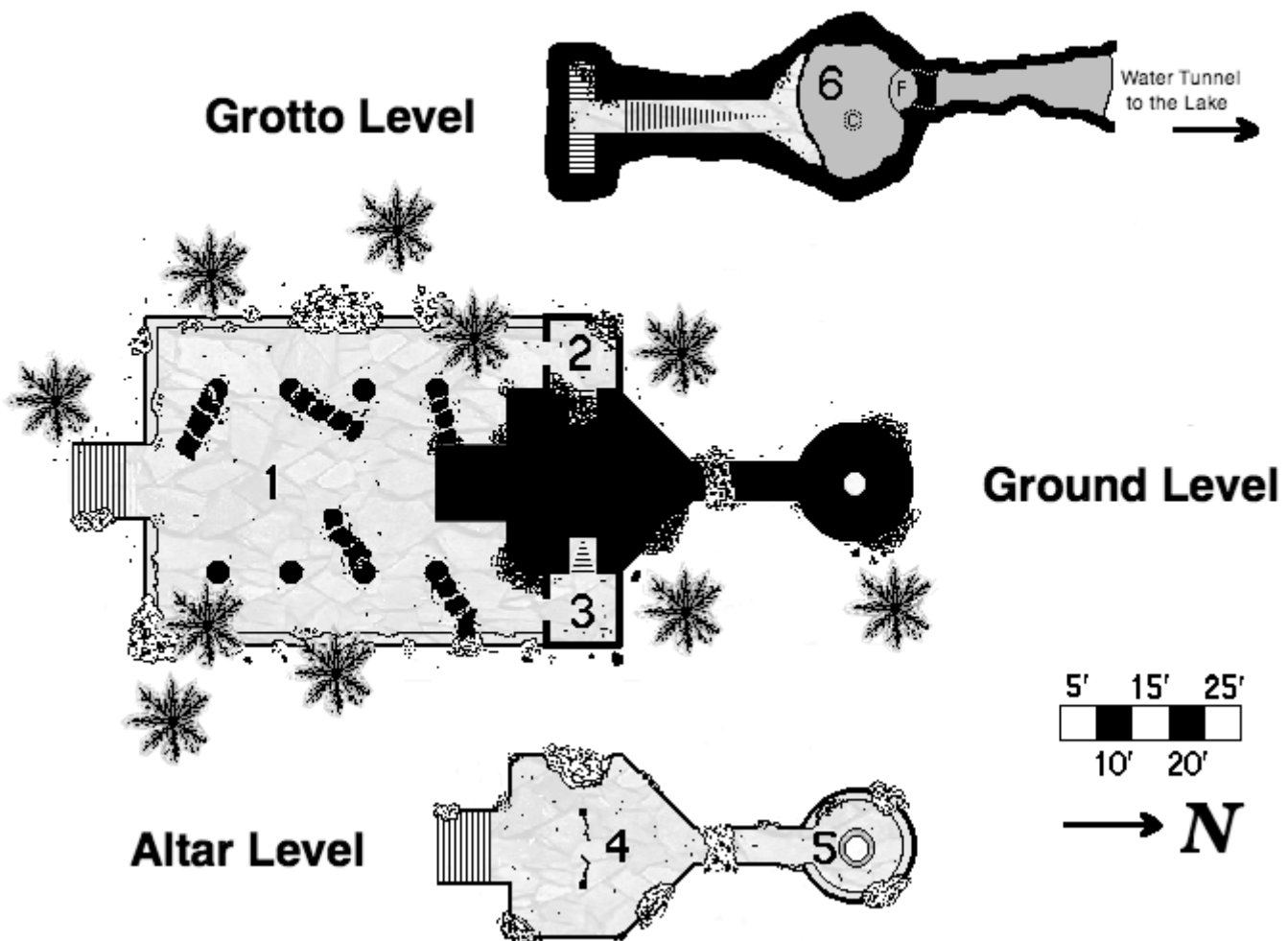
If the party moves away from the shoreline to escape the two crayfish it will be accosted by the remnants of the island's original skeleton defense. Although the island is alive with birds and a few ground squirrels, five skeletons occupying the stretch between the beach and temple stir to life (two rounds to pick themselves up) whenever intelligent beings come ashore. This motley crew is composed of the bird-picked remains of a goblin treasure-seeker, the first orc bodyguard to fall to the island's undead host, and three crumbling elves that were killed by the dragon a millennia ago. The skeletons will chase opponents about the entire island, turning back only when trespassers have been run into the lake's waters. Any characters slain above ground while on the island will join the undead guardians.

The orc and goblin skeletons have weapons with which to strike opponents. The elf skeletons are broken and crumbling, and can only rake with the jagged remains of their hands:

Skeletons (x5): MV120' AC7 HD1 6hp(orc) 4hp(goblin) 4/3/3hp(elves) #AT1 DAM1-6 (weapons) or 1-4(hands)



Ruined Temple of the Sacred Isle



The Ruined Temple

1. Lower Terrace: From a distance, each of the temple's standing columns looks to have the form of a nude elf maiden. Apparently purely decorative, the truth of the matter will be discovered as soon as any living, intelligent creature sets foot upon either the temple's ground or altar levels. The three columns will immediately transform into caryatid columns and move to attack the intruders, fighting until destroyed or until the intruders either leave the temple proper or fully enter locations 2 or 3. At that time, the unnatural defenders will stride back to their stations and revert to decorative statues.

Two months ago, Sharghak-Ahl discovered that his hold person spell causes the three caryatids to revert to their statue forms. Since that initial encounter, the priest has continued to employ the spell against the stone defenders, and has also successfully used his turning ability to repel the Sacred

Isle's undead host. Fortunately for the entire region, the evil shaman has yet to master the procedures his "goddess" has been attempting to convey.

Caryatid Columns (x3): MV60' AC5 22/19/18hp #AT1 DAM2-8 (stone sword). The caryatid columns attack as 5 HD creatures. Normal weapons do only half damage to the stone defenders and have 25% chance of breaking with each hit. Magic weapons reduce this effect by 5% per +1 value.

2. Collapsed Entrance: Within this room a lone zombie makes a futile effort to claw its way out of the collapsed staircase. Missing half of its head and pinned below the waist by rubble, the orc zombie will claw at any character within two feet of it. If grabbed (on a successful hit), a character will be drawn to the zombie's mouth and bitten to death. Under the present circumstances, this abomination is easily disposed of.

Orc Zombie (pinned): MV0' AC10 (pinned and exposed) HD2 6hp #AT1 (at -4 to hit) DAM1-4 (bite). Attacks on the zombie are at +4 due to its immobile status. If a character is grasped, the zombie will automatically inflict 1d4 points of biting damage per round, until the monster is destroyed.

3. Grotto Entrance: Five orc zombies occupy this room, compelled by the temple's curse to guard the approach to the sacred grotto. These zombies were the last of the orc chieftain's retinue to be slain above ground (just under a year ago). The zombies attack any intelligent being striding through the door. If the party retreats back into location #1 "The Lower Terrace", and the caryatid columns have not been dealt with earlier, the characters will find themselves caught between two sets of unyielding adversaries:

Orc Zombies (x5): MV90' AC8 HD2 12/10/10/9/8hp #AT1 DAM1-8 (fist clubbing and rending).

4. Sacrificial Posts: Since the banshee acquired her six ghoulish minions, she has become more anxious to free herself from the temple's watery prison. The spirit has since made tenuous contact with the tribe's new leader and begun to influence the shaman's mind, along with the minds of other Septic Eye members. Sharghak-Ahl believes that he receives direct communications from the Cave Mother while dreaming, and has been scouring the region for sacrificial victims over the last several months.

Sending warriors on raids into Wilder lands, the shaman has managed to sacrifice two humans, to date. Left for the Cave Mother to claim, the unfortunate wilders quickly died at the hands of the temple's guardians and were subsequently converted into zombie guards. Like the rest of the island's defenders, these guardians stay near the location of their passing:

Human Zombies (x2): MV90' AC8 HD2 10/8hp #AT1 DAM1-8 (fist clubbing and rending).

Sharghak-Ahl's initial effort frustrated his "goddess" to no end, and resulted in the entire orc tribe receiving terrible dreams in the night. Since that time, the elven spirit has been attempting to refine her instructions to the shaman and have him simply drop his sacrifices down the Sacred Well: location #5. Eventually, the orc priest will get it right and the banshee will acquire enough lacedons to free herself.

5. Former Sacred Well: This area is empty except for the shaft leading to the grotto below. The lacedons in location #6 will be waiting anxiously below for any character foolish enough to rappel down the shaft.

6. Befouled Grotto: Residing in the temple's former sacred grotto are four lacedons, minions of the banshee that is trapped below (the two remaining lacedons will be out, patrolling the lakeshore). The elf-maid's body has been trapped at the bottom of the grotto for nearly a thousand years - her vocalizations having haunted the lake ever since. Those emanations are faint along the lakeshore and grow stronger as one nears the isle. Within the grotto's waters the banshee's power is immense: the sonic vibrations of her voice are strong enough to cause paralysis in any character that enters the water. Unless such a character makes a save versus paralyzation, he will become paralyzed and drown in 1d4 rounds. A character that makes a successful save must then save versus spells, else flee the temple complex in abject fear. This second effect may also be avoided if a character had the foresight to plug his ears before entering the water.

The lacedons found in the grotto are the former chieftan of the Septic Eye and three of his bodyguards. Drawn to this location by the chief's visions, they (and the lacedons patrolling the lake) were paralyzed by the banshee while attempting to steal the treasure strewn across the grotto's floor. Drowning as they fatefully descended, the orcs were transformed into ghoulish servants by the banshee's touch. The lacedons will be aware of the party's presence and will attack immediately:

Marine Ghouls (x4): MV90' AC6 HD2 14/11/10/10hp #AT3 DAM1-3/1-3/1-6 SA: save vs. paralysis against ghouls' attacks or be paralyzed for 1d6 rounds.

Any character that is paralyzed above the water surface and not protected by another party member will either be slain and eaten on the spot (50%; takes two additional rounds to be slain), or manhandled into the pool and given to their mistress (50%). The ghouls wish to obey the banshee, but their insanity and ravenous hunger make it hard for the spirit to fully control them. If a paralyzed character is dropped into the pool and not quickly pulled out he will be lost forever, transformed into a ghoul by the insane elf-maid (it takes 1d4 rounds for a paralyzed character to drown and descend to the bottom).

Thirty feet below the surface lies the cursed banshee, pinned firmly by a dozen enormous boulders. The only portions of her body visible are her face and right arm.

An individual capable of swimming down to the evil spirit can kill the thing with repeated blows from a lengthy magic weapon if he or she successfully saves versus the banshee's special screaming. The banshee will attack a character that comes within two feet of it. On a successful hit, the character will be instantly killed and transformed into a lacedon unless a save versus spells is made. This power is unique to the banshee of the Mystic Lake, and was acquired through the terrible curse that she wrought so long ago.

Cursed Banshee: MV0' AC10 (pinned and exposed) HD7 37hp #AT1 DAM1-2 SA: within the grotto's waters the banshee's screams cause living creatures to be paralyzed and/or flee in fear (at maximum speed and for one full turn, leaving behind any objects not in hand). The fear effect only occurs if the creature has not plugged its ears and fails a save versus spells. Such creatures will never voluntarily enter the grotto again, unless made the recipient of a remove curse spell. The banshee's touch causes death to any living creature failing a save versus spells, with humanoids subsequently being transformed into ghouls [unique OSRIC monster, see Appendix].

Strewn along the bottom of the grotto is an enormous amount of treasure: the offerings of five generations of elves. The floor of the grotto is illuminated by a large number of stones with *continual light* spells cast upon them, and by that light an observer standing on the ledge above will see the faint twinkling of gold, jewelry, weapons and gemstones. Making retrieval of this vast treasure difficult is the water's depth (20-30 feet deep), the banshee's dangerous wail, and the fact that the underground portions of the temple complex will collapse just ten rounds after the banshee is destroyed.

If the spirit is killed, then for each of the next nine rounds spent in the grotto, individual characters must roll a d10 to determine if a rock drops on him or her as the temple collapses (1d4 points of damage each time struck). The chance of a rock hitting a character is 10% per round, cumulative. Thus, during the first round, there is a 10% chance of being struck. During the second round, there is a 20% chance of being hit. A 30% chance on the third round, and so forth. If a character stays until the tenth round, he or she will have to roll versus petrification,

with failure indicating that the character is killed in the collapse just before reaching the surface.



A character may attempt to scoop up a treasure once per round. Every member combing the bottom of the grotto for treasure will chance upon the following item or items (roll d10):

- 1-4. The character finds nothing;
5. d10 silver pieces;
6. d4 gold pieces;
7. a gemstone worth d20 gp;
8. a piece of gold jewelry worth d20 gp;
9. a prayer pebble with inscriptions, but of no value;
10. a special item*.

*Special items include the following [the GM should roll a d10 and score out each item once it is collected by a character, preventing duplication]: (1) Ring of Protection +1; (2) Ring of Warmth; (3) Pearl of Power; (4) Pearl of Wisdom; (5) Brooch of Shielding (25 charges); (6) Periapt of Wound Closure; (7) Gem of Brightness; (8) Ioun Stone (roll d4 for type: blue, pink, rose or clear); (9) Luckstone; (0) Dagger +1.

If a GM is feeling particularly persnickety, he may have twenty members of the Septic Eye, led by Sharghak-Ahl, row across the Mystic Lake in response to the Cave Mother's frantic wailing. Otherwise, the characters should have little trouble rowing back the way they came.

APPENDIX: NEW OSRIC™ CREATURES

Bloodhawk

Frequency: Uncommon
No. Encountered: 1d12+3
Size: Small (3 ft tall, 6 ft wingspan)
Move: 240 ft (flying)
Armor Class: 7
Hit Dice: 1+1
Attacks: 3
Damage: 1d4(talon)/1d4(talon)/1d6(beak)
Special Attacks: None
Special Defenses: None
Magic Resistance: Standard
Lair Probability: 25%
Intelligence: Semi-Intelligent
Alignment: Neutral
Level/XP: 1/20 + 2 per hp

These large, grey-coloured raptors are voracious and will attack any small or medium-sized creatures detected within the birds' hunting range. Living communally, and fond of tender flesh, a nest of bloodhawks (4-15 of the birds) will swoop down upon a party of humanoids from all directions. Diving upon a target (at Aerial Agility Level V), a bloodhawk will attempt to latch onto the victim with its two talons (1d4 damage each) and rip into the target's neck and face with its beak (1d6 damage). If the bloodhawk successfully hits with a talon, it will continue to squeeze the target for 1d2 points of damage (per talon) each round, automatically. During this time, the bloodhawk will continue to make attacks with its other talon and beak.

Bloodhawks are aggressive to a fault and, unlike predators such as wolves, will continue to attack a target even if the birds are being systematically slain. It is likely that the creatures were originally bred for this trait while in captivity, and were reintroduced to the wild.

Like species of other birds, bloodhawks have an undue fascination with shiny objects, particularly gemstones. If a bloodhawk nest is investigated (in a tall tree, 50-100 feet above the ground), 1d4 gemstones and 1d8 coins of varying worth will be found lining the thing.

Cursed Banshee (Unique Creature)

Frequency: Unique
No. Encountered: 1
Size: Man-sized
Move: 0 ft (immobile)/ 90 ft (underwater, if freed)
Armor Class: 10 (immobile)/ 0 (if freed)
Hit Dice: 7 (37 hit points)
Attacks: 1

Damage: 0 (immobile)/ 1d2 (if freed)
Special Attacks: See below
Special Defenses: +1 weapon or better to hit
Magic Resistance: 50%
Lair Probability: 100% (immobile)/ 20% (if freed)
Intelligence: Very
Alignment: Chaotic-Evil
Level/XP: 7/750 + 8 per hp

The sacred spaces of elven tribes tend to hold incredible power, imbued by the magical offerings of generations of the long-lived beings. Those places tend to be centers of healing, acquiring their mystical properties from the devotional items held within. However, the magical energies of such a place can also be channeled in fashions most unfortunate and misdirected—as in the case of the Northwood's Cursed Banshee (see Background, above).

The healing powers of the Cursed Banshee's sacred grotto preserved the elf maid's body when she drowned, trapping her spirit within her corpse and inadvertently transforming her into an undead creature. Absorbing much of the inner sanctum's energy over time, the spirit's power has become immense, but is restricted to the lake in which she resides. Her underwater keening has agitated the water of the Mystic Lake enough to cover its surface in a thick layer of fog. The wailing also affects creatures across the entire lake, and near its shore. At night, the banshee's keening implants suggestions into the dreams of those sleeping upon the lakeshore, steering the recipients into visiting the sacred isle. Those who immerse their heads in the lake are actually forced to save versus magic, or be compelled to go to the isle; victims failing to do so losing one point of wisdom per week.

The sonic vibrations of the Cursed Banshee's voice are strong enough to cause paralysis in any creature underwater, within a 30' range. This power is at will and unless a creature makes a save versus paralyzation to avoid the effect, it will become paralyzed and drown in 1d4 rounds. Creatures that make successful saves must then save versus spells, else flee the temple complex in abject fear. Such individuals will leave any objects not in hand and will never voluntarily enter the grotto again, unless made the recipient of a remove curse spell. The second effect may be avoided if a character has had the foresight of plugging his ears before encountering the Cursed Banshee.

The Cursed Banshee's wailing powers only

work underwater. However, the touch of the Cursed Banshee causes death to any living creature failing a save versus spells, with humanoids being subsequently transformed into ghouls. This power is unique to the Cursed Banshee and works in or out of the water.

Although the undead creature desperately wishes to be freed from her watery prison, she does not realize that the Mystic Lake is preserving her. If freed from her underwater barrow, the banshee will find that she is unable to leave the lake's confines, receiving 1d6 points of damage for every round spent separated from it.

Lightning Drake

Frequency: Very Rare
No. Encountered: 1
Size: M (10 feet long)
Movement: 90 feet, 60 feet while in trees
Armour Class: 4
Hit Dice: 4+4
Attacks: 3 (claw/claw/bite)
Damage: 1d6/1d6/1d8
Special Attacks: Breath Weapon
Special Defenses: Nil
Magic Resistance: Standard
Lair Probability: 80%
Intelligence: Low
Alignment: Chaotic Neutral
Level/Experience: 5/250 + 4/hp

Mottled lightning drakes look much like a cross between a juvenile dragon and a crocodile. Like their fire and water-drake cousins, lightning drakes lack a dragon's wings and do not have the ability to fly. Likewise, they tend to inhabit remote locations far from normal human habitation. Lightning drakes' preferred habitats are temperate and tropical forests. Lightning drakes are usually one of the strongest predators in a given region, but they are careful to avoid stronger creatures, such as green dragons. Lightning drakes are often found perched upon the highest edifices of ruined castles and cities reclaimed by nature. While in such forested environments, lightning drakes have a 3 in 6 chance of surprising targets.

When on the ground these carnivores scurry about like large monitor lizards, and they are somewhat slower than desert-dwelling fire drakes. The lightning drake's breath weapon also differs from its fire-spitting cousin: it discharges a powerful electrical bolt that delivers 2d8 hit points of damage and is sufficient to stun most small and medium-sized creatures for 1d6 rounds (save versus breath weapon for half

damage and no paralysis). These creatures normally lie in wait within a forest, concealing their bodies in a tree's branches and using their precise breath attacks to pick off unwary prey. This powerful bolt is 6 inches wide and can only strike one creature, but it is capable of being used 1d8 times per day and extending 30 feet from the drake. Creatures within range of the lightning drake's breath weapon and partially in water do not receive a saving throw versus the breath weapon's damage, but are allowed a save versus paralysis.

Lightning drakes' tails are smaller than their cousins' ones and are not capable of dealing damage. However, their tails are prehensile and provide the reptile enough purchase to allow it to engage a foe with both of its front claws while in a tree. Scurrying and leaping from one branch to another, lightning drakes may be hard to close with, and the creatures will not hesitate to flee an encounter.

Lightning drakes are territorial and hunt over large expanses of forest. Thus, they do not collect treasure and any valuables found near the creature will be incidental in nature.



Tontla-Voll (Wicked Tree)

Frequency: Very Rare
No. Encountered: 1
Size: Medium
Move: 30 ft
Armour Class: 0
Hit Dice: 3
Attacks: 2 (wooden "hands/claws")
Damage: 1d4/1d4
Special Attacks: See Below
Special Defenses: See Below
Magic Resistance: Standard
Lair Probability: 0%
Intelligence: Very
Alignment: Chaotic Evil
Level/Experience: 4/200 + 3/hp

Upon the death of a quickling, there is a ten percent (10%) chance that the evil fey manages to dodge its Abyssal fate by ensconcing its spirit within a convenient hardwood. If the tree is large and mature, then the evil fey's spirit diffuses throughout the hardwood gradually, slowly warping and twisting the new host before eventually dissipating. Such a tree will emit an aura of inherent evil, and contribute to the ambient nature of a dark-fey forest, but the large hardwood will otherwise be benign. However, if a quickling's spirit happens to choose a sapling as a host, the young tree begins to transmogrify into a tontla-voll, or "wicked tree."

Entering the sapling, the former quickling's psyche is driven insane as it fails, time and again, to adjust to the limitations of its new, stationary form. Over a period of one year, this insanity manifests itself physically in a gradual twisting and knotting of the still-growing tree; as it continues to mature, the tontla-voll becomes a stunted, leafless mockery of a tree's natural form.

After a year, all but two of a tontla-voll's branches wither and fall and its height drops to less than eight feet. With each of the remaining branches acting as an arm (capable of inflicting 1d4 points of damage), and with a knotted bole formed into a perversion of the original quickling's head, the creature uproots itself out of sheer desperation- the wicked tree no longer receives any nourishment from the environment. In order to feed, the tontla-voll must now plant its roots into a freshly killed animal's warm corpse. Tontla-volls searching for prey crawl at the interminably slow speed of 30 feet per minute.

Non-fairy humanoids of less than third level that observe a tontla-voll crawling along the ground must save versus paralyzation, or be

held in rapt, aberrant fascination. A new saving throw to avoid the effect is allowed each round. A tontla-voll could immobilize and then strangle to death many targets by using this means alone, but wicked trees normally utilize a combination of their invisibility, levitate and ventriloquism abilities (that were carried over from their original, quickling state) to capture prey. This particular combination of powers makes a slow moving tontla-voll quite formidable, particularly against a single opponent. A tontla-voll performs each of these spell-like abilities as a fifth level magic user, but each power is useable only once per day.

Since wicked trees need to seek out prey, they do not have lairs. However, as the creatures are very intelligent, they often salvage highly conspicuous pieces of jewelry from previous kills (e.g. gold necklaces) and dangle said items from their branches in order to lure a solitary, unsuspecting victim. A victim throttled by a wicked tree (occurring when the creature lands successful hits with both of its hands) may escape in one round as long as its strength is greater than the tontla-voll's effective strength of 15. Otherwise, the wicked tree will continue to choke the victim for 1d4 points of automatic damage per round.

Like treants, tontla-volls are quite vulnerable to fire. Fire attacks requiring an attack roll gain a bonus of +4 to hit against a wicked tree. These creatures make saving throws versus fire at -4, and any fire damage inflicted upon a tontla-voll adds a +1 per die. Blunt attacks from small weapons (i.e. maces, clubs or hammers) do only one-quarter damage against a tontla-voll, while large blunt weapons do half damage.

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