

# Footprints

MAGAZINE

Issue #25

June 2021

Silver Jubilee Edition

IDEAS AND ADVENTURES FOR ADVANCED FANTASY GAMING



GREY

# footprints

MAGAZINE



Issue #25's cover art of "Beholder" was graciously donated by Paul Carrick "Nightserpent" and other work of his can be viewed at:

[www.nightserpent.com](http://www.nightserpent.com)

## STAFF

**Publisher:** Steve Yates

**Editor:** Malrex, Steve Yates

**Associate Editors:** Ronald Redmond, Alan Powers

**Title Graphics:** Zhu Baijie

**Cover Art:** Paul Carrick

**Graphic Editor, Design & Layout:** Malrex

**Interior Artists:** John Paquette, Milton D. Schroeder, Mogo the Mighty, Patrick E. Pullen, some artwork © William McAusland-used with permission, some artwork © 2015 Dean Spencer, used with permission. All rights reserved. FSF-INK • [www.fsf-ink.se](http://www.fsf-ink.se) ;V-Shane, Carlos Torreblanca, Miguel Santos, Publisher's Choice Quality Stock Art © Rich Hershey/Fat Goblin Games, Enmanuel "Lema" Martinez, Thomas Novosel [patreon.com/thomasnovosel](https://patreon.com/thomasnovosel) (pg. 92). Joe Calkins, Bradley K McDevitt, The Forge: Maciej Zagorski, Copyrighted by 2010-2012 Peter Szabo Gabor and Eastern Raider Games; Lawrence van der merwe; Jack Holliday; some artwork copyrighted by Avalon Games, used with permission-Robert Hemminger

## PUBLISHER

Footprints is published by Dragonsfoot. It is available at the Dragonsfoot website for download. To download other issues, please visit:

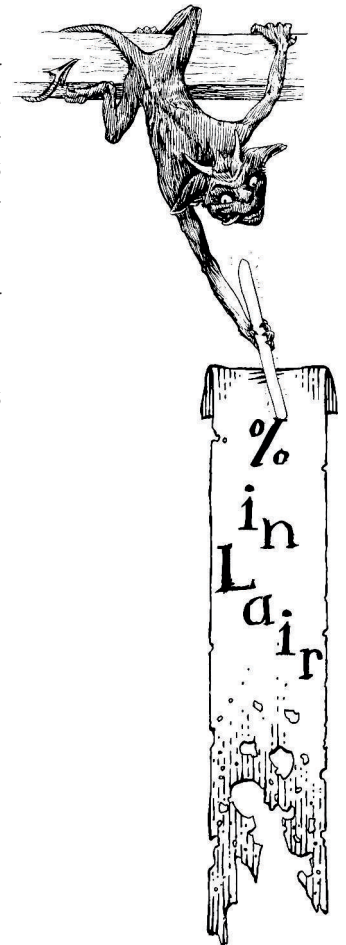
<https://www.dragonsfoot.org/ft>

## COPYRIGHT

Dungeons & Dragons, Advanced Dungeons & Dragons, and AD&D are owned by Wizards of the Coast and their use here is not intended as a challenge to their ownership of copyright. All materials are used here without their permission. All other material copyrighted to the listed author or artist, and used with their permission.

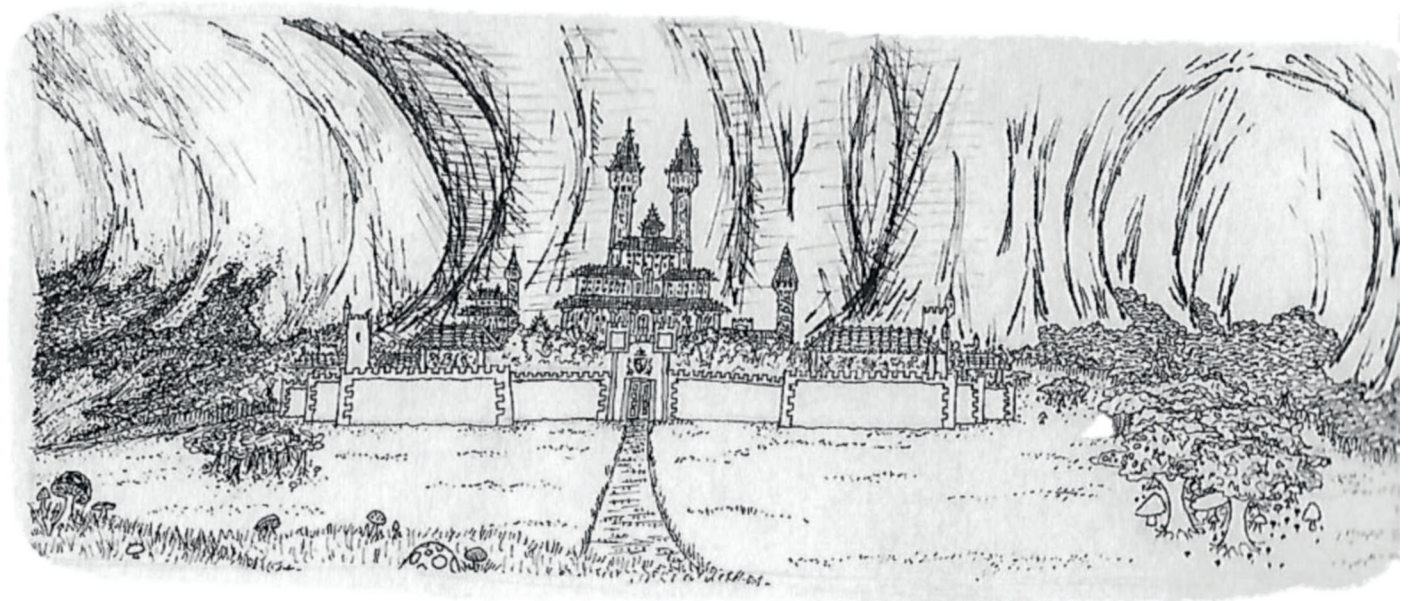
The rights to all material published herein revert to the author(s) of said work upon release of this issue. Articles may be submitted by email to [footprints@dragonsfoot.org](mailto:footprints@dragonsfoot.org) (please do not submit articles by Private Message on the forums). Don't forget to include your "byline", i.e. how you wish to be credited.

Welcome to the Silver Jubilee edition of the Footprints e-zine. This jam-packed edition contains over 197 pages of old-school goodness and celebrates the diversity and creativity of our community. Have at it, there should be something here to wet everyone's appetite for adventure.



# TABLE OF CONTENTS

TITLE	AUTHOR	PAGE
The Beginnings of the Brazilian RPG: A Forming Period	Pedro Panhoca, Evelyn da Silva Paepschi Fabri	4
Behind the Fallen God	Joe Mohr	5
Random Treasure	Jeff Wagner	8
Barbarian Homecoming	Allan Powers	31
Barbarian Class	Daniel Ottavio	37
Maps by Fingolwyn	Fingolwyn	40
The Watch Tower of Quasqueton	Ken Marin	43
Simulated Advancement for NPCs	Ken Marin	45
Turning Undead by the Numbers	J.M. Jacobs	48
Cursed Valley	ZardokhasSpoken	50
Supernatural Diseases	Marco	51
The Decays	Steve Marsh	58
New Monsters	Gordon Wheaton, John Paquette, Jeff Wagner	59
Zero is an Apprentice's Best Friend-Zero Level Spells	Delta Demon	62
Colledician Magic Vol. I New Vancian Spells for Magic-Users, Illusionists, Clerics, and Witches for OD&D games	Bob Jester	68
New Magic Items	John Videll	76
The Tenebristic Orb	Malrex	80
Elvish Backgrounds	Allan Powers	92
The Ale of the Gods	John Videll	106
Forced Phantasmals	Paul Kerr	110
Last Stand	Jesse Walker	150
Archer/Archer-Ranger PC Class	Len Lakofka	159
An Index of the D&D Works of Lenard "Leomund's Tiny Hut" Lakofka	Allan Grohe 'grodog'	168
Knight	Daniel Ottavio	173
Gilded Dream of the Incandescent Queen	H.D.A 'TerribleSorcery'	176



# The Beginnings of the Brazilian RPG: A Forming Period

by  
Pedro Panhoca da Silva <ppanhoca@yahoo.com.br>  
and  
Evelyne da Silva Papeschi Fabri  
<evelyne2109@yahoo.com.br>

Overshadowed by the attractive translations of foreign RPGs, the RPG in Brazil took time to be consolidated. In the 70s, for example, there was no RPG in Brazil, and we were late to learn about *Dungeons & Dragons* (1974), *Advanced Dungeons & Dragons* (1978), and even adaptations of RPGs for microcomputers like *Colossal Cave Adventure* (1976).

In the 80's there were still no, officially speaking, RPGs in Brazil, and United States and Europe already knew many *D&D* settings and modules like *Forgotten Realms*, *Dragonlance*, *Greyhawk*, *Mystara*, *Kara-Tur*, *Spelljammer* and *Ravenloft*. However, RPG was beginning to emerge through the underground in the soccer fixated country. Rumors of what this game was were circulating among potential players, and some privileged ones confirmed the existence of this "weird" game when a friend or relative was traveling or moving overseas. When these travelers returned to Brazil, they brought with them RPG books, which were quickly xeroxed. That's why this 80's generation of players were known as "Xerox Generation", cause the access to what was happening in the RPG universe could only be obtained by piracy of what had been released outside Brazil.

1986 was a very important year for Brazil, as Rede Globo, the most important channel on Brazilian television to date, broadcast *A Caverna do Dragão* ("The Dragon's Cave", in English translation, the *Dungeons & Dragons* cartoon). In the same year, the translation and publication of the first cycle of the *Lone Wolf* series (1986-1987) took place, which unfortunately went unnoticed here. By the end of the decade, it was possible to order RPG books through big bookstores in São Paulo and Rio de Janeiro, although it was very expensive and took too long to receive. Another difficulty, which the Brazilian people still have today, is the difficulty of the English language: few Brazilians were fluent and, therefore, the chance to order something other than RPG (such as game cartridges, comics or spin-off novels from RPG) was great.

The transition from the 80s to the 90s took another important step for Brazilian players. In 1989, a Portuguese version of *Dungeon & Dragons* was published by Sociedade Tipográfica S.A. Besides it, other RPGs like *Traveler* (1977) and *Space Master* (1985) also managed to enter the Brazilian market.

In December 1990, a series of gamebooks helped to popularize and introduce players to this new culture. Much of the series *Aventuras Fantásticas* ("Fantastic Adventures" in English translation, the *Fighting Fantasy* series) was translated and marketed by the now extinct publishing house Marques Saraiva. Its power was seductive: it pleased players in need of finding groups and "taught" in a dynamic way what RPG was to brand new curious players. In the following year, with the gamebooks being easily consumed by the gamer public, *Tagmar* (1991), the 1st Brazilian RPG, edited by the extinct GSA, was released. Clearly based on J.R.R Tolkien's mythology, this game was unfairly accused of being a copy of *D&D*, but it had a very different system. The game even received a good reception from the public and was successful.

The news didn't stop there. The prolific year of 1991 brought *GURPS* (1986) to Brazil, and the following year the GSA publisher released *O Desafio dos Bandeirantes* ("The Flag-carriers Challenge", in English translation), a historical fantasy RPG set in 17th century Brazil, a great resource to learn Brazilian History, unfortunately often refused by school principals out of ignorance, fear or pure prejudice. 1992 was also the year of *Classic Dungeon* and *DragonQuest* board games, both from TSR, opening the doors for, finally, the coming of *Dungeons & Dragons*, in 1993.

Of course, much more news was still to come, like other RPG systems, gamebooks, but also the unpublished card games and the creation of the first Brazilian magazines about RPG.

We especially thank Malrex for the invitation to publish and for the chance to spread what a peripheral gamer country like Brazil has to offer and which, unfortunately, few people know yet.



William McAusland

# BEHIND THE FALLEN GOD

By Joseph Mohr

Map created by Dyson Logos

**Background** - For centuries the statue of some long forgotten god has stood at the base of the nearby mountain. No one even remembers its name. The statue depicts a tentacled deity with a single enormous eye. Currently, the idol lies on its side, revealing an entrance leading inside the mountain. A young boy from the nearby village reported this mystery to the elders. The village seeks assistance from adventurers traveling through their village. The Elders implore the adventurers to explore what lies beyond the statue.

**Dungeon Master Information** - This is a short 1st edition adventure for 4-6 players. It is written for characters of 7th to 10th levels of experience. The deity represented by the statue is Qietaer the All Seeing. He is a minor demigod, once worshiped by a cult hundreds of years ago. The cult has returned and they have brought a few nasty friends with them.

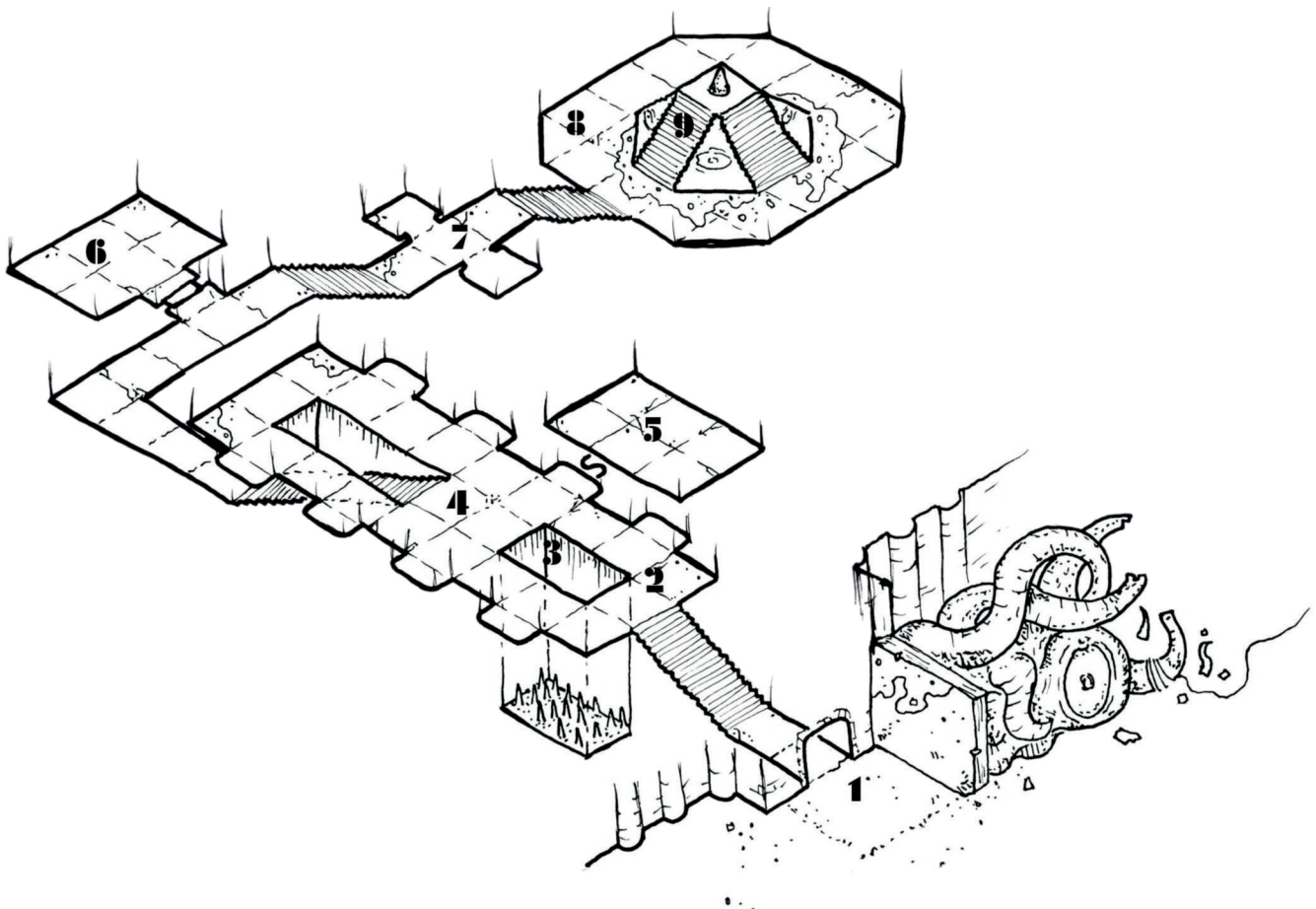
**Random Encounters** - Rolled every three turns within the temple - a roll of 1 in 8 indicates an encounter

1. **2 Displacer Beasts:** 25 hp. They stalk the party.
2. **1-2 Gas Spores:** These creatures roam the halls.
3. **6 Cultists:** 6<sup>th</sup> level warriors, 48 hp. These cultists destroy all intruders
4. **3 Looters (injured):** 5<sup>th</sup> level thieves, 18 hp. These looters have had enough and are dragging a dead companion out of the tomb.

**Key to Behind the Fallen God** - The temple is dark. There are empty sconces lining the walls. The air is stale but breathable. No doors in the temple are locked or stuck.

**1. The Fallen God-** The statue of Qietaer lies on its side with the left most tentacle lying broken in several pieces from the fall. A dark entrance opens into the side of the mountain.

- Close inspection reveals the statue is incredibly heavy and no wind could topple it. Only a being of great strength could of moved it.



**2. Stairs/Landing-** Rough-hewn stone stairs ascend deeper into the cold mountain. The weight of the mountain departs as the stairs open to a wide landing that extends deeper into the dark.

**3. Pit Trap/Spikes-** The walls along the landing have carvings of long tentacles that extend into the dark. Skeleton carvings etched in the floor point toward a yawning pit in the center of the landing.

- The uncovered pit drops 30' down and easy to fall into without precaution. Spikes are freshly poisoned and fatal without a successful saving throw vs. Poison. Falling into the pit sustains 3d6 damage and an additional 1d6 damage from the spikes.
- Anyone approaching the pit, attracts the beholder in **Area #4** within 1d2 rounds, who uses the pit to its advantage while fighting.

**4. Landing/Stairs Down/The Watcher -** Stairs carved through marbled stone descend into darkness.

- Targrodiz the beholder guards the landing/stairs. It attempts to wait in the shadows and attack the last person descending the stairs. It attempts to flee towards **Area #6** (50% chance) or **Area #9** (90%) if a battle goes against him.

**Targrodiz (Beholder):** 55 hp



Patrick E. Pullen

**5. Secret Room-** Door opens by pressing a small, discolored stone. A dusty, cramped passage opens into a tiny room that holds an old, wooden chest in the center. A human skeleton lies near the chest, with one leg missing and covers an old, blood-stained stone floor. Words are etched in dried blood near the skeleton.

- The skeleton has leather armor and a short sword in a scabbard. The scabbard has the name Baltamzir stiched in it.
- The words say "Not everything here is as it appears...."
- The chest has a rusty lock (+10% to Open Locks) and contains 425 gold pieces, 223 platinum pieces, a necklace made of moonstones and set in gold worth 725 gold pieces, a topaz ring set in gold worth 1,250 gold pieces, a marble statuette of Qietaer the All Seeing with a bloodstone eye in it worth 1,450 gold pieces, a wooden scroll tube with three spells: *Monster Summoning III*, *Wall of Stone*, *Contact Other Plane*, a **Hammer +3/+5 versus Ethereal Creatures**, and a shield with a black emblazoned bull on its face. The **Shield -3** is cursed and grafts to the person's arm of whoever picks it up.
- There are also two purple robes that have a red eye stitched into them. These are robes of members of the cult of Qietaer the All Seeing.

**6. Pedestal/Gas Spores -** In the center of the chamber is a pedestal with a shining, gold sword resting upon it. Floating around the pedestal are two bulbous, floating creatures with several eyestalks.

- The pedestal and sword are an illusion. It disappears once touched.
- The creatures are gas spores (1 hp ea). In the darkness, there is a high probability of them being mistaken to be beholders.

**(2) Gas Spores** (hp 1)

**7. Guardians of the Temple -** 10' tall statues of muscular robed figures with an extra eye in their forehead stands in each of the two alcoves.

- The statues are Stone Golems (60 hp), which attack anyone attempting to pass Anyone wearing the robes from **Area 5** can pass with no notice at all.

**(2) Stone Golems** (60 hp)

**8. The Temple of Qietaer the All Seeing:** Open eyes are carved in the floor, 30' high ceiling and walls of a huge chamber. A flat-topped black pyramid squats in the chamber's center with 20' high stairs ascending to the top. A low hum emits from the top of the pyramid and a foul ooze seeps from its base forming a hissing and bubble popping puddle.

- The ooze is acidic, causing 3d8 damage if touched, save vs. poison for half damage.

**9. The Altar of Eyes:** Three dark robed and cowed man-sized figures kneel before the pyramid's 10'x10' top, facing a solid obsidian altar. The altar has life-like, unblinking eyes on each corner and a golden triangle head piece on its top with one great, unblinking eye.

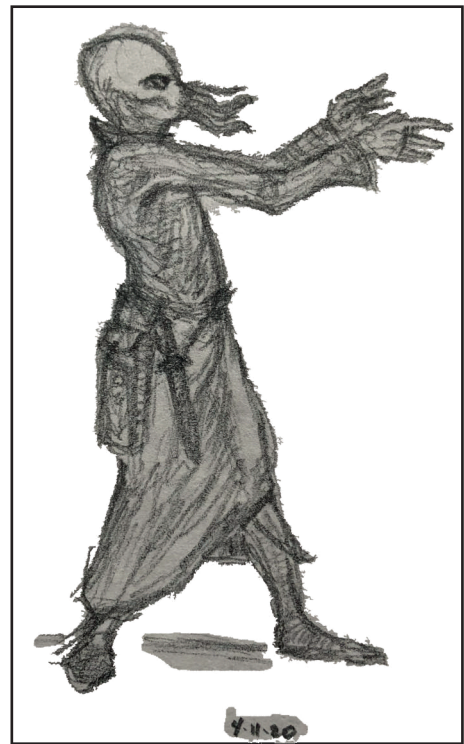
- The three rise and face intruders to defend their unholy shrine.
- Anyone touching the altar takes 5-50 damage unless they are Lawful Evil.
- The altar can be destroyed by pouring holy water on it in large quantities (ten vials) or by inflicting 500 hp of damage to it (AC 10). Attacking the altar causes it to ooze a green substance each round, for ten rounds. The ooze forms a 10 HD Ochre Jelly (1 HD per round) that is immune to all damaging attacks until it fully forms to its 10 HD form OR if the altar is destroyed.
- Destroying the altar and the ooze causes a high pitched scream to reverberate throughout the temple and then all goes silent. The Fallen God will be heard from no more.

**Jamox, High Priest of the Cult of Qietaer** - Human C14: AC -1; HP 50; **Plate Mail +1; Shield +2; Mace +2/+4 vs Chaotic Creatures**; AL LE. Around his neck is a golden necklace with a platinum medallion that contains a fire opal worth 12,500 gold pieces; on one hand he wears a **Ring of Fire Resistance** on the other he wears a **Ring of Lightning Resistance**.

Spells memorized: *Bless, Command, Cause Fear, Sanctuary, Protection from Good, Detect Good, Hold Person, Silence 15' Radius, Know Alignment, Chant, Augury, Detect Charm, Slow Poison, Animate Dead, Dispel Magic, Feign Death, Continual Darkness, Prayer, Speak With Dead, Cure Serious Wounds, Detect Lie, Protection From Good 10' Radius, Tongues, Neutralize Poison, Flame Strike, Slay Living, Cure Critical Wounds, Heal, Harm.*

**Iskurhan, Minister of Thought** - A rakshasa (hp 35) that is responsible for the illusion in **Area 6**. On one hand he wears a **Ring of Warmth** on the other he wears a golden ring with a blue diamond center pieces worth 11,500 gold pieces. Around his neck is a **Periapt of Wound Closure**.

**Tezruch, Patriarch of the Underdark Sect of the Cult** - A mind flayer (41 hp). He wears four platinum bands around his tentacles worth 500 gold pieces each. He has five skulls hanging from the sash around his robe. Each of the skulls has an emerald worth 1,000 gold pieces in each eye sockets (10 total). He carries a **Wand of Fear** (17 charges). The command word for this wand is in the Illithid language.



Mogo the Mighty

# RANDOM TREASURE

By

Jeff Wagner

This document contains an alternative to the treasure tables in the Dungeon Masters Guide. Treasure is broken into 10 levels; the DUNGEON RANDOM MONSTER LEVEL DETERMINATION MATRIX (d20) (DMG page 174) is used to determine what level of treasure is found.

I have included most of the magic items in Unearthed Arcana as well. Where a conflict occurred I tried to keep with the spirit of the original. From the Dungeon Masters Guide:

“Armor of +3 bonus is of special meteorite iron steel, +4 is mithral alloyed steel, +5 is adamantite alloyed steel.”

For this reason I did not include any non-metal armor above +2 bonus. I also decided to exclude weapons or armor of +6 bonus. The Dungeon Masters Guide also states that there is no magical elfin chain mail; and so I excluded those from these lists.

**Maps and Cursed Items:** 10% of magic items, randomly determined, are actually maps. That same percentage is built into these tables. Maps have levels as well, which is represented by modifications to the d20 or d100 roll to determine the type of map and the treasure found.

Overall there is a 6% of rolling a cursed item in the standard charts, and so I have kept that value constant across all levels. Cursed scrolls presented a difficulty as they should be available at any level so that players are never sure if their scrolls are safe to read or not. The effects described in the DMG can be quite horrible though (reader turns to liquid and drains away, for example).

Fortunately, Marco here on Dragonsfoot has an excellent article *100 cursed scrolls* which has a variety of curses with various effects. With his permission I have included a link to that document below:

<https://www.dragonsfoot.org/fe/index.shtml#457>

Cursed scrolls are broken into 6 levels of severity, roughly described below:

LEVEL I: These are the weakest curses. Typically either a minor annoyance or temporary in effect.

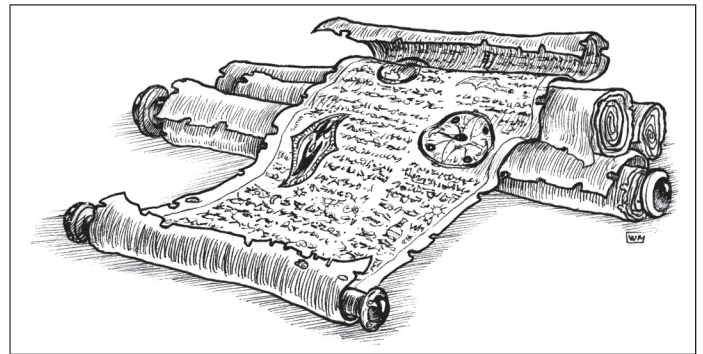
LEVEL II: These curses typically have a significant effect on the victim but are usually not fatal.

LEVEL III: These are powerful curses, typically bestowed by a scroll or item.

LEVEL IV: Very powerful curses. Equivalent to a curse from a powerful creature like a demon, devil, or demigod.

LEVEL V: Very powerful curse. Equivalent to a wish spell or a curse from a demon lord, arch devil, or lesser god.

LEVEL VI: The most powerful curses, such as those bestowed by a greater god or a very powerful scroll.



William McAusland

## RANDOM TREASURE GENERATION

TABLE I. TREASURE (d100)

DICE	WITHOUT MONSTER	WITH MONSTER
01-25	1,000 copper pieces/level	Take two rolls on "Without Monster" column, add 10% to the total of each roll
26-50	1,000 silver pieces/level	
51-65	750 electrum pieces/level	
66-80	250 gold pieces/level	
81-90	100 platinum pieces/level	
91-94	1-4 gems/level	
95-97	1 piece of jewelry/level	
98-00	Magic or Map (roll once on Magic Items Table)	



**TABLE I. A.: TREASURE IS "CONTAINED IN" (d20)**

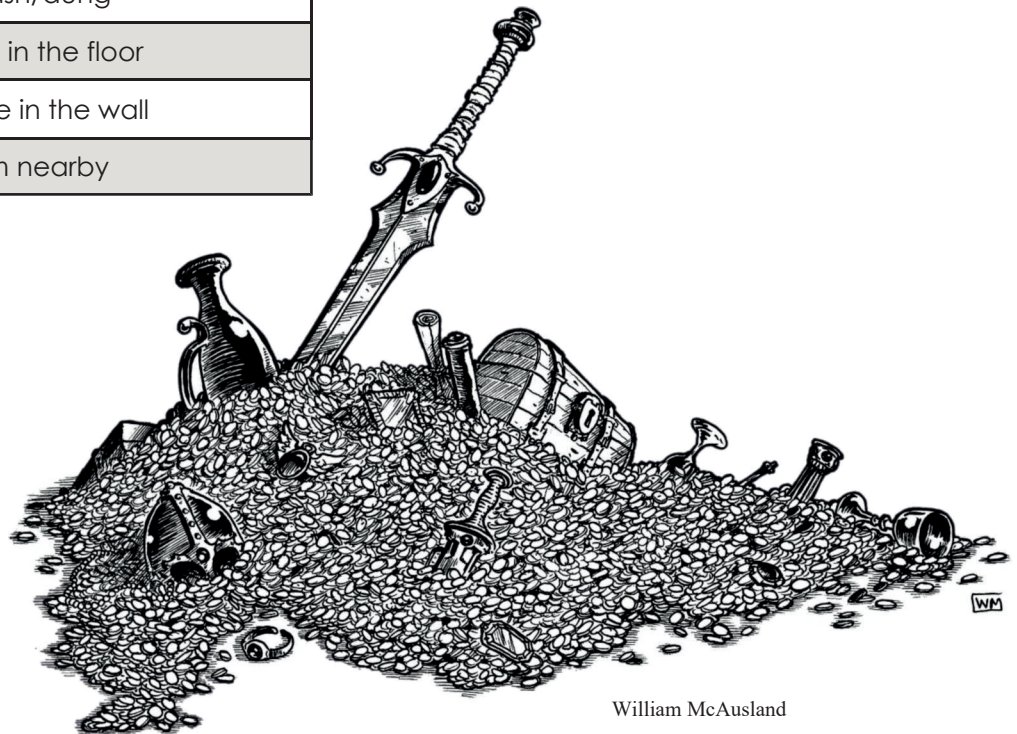
DIE	RESULT	
1-2	Bags	On 1-8, roll on Table I. C to determine how treasure is guarded.
3-4	Sacks	
5-6	Small Coffers	
7-8	Chest	
9-10	Huge Chests	On 9-20, roll on Table I B to determine how treasure is concealed.
11-12	Pottery Jars	
13-14	Metal Urns	
15-16	Stone Containers	
17-18	Iron Trunks	
19-20	Loose	

**TABLE I. B.: TREASURE IS HIDDEN BY/IN (d20)**

DIE	RESULT
1-3	<i>Invisibility</i>
4-5	Illusion (to change or hide appearance)
6	Secret space under container
7-8	Secret compartment in container
9	Inside ordinary item in plain view
10	Disguised to appear as something else
11	Under a heap of trash/dung
12-13	Under a base stone in the floor
14-15	Behind a base stone in the wall
16-20	Inside a secret room nearby

**TABLE I. C.: TREASURE IS GUARDED BY (d20)**

DIE	RESULT
1-2	Contact poison on container
3-4	Contain poison on treasure
5-6	Poisoned needle in lock
7	Poisoned needle in handles
8	Spring darts firing from front of container
9	Spring darts firing from top of container
10	Spring darts firing up from inside bottom of container
11-12	Blade scything across inside
13	Poisonous insects or reptiles living inside container
14	Gas released by opening container
15	Trapdoor opening in front of container
16	Trapdoor opening 6' in front of container
17	Stone block dropping in front of container
18	Spears released from walls when container opened
19	<i>Explosive Runes</i>
20	<i>Symbol</i>



William McAusland

## GEMS AND JEWELS

The base value of gems found in a treasure can be determined in whole or by lots of 5 or 10 stones by rolling percentile dice (d100):

DIE	BASE VALUE	DESCRIPTION	SIZE
01-25	10 gp each	Ornamental Stones	Very small
26-50	50 gp each	Semi-precious Stones	Small
51-70	100 gp each	Fancy Stones	Average
71-90	500 gp each	Fancy Stones (Precious)	Large
91-99	1,000 gp each	Gem Stones	Very large
100	5,000 gp each	Gem Stones (Jewels)	Huge

Value of a gem depends upon its type, quality and weight. A huge semi-precious stone – carnelion, for example – is worth as much as an average gem stone, quality being equal. Size may vary from stone to stone, a 50 g.p. ornamental stone being of above average size, while a 50 g.p. gem would most likely be very small.

**Increase Or Decrease Of Worth Beyond Base Value:** If you do not place specific value on each gem in a treasure, showing rather the base value of each gem instead, then variation in the worth of each stone should be allowed. This variation will generally result in some increase, although there is a chance for decreasing value as well (see below). To find if a gem increases in value, roll a d10 for each stone, and consult the table below;



V-Shane

DIE	RESULT
1	Stone increases to next higher base value, roll again ignoring results above 8. Stones above 5,000 gp value progress as follows: 10,000 gp, 25,000 gp, 50,000 gp, 100,000 gp, 250,000 gp, 500,000 gp, and 1,000,000 gp—the absolute maximum. No stone may increase beyond 7 places from its initial base value.
2	Stone is double base value. Do not roll again.
3	Stone is 10% to 60% above base value. Roll d6 to find new value. Do not roll again on this table.
4-8	Base value shown is unchanged.
9	Stone is 10% to 40% below base value. Roll d4 to find new value. Do not roll again on this table.
10	Stone decreases to next lower base value, roll again on this table, ignoring any result below 2. Stones below 10 gp value are 5 gp, 1 gp, 10 sp, 5 sp, and 1 sp. No stone may decrease beyond 5 places from this initial base value.

When base value only is known, use the table above, and roll for each stone. Stones for which a 1 or 0 is rolled must be diced for again on the table, but all others are excluded from such rolls. If large numbers of stones are in question, it is suggested that they be diced for in groups in order to make the process less time-consuming.

### KEY TO GEM PROPERTIES

Transparent	(No notation)
Translucent	(Italics)
Opaque	(*)

### ORNAMENTAL STONES, BASE VALUE 10 gp:

1	Azurite*: mottled deep blue
2	<i>Banded Agate</i> : striped brown, blue, white, and reddish
3	Blue Quartz: pale blue
4	<i>Eye Agate</i> : circles of gray, white, brown, blue, and/or green
5	Hematite*: gray-black
6	Lapis Lazuli*: light and dark blue with yellow flecks
7	Malachite*: striated light and dark green
8	<i>Moss Agate</i> : pink or yellow-white with grayish or greenish "moss markings"
9	Obsidian*: black
10	Rhodochrosite*: light pink
11	<i>Tiger Eye</i> : rich brown with golden center under-hue
12	Turquoise*: light blue-green

### SEMI-PRECIOUS STONES, BASE VALUE 50 gp:

1	Bloodstone*: dark gray with red flecks
2	Carnelian*: orange to reddish brown (also called Sard)
3	Chalcedony*: white
4	<i>Chrysoprase</i> : apple green to emerald green
5	Citrine: pale yellow brown
6	Jasper*: blue, black to brown
7	<i>Moonstone</i> : white with pale blue glow
8	Onyx*: bands of black and white or pure black or white
9	Rock Crystal: clear
10	Sardonyx*: bands of sard (red) and onyx (white) or sard*
11	Smoky Quartz: gray, yellow, or blue (Cairngorm), all light
12	Star Rose Quartz: translucent rosy stone with white "star" center
13	Zircon: clear pale blue-green

### FANCY STONES, BASE VALUE 100 TO 500 gp:

1	Amber: watery gold to rich gold (100gp)
2	Alexandrite: dark green (100 gp)
3	Amethyst: deep purple (100 gp)
4	Aquamarine: pale blue green (500 gp)
5	Chrysoberyl: yellow green to green (100 gp)
6	Coral*: crimson (100 gp)
7	Garnet: red, brown-green, or violet (the most prized) (100 gp) (500 gp)
8	Jade: light green, deep green, green and white, white (100 gp)
9	Jet*: deep black (100 gp)
10	Pearl*: lustrous white, yellowish, pinkish, etc. to pure black (the most prized) (100 gp) (500 gp)
11	Peridot: rich olive green (Chrysolite) (500 gp)
12	Spinel: red, red-brown, deep green, or very deep blue (the most prized) (100 gp) (500 gp)
13	Topaz: golden yellow (500 gp)
14	Tourmaline: green pale, blue pale, brown pale, or reddish pale (100 gp)

### GEM STONES, BASE VALUE 1,000 OR MORE gp:

1	<i>Black Opal</i> : dark green with black mottling and golden flecks
2	<i>Black Sapphire</i> : lustrous black with glowing highlights (5,000 gp)
3	Diamond: clear blue-white with lesser stones clear white or pale tints (5,000 gp)
4	Emerald: deep bright green
5	<i>Fire Opal</i> : fiery red
6	Jacinth: fiery orange (Corundum) (5,000 gp)
7	<i>Opal</i> : pale blue with green and golden mottling
8	Oriental Amethyst: rich purple (Corundum)
9	Oriental Emerald: clear bright green (Corundum) (5,000 gp)
10	Oriental Topaz: fiery yellow (Corundum)
11	Ruby: clear red to deep crimson (Corundum) (5,000 gp)
12	Sapphire: clear to medium blue (Corundum)
13	<i>Star Ruby</i> : translucent ruby with white "star" center
14	<i>Star Sapphire</i> : translucent sapphire with white "star" center

## JEWELRY

The base value of jewelry is determined by percentile dice roll, just as with gems:

DIE	BASE VALUE	DESCRIPTION
01-10	100-1,000 gp	Ivory or wrought silver
11-20	200-1,200 gp	Wrought silver and gold
21-40	300-1,800 gp	Wrought gold
41-50	500-3,000 gp	Jade, coral or wrought platinum
51-70	1,000-6,000 gp	Silver with gems
71-90	2,000-8,000 gp	Gold with gems
91-00	2,000-12,000 gp	Platinum with gems

Once jewelry's base value is determined, each piece should be checked for workmanship and design by rolling a d10. Each 1 rolled indicates the piece of jewelry in question is of exceptional value and thus either goes to the highest possible value in its class or to the next higher class (where its base value is re-determined and its workmanship and design are again checked). Any piece of jewelry set with gems must also be checked for the possibility of an exceptional stone in the setting. Any score of 1 on an d8 indicates that the value of the piece of jewelry increases by 5,000 gold pieces, and these exceptional pieces are further checked by rolling a 6-sided die, each successive 1 doubling the increase, i.e., 10,000 g.p., 20,000 g.p., 40,000 g.p., 80,000 g.p., to a maximum of 640,000 gold pieces.

The Dungeon Master can, of course, name what each piece of jewelry is (bracelet, brooch, crown, earrings, necklace, pendant, ring, tiara, etc.), giving its substance and the number and value of its stones.

## TREASURE

TABLE II. TREASURE LEVEL DETERMINATION MATRIX (d20)

Equivalent Level of The Dungeon	Treasure Table Which Must Be Consulted									
	I	II	III	IV	V	VI	VII	VIII	IX	X
1 <sup>st</sup>	1-16	17-19	20							
2 <sup>nd</sup> -3 <sup>rd</sup>	1-12	13-16	17-18	19	20					
4 <sup>th</sup>	1-5	6-10	11-16	17-18	19	20				
5 <sup>th</sup>	1-3	4-6	7-12	13-16	17-18	19	20			
6 <sup>th</sup>	1-2	3-4	5-6	7-12	13-16	17-18	19	20		
7 <sup>th</sup>	1	2-3	4-5	6-10	11-14	15-16	17-18	19	20	
8 <sup>th</sup>	1	2	3-4	5-7	8-10	11-14	15-16	17-18	19	20
9 <sup>th</sup>	1	2	3	4-5	6-8	9-12	13-15	16-17	18-19	20
10 <sup>th</sup> -11 <sup>th</sup>	1	2	3	4	5-6	7-9	10-12	13-16	17-19	20
12 <sup>th</sup> -13 <sup>th</sup>	1	2	3	4	5	6-7	8-9	10-12	13-18	19-20
14 <sup>th</sup> -15 <sup>th</sup>	1	2	3	4	5	6	7-8	9-11	12-17	18-20
16 <sup>th</sup> & down	1	2	3	4	5	6	7	8-10	11-16	17-20



## LEVEL 1 ITEMS

TABLE I.

ROLL	TABLE TO CONSULT
01-45	Table I.A. Potions
46-69	Table I.B. Spell Scroll
70-85	Table I.C. Miscellaneous Weapon
85-90	Table I.D. Cursed Item
91-00	Map (-20% on tables M1 and M4, -4 on tables M2 and M3)

TABLE I.A.: POTIONS

ROLL	POTION	XP VALUE	GP VALUE
01-04	<i>Animal Control*</i>	250	400
05-08	<i>Clairaudience</i>	250	400
09-12	<i>Clairvoyance</i>	300	500
13-16	<i>Climbing</i>	300	500
17-19	<i>Diminution</i>	300	500
20-23	<i>ESP</i>	500	850
24-26	<i>Extra-Healing</i>	400	800
27-28	<i>Fire Breath</i>	400	4,000
29-31	<i>Fire Resistance</i>	250	400
32-34	<i>Flying</i>	500	750
35-36	<i>Gaseous Form</i>	300	400
37-38	<i>Giant Control*</i>	400-900	1,000-6,000
39-41	<i>Giant Strength* (F)</i>	500-750	900-1,400
42-43	<i>Growth</i>	250	300
44-50	<i>Healing</i>	200	400
51-53	<i>Heroism (F)</i>	300	500
54-55	<i>Human Control*</i>	500	900
56-59	<i>Invisibility</i>	250	500
60-62	<i>Invulnerability (F)</i>	350	500
63-66	<i>Levitation</i>	250	400
67-69	<i>Oil of Slipperiness</i>	400	750
70-72	<i>Philter of Love</i>	200	300
73-75	<i>Philter of Persuasiveness</i>	400	850
76-79	<i>Plant Control</i>	250	300
80-82	<i>Polymorph (self)</i>	200	350
83-84	<i>Rainbow Hues</i>	200	800
85-87	<i>Speed</i>	200	450
88-90	<i>Super-Heroism (F)</i>	450	750
91-93	<i>Sweet Water</i>	200	250
94-96	<i>Ventriloquism</i>	200	800
97-00	<i>Water Breathing</i>	400	900

\* Effectiveness on type of creature controlled must be determined by die roll; consult item explanation.

Potions are typically found in ceramic, crystal, glass, or metal flasks in enough quantity to provide one person with one complete dose so as to be able to achieve the effects which are given hereafter for each type of potion. As a general rule they should bear no identifying marks, so that the players must sample from each container in order to determine the nature of the liquid. However, even a small taste should suffice to identify a potion in some way – even if just a slight urge.

Unless otherwise stated, the effects of a potion will last for 4 complete turns plus 1-4 additional turns (d4). If half of a potion is quaffed, the effects will last one-half as long in some cases.

TABLE I.B.: SPELL SCROLLS

ROLL	CLASS	# SPELLS	SPELL LEVEL RANGE
01-23	Cleric	1	1-4
24-30	Druid	1	1-4
31-93	Magic-User	1	1-4
94-00	Illusionist	1	1-4

### Experience Points (XP) Value:

Awarded only to characters who can use the spell(s); the award should be 100 XP per spell level.

### Gold Piece (gp) Value:

Any scroll can be sold on the "open market" for three times its XP value.

ROLL	WEAPON	XP VALUE	GP VALUE
01-16	<i>Arrow +1, 2-24 in number</i>	20	120
17-24	<i>Arrow +2, 2-16 in number</i>	50	300
25-37	<i>Bolt +1, 6-36 in number</i>	20	120
38-47	<i>Bolt +2, 2-20 in number</i>	50	300
48-56	<i>Bullet, Sling +1, 5-20 in number</i>	20	120
57-64	<i>Bullet, Sling, +2, 3-12 in number</i>	50	300
65-66	<i>Bullet, Sling, of Impact 1-4 in number</i>	100	750
67-82	<i>Dagger +1</i>	75	500
83-92	<i>Dagger +1, +2 vs. creatures smaller than man-sized</i>	100	750
93-00	<i>Dart +1, 3-12 in number</i>	50	500

**TABLE I.D.: CURSED ITEMS**

ROLL	CURSED ITEM	XP VALUE	GP VALUE
01-29	<i>Oil of Fumbling</i>	0	1,000
30-68	<i>Philter of Stammering and Stuttering</i>	0	1,500
69-00	<i>Potion of Delusion</i>	0	150

## LEVEL II ITEMS

**TABLE 2.**

ROLL	TABLE TO CONSULT
01-23	Table II.A.-Potions
24-40	Table II.B.-Spell Scrolls
41-56	Table II. C.-Armor & Shield
57-68	Table II.D.-Swords
69-84	Table II.E.-Miscellaneous Weapons
85-90	Table II.F.-Cursed Item
91-00	Map (-15% on tables M1 and M4, -3 on tables M2 and M3)

**TABLE II.A.: POTIONS**

ROLL	POTION	XP VALUE	GP VALUE
01-05	<i>Dragon Control*</i>	500-1,000	5,000-9,000
06-10	<i>Elixir of Health</i>	350	2,000
11-15	<i>Elixir of Life</i>	250	2,500
16-19	<i>Elixir of Youth</i>	500	10,000
20-25	<i>Longevity</i>	500	1,000
26-32	<i>Oil of Acid Resistance</i>	500	5,000
33-37	<i>Oil of Disenchantment</i>	750	3,500
38-42	<i>Oil of Elemental Invulnerability</i>	1,000	5,000
43-49	<i>Oil of Etherealness</i>	600	1,500
50-55	<i>Oil of Fiery Burning</i>	500	4,000
56-60	<i>Oil of Impact</i>	750	5,000
61-66	<i>Oil of Sharpness</i>	100/appl.	1,000/appl.
67-72	<i>Oil of Timelessness</i>	500	2,000
73-78	<i>Philter of Beauty</i>	250	1,500
79-84	<i>Philter of Glibness</i>	500	2,500
85-91	<i>Treasure Finding</i>	600	2,000
92-94	<i>Undead Control*</i>	700	2,500
95-00	<i>Vitality</i>	300	2,500

\* Effectiveness on type of creature controlled must be determined by die roll; consult item explanation.



Dean Spencer

**TABLE II.B.: SPELL SCROLLS**

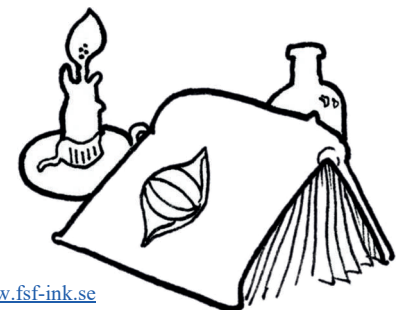
ROLL	CLASS	# SPELLS	SPELL LEVEL RANGE
01-10	Cleric	1	1-6
11-13	Druid	1	1-6
14-40	Magic-User	1	1-6
41-43	Illusionist	1	1-6
44-49	Cleric	1	2-7
50-51	Druid	1	2-7
52-65	Magic-User	1	2-9
66-67	Illusionist	1	2-9
68-75	Cleric	2	1-4
76-77	Druid	2	1-4
78-98	Magic-User	2	1-4
99-00	Illusionist	2	1-4

**Experience Points (XP) Value:**

Awarded only to characters who can use the spell(s); the award should be 100 XP per spell level.

**Gold Piece (gp) Value:**

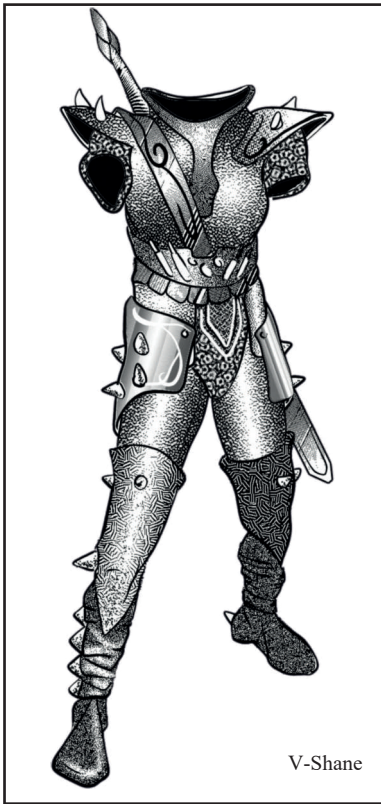
Any scroll can be sold on the "open market" for three times its XP value.



**TABLE II.C: ARMOR & SHIELD**

ROLL	ARMOR OR SHIELD	XP VALUE	GP VALUE
01-32	Leather Armor +1	300	2,000
33-60	Ring Mail +1	400	2,500
61-00	Shield +1	250	2,500

ROLL (d20)	ARMOR SIZE
1-13	Human
14-17	Elf
18-19	Dwarf
20	Halfling or Gnome



**TABLE II.D.: SWORDS**

ROLL	SWORD	XP VALUE	GP VALUE
01-88	Sword +1	400	2,000
89-00	Sword +1, +2 vs. magic-using and enchanted creatures	600	3,000

ROLL	SWORD TYPE
01-70	Long sword
71-90	Broad sword
91-95	Short sword
96-99	Bastard sword
100	Two-handed sword

**TABLE II.E.: MISCELLANEOUS WEAPONS**

ROLL	MISC. WEAPON	XP VALUE	GP VALUE
01-06	Arrow +3, 2-12 in number	75	450
07-18	Axe +1	300	1,750
19-26	Battle Axe +1	400	2,500
27-33	Bolt +3, 3-12 in number	75	450
34-38	Bullet, Sling +3, 2-8 in number	75	450
39-47	Dagger +2	200	1,500
48-54	Dart +2, 2-8 in number	125	1,250
55-65	Hammer +1	300	2,500
66-79	Javelin +1	300	2,000
80-88	Military Pick +1	350	2,500
89-92	Quarterstaff, Magic +1	250	1,500
93-00	Scimitar +1	300	2,000

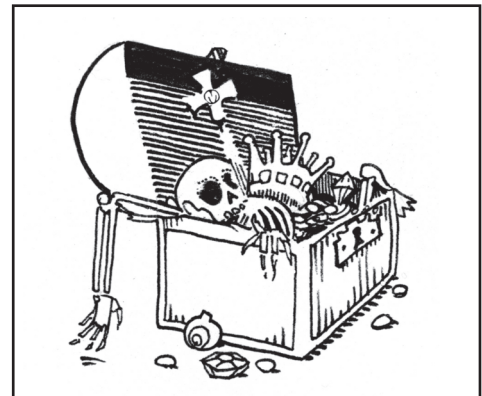
**TABLE II.F.: CURSED ITEMS**

ROLL	CURSED ITEM	XP VALUE	GP VALUE
01-31	Incense of Obsession	0	500
32-00	Spear, Cursed Backbiter	0	1,000

**LEVEL III ITEMS**

**TABLE 3.**

ROLL	TABLE TO CONSULT
01-10	Table III.A: Spell Scrolls
11-18	Table III.B: Protection Scrolls
19-36	Table III.C: Armor & Shield
37-49	Table III.D: Swords
50-66	Table III.E: Misc. Weapons
67-84	Table III.F: Misc. Items
85-90	Table III.G: Cursed Item
91-00	Map (-10% on Tables M1 and M4, -2 on tables M2 and M3)



**TABLE III.A.: SPELL SCROLLS**

ROLL	CLASS	# SPELLS	SPELL LEVEL RANGE
01-08	Cleric	2	1-6
09-11	Druid	2	1-6
12-32	Magic-User	2	1-8
33-35	Illusionist	2	1-8
36-43	Cleric	3	1-4
44-46	Druid	3	1-4
47-67	Magic-User	3	1-4
68-70	Illusionist	3	1-4
71-77	Cleric	3	2-7
78-79	Druid	3	2-7
80-98	Magic-User	3	2-7
99-00	Illusionist	3	2-7

**Experience Points (XP) Value:**

Awarded only to characters who can use the spell(s); the award should be 100 XP per spell level.

**Gold Piece (gp) Value:**

Any scroll can be sold on the "open market" for three times its XP value.

**TABLE III.B.: PROTECTION SCROLLS**

ROLL	SCROLL	XP VALUE	GP VALUE
01-07	Lycanthropes	1,000	5,000
08-13	Plants	1,000	5,000
14-20	Poison	1,000	5,000
21-26	Weapons, Magical blunt	1,000	5,000
27-32	Weapons, Magical edge	1,000	5,000
33-38	Weapons, Magical missile	1,000	5,000
39-44	Weapons, Non-magic blunt	1,000	5,000
45-50	Weapons, Non-magic edge	1,000	5,000
51-56	Weapons, Non-magic missile	1,000	5,000
57-63	Elementals	1,500	7,500
64-71	Magic	1,500	7,500
72-78	Undead	1,500	7,500
79-83	Electricity	1,500	7,500
84-90	Illusions	1,500	7,500
91-95	Paralyzation	1,500	7,500
96-00	Water	1,500	7,500

**TABLE III.C.: ARMOR & SHIELD**

ROLL	ARMOR OR SHIELD	XP VALUE	GP VALUE
01-17	Bronze Plate Mail +1	500	3,000
18-32	Chain Mail +1	600	3,500
33-58	Leather Armor +2	1,000	7,500
59-72	Scale Mail +1	500	3,000
73-83	Splint Mail +1	700	4,000
84-00	Studded Leather +1	400	2,500

ROLL (d20)	ARMOR SIZE
1-13	Human
14-17	Elf
18-19	Dwarf
20	Halfling or Gnome

**TABLE III.D.: SWORDS**

ROLL	SWORD	XP VALUE	GP VALUE
01-33	Sword +1, +3 vs. lycanthropes & shape changers	700	3,500
34-67	Sword +1, +3 vs. regenerating creatures	800	4,000
68-00	Sword +1, +4 vs. reptiles	800	4,000

ROLL	SWORD TYPE
01-70	Long sword
71-90	Broad sword
91-95	Short sword
96-99	Bastard sword
100	Two-handed sword



V-Shane



**TABLE III.E.: MISCELLANEOUS WEAPONS**

ROLL	MISC. WEAPON	XP VALUE	GP VALUE
01-05	Arrow +4, 2-8 in number	100	800
06-10	Axe +2	600	3,750
11-17	Bow +1	500	3,500
18-26	Dagger +2, +3 vs. creatures larger than man-sized	250	2,000
27-31	Dagger +3	350	2,500
32-33	Dagger of Throwing +1	250	2,500
34-38	Darts +3, 1-4 in number	300	3,000
39-49	Flail +1	450	4,000
50-51	Hornblade	*	*
52-58	Javelin +2	750	5,000
59-63	Lance +1	600	3,500
64-75	Mace +1	350	3,000
76-82	Morning Star +1	400	3,000
83-84	Pole Arm +1	500	3,000
85-89	Quarterstaff, Magic +2	500	3,000
90-00	Spear +1	500	3,000

\* Value varies; see description of item.

**TABLE III.F.: MISCELLANEOUS ITEMS**

ROLL	MISC. ITEM	XP VALUE	GP VALUE
1	Bag of Beans	1,000	5,000
02-04	Boots of Elvenkind	1,000	5,000
5	Boots of the North	1,500	7,500
6	Boots of Varied Tracks	1,500	7,500
7	Bracers of Defense -AC 8	1,000	6,000
08-10	Candle of Invocation (C)	1,000	5,000
11-12	Cloak of Elvenkind	1,000	6,000
13-14	Crystal Ball (M)	1,000	5,000
15-21	Dart of the Hornet's Nest	750	7,500
22	Decanter of Endless Water	1,000	3,000
23-24	Dust of Appearance	1,000	4,000
25	Dust of Illusion	1,500	15,000
26-27	Dust of Tracelessness	500	200/pinch
28	Egg of Desire	*	*
29-30	Egg of Reason	250	2,500
31	Eversmoking Bottle	500	2,500
32-34	Figurines of Wondrous Power <sup>1</sup>	100 per HD	1,000 per HD

35	Gem of Insight	3,000	3,000
36-37	Gloves of Thievery	1,000	5,000
38-39	Hat of Disguise	1,000	7,500
40-41	Horn of Fog	400	4,000
42	Horn of Goodness (Evil)	750	5,000
43	Horseshoes of a Zephyr	1,500	7,500
44-45	Incense of Meditation (C)	500	7,500
46	Instrument of the Bards—fochlucan bandore	1,000	5,000
47-49	Iron Bands of Bilarro	750	5,000
50-51	Javelin of Lightning (F)	250	3,000
52-53	Javelin of Piercing (F)	250	3,000
54-55	Lens of Detection	250	1,500
56	Lens of Ultravision	750	5,000
57	Mattock of the Titans (F)	3,500	7,000
58	Maul of the Titans	4,000	12,000
59	Murlynd's Spoon	750	4,000
60-61	Necklace of Missiles	50 <sup>2</sup>	200 <sup>2</sup>
62	Net of Entrapment (C,F,T)	1,000	7,500
63-64	Net of Snaring (C, F, T)	1,000	6,000
65	Nolzur's Marvelous Pigments	500/pot	3,000/pot
	Pearl of Power (M)		
66	-1 <sup>st</sup> level	200	2,000
67	-2 <sup>nd</sup> level	400	4,000
68	-3 <sup>rd</sup> level	600	6,000
69	Pearl of the Sirens	900	4,500
70	Pearl of Wisdom (C)	500	5,000
71-73	Phylactery of Faithfulness (C)	1,000	7,500
74-75	Quaal's Feather Token	500/1,000	2,000/7,000
76	Scarab Versus Golems	*	*
77-78	Shadow Lanthorn	750	6,000
79-80	Slippers of Kicking	750	6,000
81	Sovereign Glue	1,000/oz	
82	Spade of Colossal Excavation (F)	1,000	6,500
83-84	Spoon of Stirring	500	5,000
85-87	Trident of Fish Command (C, F, T)	500	4,000
88	Ultimate Solution	1,000	7,000
89-91	Wind Fan	500	2,500
92-94	Wings of Flying	750	7,500
95-96	Zagy's Flowing Flagon	750	3,500
97-00	Zagy's Spell Component	100/use	1,000/use

<sup>1</sup> Figurines of Wondrous Power

ROLL	FIGURINE
01-25	Ivory Goats
26-68	Onyx Dog
69-00	Serpentine Owl

<sup>2</sup> Per HD of each missile

\*See item description

**TABLE III.G.: CURSED ITEMS**

ROLL	CURSED ITEM	XP VALUE	GP VALUE
01-11	Amulet of Inescapable Location	0	1,000
12-17	Bag of Transmuting	0	500
18-23	Crystal Hypnosis Ball (M)	0	3,000
24-51	Hat of Stupidity	0	1,000
52-62	Medallion of Thought Projection	0	1,000
63-68	Shield -1 missile attractor	0	4,000
69-92	Sword +1, Cursed	0	0
93-00	Sword, Cursed Berserker	0	0

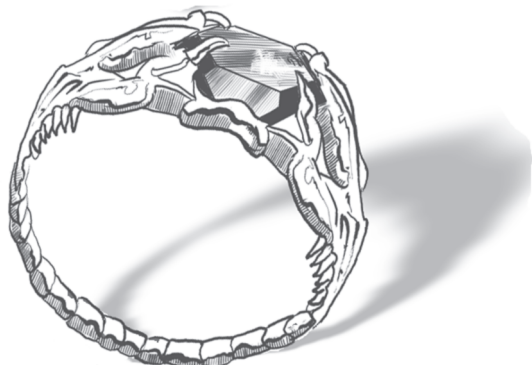
V-Shane



## LEVEL IV ITEMS

**TABLE 4.**

ROLL	TABLE TO CONSULT
01-10	Table IV.A.: Spell Scrolls
11-17	Table IV.B.: Protection Scrolls
18-23	Table IV.C.: Rings
24-29	Table IV.D.: Rods, Staves, and Wands
30-44	Table IV.E.: Armor & Shield
45-55	Table IV.F.: Swords
56-69	Table IV.G.: Miscellaneous Weapons
70-84	Table IV.H.: Miscellaneous Items
85-90	Table IV.I.: Cursed Item
91-00	Mao (-5% on Tables M1 and M4, -1 on tables M2 and M3)



V-Shane

**TABLE IV.A.: SPELL SCROLLS**

ROLL	CLASS	# SPELLS	SPELL LEVEL RANGE
01-08	Cleric	4	1-6
09-10	Druid	4	1-6
11-31	Magic-User	4	1-6
32-34	Illusionist	4	1-6
35-41	Cleric	4	1-6
42-44	Druid	4	1-6
45-64	Magic-User	4	1-8
65-67	Illusionist	4	1-8
68-75	Cleric	5	1-6
76-77	Druid	5	1-6
78-97	Magic-User	5	1-6
98-00	Illusionist	5	1-6

### Experience Points (XP) Value:

Awarded only to characters who can use the spell(s); the award should be 100 XP per spell level.

### Gold Piece (gp) Value:

Any scroll can be sold on the "open market" for three times its XP value.

**TABLE IV.B.: PROTECTION SCROLLS**

ROLL	SCROLL	XP VALUE	GP VALUE
01-07	Acid	2,500	12,500
08-17	Breath Weapons, Dragon	2,000	10,000
18-24	Breath Weapons, Non-dragons	2,000	10,000
25-31	Cold	2,000	10,000
32-38	Demons	2,500	12,500
39-45	Devils	2,500	12,500
46-55	Fire	2,000	10,000
56-62	Gas	2,000	10,000
63-76	Petrification	2,000	10,000
77-90	Possession	2,000	10,000
91-00	Traps	2,000	10,000

**TABLE IV.C.: RINGS**

ROLL	RING	XP VALUE	GP VALUE
01-09	Animal Friendship	1,000	5,000
10-11	Boccob	250	2,500
12-21	Chameleon Power	1,000	5,000
22-35	Feather Falling	1,000	5,000
36-45	Jumping	1,000	5,000
46-60	Sustenance	500	3,500
61-74	Swimming	1,000	5,000
75-88	Warmth	1,000	5,000
89-00	Water Walking	1,000	5,000

**TABLE IV.D.: RODS, STAVES, & WANDS**

ROLL	ROD, STAFF, & WANDS	XP VALUE	GP VALUE
	<i>Staff Spear</i>		
01-07	+1	1,000	5,000
08-11	+2	1,500	7,500
12-13	+3	2,000	10,000
14-29	<i>Staff Mace</i>	1,500	12,500
30-45	<i>Buckler Wand (F, M, T)</i>	500	5,000
46-56	<i>Wand of Defoliation</i>	1,000	6,000
57-70	<i>Wand of Enemy Detection</i>	2,000	10,000
71-86	<i>Wand of Metal and Mineral Detection</i>	1,500	7,500
87-100	<i>Wand of Flame Extinguishing</i>	1,250	10,000

**TABLE IV.E.: ARMOR & SHIELD**

ROLL	ARMOR OR SHIELD	XP VALUE	GP VALUE
01-16	<i>Bronze Plate Mail +2</i>	1,000	7,500
17-44	<i>Plate Mail +1</i>	800	5,000
45-60	<i>Scale Mail +2</i>	1,100	6,750
61-80	<i>Shield +2</i>	500	5,000
81-00	<i>Studded Leather +2</i>	1,250	6,500

ROLL (d20)	ARMOR SIZE
1-13	Human
14-17	Elf
18-19	Dwarf
20	Halfling or Gnome

**TABLE IV.F.: SWORDS**

ROLL	SWORD	XP VALUE	GP VALUE
01-40	Sword +2	800	4,000
41-60	Sword +1, Flame Tongue, +2 vs. regenerating creatures, +3 vs. cold-using, avian, or inflammable creatures, +4 vs. undead	900	4,500
61-80	Sword +2 Giant Slayer	900	4,500
81-00	Sword +2, Dragon Slayer	900	4,500

ROLL	SWORD TYPE
01-70	Long sword
71-90	Broad sword
91-95	Short sword
96-99	Bastard sword
100	Two-handed sword

**TABLE IV.G.: MISCELLANEOUS WEAPONS**

ROLL	MISC. WEAPON	XP VALUE	GP VALUE
01-05	<i>Arrow of Slaying</i>	250	2,500
06-09	<i>Axe +2, Throwing</i>	750	4,500
10-34	<i>Battle Axe +2</i>	800	5,000
35-38	<i>Dagger +2, Longtooth</i>	250	2,500
39-42	<i>Dagger of Throwing +2</i>	750	4,500
43-46	<i>Dart of Homing, 1-2 in number</i>	450	4,500
47-54	<i>Hammer +2</i>	650	6,000
55-67	<i>Mace +2</i>	700	4,500
68-71	<i>Quarterstaff, Magic +3</i>	750	4,500
72-92	<i>Scimitar +2*</i>	750	6,000
93-00	<i>Spear +2</i>	1,000	6,500

\* 10% of all scimitars will be khopesh swords.

**TABLE IV.H.: MISCELLANEOUS ITEMS**

ROLL	MISC. ITEM	XP VALUE	GP VALUE
01-03	Amulet vs. Undead	200/lvl	1,000/lvl
4	Beads of Force	200 ea.	1,000 ea.
05-07	Bracers of Archery (F)	1,000	10,000
08-09	Bracers of Brachiation	1,000	10,000
10-12	Bracers of Defense AC 7	1,500	9,000
13-17	Brooch of Shielding	1,000	10,000
18-20	Broom of Flying	2,000	10,000
21-25	Cloak of Protection +1	1,000	10,000
26	Crystal Ball with Clairaudience	2,000	10,000
27	Crystal Ball with ESP	2,000	10,000
28	Crystal Ball with Telepathy	2,000	10,000
29-31	Dust of Disappearance	2,000	8,000
32-33	Dust of Dryness	1,000	8,000
34-37	Figurine of Wondrous Power 1	100 per HD	1,000 per HD
38-39	Gauntlets of Dexterity	1,000	10,000
40-41	Gauntlets of Ogre Power (C, F, T)	1,000	10,000
42-43	Gauntlets of Swimming and Climbing (C, F, T)	1,000	10,000
44-47	Girdle of Many Pouches	1,000	10,000
48-50	Gloves of Missile Snaring	1.5	10,000

ROLL	MISC. ITEM	XP VALUE	GP VALUE
51-52	<i>Hat of Difference</i>	1,000	7,500
53-56	<i>Helm of Underwater Action</i>	1,000	10,000
57-59	<i>Horseshoes of Speed</i>	2,000	10,000
60	<i>Instrument of the Bards—mac-fuimidth cittern</i>	2,000	10,000
61-63	<i>Keoghtom's Ointment</i>	500	10,000
64-66	<i>Medallion of ESP</i>	1,000	10,000
67-69	<i>Necklace of Adaptation</i>	1,000	10,000
	<i>Pearl of Power (M)</i>		
70	-4 <sup>th</sup> level	800	8,000
71	-5 <sup>th</sup> level	1,000	10,000
72-73	<i>Periapt of Health</i>	1,000	10,000
74-75	<i>Periapt of Wound Closure</i>	1,000	10,000
76-77	<i>Philosopher's Stone</i>	1,000	10,000
78-80	<i>Pipes of the Sewers</i>	1,750	8,500
81-82	<i>Quiver of Ehlonna</i>	1,500	10,000
83-86	<i>Rope of Climbing</i>	1,000	10,000
87-88	<i>Scarab of Enraging Enemies</i>	1,000	8,000
89-91	<i>Slippers of Spider Climbing</i>	1,000	10,000
92	<i>Talisman of the Sphere (M)</i>	1,000	10,000
93-96	<i>Talisman of Zagy</i>	1,000	10,000
97-00	<i>Trident of Warning (C, F, T)</i>	1,000	10,000

<sup>1</sup> Figurine of Wondrous Power

ROLL	FIGURINE
01-28	Ebony Fly
29-55	Golden Lions
56-82	Marble Elephant
83-00	Obsidian Steed

**TABLE IV.I.: CURSED ITEMS**

ROLL	CURSED ITEM	XP VALUE	GP VALUE
01-07	<i>Boots of Dancing</i>		5,000
08-14	<i>Broom of Animated Attack</i>		3,000
15-22	<i>Flask of Curses</i>		1,000
23-36	<i>Gauntlets of Fumbling</i>		1,000
37-43	<i>Jewel of Attacks</i>		1,000
44-72	<i>Potion of Poison</i>		0
73-86	<i>Ring of Delusion</i>		2,000
87-00	<i>Stone of Weight (Loadstone)</i>		1,000

## LEVEL V ITEMS

**TABLE 5.**

ROLL	TABLE TO CONSULT
01-10	Table V.A.: Spell Scrolls
11-16	Table V.B.: Rings
17-22	Table V.C.: Rods, Staves, and Wands
23-39	Table V.D.: Armor & Shield
40-51	Table V.F.: Swords
52-67	Table V.G.: Miscellaneous Weapons
68-84	Table V.H.: Miscellaneous Items
85-90	Table V.I.: Cursed Item
91-00	Map

ROLL	CLASS	# SPELLS	SPELL LEVEL RANGE
01-08	Cleric	5	1-6
09-10	Druid	5	1-6
11-33	Magic-User	5	1-8
34-35	Illusionist	5	1-8
36-43	Cleric	6	1-6
44-45	Druid	6	1-6
46-68	Magic-User	6	1-6
69-70	Illusionist	6	1-6
71-77	Cleric	6	3-6
78-79	Druid	6	3-6
80-98	Magic-User	6	3-8
99-00	Illusionist	6	3-8

### Experience Points (XP) Value:

Awarded only to characters who can use the spell(s); the award should be 100 XP per spell level.

### Gold Piece (gp) Value:

Any scroll can be sold on the "open market" for three times its XP value.

**TABLE V.B.: RINGS**

ROLL	RING	XP VALUE	GP VALUE
01-19	<i>Blinking</i>	1,000	5,000
20-41	<i>Fire Resistance</i>	1,000	5,000
42-66	<i>Invisibility</i>	1,500	7,500
67-85	<i>Protection +2</i>	2,500	12,500
86-00	<i>Ram (of the)</i>	750	7,500

**TABLE V.C.: RODS, STAVES, & WANDS**

ROLL	ROD, STAFF OR WAND	XP VALUE	GP VALUE
01-12	<i>Staff of Slinging (D)</i>	2,000	10,000
13-24	<i>Staff of Striking (C,M)</i>	6,000	15,000
25-35	<i>Staff Spear +4</i>	2,500	15,000
36-47	<i>Wand of Fear (C,M)</i>	3,000	15,000
48-59	<i>Wand of Illumination</i>	2,000	10,000
60-71	<i>Wand of Magic Detection</i>	2,500	25,000
72-79	<i>Wand of Metal Command</i>	2,500	10,000
80-00	<i>Wand of Wonder</i>	6,000	10,000

**TABLE V.D.: ARMOR & SHIELD**

ROLL	ARMOR OR SHIELD	XP VALUE	GP VALUE
01-22	<i>Chain Mail +2</i>	1,200	7,500
23-55	<i>Plate Mail +2</i>	1,750	10,500
56-77	<i>Shield +3</i>	800	8,000
78-83	<i>Shield, Large, +1, +4 vs. missiles</i>	400	4,000
84-00	<i>Split Mail +2</i>	1,500	8,500

ROLL (d20)	ARMOR SIZE
1-13	Human
14-17	Elf
18-19	Dwarf
20	Halfling or Gnome

**TABLE V.E.: SWORDS**

ROLL	SWORD	XP VALUE	GP VALUE
01-09	<i>Sword +1, Luck Blade</i>	1,000	5,000
10-64	<i>Sword +3</i>	1,400	7,000
65-00	<i>Sword, Short, Quickness (+2)</i>	1,000	8,000

ROLL	SWORD TYPE
01-70	Long sword
71-90	Broad sword
91-95	Short sword
96-99	Bastard sword
100	Two-handed sword

**TABLE V.F.: MISCELLANEOUS WEAPONS**

ROLL	MISC. WEAPON	XP VALUE	GP VALUE
01-16	<i>Dagger of Throwing +3</i>	450	4,500
17-45	<i>Dagger of Venom</i>	350	3,000
46-86	<i>Morning Star +2</i>	900	7,000
87-00	<i>Sling of Seeking +2</i>	700	7,000

**TABLE V.G.: MISCELLANEOUS ITEMS**

ROLL	MISC. ITEM	XP VALUE	GP VALUE
01-04	<i>Alchemy Jug</i>	3,000	12,000
05-08	<i>Beaker of Plentiful Potions</i>	1,500	12,500
09-13	<i>Bracers of Defense AC 6</i>	2,000	12,000
14-18	<i>Cloak of the Manta Ray</i>	2,000	12,500
19-21	<i>Eyes of Minute Seeing</i>	2,000	12,500
22	<i>Girdle of Hill Giant Strength (C,F,T)</i>	1,400	17,500
23-31	<i>Helm of Comprehending Languages &amp; Reading Magic</i>	1,000	12,500
32	<i>Instrument of the Bards—doss lute</i>	3,000	15,000
33-36	<i>Medallion of ESP with empathy</i>	3,000	30,000
37-38	<i>Pearl of Power (M) 6<sup>th</sup> level</i>	1,200	12,000
39-50	<i>Periapt of Proof Against Poison</i>	1,500	12,500
51-60	<i>Pouch of Accessibility</i>	1,250	12,500
61-64	<i>Robe of Stars (M)</i>	4,000	12,000
65-70	<i>Rope of Entanglement</i>	1,250	12,000
71-72	<i>Saw of Mighty Cutting (F)</i>	1,750	12,500
73-76	<i>Scarab of Insanity</i>	1,500	11,000
77-81	<i>Sheet of Smallness</i>	1,250	12,500
82-87	<i>Stone Horse</i>	2,000	12,000
88-91	<i>Stone of Controlling Earth Elementals</i>	1,500	12,500
92-95	<i>Trident of Submission (F)</i>	1,250	12,500
96-00	<i>Well of Many Worlds</i>	6,000	12,000

**TABLE V.H.: CURSED ITEMS**

ROLL	CURSED ITEM	XP VALUE	GP VALUE
01-02	<i>Bracers of Defenselessness</i>		2,000
03-04	<i>Egg of Shattering</i>		500
05-20	<i>Elixir of Madness</i>		0
21-22	<i>Horn of Bubbles</i>		0
23-39	<i>Plate Mail of Vulnerability</i>		1,500
40-46	<i>Ring of Clumsiness</i>		3,000
47-58	<i>Ring of Weakness</i>		1,000
59-64	<i>Robe of Vermin (M)</i>		1,000
65-81	<i>Scroll-Level 1 Curse</i>		0
82-00	<i>Sword-2, Cursed</i>		0

## LEVEL VI ITEMS

TABLE 6.

ROLL	TABLE TO CONSULT
01-10	Table VI.A.: Spell Scrolls
11-17	Table VI.B.: Rings
18-24	Table VI.C.: Rods, Staves, and Wands
25-40	Table VI.D.: Armor & Shield
41-52	Table VI.F.: Swords
53-67	Table VI.G.: Miscellaneous Weapons
68-84	Table VI.H.: Miscellaneous Items
85-90	Table VI.I.: Cursed Item
91-00	Map (+5% on Tables M1 and M4, +1 on tables M2 and M3)

ROLL	CLASS	# SPELLS	SPELL LEVEL RANGE
01-12	Cleric	7	2-7
13-15	Druid	7	2-7
16-47	Magic-User	7	1-8
48-50	Illusionist	7	1-8
51-58	Cleric	7	2-7
59-60	Druid	7	2-7
61-81	Magic-User	7	2-9
82-83	Illusionist	7	2-9
84-87	Cleric	7	4-7
88	Druid	7	4-7
89-99	Magic-User	7	4-9
00	Illusionist	7	4-9

### Experience Points (XP) Value:

Awarded only to characters who can use the spell(s); the award should be 100 XP per spell level.

### Gold Piece (gp) Value:

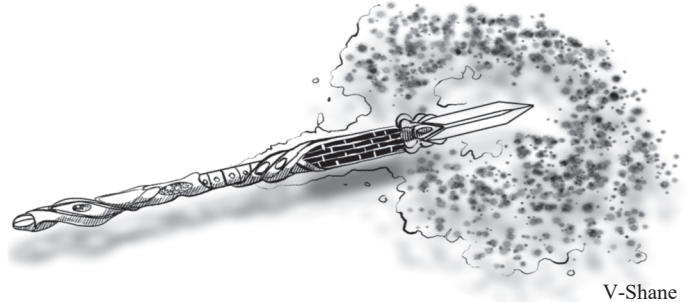
Any scroll can be sold on the "open market" for three times its XP value.

TABLE VI.B.: RINGS

ROLL	RING	XP VALUE	GP VALUE
01-20	<i>Faerie</i>	1,000	7,500
21-33	<i>Free Action</i>	1,000	5,000
34-53	<i>Mind Shielding</i>	500	5,000
54-70	<i>Shocking Grasp</i>	1,000	5,000
71-82	<i>Shooting Stars</i>	3,000	15,000
83-00	<i>Truth</i>	1,000	5,000

TABLE VI.C.: RODS, STAVES & WANDS

ROLL	ROD, STAFF, OR WAND	XP VALUE	GP VALUE
01-24	<i>Rod of Cancellation</i>	10,000	15,000
25-36	<i>Rod of Flailing</i>	2,000	20,000
37-39	<i>Rod of Smiting (C,F)</i>	4,000	15,000
40-53	<i>Wand of Fireballs</i>	2,000	16,000
54-64	<i>Wand of Ice Storms</i>	2,500	20,000
65-79	<i>Wand of Lightning Bolts</i>	2,000	16,000
80-00	<i>Wand of Negation</i>	3,500	15,000



V-Shane

TABLE VI.D.: ARMOR & SHIELD

ROLL	ARMOR OR SHIELD	XP VALUE	GP VALUE
01-29	<i>Chain Mail +3</i>	2,000	12,500
30-71	<i>Plate Mail +3</i>	2,750	15,500
72-00	<i>Splint Mail +3</i>	2,250	14,500

ROLL (d20)	ARMOR SIZE
1-13	Human
14-17	Elf
18-19	Dwarf
20	Halfling or Gnome

TABLE IV.E.: SWORDS

ROLL	SWORD	XP VALUE	GP VALUE
01-49	<i>Sword +3, Frostbrand</i>	1,600	8,000
50-51	<i>Sword +2, Nine Lives Stealer, +6 vs fire-using/dwelling creatures</i>	1,600	8,000
52-00	<i>Sword +4</i>	2,000	10,000

ROLL	SWORD TYPE
01-70	Long sword
71-90	Broad sword
91-95	Short sword
96-99	Bastard sword
100	Two-handed sword

**TABLE VI.F.: MISCELLANEOUS WEAPONS**

ROLL	MISC. WEAPONS	XP VALUE	GP VALUE
01-06	Axe +3	1,000	7,000
07-09	Axe of Hurling +1	1,500	15,000
10-28	Battle Axe +3	1,200	9,000
29-34	Crossbow of Distance	1,500	7,500
35-41	Crossbow of Speed	1,500	7,500
42-66	Flail +2	1,000	9,000
67-79	Javelin +3	1,250	7,500
80-84	Quarterstaff, Magic +4	1,000	6,000
85-90	Scimitar +3	1,250	10,000
91-94	Scimitar of Speed +1	2,500	9,000
95-00	Spear +3	1,750	15,000



Milton Schroeder

**TABLE VI.H.: CURSED ITEMS**

ROLL	CURSED ITEM	XP VALUE	GP VALUE
01-04	Chime of Hunger		0
05-35	Ring of Contrariness		1,000
36-93	Scroll-Level II Curse		0
94-00	Vacuous Grimoire		1,000

**TABLE VI.G.: MISCELLANEOUS ITEMS**

ROLL	MISC. ITEMS	XP VALUE	GP VALUE
01-06	Amulet of Proof Against Detection and Location	4,000	15,000
07-10	Arrow of Direction	2,500	17,500
11-13	Bag of Tricks	2,500	15,000
14-20	Boots of Levitation	2,000	15,000
21-24	Bracers of Defense AC 5	2,500	15,000
	Bucknard's Everfull Purse		
25-26	Type 1	1,500	15,000
27-28	Type 2	2,500	25,000
29	Type 3	4,000	40,000
30-35	Cloak of Displacement	3,000	17,500
36-41	Cloak of the Bat	1,500	15,000
42-44	Cube of Frost Resistance	2,000	14,000
45-47	Cubic Gate	5,000	17,500
48-49	Cyclocone (M)	300	15,000
50-51	Deck of Illusions	10/pinch	100/pinch
52-53	Gem of Brightness	2,000	17,500
54-55	Girdle of Stone Giant Strength(C,F,T)	1,600	20,000
56-61	Horn of the Tritons (C,F)	2,000	17,500
	Horn of Valhalla		
62-65	-Silver	1,000	15,000
66-68	-Brass	1,000	15,000
69-70	-Bronze	2,000	30,000
71	-Iron	3,000	45,000
72	Instrument of the Bards-canaith mandolin	4,000	20,000
73-74	loun Stones <sup>1</sup>	300	5,000
75-77	Mantle of Celestian	1,500	15,000
78-86	Necklace of Prayer Beads (C) <sup>2</sup>	500	3,000
87-88	Pearl of Power (M) 8 <sup>th</sup> level	1,600	16,000
89-00	Robe of Useful Items (M)		

<sup>1</sup> XP and GP value per loun Stone.

<sup>2</sup> Per special Bead

**TABLE 7.**

ROLL	TABLE TO CONSULT
01-07	Table VII.A.: Rings
08-14	Table VII.B.: Rods, Staves, and Wands
15-33	Table VII.C.: Armor & Shield
34-47	Table VII.D.: Swords
48-65	Table VII.E.: Miscellaneous Weapons
66-84	Table VII.F.: Miscellaneous Items
85-90	Table VII.G: Cursed Item
91-00	Map (+10% on Tables M1 and M4, +1 on tables M2 and M3)

**TABLE VII.A.: RINGS**

ROLL	RING	XP VALUE	GP VALUE
01-29	<i>Three Wishes*</i>	3,000	15,000
30-72	<i>Protection +3</i>	3,000	15,000
73-00	<i>Djinni Summoning</i>	3,000	20,000

**TABLE VII.B.: RODS, STAVES, & WANDS**

ROLL	ROD, STAFF, OR WAND	XP VALUE	GP VALUE
01-02	<i>Rod of Lordly Might (F)</i>	6,000	20,000
03-09	<i>Rod of Splendor</i>	2,500	25,000
10-26	<i>Staff of Curing (C)</i>	6,000	25,000
27-32	<i>Staff of Swarming Insects (C,M)</i>	100/ charge	500/ charge
33-36	<i>Wand of Earth and Stone</i>	1,000	10,000
37-40	<i>-Additional powers</i>	5,000	15,000
41-55	<i>Wand of Illusion (M)</i>	3,000	20,000
56-70	<i>Wand of Paralyzation (M)</i>	3,500	25,000
71-85	<i>Wand of Polymorphing (M)</i>	3,500	25,000
86-00	<i>Wand of Size Alteration</i>	3,000	20,000

**TABLE VII.C.: ARMOR & SHIELD**

ROLL	ARMOR OR SHIELD	XP VALUE	GP VALUE
01-66	<i>Shield +4</i>	1,200	12,000
67-00	<i>Splint Mail +4</i>	3,000	19,000

ROLL (d20)	ARMOR SIZE
1-13	Human
14-17	Elf
18-19	Dwarf
20	Halfling or Gnome

**TABLE VII.D.: SWORDS**

ROLL	SWORD	XP VALUE	GP VALUE
01-33	<i>Sword of the Planes</i>	2,000	15,000
34-67	<i>Sword +4, Defender</i>	3,000	15,000
68-00	<i>Sword +5</i>	3,000	15,000

ROLL	SWORD TYPE
01-70	Long sword
71-90	Broad sword
91-95	Short sword
96-99	Bastard sword
100	Two-handed sword

**TABLE VII.E.: MISCELLANEOUS WEAPONS**

ROLL	MISC. WEAPON	XP VALUE	GP VALUE
01-07	<i>Axe +4</i>	1,500	12,000
08-15	<i>Axe of Hurling +2</i>	3,000	30,000
16-23	<i>Crossbow of Accuracy, +3</i>	2,000	12,000
24-31	<i>Dagger of Throwing +4</i>	550	5,500
32-39	<i>Hammer +4</i>	1,500	10,000
40-54	<i>Mace +3</i>	1,000	10,000
55-62	<i>Scimitar +4</i>	2,000	20,000
63-70	<i>Scimitar of Speed +2</i>	3,000	12,000
71-90	<i>Spear +4</i>	2,500	25,000
91-00	<i>Trident (Military Fork) +3</i>	1,500	12,500

**TABLE VII.F.: MISCELLANEOUS ITEMS**

ROLL	MISC. ITEM	XP VALUE	GP VALUE
01-03	<i>Amulet of Life Protection</i>	5,000	20,000
04-15	<i>Boots of Speed</i>	2,500	20,000
16-27	<i>Boots of Striding and Springing</i>	2,500	20,000
28-30	<i>Boots, Winged</i>	2,000	20,000
31-39	<i>Braces of Defense AC 4</i>	3,000	18,000
40-45	<i>Chime of Interruption</i>	2,000	20,000
46-51	<i>Chime of Opening</i>	3,500	20,000
52-69	<i>Cloak of Protection +2</i>	2,000	20,000
70-75	<i>Cube of Force</i>	3,000	20,000
76-81	<i>Eyes of the Eagle</i>	3,500	18,000
82-89	<i>Girdle of Dwarvenkind</i>	3,500	20,000
90-92	<i>Girdle of Frost Giant Strength (C,F,T)</i>	1,800	22,500
93-95	<i>Instrument of the Bard- cli lyre</i>	6,000	30,000
96-00	<i>Shoes of Fharlanghn</i>		



**TABLE VII.G.: CURSED ITEMS**

ROLL	CURSED ITEM	XP VALUE	GP VALUE
01-05	<i>Drums of Deafening</i>		500
06-10	<i>Girdle of Femininity/Masculinity (C,F,T)</i>		1,000
11-19	<i>Helm of Opposite Alignment</i>		1,000
20-24	<i>Robe of Powerlessness (M)</i>		1,000
25-00	<i>Scroll—Level III Curse</i>		0

**LEVEL VIII ITEMS**

**TABLE 8.**

ROLL	TABLE TO CONSULT
01-07	Table VIII.A.: Rings
08-14	Table VIII.B.: Rods, Staves, and Wands
15-33	Table VIII.C.: Armor & Shield
34-47	Table VIII.D.: Swords
48-65	Table VIII.E.: Miscellaneous Weapons
66-84	Table VIII.F.: Miscellaneous Items
85-90	Table VIII.G.: Cursed Item
91-00	Map (+15% on Tables M1 and M4, +1 on tables M2 and M3)

**TABLE VIII.A.: RINGS**

ROLL	RING	XP VALUE	GP VALUE
01-07	<i>Elemental Command</i>	5,000	25,000
08-24	<i>Mammal Control*</i>	1,000	5,000
25-30	<i>Multiple Wishes*</i>	5,000	25,000
31-53	<i>Protection +4</i>	3,500	17,500
54-65	<i>Spell Storing</i>	2,500	22,500
66-88	<i>Spell Turning</i>	2,000	17,500
89-00	<i>Telekinesis*</i>	2,000	10,000

\* These rings contain the most powerful magical abilities and may possess only a limited number of magical charges before being depleted, at the DM's option.



V-Shane

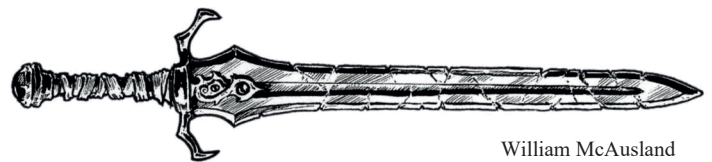
**TABLE VIII.B.: RODS, STAVES, & WANDS**

ROLL	ROD, STAFF, OR WAND	XP VALUE	GP VALUE
01-17	<i>Rod of Security</i>	3,000	30,000
18	<i>Staff of Command (C,M)</i>	5,000	25,000
19	<i>Staff of Thunder &amp; Lightning</i>	8,000	20,000
20	<i>Staff Spear +3 (ranseur)</i>	3,500	25,000
21	<i>Staff Spear +5</i>	3,000	20,000
22-37	<i>Staff of the Serpent-python (C)</i>	7,000	35,000
38-47	<i>Staff of the Serpent-adder (C)</i>	7,000	35,000
48-56	<i>Wand of Fire (M)</i>	4,500	25,000
57-89	<i>Wand of Secret Door and Trap Location</i>	5,000	40,000
90-98	<i>Wand of Steam &amp; Vapor (C,M)</i>	4,500	25,000
99-00	<i>Wand, Anything</i>	2,500	12,500

**TABLE VIII.C.: ARMOR & SHIELD**

ROLL	ARMOR OR SHIELD	XP VALUE	GP VALUE
01-00	<i>Plate Mail +4</i>	3,500	20,500

ROLL (d20)	ARMOR SIZE
1-13	Human
14-17	Elf
18-19	Dwarf
20	Halfling or Gnome



William McAusland

**TABLE VIII.D.: SWORDS**

ROLL	SWORD	XP VALUE	GP VALUE
01-33	<i>Sun Blade</i>	3,000	20,000
34-67	<i>Sword +5, Defender</i>	3,600	18,000
68-00	<i>Sword, +5 Holy Avenger</i>	4,000	20,000

ROLL	SWORD TYPE
01-70	Long sword
71-90	Broad sword
91-95	Short sword
96-99	Bastard sword
100	Two-handed sword

**TABLE VIII.E.: MISCELLANEOUS WEAPONS**

ROLL	MISC. WEAPON	XP VALUE	GP VALUE
01-16	Axe of Hurling +3	4,500	45,000
17-33	Hammer +3 Dwarven Thrower	1.5	15,000
34-50	Mace +4	1,500	15,000
51-66	Quarterstaff, Magic +5	1,250	7,500
67-83	Scimitar of Speed +3	3,500	15,000
84-00	Spear +5	3,000	30,000

**TABLE VIII.F.: MISCELLANEOUS ITEMS**

ROLL	MISC. ITEM	XP VALUE	GP VALUE
01-10	Bag of Holding	5,000	25,000
11-12	Boat, Folding	10,000	25,000
13-14	Book of Vile Darkness	8,000	40,000
15-20	Bowl of Commanding Water Elementals (M)	4,000	25,000
21-26	Bracers of Defense-AC 3	3,500	21,000
27-33	Brazier of Commanding Fire Elementals (M)	4,000	25,000
34-38	Carpet of Flying	7,500	25,000
39-42	Censer of Controlling Air Elementals (M)	4,000	25,000
43-46	Cloak of Arachnidia	3,000	25,000
47-53	Deck of Many Things	0	10,000
54-57	Dicerion of Light & Darkness (C)	2,500	25,000
58-59	Eyes of Charming (M)	4,000	24,000
60-61	Gem of Seeing	2,000	25,000
62-63	Girdle of Fire Giant Strength (C,F,T)	2,000	25,000
64-65	Horn of Collapsing		
66-67	Instrument of the Bards- anstruth harp	7,000	35,000
68-71	Iron Flask	0	0
72-73	Mirror of Life Trapping (M)	2,500	25,000
74-80	Phylactery of Long Years (C)	3,000	25,000
81-82	Prison of Zagyg (M)	2,750	25,000
83-84	Robe of Scintillating Colors (C,M)	2,750	25,000
85-88	Robe of Blending	3,500	35,000
89-96	Scarab of Protection	2,500	25,000
97-00	Stone of Good Luck (Luckstone)	3,000	25,000



**TABLE VIII.G.: CURSED ITEM**

ROLL	CURSED ITEM	XP VALUE	GP VALUE
01-04	Bag of Devouring		1,500
05-08	Brazier of Sleep Smoke (M)		1,000
09-12	Censor of Summoning Hostile Air Elementals (M)		1,000
13-17	Dust of Sneezing and Choking		1,000
18-21	Mirror of Opposition		2,000
22-25	Scarab of Death		2,000
26-00	Scroll-Level IV Curse		2,500

## LEVEL IX ITEMS

Table 9.

ROLL	TABLE TO CONSULT
01-07	Table IX.A.: Rings
08-14	Table IX.B.: Rods, Staves, and Wands
15-33	Table IX.C.: Armor & Shield
34-47	Table IX.D.: Swords
48-65	Table IX.E.: Miscellaneous Weapons
66-84	Table IX.F.: Miscellaneous Items
85-90	Table IX.G.: Cursed Item
91-00	Map (+20% on Tables M1 and M4, +1 on tables M2 and M3)

TABLE IX.A.: RINGS

ROLL	RING	XP VALUE	GP VALUE
01-37	<i>Human Influence*</i>	2,000	10,000
38-74	<i>Protection +5</i>	4,000	20,000
75-87	<i>Regeneration</i>	5,000	40,000
88-00	<i>X-Ray Vision</i>	4,000	35,000

\* These rings contain the most powerful magical abilities and may possess only a limited number of magical charges before being depleted, at the DM's option.

TABLE IX.B.: RODS, STAVES, & WANDS

ROLL	ROD, STAFF, OR WAND	XP VALUE	GP VALUE
01-12	<i>Rod of Alertness</i>	7,000	50,000
13-16	<i>Rod of Beguiling (C,M,T)</i>	5,000	30,000
17-26	<i>Rod of Passage</i>	5,000	50,000
27-30	<i>Rod of Rulership</i>	8,000	35,000
31-40	<i>Wand of Conjuraton (M)</i>	7,000	35,000
41-45	<i>Wand of Force (F, M)</i>	3,000	30,000
46-50	<i>Wand of Frost (M)</i>	6,000	50,000
51-60	<i>Wand of Lightning (M)</i>	4,000	30,000
61-00	<i>Wand of Magic Missiles</i>	4,000	35,000

TABLE IX.C.: ARMOR & SHIELD

ROLL	ARMOR OR SHIELD	XP VALUE	GP VALUE
01-40	<i>Plate Mail +4</i>	3,500	20,500
41-60	<i>Plate Mail +5</i>	4,500	27,500
61-80	<i>Plate Mail of Etherealness</i>	5,000	30,000
81-00	<i>Shield +5</i>	1,750	17,500

ROLL (d20)	ARMOR SIZE
1-13	Human
14-17	Elf
18-19	Dwarf
20	Halfling or Gnome

TABLE IX.D.: SWORDS

ROLL	SWORD	XP VALUE	GP VALUE
01-65	<i>Sword of Dancing</i>	4,000	22,000
66-75	<i>Sword of Life Stealing</i>	5,000	25,000
76-85	<i>Sword of Sharpness</i>	7,000	35,000
86-90	<i>Sword of Wounding</i>	4,400	22,000
91-00	<i>Sword, Anything</i>	5,000	35,000

ROLL	SWORD TYPE
01-70	Long sword
71-90	Broad sword
91-95	Short sword
96-99	Bastard sword
100	Two-handed sword

TABLE IX.E.: MISCELLANEOUS WEAPONS

ROLL	MISC. WEAPON	XP VALUE	GP VALUE
01-33	<i>Axe of Hurling +4</i>	6,000	60,000
34-67	<i>Mace of Disruption</i>	1,750	17,500
68-00	<i>Scimitar of Speed +4</i>	4,000	18,000



Carlos Torreblanca

**TABLE IX.F.: MISCELLANEOUS ITEMS**

ROLL	MISC. ITEM	XP VALUE	GP VALUE
01-03	<i>Amulet of the Planes</i>	6,000	30,000
04-05	<i>Anything Item</i>	4,000	40,000
06-08	<i>Apparatus of Kwalish</i>	8,000	35,000
09-19	<i>Boccob's Blessed Book (M)</i>	4,500	35,000
20-21	<i>Book of Exalted Deeds (C)</i>	8,000	40,000
22-26	<i>Bracers of Defense AC 2</i>	4,000	24,000
27-36	<i>Cloak of Protection +3</i>	3,000	30,000
37-41	<i>Cloak of Protection +4</i>	4,000	40,000
42-44	<i>Daern's Instant Fortress</i>	7,000	27,500
45-47	<i>Drums of Panic</i>	6,500	35,000
48-49	<i>Girdle of Cloud Giant (C,F,T)</i>	2,200	27,500
50-52	<i>Helm of Telepathy</i>	3,000	35,000
53-54	<i>Helm of Teleportation</i>	2,500	30,000
55-61	<i>Heward's Handy Haversack</i>	3,000	30,000
62-63	<i>Instrument of the Bards- ollamh harp</i>	8,000	40,000
64-65	<i>Libram of Gainful Conjunction (M)</i>	8,000	40,000
66-67	<i>Libram of Ineffable Damnation (M)</i>	8,000	40,000
68-69	<i>Libram of Silver Magic (M)</i>	8,000	40,000
70-71	<i>Lyre of Building</i>	5,000	30,000
72-73	<i>Manual of Golems (C,M)</i>	3,000	30,000
74-75	<i>Manual of Puissant Skill of Arms (F)</i>	8,000	40,000
76-77	<i>Manual of Stealthy Pilfering (T)</i>	8,000	40,000
78-88	<i>Robe of the Arch-Magi (M)</i>	6,000	65,000
89-90	<i>Sphere of Annihilation (M)</i>	3,750	30,000
91-95	<i>Talisman of Pure Good (C)</i>	3,500	27,500
96-98	<i>Talisman of Ultimate Evil (C)</i>	3,500	32,500
99-00	<i>Tome of Leadership and Influence</i>	7,500	40,000

**LEVEL IX.G.: CURSED ITEMS**

ROLL	CURSED ITEM	XP VALUE	GP VALUE
01-04	<i>Bowl of Watery Death (M)</i>		1,000
05-10	<i>Periapt of Foul Rotting</i>		1,000
11-22	<i>Phylactery of Monstrous Attention (C)</i>		2,000
23-28	<i>Rope of Constriction</i>		1,000
29-84	<i>Scroll-Level V Curse</i>		0
85-00	<i>Trident of Yearning</i>		1,000

**LEVEL X ITEMS**

**TABLE 10.**

ROLL	TABLE TO CONSULT
01-08	Table X.A: Rings
09-16	Table X.B.: Rods, Staves, and Wands
17-33	Table X.C.: Swords
34-54	Table X.D.: Miscellaneous Weapons
55-76	Table X.E.:Miscellaneous Items
77-84	Table X.F.: Artifact or Relic
85-90	Table X.G: Cursed Item
91-00	Map (+25% on Tables M1 and M4, +1 on tables M2 and M3)

**TABLE X.A.: RINGS**

ROLL	RING	XP VALUE	GP VALUE
01-50	Anything Ring	5,000	55,000
51-00	Ring of Wizardry * (M)	4,000	50,000

\* These rings contain the most powerful magical abilities and may possess only a limited number of magical charges before being depleted, at the DM's option.

**TABLE X.B.: RODS, STAVES, & WANDS**

ROLL	ROD, STAFF, OR WAND	XP VALUE	GP VALUE
01-05	<i>Rod of Resurrection (C)</i>	10,000	35,000
06-22	<i>Staff of Withering (C)</i>	8,000	35,000
23-48	<i>Rod of Absorption (C,M)</i>	7,500	40,000
49-91	<i>Staff of the Woodlands (D)</i>	8,000	40,000
92-96	<i>Staff of Power (M)</i>	12,000	60,000
97-00	<i>Staff of the Magi (M)</i>	15,000	75,000

**TABLE X.C.: SWORDS**

ROLL	SWORD	XP VALUE	GP VALUE
01-85	Sword, Broad, "Final Word" Type	10,000	50,000
86-00	Sword, Vorpal Weapon	10,000	50,000

ROLL	SWORD TYPE
01-70	Long sword
71-90	Broad sword
91-95	Short sword
96-99	Bastard sword
100	Two-handed sword

**TABLE X.D.: MISCELLANEOUS WEAPONS**

ROLL	MISC. WEAPON	XP VALUE	GP VALUE
01-33	Axe of Hurling +5	7,500	75,000
34-67	Hammer of Thunderbolts	2,500	25,000
68-00	Scimitar of Speed +5	4,500	21,000

**TABLE X.E.: MISCELLANEOUS ITEMS**

ROLL	MISC. ITEM	XP VALUE	GP VALUE
01-05	Book of Infinite Spells	9,000	50,000
06-27	Cloak of Protection +5	5,000	50,000
28-33	Efreeti Bottle	9,000	45,000
34-38	Eyes of Petrification, reversed	12,500	50,000
39-43	Girdle of Storm Giant Strength (C,F,T)	2,400	30,000
44-48	Helm of Brilliance	2,500	60,000
49-53	Horn of Blasting	1,000	55,000
54-58	Jewel of Flawlessness	0	1,000/facet
59-62	Manual of Bodily Health	5,000	50,000
63-66	Manual of Gainful Exercise	5,000	50,000
67-70	Manual of Quickness of Action	5,000	50,000
71-75	Mirror of Mental Prowess	5,000	50,000
76-80	Portable Hole	5,000	50,000
81-85	Robe of Eyes (M)	4,500	50,000
86-90	Rug of Welcome (M)	6,500	45,000
91-95	Tome of Clear Thought (M)	8,000	48,000
96-00	Tome of Understanding	8,000	43,500

**TABLE X.F.: ARTIFACT OR RELIC**

ROLL	ARTIFACT OR RELIC	GP VALUE
1	Axe of the Dwarvish Lords	55,000
2	Baba Yaga's Hut	90,000
03-04	Codex of the Infinite Planes	62,500
05-20	Crown of Might	50,000
21	Crystal of the Ebon Flame	75,000
22	Cup and Talisman of Al' Akbar	85,000
23-24	Eye of Vecna	35,000
25	Hand of Vecna	60,000
26	Heward's Mystical Organ	25,000
27	Horn of Change	20,000
28-29	Invulnerable Coat of Arnd	47,500
30-31	Iron Flask of Tuerny the Merciless	50,000
32	Jacinth of Inestimable Beauty	100,000
33	Johydee's Mask	40,000
34-35	Kuroth's Quill	27,500
36-37	Mace of Cuthbert	35,000
38	Machine of Lum the Mod	72,500
39-40	Mighty Servant of Leuk-o	185,000
41-47	Orb of the Dragonkind	10-80,000
48-63	Orb of Might	100,000
64	Queen Ehliisa's Marvelous Nightingale	112,500
65-66	Recorder of Ye'Cind	80,000
67-68	Ring of Gaxx	17,500
69-74	Rod of Seven Parts	25,000
75-91	Scepter of Might	150,000
92	Sword of Kas	97,000
93-98	Teeth of Dahlver-Nor	5,000/tooth
99	Throne of the Gods	0
100	Wand of Orcus	10,000

**TABLE X.G.: CURSED ITEMS**

ROLL	CURSED ITEM	XP VALUE	GP VALUE
01-08	Cloak of Poisonousness		2,500
09-13	Eyes of Petrification		0
14-21	Necklace of Strangulation		1,000
22-26	Rug of Smothering		1,500
27-00	Scroll-Level VI Curse		0

## MAPS

If a map is indicated, you must generate a number between 01 and 00 to discover what the map leads to. However, the contents of the map itself are a problem, for how can it be possible to direct each DM properly considering the infinite number of possibilities under which the map will be located? The answer is that this writer can only suggest. A map should **never** list its treasure, only show its location.

**TABLE M1: MAP LEADS TO:**

ROLL	RESULT
01-05	False Map
06-70	Map to monetary treasure
71-90	Map to magical treasure
91-00	Combined hoard

Maps found outdoors in a monster's lair can lead into an underground labyrinth, a few miles in the wilderness or some hidey-hole, lair, ruins, or even in a town. Direction is easily determined by a quick roll of d8, basing the compass on 1 being north (or whatever) and simply counting round (2 is northeast, 3 is east, etc.). The table below may be used as a guide if you wish:

01-20	Labyrinth of caves found in lair
21-60*	Outdoors, 5-8 miles distant
61-90*	Outdoors, 10-40 miles distant
91-00*	Outdoors, 50-500 miles distant

\* Treasure shown on the map is:

01-10	Buried and unguarded
11-20	Hidden in water
21-70	Guarded in a lair
71-80	Somewhere in a ruins
81-90	In a burial crypt
91-00	Secreted in a town

Note that relatively low-value treasures will not be as well guarded as those of great value.



**TABLE M2: MONETARY TREASURE**

ROLL	RESULT
1-2	20,000-80,000 cp (2d4), 20,000-50,000 s[ (1d4+1)
3-5	5000-30,000 ep (5d6)
6-10	3,000-18,000 gp (3d6)
11-12	500-2,000 pp (5d4)
13-15	10-100 gems
16-17	5-50 pieces of jewelry
18	Roll twice, discounting rolls above 17
19-20	Roll twice, discounting rolls above 17

**TABLE M3: MAGIC TREASURE**

ROLL	RESULT
1-5	Any item rolled on Magic Item Table, plus 4 potions
6-8	Any 2 items rolled on Magic Item Table
9-12	1 Sword, 1 Armor & Shield, 1 Miscellaneous Weapon
13-14	Any 3 items, no sword or potions
15-18	Any 6 potions and any 6 scrolls
19	Any 4 items, 1 is a ring, 1 is a rod
20	Any 5 items, 1 is a Rod, 1 is a Misc. Magic

**TABLE M4: COMBINED HOARD**

ROLL	RESULT
01-20	1-2 Monetary Treasure and 1-5 Magic Treasure
21-40	6-10 Monetary Treasure and 1-5 Magic Items
41-55	3-5 & 6-10 Monetary Treasure and 1-5 & 15-18 Magic Treasure
56-65	1-2, 3-5 & 6-10 Monetary Treasure and 9-12 & 13-14 Magic Treasure
66-75	6-10 & 11-12 Monetary Treasure and 6-8 & 15-18 Magic Treasure
76-80	3-5, 6-10, 11-12, & 16-17 Monetary Treasure and 1-5 & 9-12 Magic Treasure
81-85	20 Monetary Treasure and map to 19 Magic Treasure
86-90	20 Monetary Treasure and map to 19 Magic Treasure
91-96	Map to 1-2 & 3-5 Monetary Treasure, 20 Magical Treasure on hand
97-00	Map to 11-12 & 13-15 Monetary Treasure plus 15-18 Magic Treasure, 20 Magic Treasure on hand

# BARBARIAN HOMECOMING

By  
Allan Powers



Patrick E. Pullen

Yuain Ganboldlin was returning to his tribe. Many months earlier he had been sent forth on a task by his father, the Chief of the Hawk tribe and a leader of the Eagle Clan Council. A close friend of Yuain had been wounded by a beast while hunting. It had changed him. The Shaman called it a soul sickness. The warrior's spirit had been somehow infected by a rogue Wolf Spirit. On the next fullness of the moon the man had changed into a wolf monster and killed many before the more experienced warriors had been able to put it down. The Shaman had heard of this thing, but it happened so seldom among the Horse people that their lore, and even the ancestors, could give them little information about it. So Yuain's father had sent Yuain to find an 'institution' where he might learn more to combat these horrors. Yuain had heard stories of a 'Scarred Order' living atop a dragon mountain. Surely, it must be a warrior brotherhood. They should know how to best fight such un-natural creatures.

Yuain found the Scarred Order atop the Dragonmount...but they were not as he had thought they might be. They were users of strange power and smelt of dragon. He might have left after meeting their chief, who was called Master Scar and spoke to Yuain in his own tongue, but sounded like when the shamans spoke for the ancestors. He might have left - except near the top of the mountain there dwelt a Moon shaman. A woman of a different tribe and clan, but still of the Horse people. There was also a woman of the people- a Shaman- who spoke with the Fire. There were few of those, but the stories of them were often told...good and bad.

An ordinary tribesman might have quickly left such a place, but Yuain had met such people many times before. Such people sometimes came to speak with his father, so Yuain was familiar with this type of people, even if they did make your hair twitch. No, Yuain had the Blood of Heroes in his veins: he would not show fear to these scarred ones. He was given hospitality and leave to stay..if he would help keep watch and act as a guide to some groups that went out in to the wilds. Yuain agreed to do this.

Yuain found that the Children of Tarnac associated with the Scarred Order and helped to guard and protect them. The people of Tarnac were warriors and great breeders of horses. If they were here, then the word of the Scarred Order could be trusted. So Yuain stayed at Dragonmount and helped to protect and guide groups that went out to explore and fight. He became friends with many of them.

And so it came to pass that Yuain felt the need to return to his tribe - to inform his father what he had learned and reacquaint himself with the fighting styles and prowess of his people. Such a journey would be dangerous alone, so some of his friends pledged to go with him. Olissia - an arcane healer, Eden, a strange, magic-cursed, albino warrior woman, and Riley - also magic-cursed with strange eyes that glowed in the dark - but a fierce warrior, none-the-less. Eden and Riley had grown up together in Tarnac's-town. The children of Tarnac now called their city Tarncton, as did other outlanders. But to the Horse People, it is Tarnac's Town.

It was not a long journey, as journey's go, to return to the land of his people. From Dragonmount to the city of Bier is but two days ride on horse. They crossed the great river at Bier and then it was only three or four days to the area where his tribe was likely to be this year, at this time. Those Who Watch had spotted Yuain and his friends and alerted the camp. A group of young men rode out to meet the travelers to the summer camp of the Eagle Clan – they would find out if those approaching were peaceful...or not.

As the tribe's young warriors circled Yuain and his friends, Yuain was recognized and the hoots and fierce growls of the men turned to raptor cries and shouts of joy. Yuain raised his fist and opened his hand as he returned the cries. Some of the youths turned and raced back to the encampment to spread word that the chief's son had returned. Some fell in to ride with Yuain and his friends while some others still circled them and postured – but their weapons pointed away from the returning tribesman and his friends.

As Yuain and his friends rode into camp there were more eagle cries and warrior calls of welcome as most of the camp gathered to welcome Yuain and see his out-lander friends. The calls flowed into the Song of Welcome but that faded and ended as Yuain's party reached the center of the camp and came to a halt a respectful distance from a powerful, fierce looking man standing outside a large yurt-tent.



Dean Spencer

Yuain stopped his horse and threw a leg over its neck to dismount - in the manner of his people.

Stepping to an arm's length from the powerful warrior, Yuain said, "My father, I have returned."\*

The resemblance between the two men was plain for all to see. Looking at the outlanders who had arrived with the man claiming to be his son, the powerful barbarian's eyes narrowed. Looking back to Yuain, the older man reached out and grabbed both of Yuain's arms, keeping him in place. The Chief looked long and hard at Yuain's face and into his eyes. Finally, the tension left his face as he smiled and shouted, "My son has returned!"\* as he pulled Yuain into a rib-creaking hug.

With the chief's words the rest of the tribe erupted with cheers and almost immediately re-started the Song of Welcome. But Riley had felt the tension and noted that only now were the weapons being put away – the scimitars sheathed; the grips on the spears relaxed. Growing up in Tarncton, Riley had heard similar homecoming stories that had ended very differently. When his father released Yuain, he motioned for his friends to come over to him and his father. There his friends were introduced to the leader of the Eagle Clan. The Chief nodded to each of them and then looked at Yuain and said something\*. Yuain's mouth tightened and he replied with 2 sentences\*.

The chief nodded once and said, "Then they are welcome here. I will have tents made available for them."

Yuain seemed to pause a half-beat but then simply said, "Yes, Father."

The Chief nodded and continued, "Tonight we will kill cattle and goats. Tomorrow they will be prepared. Tomorrow at dusk we will have a feast." As he turned away the chief touched Yuain's shoulder and said a few words\* while tilting his head towards his lodge. Yuain nodded in reply and then turned to his friends. Yuain showed his friends where they could turn out their horses and then, after talking with a few tribespeople, showed them to two small yurts near the chief's tent. It was late in the day and Yuain told them that they would be eating with the Chief and his immediate family. The meal was a relatively quiet one but there were many long glances at Yuain's out-lander friends. Yuain told his friends that if he was needed during the night, he would be sleeping in his father's tent.

The next day was filled with activity. Many of the camp were busy preparing for the festivities to be held that evening. Riders went to other nearby encampments to tell them news and invite them to the feast. For Riley, Eden, and Olissia it was a quiet day. Olissia surreptitiously checked out the tribe's children and those who were sick. Eden practiced with her weapons and Riley helped. Yuain spoke before the Clan council about the spirit sickness,



Ly-can-thro-pee – the outlanders called it. Most of his news about it was not good, but it did remove some uncertainty in how the tribe could deal with it in the event that more of those afflicted were encountered.

As the day wound down to evening, the center of the camp-village was fully transformed into a festival ground. The meat had been roasting from most of the day but an area was cleared and wood brought in and a large fire was prepared. Low tables were brought out and lined up for the Chief, his family, his returned son and his son's outlander friends, and other honored guests. Hide drums, large and small, were placed and other instruments could be heard practicing and warming up.

As day turned to dusk, the people gathered and the central fire was lit. The chief rose and addressed the assembled people. Riley's familiarity with the barbarian tongue was not very good so much was lost on him. The chief did speak some in common – it was a standard welcome and hospitality extension speech. A similar tradition was common in Tarncton, as well.

The village feasted. Water was the main refreshment, but some men drank fermented mare's milk and other strong drinks. There was less 'entertainment' than one would find amongst most festivals – a few exhibitions of trick-riding and fire-jumping. As the leisurely feasting sated the peoples' hunger, the drums began to sound and the people began to dance.

They did the Dances of the Day – of Waking, and of Tasks. Some dances were men or women, only; some had both together. The Food Dance (women) followed the Hunting Dance (men). Yuain danced and encouraged his friends to dance as well. Olissia danced just enough to be polite; Eden did not care for dancing, but Riley danced with gusto. (Riley had also been drinking the mare's milk) At one point Riley noticed that there were fewer men out dancing and more women – the women were often circling the men with appraising eyes. Some women were circling Riley, smiling and moving suggestively. When the women got close to Riley, and brushed against him, though, their smiles faded and they moved away from him.

Puzzled, he returned to sit next to Yuain who was clearly amused by it all. Yuain shook his head, "I thought I may have found you a wife, but you are too strange for them. I am sorry, my friend." Only then did Riley realize that the dance had been a courtship and marriage dance. He was less amused.

Eden sat stoically and watched the dancing. Some young men kept motioning her to dance and performed surprising feats of dexterity and strength in

front of her. Then, they kept bringing her food and drink. Eden looked over at Yuain and motioned him over.

"They will not leave me alone. What do they want?" she asked.

Yuain chuckled, "They find you exotic and attractive. Each wants to share your bed tonight."

Eden frowned at hearing Yuain's words. "I'm not interested in that.", she said, "What can I do to dissuade them?"

Yuain thought for a moment. I can think of two ways." He said, "One: take one, or more, of them to bed tonight. Take your pleasure from them and then kick them out of the yurt. You must dominate them in bed. They will be embarrassed and leave you alone the rest of the time you are here."

"Two,", he continued, "strip off your clothes and practice with your sword. That will show them that you are a warrior and care only for battle."

Eden frowned as Yuain said that.

"Or as much as you are comfortable taking off." Yuain amended.

Eden nodded. "Thank you." She said. And as she looked to the front again her eyes had narrowed to slits. Eden stood and went the short distance to the yurt she and Olissia had been given to use. She returned with her bastard sword. Eden removed her cloak and top clothes, baring herself to the waist. Unsheathing her sword she strode out to the area between the chief's low table and the fire. There were still some dancers around the fire but they gave the albino, half-dressed, out-lander woman bearing a sword, a lot of room.

Eden stopped, facing neither the fire nor the Chief, and assumed her first position – Alert with Sword.

Then her second position – Ready Out of Range.

Moving to the third – Prepared to Advance, she felt the heat of the fire on her right. She flowed through her forms, shouting as she struck imaginary foes, gritting her teeth as she blocked their weapon strikes – a slope step forward-right to avoid a thrust and an upward slash to the left to cut the attacking arm followed by an over-head killing stroke. She did not notice the drums stop beating; she did not register the absence of the people's singing and talking, nor the fact that she was now alone in the area around the

fire. She knew her movement and her blade. It had been like that more recently – her practice had become nearly a meditative state.

She completed her forms and finished with a final killing yell and strike. She held the position, sweating from the fire and exertion, and breathing hard. Finally, her surroundings became apparent to her and she realized that no one spoke...everyone was looking at her. Her alabaster skin glistened in the fire-light and her eyes reflected bright red. The only sound was the fire burning and her own labored breathing. She noticed many of the tribe making a number of different hand motions.

She looked for the young men who had been hoping to share her bed but they were not in the forefront of the people around the fire. So she had been successful in discouraging their attentions, but perhaps she had overdone it - from the reaction of the rest of Yuain's tribe-folk. There were a few young warriors who were looking at her not with fear or sexual desire, but with some other expectant expression.

Eden returned to where she had been sitting, pulled her cloak over her shoulders and sat, cradling her sword. She heard a different word in the murmuring of the people, as they recovered and the drums again began to beat. El-Tab. Some of the young men, with the odd expectant expressions, were talking with some men who had been sitting near the chief but now were on the edge of the still empty area where the dancing had been. They had been introduced to her as Shamans. The Shamen began to dance with rattles and little drums of their own. Eden noticed that as the Shamen danced, the people relaxed and the festive mood partially returned. The young men who had been talking with the shamans and looking at her talked amongst themselves and glanced at her frequently. But they did not approach her, and no one bothered her the rest of the night.

Having little else to do while staying with the Horse People, Eden slept in. The next morning Olissia woke her up and simply said, "Collect yourself and come outside."

Eden tied back her hair, put on her boots and exited the small yurt. Some of the encampment's tribes-people were gathered a respectful distance in front of the Yurt. There seemed to be four groups of varying size. The young men who had been staring at her after her 'exhibition' last evening stood near the forefront of three of the groups. The 4<sup>th</sup> group – to Eden's left, nearest the chief's tents – contained Olissia, Yuain, the Chief and the Shamans. The conversations stopped when Eden stepped out and away from the yurt. The

three young men were wearing their armor and had their weapons with them. When Eden came to a stop, she noticed a quick glance between them and they all started walking toward her at the same time. One or two women- mother's most likely - in two of the groups began to wail and tried to stop the warriors from walking forward, but the warriors shook them off and came forward and knelt in front of Eden. They drew their scimitars and laid them on the ground before Eden. Each of them bowed so that their heads touched their scimitars and spoke the same series of words that began with "El-Tab".

Eden looked at Yuain and called to him, "What did they say? What is going on!?!"

Yuain came to stand off to the side of Eden and the three kneeling warriors. His face was impassive but there was concern in his eyes and his mouth had the tightness it got when he was not pleased with transpiring events.

"They believe that you are the avatar of a spirit of the People..a death spirit.." Yuain's words slowed as Eden shot him a quick hard glance.

Yuain continued, "...a Death Spirit of the Battlefield. A lesser, obscure spirit..." Yuain looked back over toward his father and the Shamen - the Shamen nodded for him to continue. "An obscure Battle Death Spirit originally from a tribe to the north."

Eden's eyes narrowed as she looked at Yuain and her voice was hard when she spoke. "What is 'The El-Tab' and why would they think \*I\* was such a ...a.. Spirit?" Eden's temper was starting to rise.

"The El-Tab is a spirit that leads and fights with those who are destined to die in battle. Those who follow the El-Tab will die...sometimes the El-Tab dies as well. And...the El-Tab is said to have dead-white skin and hair with blood-red eyes...and uses an out-landish blade in battle", he replied. "Some of the stories say that she fights naked, others that she is naked of armor."

"You set me up for this!" Eden snarled.

"Not on purpose," placated Yuain, "I have been away many moons. I did not know that their thoughts have been that of the doomed warrior."

"Well tell them that I am not who they think I am, and they should go away and not follow me.

"I have done that, but each says that the El-Tab spoke to them as you 'danced' and called them to follow Her."

"These are all healthy young men. Why would they seek to die in battle?", asked Eden.

"It varies...all of them have experienced some 'failing' which they believe can only be made right by dying well in battle," said Yuain. "Often it is an act of cowardice, but it could be another reason that a warrior would seek a 'good death' by following the El-Tab."

"In a way, two of their stories are connected with my own", he continued. "The middle one is not. He is Eyrie the Coward. Eyrie fled before the raiding party he was in attacked a rival clan's camp. His leaving made a difference and men died. His name comes from a brave hero from long ago but he has brought dishonor to that name."

"The other two...the third one is called Idriss White-feather. He fled when his hunting party met up with a man soul-sick from the wolf spirit. My blood-brother was wounded by the beast, but he did not die - better that he had. On the fullness of the moon, the wolf spirit took him over and he killed many before our greater warriors could stop him. The handsome one, here - Idunn, son of Idor", the warrior closest to Yuain looked up at hearing his name and Eden could see the pain and sorrow in his eyes. The spirit-beast killed his wife and young son. He was not here to protect them so now he seeks to join them. They are with the ancestors and only warriors who die with honor may join the ancestors. It is said that followers of the El-Tab all die with honor - a 'good death.'" he concluded.

"I will not lead them - tell them that!", said Eden, firmly. "Your refusal to lead them will not stop them from following you.", said Yuain. "They will be near always, and whenever we fight, you will find them at your side so that should they fall in battle, the El-Tab will be there to witness their 'good death' and vouch for them to the Ancestors."

"I don't even speak your language!" retorted Eden. "We will teach you", replied Yuain. Leaning closer he added, "I will be with you to help you deal with them and control them. Chief's son or not, they know me and, more often than not, will heed my words."

"I am not happy about this," said Eden.

"You are not alone in that," replied Yuain.

The warriors moved their yurts and tents near the one that Eden shared with Olissia and they became constant companions to Eden. Eden learned much of the barbarian language in the remaining time that she was there. She also began teaching Eyrie and Idriss the common tongue - Idunn already knew enough to get by.

Two days later, as Yuain was learning new fighting tricks with a respected warrior of the clan, there was a commotion as a huge winged beast flew low over the camp, landed and roared. The people, horses and other livestock scattered and fled. It was a dragon with deep blue scales. Mastering his fear and his horse, Yuain rode toward the monster as all others fled. His tribesmen would be back - some of them - but it would take time for them to put on their armor and then to catch and master their horses.

As Yuain urged his skittish horse forward, the dragon watched him. Yuain spoke to the dragon, asking what its purpose was there, that day. The dragon informed Yuain that his tribe and their beasts were in the Dragons's territory and for the time that they had been there and to remain longer without destruction, the dragon would have to be paid a tithe. The tithe would be a percentage of the Horse-people's herds - horses, cattle and goats.

Being the only one there, Yuain spoke as best he could and bargained with the dragon on the amount that the tithe would be. By the time that Yuain's father and some of the others joined him, it was mostly settled and the Chief could do little but agree. The amount was not a heavy price - the tribe would not starve, nor be without stock to trade...but they were less 'well-off' because of the dragon's tithe.

Much of the next two weeks was spent separating out livestock to be driven to the area near the dragon's lair; driving the herds to the area, a small group of somewhat barren hills to the north of the encampment; and then returning to the camp. Yuain was made responsible to see that all was done correctly - since he had not waited for his father in dealing with the dragon. Riley went with Yuain and the other rovers as they shepherded the tithe-herds to the hills. It was an uneventful journey. When they returned it was time for Yuain and his friends to leave again.

Yuain's father asked him to stay, but Yuain had promised to assist Eden in dealing with the three tribes-men who sought a good death. The deaths of so many of his people weighed upon Yuain, for he had been with the hunting party when it had met up with the spirit-sick man and he had fought beside his blood-brother and seen him wounded by the beast. Yuain was one of many who was not able to stop the man-wolf that his blood-brother had become under the light of the full moon.

Again the tribe feasted but this time there were no guests from other camps. This feast was a bit more somber. Some of the meat prepared would be given to the travelers to feed them on their way. Some of the dances were the same but many were different. There was the Dance of Skill in Battle and the Dance of Final Parting. Gifts were given to the friends of the Chief's son.

To Olissia a fine bag with beaded symbols to protect her against the magic-cursed. Inside the bag were healing herbs found only in the lands of the Horse People. Naze would save life of one who was poisoned, and Ucason that can sometimes bring back sight to those who are blind. Riley was given a strange lamp made of a hollowed-out goat skull. The oil/fuel pooled behind the horns and pieces of quartz had been placed in the eye sockets so that the light shown through the natural facets of the stone. The skull affixed to a pole that could be pushed into the ground. Eden's gift was a caplet made of black and gray leather with skull, spirit and weapon images stitched on, and carven silver accented tokens.

Yuain and his friends left the Horse-people encampment the next morning. Their journey back to Dragonmount was free of danger. When they arrived back at Dragonmount there were some strange looks – having left with one barbarian and returned with four. The three barbarians set-up their small tents in a remote corner of the curtain wall, a little away from the

dwarven tents and the main keep. They met with the Shamans who were there and others in the camp. They did not know how long each would have to wait until he found a 'good death'.

Idriss found redemption first. He died gripping his sword while he listened to the voice of the El-Tab verify his bravery in battle, releasing him to join his Ancestors. Eyrie was lost in time, diverted back to the barbarian lands by The Eternity – to fulfill his destiny. Idunn was the last of the three to die in battle. He died in the fight that joined the Spirit El-Tab with Eden.

...



Miguel Santos

# BARBARIAN

By Daniel Ottavio

This product uses the OSRIC™ System (Old School System Reference and Index Compilation™). The OSRIC system text may be found at <http://www.knights-n-knaves.com/osric>. The OSRIC text is copyright of Stuart Marshall. "OSRIC" and "Old School Reference and Index Compilation," are trademarks of Matthew Finch and Stuart Marshall and may be used only in accordance with the OSRIC license. This product is not affiliated with Wizards of the Coast.

This barbarian class is an OSRIC™ compatible adaptation of the version from *Unearthed Arcana*. Many of the improvements to the class made by David Howery in *Dragon Magazine* #148 are also included in this adaptation.

Barbarians are strong tribal warriors that originate from harsh faraway lands. They are shaped into fierce warriors by their native wilderness and tribal culture. They have a distrust of magic and see it as corrupt and weak. The only currency in a barbarian tribe is physical strength. Only the strongest shall lead, all others must follow.

A Barbarian's distrust of magic runs deep. They have restrictions on using magic items at lower levels and generally don't associate with clerics or magic users unless there is a good reason. Until a barbarian is high enough level, they will not accept or give aid to clerics or magic-users.

Minimum Scores	Str 15, Dex 14, Con 15
Maximum Scores	Wis 16
Hit Die Type	D12 (max 8 hit dice)
Alignment	Any non-lawful
Experience Bonus	None
Armor Permitted	Any
Weapons Permitted	Any
Weapon Proficiency	3, +1 every 2 levels
Penalty to hit for non-proficiency	-2
Weapon Specialization	Not allowed
Races Allowed	Only human
Dual Class	Not allowed



Rick Hershey-Fat Goblin Games

## Barbarian Class Abilities

**AC Bonus:** A barbarian gets -2 to AC for every point of dexterity over 14. This only applies if the armor worn is non-metal. If the armor is metal, then the bonus is -1 for every point of dexterity. This replaces the default AC adjustment for dexterity.

**Backstab Defense:** Any backstab attempt on a barbarian has a 5% chance of being detected per level of the barbarian. Backstab attempts that are detected do not receive any special bonus or effect and are treated as a normal attack.

**Climb Walls:** A barbarian can climb walls as a thief of the same level.

**Healing:** A barbarian heals 2 hp per day while resting, 1 hp per day while not resting.

**Hide in Shadows:** A barbarian can hide in shadows as a thief of the same level. If the surroundings are in a wilderness the barbarian is familiar with, he or she can hide in shadows as a thief 3 levels higher.

**HP Bonus:** A barbarian gets +2 hit points for every point of constitution over 14. This replaces the default hit point bonus for constitution.

**Jumping:** A barbarian can jump 10' forward, 3' back, and 3' up from a standing position. This is increased to 1d6' + 15' forward, 1d4' + 4' upward after a running start.

**Running:** A barbarian can move twice the normal movement rate up to three days before needing to rest.

**Set Traps:** A barbarian can set traps as a thief of the same level. Use the percentage of Find Traps to determine success.

**Surprise:** While a barbarian is in unfamiliar surroundings, they receive a +1 to surprise and their opponents receive a -1. If a barbarian is in familiar wilderness surroundings, they receive a +2 to surprise and their opponents receive a -2.

**Tracking:** A barbarian can track as a ranger of the same level. Barbarians can only track outdoors.

**Weapons Proficiency:** At first level, a barbarian is proficient with spear, knife, and hand axe. This does not count towards the 3 weapon proficiencies available at level 1. The GM may limit available weapon proficiencies based on the barbarian's background. A barbarian cannot specialize in a weapon as a fighter can.

## Advanced Abilities

**Predict Weather:** A barbarian can predict the weather by sensing the environment around him or her. This is equivalent to a 3<sup>rd</sup> level druid casting *Predict Weather*.

**War Tribe:** Once a barbarian reaches 8th level they can summon and lead a war tribe. The size of the war tribe is the barbarian's experience divided by 1000. The war tribe must be assembled in the barbarians home territory and takes one week to gather. Once assembled, the war tribe will remain together for one week per level of the barbarian and must have an objective defined by the barbarian leader. A war tribe leader receives four additional henchmen for the duration of the war tribe. Two of the henchmen are barbarians at half the level of the leader. The other two henchmen are barbarians at 1/4 the level of the leader.

**Wilderness Knowledge:** A barbarian can identify plants and animals as a 3<sup>rd</sup> level druid (i.e., Druid's Knowledge).

## Magic Restrictions

Due to their distrust of magic, barbarians have restrictions in using it. At first level, a barbarian cannot use any magic items and does not give or accept aid from clerics or magic-users. These restrictions are relaxed as the barbarian gains levels. The table below summarizes how these restrictions are reduced as the barbarian gains levels.

Level	Magic Permitted.
2	Cleric aid is permitted.
3	Use of magic potions is permitted.
4	Use of magic weapons is permitted.
5	Use of magic armor is permitted.
6	Magic-user aid is permitted.
7	Use of miscellaneous magic items is permitted.

LEVEL	ROD/STAFF/WAND	BREATH WEAPONS	DEATH, PARALYSIS, POISON	PETRIFICATION, POLYMORPH	SPELLS
0	18	20	16	17	19
1-2	16	17	14	15	17
3-4	15	16	13	14	16
5-6	13	13	11	12	14
7-8	12	12	10	11	13
9-10	10	9	8	9	11
11-12	9	8	7	8	10
13-14	7	5	5	6	8
15-16	6	4	4	5	7
17-18	5	4	3	4	6
19+	4	3	2	3	5

**Barbarian Level Advancement**

LEVEL	BASE XP REQUIRED	HIT DICE (d12)
1	6,000	1
2		2
3	12,000	3
4	24,000	4
5	48,000	5
6	80,000	6
7	150,000	7
8	275,000	8
9	500,000	8+4
10	1,000,000	8+8
11	1,500,000*	8+12

\*Barbarians require 500,000 experience points per level beyond level 11. After level 11, barbarians gain 4 hit points per level.

**Credit**

© Daniel Ottavio 2021

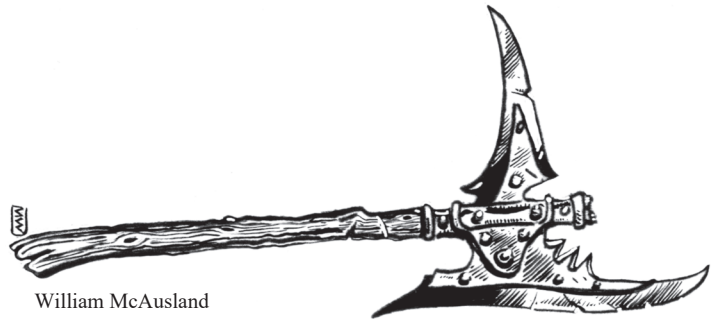
"Publisher's Choice Quality Stock Art © Rick Hershey / Fat Goblin Games"

The following material was adapted to this content:

Gygax, Gary. "The Barbarian". *Unearthed Arcana*. Renton, WA: Wizards of the Coast LLC, 2013. pp 18-21.

Howery, David. "Tracking Down the Barbarian". *Dragon Magazine*, #148, pp 19-23.

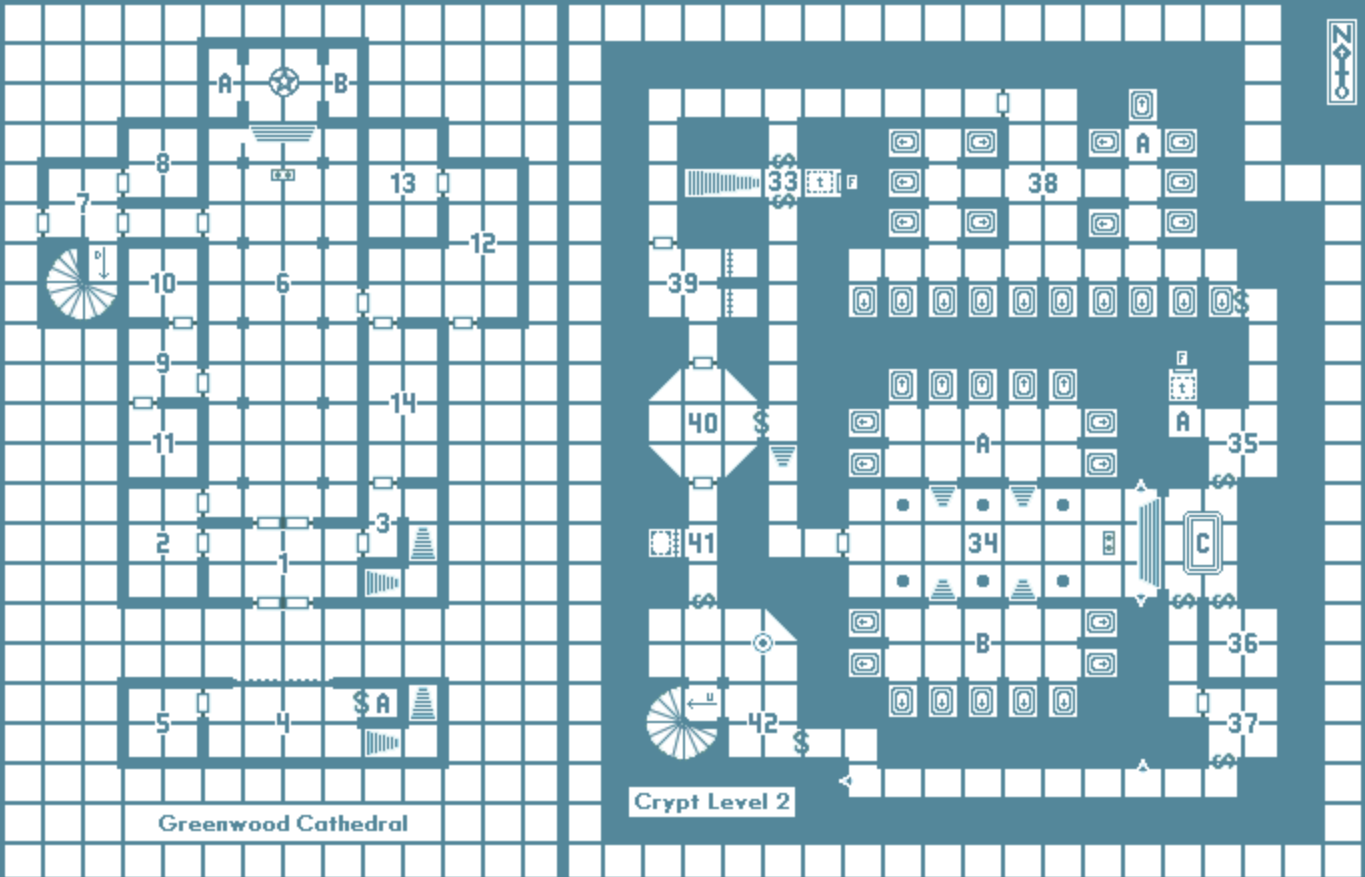
Open Game License info in back of Footprints #25.



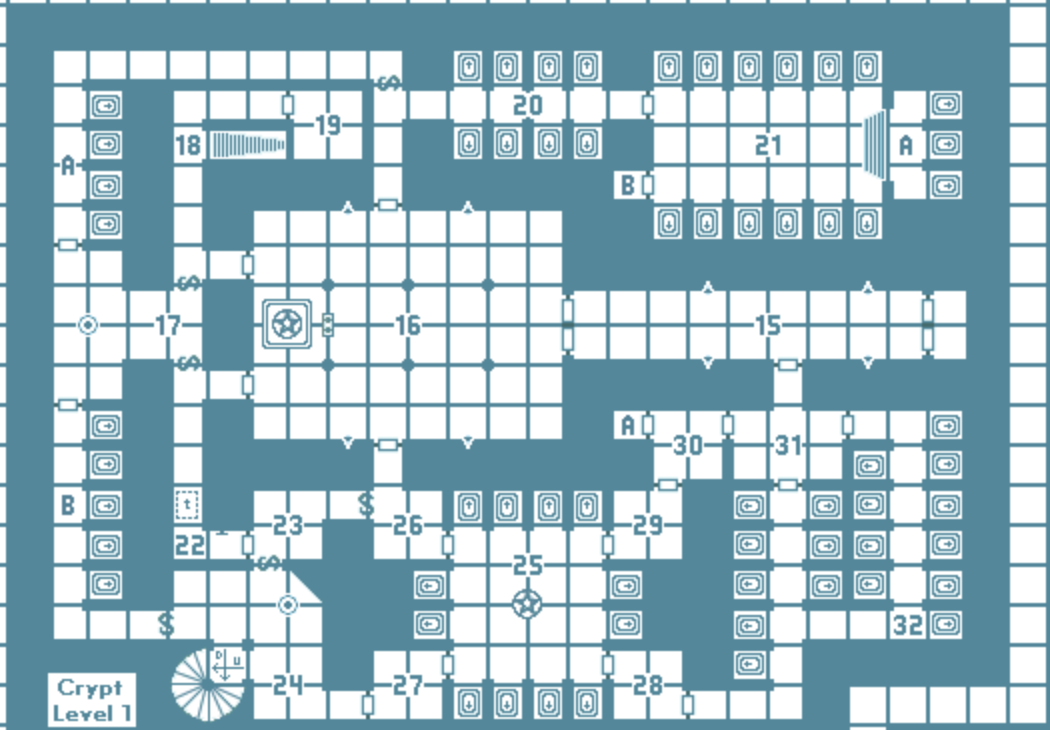
William McAusland

LEVEL	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
0	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11
1	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
2	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
3	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
4	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
5	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
6	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
7	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
8	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3
9	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
10	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
11	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
12	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1
13	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
14	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
15	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
17	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
18	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7
19	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8
20+	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9

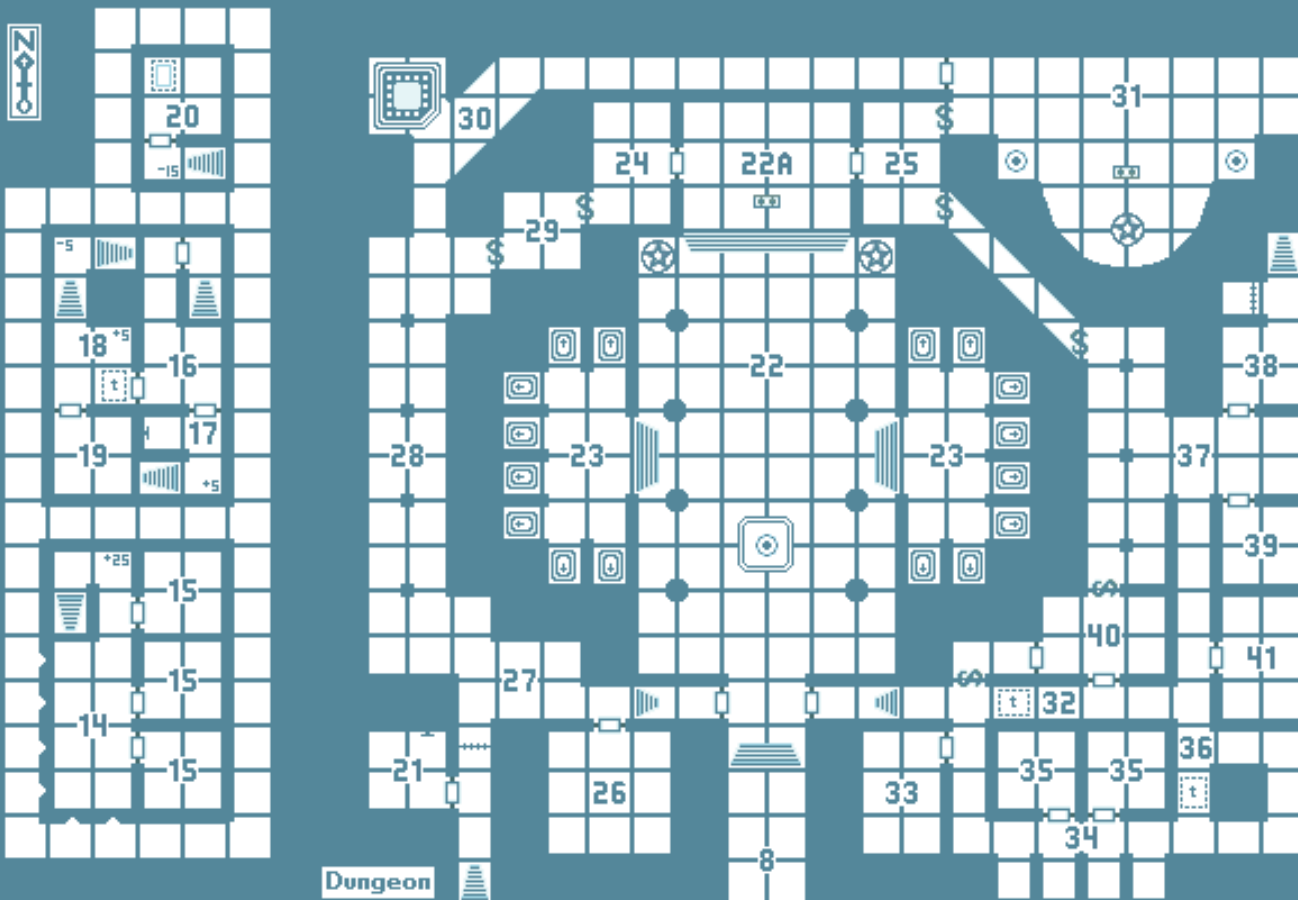
# MAPS BY FINGOLWYN



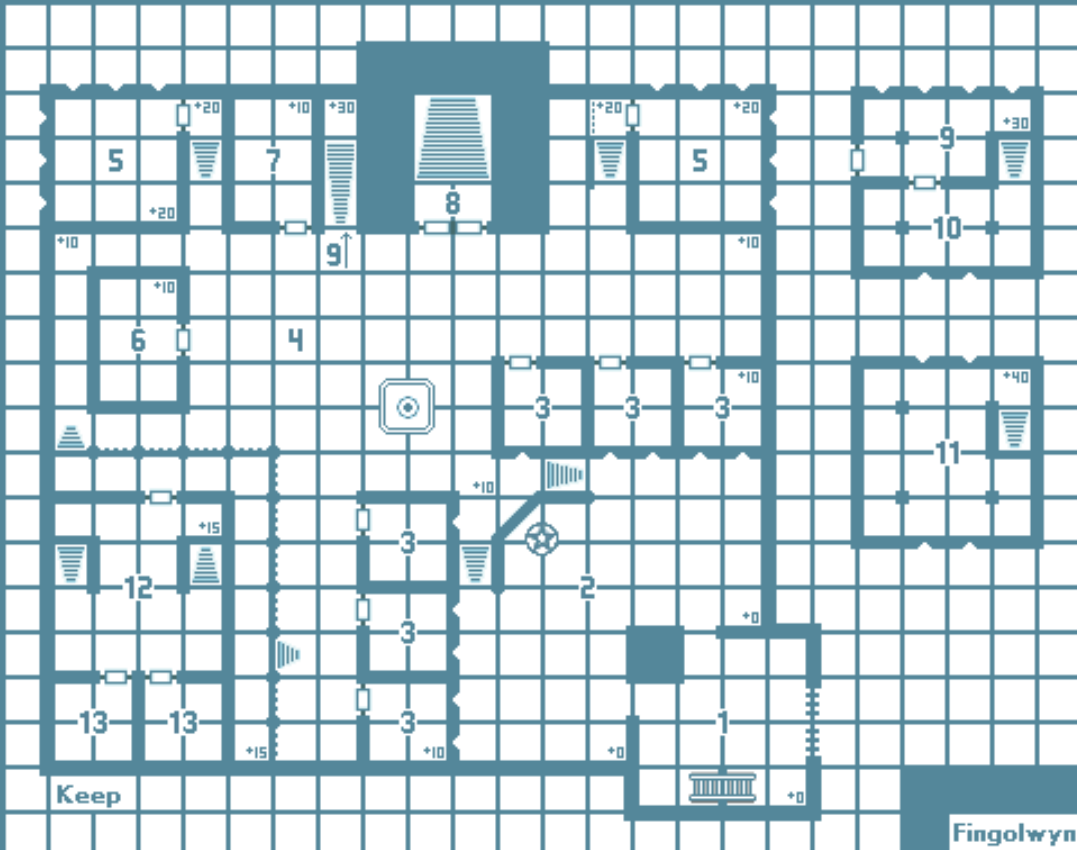
Map Key	
	Altar
	Bier
	Brazier
	Coffin
	Door
	Door, Double
	Door, False
	Door, Secret
	Gate
	Pillar
	Pit Trap
	Sconce
	Stairs, Spiral
	Stairway
	Statue
	Winch
1 Sq. = 10 Ft.	





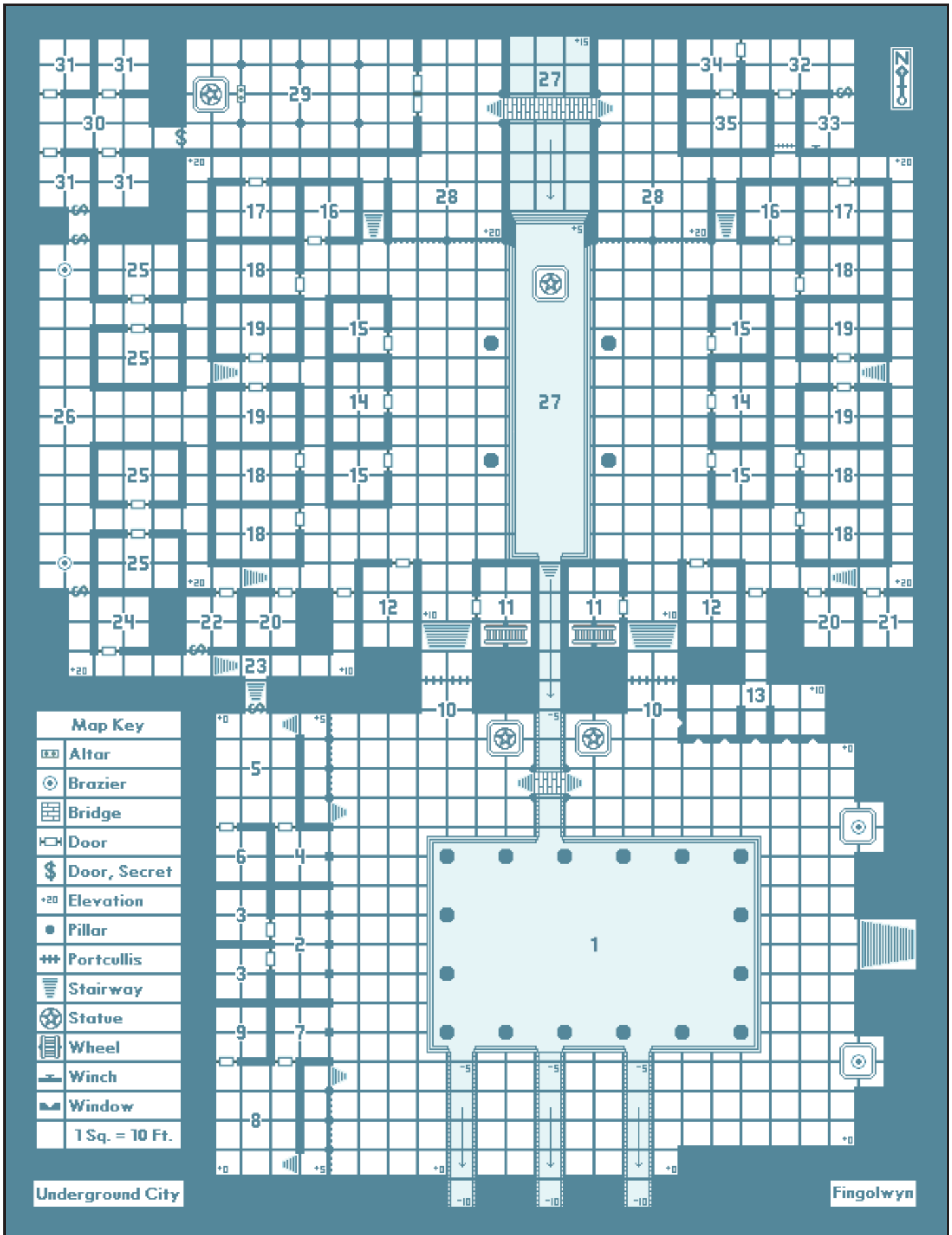


Map Key	
	Altar
	Brazier
	Coffin
	Door
	Door, Double
	Door, Secret
	Elevation
	Pillar
	Pit Trap
	Portcullis
	Stairway
	Statue
	Wheel
	Winch
	Window
1 Sq. = 10 Ft.	



Keep & Crypt

Fingolwyn



# THE WATCH TOWER OF QUASQUETON

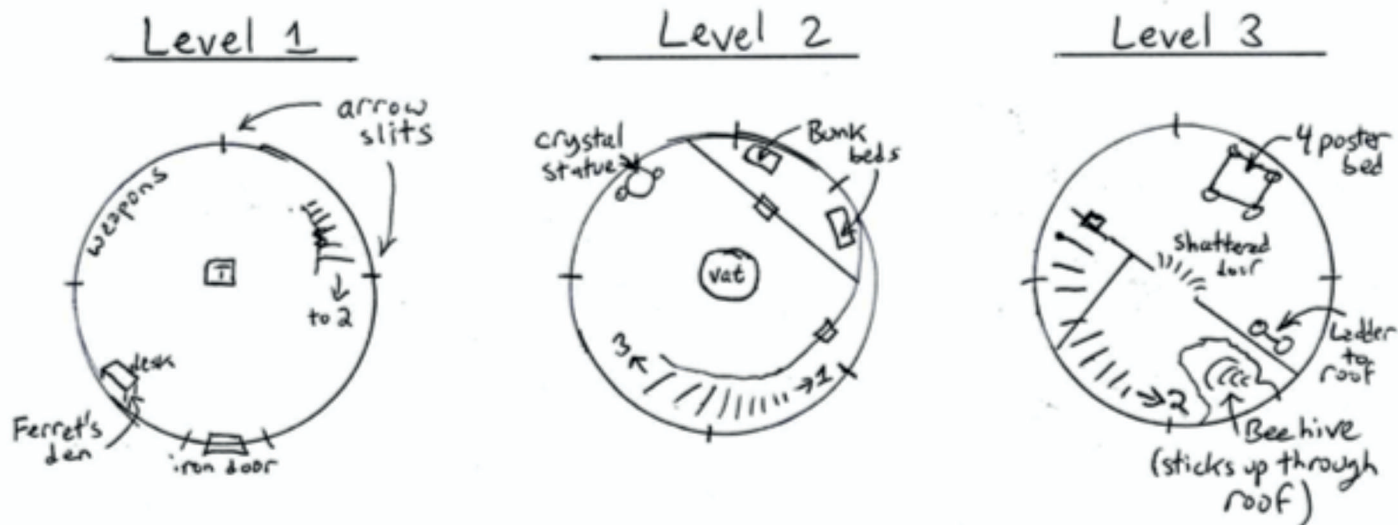
A B1 expansion for the B/X rules by Ken Marin (ken-do-nim)

The back cover of the original monochrome edition of B1 In Search of the Unknown features a tower, presumably on top of the dungeon's hill top, not described in the module itself.



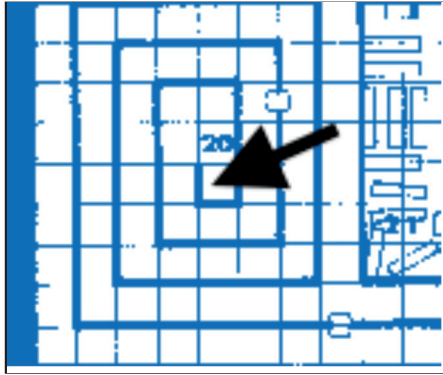
I've found that simply by having two possible ways to enter the dungeon - the tower or the cave - sets the tone nicely for this exploration adventure, and I put several tie-ins to the main adventure to make it feel like an organic part of the whole.

The tower itself is intact, but shows signs of neglect, with vines encircling it and crumbling in some areas. It rises to a height of about 50' from top to bottom. It can be climbed at normal rates by thieves. Careful observation for a turn shows giant bees passing back and forth from the forest to its top. It consists of three levels, each with approximately 15' ceilings.



**Level 1** is accessed by a rusty iron door that can be pushed in with a successful Open Doors check. The bottom is partially eroded already, which is how the **giant ferret (B35, 6 hp)** comes and goes. The ferret makes its den under the desk. The desk contains papers on shift rotations. A journal entry from 30 years ago tells of Zelligar and Rogahn's departure. Journal entries cease a year after that. The trap door reveals a shaft with rungs on the side leading down to the **Dead End Room (Area 20, pg 15)** on the main level.

**Area 20** is ideal because the spiral corridors could have allowed dungeon occupants time to react to intruders who have breached the tower. The door leading into **Area 20** is likewise an iron door, with a bar on the exterior to



prevent intruders from getting further. Although stocking the B1 rooms deserves its own article, I recommend using the **crab spider (B43, 7 hp, Encounter #24, pg 25)** who lives within the shaft.

Over on the weapons rack on the wall, there are three polearms, four javelins, and two light crossbows with 20 quarrels still in serviceable condition, the rest are rotted. Under the spiral staircase is a closet accessed by a secret door. It contains a locked iron box on a shelf. Its key can be found in the acid pool of the **Room of Pools (Area 31, pg 17, pool 'b')**. The box contains:

- 100 gp that Rogahn would have paid to his soldiers had he returned
- The key to the chest listed in treasure item **DD (pg 26)**
- A zirconium ring worth 10 gp (allows command of the crystal statue on level 2)

As the party ascends the stairs to level 2, they start to hear a faint buzzing.

**Level 2** is accessed by a door off the spiral stairwell. The first room entered has a large central vat, 4' wide and 3' high curving inwards. Even from the door, a faint glow can be seen from inside the vat. Inspection reveals a gooey substance sticking to the bottom. Arrow or spear heads immersed in it gain +1 to hit and damage for 1d6 turns. There is enough left for six applications. Zelligar used to brew the goo in here for the guards. The goo is poisonous if ingested. Note that the material component of the goo comes from the **Phosphorescent Cave (Area 49, pg 22)**, though the magic required to transform it as such requires treating it within 1d6 turns of scraping it off the walls.

The **crystal statue (B37, 14 hp)** will not activate unless attacked or moved. It obeys anyone wearing the zirconium ring found in the box on level 1, but won't leave the guard tower even if commanded to do so, instead uttering, "What are the tools?" The correct answer is found in the **Wizard's Laboratory (Area 9, pg 11)**, "Every element of earth, water, and sky". If that, or something close enough, is spoken, the statue then accompanies the ring wielder anywhere. The statue resembles Rogahn, as does the sculpture in the **Cavern of the Statue (Area 56, pg 23)**, which can be seen as a work-in-progress towards another Living Statue. If the crystal statue is destroyed, its parts are worth 3,000 gp. If brought back whole and sold, it will fetch 5,000 gp.

The interior room contains bunk beds for garrisoned soldiers. A search reveals only a worn deck of playing cards and dice. The buzzing gets louder as the stairs to level 3 are ascended.

When the door to **Level 3** is opened, the buzzing gets a lot louder. The first room revealed has a four poster bed - visitors to Quasqueton who hadn't received permission to enter stayed here. **Killer Bees (B37, 2 hp)** fly in and out of this chamber, with a 50% chance of observing one every other round. The bees attack anyone who gets near the bed or the frame where the door used to be. Hidden under the mattress is a 400 gp opal; a visitor stashed it there but was then ejected from the premises before he had a chance to retrieve it. The shattered remnants of the door to the inner room lie on the floor. Next to the doorframe is a ladder leading to the roof.

The inner room is dominated by the enormous bee hive, which sticks out through the ceiling. There are 6 regular killer bees, 4 larger ones with a full hit die each (**5 hp**), and the queen (**9 hp**). The honey - which creates a half-strength **potion of healing** - can be scooped up easier from the hole in the top of the hive, accessible if the tower's roof is visited. The Living Crystal Statue from Level 2 is not susceptible to killer bee poison and the stingers do no damage after the initial insertion.

Here ends the details on the watchtower of Quasqueton. For those looking to further expand B1, there needs to be something more to the southwestern alcove of the **Grand Cavern of the Bats (Area 53, pg 23)**. Perhaps it leads down to a crypt area where Rogahn and Zelligar buried their ancestors? Or perhaps a dark chapel never explored by the duo?

# Simulated Advancement for NPCs

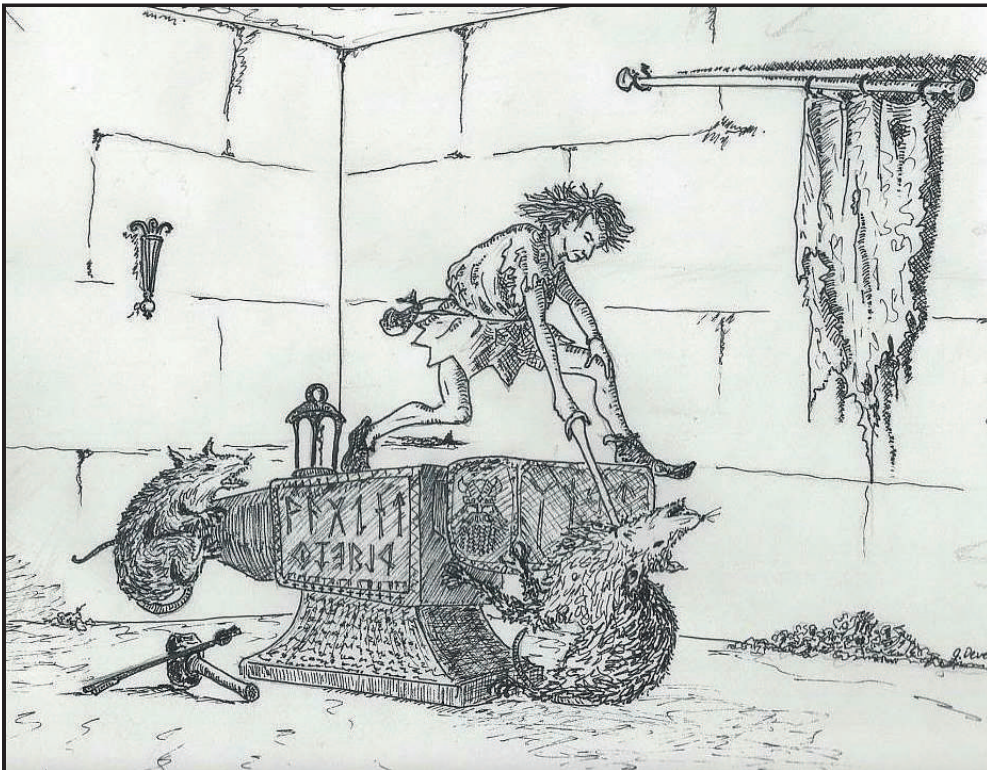
A tool for your ongoing AD&D 1E campaign by Ken Marin (ken-do-nim)

NPC adventurers (of middle aged or younger) should have experiences of their own, even when they are not tagging along with the pcs. While a DM can always just make up what happens to them, it can keep the game fresh to roll for it on an annual basis. This is version one of this system, and at present it doesn't account for a number of things such as how a group of npc adventurers fare as opposed to just an individual, if the individual is freed from imprisonment, if henchmen are gained, if a class is added, etc.

**Driven** – NPCs with this trait will never retire, take a year off, or otherwise cease adventuring until they reach old age. The percentage chance for a given NPC to be driven is equal to their Charisma. All NPCs that are full time members of an adventuring group are effectively driven, as such groups typically don't disband until most members have reached level 9.

**Active** – The first thing to ascertain is whether this NPC actively adventured this year or not. The chart below uses the longevity of each race to determine adventuring frequency, with the longer lived races adventuring less than the short-lived ones. A driven NPC disregards this check, as he or she is always active (unless imprisoned or otherwise incapable of doing so).

Within Level Limit...	Racial Stock of Character							
	Elf	Gnome	Dwarf	Half-Elven	Halfling	Half-Ogre	Human	Half-Orc
Under all class level limits	1 in 8	2 in 8	3 in 8	4 in 8	5 in 8	6 in 8	7 in 8	8 in 8
Reached limit in one or more classes, but at least one class still open	1 in 12	2 in 12	3 in 12	4 in 12	5 in 12	6 in 12	7 in 12	8 in 12
Level limit reached in all classes	1%	1%	1%	1%	1%	1%	1%	1%



If the adventurer was active, roll to see what happened on the table on the following page, based on the character's highest class level.

Assume all potions and scrolls owned at the start of the year were used during the course of it and reduce all items with charges by 16-25 each (unless the item in question is rechargeable).

Mogo the Mighty

Level 1 to 3		Level 4 to 7		Level 8-11		Level 12+	
%	EVENT	%	EVENT	%	EVENT	%	Event
1-5	Character killed; now undead	1-4	Character killed; now undead	1-3	Character killed; now undead	1-2	Character killed; now undead
6-15	Character killed; body unrecoverable	5-9	Character killed; body unrecoverable	4-7	Character killed; body unrecoverable	3-4	Character killed; body unrecoverable
16-20	Character killed; body recoverable	10-14	Character killed; body recoverable	8-10	Character lost on another plane	5	Character imprisoned
21-22	Character lost 1 level to energy drain	15-16	Character lost 1-2 levels to energy drain	11-15	Character killed; body recoverable	6	Character is rozen in stasis
23-25	Character crippled	17-19	Character crippled	16-17	Character lost 1-3 levels to energy drain	7-8	Character lost on another plane
26-40	Character had no luck adventuring	20-23	Character imprisoned	18-20	Character crippled	9-10	Character killed; body recoverable
41-60	Minor success: 1,000 XP gained	24-25	Character Geased out of realm	21-22	Character imprisoned	11	Character lost 1-4 levels to energy drain
61-80	Modest success: 2,000 XP gained + check for items as if level 1	26-35	Character had no luck adventuring	23-24	Character Geased out of realm	12-13	Character crippled
81-95	Major success: 3,000 XP gained + check for items as if level 2	36-57	Minor success: 10,000 XP gained + check for items as if level 4	25-30	Character had no luck adventuring	14	Character imprisoned
96-100	Amazing success: 4,000 XP gained + check for items as if level 3	58-79	Modest success: 20,000 XP gained + check for items as if level 5	26-50	Minor success: 50,000 XP gained + check for items as if level 8	15	Character Geased out of realm
		80-95	Major success: 30,000 XP gained + check for items as if level 6	51-75	Modest success: 75,000 XP gained + check for items as if level 9	16-25	Character had no luck adventuring
		96-100	Amazing success: 40,000 XP gained + check for items as if level 7	76-95	Major success: 100,000 XP gained + check for items as if level 10	26-50	Minor success: 150,000 XP gained + check for items as if level 12
				96-99	Amazing success: 125,000 XP gained + check for items as if level 11	51-75	Modest success: 200,000 XP gained + check for items as if level 13
				100	Recovered artifact in addition to amazing success	76-92	Major success: 250,000 XP gained + check for items as if level 14
						93-97	Amazing success: 300,000 XP gained + check for items as if level 15
						98-100	Recovered artifact in addition to amazing success

“Check for items as if level x” means use the charts in the **DMG pg. 175-176** to determine if magic was found, and roll for the items on the subsequent tables. For instance, “check for items as if level 9” means a 90% chance of three items from Table I, a 70% chance of two items from table II, and a 30% chance of having found an item from table III. Note that NPCs do not hoard items and typically sell or give to henchmen excess they cannot readily use (a 3<sup>rd</sup> ring, extra suit of armor or shield, lesser melee weapon, etc.). As the DMG table goes up only to level 13, here it is extended to levels 14 and 15:

Individual is 14<sup>th</sup> level – 3 items from table I, 2 items from table II, 2 items from table III, and 80% chance of an item from table IV

Individual is 15<sup>th</sup> level – 3 items from table I, 3 items from table II, 2 items from table III, and 90% chance of an item from table IV

To make tables II & III an even d20 roll, add the following entries.

Table II

17	6 <b>Arrows +2</b>
18	1 <b>Boots of Levitation</b>
19	1 <b>Necklace of Missiles</b>
20	1 <b>Wand of Magic Missiles</b>

Table III

17	4 <b>Arrows +3</b>
18	1 <b>Iron Stone (deep red)</b>
19	1 <b>Figurine of Wondrous Power (golden lions)</b>
20	2 <i>jars of Keoghtom's Ointment</i>

If the poor adventurer was turned into one of the undead, roll here to see which one:

ROLL (d20)	Turned into...	ROLL (d20)	Turned into...
1	Skeleton <sup>1</sup>	11-13	Wraith
2	Zombie 1, 5% chance of Juju Zombie	14	Mummy if evil, or if WIS or INT 17+, CON is 18, and abilities sum to 90+, a Revenant, otherwise 50% Haunt or 50% Son of Kyuss
3-5	Ghoul, 5% chance of Sheet Ghoul	15-16	Spectre, of if evil female elf, 25% chance of Banshee
6	Shadow	17-19	Vampire, or if female, 25% chance of Penanggalan
7-9	Wight 75%, Coffin Corpse 15%, Huecuva 10%	20	If high-level paladin, 25% chance of Death Knight, if high level fighter, 25% chance of Skeleton Warrior, if evil ultra-high level caster, 50% chance of Lich, otherwise Ghost.
10	Ghast		

<sup>1</sup> Determine who is the most appropriate animating spellcaster now controlling the adventurer's corpse.



Jack Holliday

## Turning Undead, By the Numbers

by  
J. M. Jacobs  
© 2019



Avalon Games

Kara the Cleric, a 4th level lawful good cleric, has just tuned the corner in the evil temple. Through the dim light, she sees six human zombies at the far end of the, 20' wide, ebony paneled corridor. She turns to her party and says, "Six zombies, I'll take care of them." Grasping her silver holy symbol, a four pointed star, she spins around the corner and commands the zombies to turn. It is Kara's moment, when she is sure that she will be able to automatically turn them. According to what her teachers have told her, and from previous experience, she expects at least some of these undead would flee. Then, the Fates seem to intervene and she hears a small noise of something that sounds like something light bouncing on wood (or the sound of a d20 being rolled.)

The zombies turn and begin a lumbering advance toward Kara (and the DM says, "A two," while chuckling maniacally). Frantically, Kara tries again, without even that unusual sound of something light bouncing on wood. Kara drops her silver holy symbol, which bounces at the end of the chain holding it around her neck and grabs her mace. Perhaps she says something incredibly un-cleric like, as she, and her party, begins to battle these creatures. Fortunately for the good Kara, even without a magic mace, she takes down the zombie right in front of her.

Later, if she survives, Kara might have realized what happened. It wasn't a mistake. Kara was inside an evil temple, and that can make it harder (or even impossible) to turn undead. That is not even a "home-brew" rule. It is straight out the *Dungeon Master's Guide* (p. 66). Some things can hinder a cleric's ability to turn undead or adjust the score needed for success.

Changing the score needed to turn undead is different than some of the better known effects of devices that enable clerics (and non-clerics) to turn undead. An Amulet Versus Undead will permit a cleric of a lower

level to turn undead at a higher level, but it does not change the score needed to turn undead. For example, an Amulet that permits turning at the 8th level, would help out the 4th level Kara, but not her mentor, Mikael, a 10th level cleric. Mikael would still turn a mummy on a '7' generally, or an '11' inside the evil temple.

There are numerous things that can change the roll needed to turn undead. As shown in the example above, there can be evil edifices that make it harder to turn undead and good ones that make it easier. Some relics can make it easier to turn or command undead.<sup>1</sup> There is at least one monster, called a Bloody Bones that make it harder to turn undead.<sup>1</sup> It is because of these possibilities that an "Extrapolated Matrix" was introduced in the module *C5 The Bane of Llewellyn*. The chart, with some modifications, is necessary for turning undead in those cases.

One modification is due to the growth in the types of creatures subject to turning. Since the publication of the chart in the *Dungeon Master's Guide*, there have been no fewer than twelve new types of undead introduced in the *Fiend Folio* and *Monster Manual II*; this is exclusive of new entries to the "Special" category on the chart. A new chart, with the same subdivisions but with newer listings of undead, is necessary for completeness.

The Quantified Turning Undead Matrix shows both these newly listed undead and includes the "extrapolated" numbers needed for turning. For example, a 6th level good cleric attempting to turn a wight in a cathedral dedicated to a good deity, where there is a +3 bonus, would be able to automatically turn the wight. Conversely, a 20th level good cleric, attempting to turn (and damn) a wraith in an evil temple where he would turn at -7, would only be able to turn a wraith on a roll of 2 or better. He could not damn him, in any event.

The number of undead turned may increase or decrease as well. An 8th level cleric in a holy area, where there is a +3 bonus, would be able to turn 7-12 zombies. A 15th level good cleric in an evil area, which reduces the cleric's ability to turn by 3, would not automatically damn 7-12 ghouls, but 1-12.

Certainly, there may be cases where these plusses or minuses may become "stacked." A cleric in a minor shrine may gain +1 on a turn roll. If she also has a relic that adds +2 to her ability to turn, she would turn at +3. Depending on the circumstances, the score needed to turn could be raised or lowered from '1' up to perhaps '11' or '12'.



Two important details should be noted with the chart. First, a cleric cannot turn something that he/she cannot turn. For example, a 3rd level cleric cannot turn a mummy, even if the cleric rolls a '20', and has a bonus greater than '10'. Second, a cleric below 6th level, could never damn anything, even animal skeletons. These things are simply beyond the ability of that cleric.

End Note

† These are not being revealed to prevent spoilers.

Advanced Dungeons & Dragons 1<sup>st</sup> Edition

Quantified Turning Undead Matrix  
(from MM, FF, & MM II)

	Level of Cleric	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>	7 <sup>th</sup>	8 <sup>th</sup>	9 <sup>th</sup> -13 <sup>th</sup>	14 <sup>th</sup> +
Undead Type	Undead Alignment										
Animal, Skeleton	N	9*	6*	3*	T* (-3)	T* (-6)	D* (-9)	D* (-12)	D*** (-15)	D*** (-18)	D*** (-24)
Skeleton/ Poltergeist ‡	N/LE	10	7	4	T (-2)	T (-5)	D (-8)	D (-11)	D* (-14)	D* (-17)	D* (-23)
Zombie	N	13	10	7	T (1)	T (-2)	T (-5)	D (-8)	D (-11)	D* (-14)	D* (-20)
Ghoul/ Poltergeist ‡	CE/LE	16	13	10	4	T (1)	T (-2)	D (-5)	D (-8)	D (-11)	D* (-17)
Shadow	CE	19	16	13	7	4	T (1)	T (-2)	D (-5)	D (-8)	D* (-14)
Wight/ Huecua	LE/CE	20	19	16	10	7	4	T (1)	T (-2)	D (-5)	D (-11)
Ghast/ Monster Zombie	CE/N	-	20	19	13	10	7	4	T (1)	T (-2)	D (-8)
Wrath/ Coffin Corpse/ Penanggalan/ Sheet Phantom	LE/CE/ LE/ CE	-	-	20	19	13	10	7	4	T (1)	D (-5)
Mummy/ Son of Kyuss <sup>A</sup>	LE/CE	-	-	-	20	16	13	10	7	4	T (-2)
Spectre/ Apparition/ Sheet Ghoul/ Juju Zombi <sup>B</sup>	LE/CE/ CE/N (E)	-	-	-	-	20	16	13	10	7	T (1)
Vampire <sup>C</sup>	CE	-	-	-	-	-	20	16	13	10	4
Ghost <sup>D</sup>	LE	-	-	-	-	-	-	20	16	13	7
Lich <sup>E</sup>	N (E)	-	-	-	-	-	-	-	19	16	10
Special** <sup>F</sup>	AE	-	-	-	-	-	-	-	20	19	13

† Paladins turn undead et al. as a cleric two levels below their level. For example, a 5<sup>th</sup> level paladin turns undead as a 3<sup>rd</sup> level cleric.

‡ Poltergeist turns as a skeleton if away from the area where slain and as a ghoul if in the area where slain.

\* Number affected is 7-12

\*\* Evil creatures from the lower planes such as minor demons, lesser devils, mezzodaemons, night hags, from 1-2 in number (As a rule of thumb, any creature with armor class of -5 or better, 11 or more hit dice, or 66% or greater magic resistance will be unaffected.)

\*\*\* Number affected is 13-18 (at DM's option).

<sup>A</sup> A paladin of 1<sup>st</sup> or 2<sup>nd</sup> level can be turned by an evil cleric.

<sup>B</sup> A paladin of 3<sup>rd</sup> or 4<sup>th</sup> level can be turned by an evil cleric.

<sup>C</sup> A paladin of 5<sup>th</sup> or 6<sup>th</sup> level can be turned by an evil cleric.

<sup>D</sup> A paladin of 7<sup>th</sup> or 8<sup>th</sup> level can be turned by an evil cleric.

<sup>E</sup> A paladin of 9<sup>th</sup> or 10<sup>th</sup> level can be turned by an evil cleric.

<sup>F</sup> A paladin of 11<sup>th</sup> or greater level can be turned by an evil cleric.

# THE CURSED VALLEY

By

ZardokhasSpoken

**Author's Note:** *I wrote this a while ago, with the plans of writing a book on curses, with this as the intro to an adventure. Well I never got around to writing either, so I am posting it here for your enjoyment. If you wish, perhaps some ideas regarding how to 'solve' the mystery and the curse could be provided, or perhaps the truly ambitious could move this to the Workshop and flesh it out as an adventure. Do what thou wilt.*

"Look at us. We are dying. Our empty skin hangs from our bones. Our land is dying, our cattle sicken before our eyes. Perhaps we deserve our fate, for killing that fellow. Perhaps he was just all-around evil. But what we done to him, I at least feel we share some guilt."

"You see, some months ago the stream that feeds this valley turned black. It flowed that way for a few days, then cleared right up. We were all concerned, but everything seemed fine for a while. But then the crops started withering, and our livestock got sick. Then we all started feel'in ill. Now we were concerned! Something was very wrong and we knew it, but we didn't know what to do!"

"Well, then that young man come along. Just 'passin' thru', he said. But he showed some concern over our health, so we told him what had happened. Now a light seemed to come on in his eyes, and he asked what we'd pay him if he solved our problem. Whatever he wanted, we said. We were desperate and scared, you know."

"Then he says he'd clear things up and make it all right again for his weight in silver. Now that was a blow, as we are not rich folk, but we agreed. So he set off up the stream and into the mountains. He was gone for several days, but eventually returned. He told us not to worry, that the calamity that had troubled us was fixed. At first, he seemed reluctant to explain himself, but eventually he said that a giant had slain a monstrous serpent and had flung the dead snake into the stream. He had killed the giant, and removed the snake from the water."

"Though he did not appear hurt, the man did seem haggard, and informed us he would stay in our village a week while he recovered. He also said that by staying, he would prove he had truly removed the calamity affecting our stream."

"At first we were fine with this, and sure enough the fields flourished again and our cattle fattened. But with each passing day, the memory of how sorrowful our plight had been, was slowly replaced with the knowledge of the heavy price we had yet to pay."

"It started off as just a few grumbling about the fortune we owed. Then people began to voice out loud that the young man had deceived us. These voices grew louder until they drowned out all others. Meanwhile the young man made plans and sent messengers out from his room at the alewives' cottage, unaware of the danger he was in."

"Well, the day came when the young man demanded his payment. And so we went around and gathered together all the silver amongst us and placed it all in a bag, until we had enough to weigh as much as the man. This we were about to grudgingly hand him, when the smith spoke up and openly declared the man a cheat and thief!"

"That black sentiment had been growing within us all week long, as I have said, and when the smith leveled his charge, we all fell to behind him. The smith insisted the man be arrested, and so we all moved to grab him. The young man tried to resist, but we were on him before he could try any trickery, and soon we had him securely bound."

"I must confess that the poor man was very badly beaten. We were all in such a frenzy after that week of festering anguish, that we were none too kind in our treatment of him. The village reeve took charge and threw the young man into a hog shed."

"The next day we had a trial, where the smith argued that the young man had poisoned the stream himself, then snuck up into the mountains until the poison had worked itself out of the water, only to return to claim his ill-gotten silver. The young man was in no condition to offer up a defense, though he did deny the charges, and insisted he slew a giant. The smith pointed out how preposterous that was, that this single young man slew a giant!"

"That convinced us, not that we needed much convincing. So the next day we strung a rope over the branch of the council oak tree, in the center of the village. There we brought the young man, giving him a chance to admit his guilt and redeem his soul before his life was ended."

## SUPERNATURAL DISEASES

By

Marco Cavagna

"He had recovered a bit from his drubbing, and held his head high as he looked each of us in the eye in turn. Finally his gaze stopped on the smith, who gave back his stern look with an equal one of his own."

"Now I will carry what he said in my mind til my dying day! He started off by saying he was innocent, and the price he was to pay for helping us was ill-fitting."

'Curse you!' he said to the smith 'and may ye not live to see the end of the week!' He then gazed over us all, and said, "May the calamity that befell you visit upon you again ten-fold! And may the price you pay to lift this curse be ten-fold my price! The only one who may benefit from this reward shall be of my own blood!"

"The smith, cold and evil as he seemed to have become, spat upon the ground and told the young man he shouldn't waste his breath so, as it was to be his last. Then, taking the silver we had gathered as his payment and placing it in two sacks, the smith tied these around the man's feet as he sat astride the horse. "Enjoy your payment, you rotten scoundrel!" he spat, then smacked the horse on the rear, sending it running."

"The sudden tightening of the rope, aided by the tremendous weight of the silver, caused the young man's head to pop clean off! His headless body fell in a heap over the bags of silver, soaking them in blood."

"The man's head and body were given a robber's burial. The smith had gathered up the sacks of silver and returned each person their items, now smeared with dried blood. No amount of scrubbing has been able to remove that blood from any piece of silver."

"So indeed the calamity returned, and sure enough the smith took sick and died before the week was out. Our crops again withered and our livestock sickened. The flesh melted from our bodies and we walk along as living dead. Soon, it seems, we will all join the smith in an early grave."

"We have sought to rid ourselves of this calamity and curse, but those who have followed the stream into the mountains have never returned. The only one who seems able to save us is the young man's son. After some inquiry, we were able to find him in a far away town, but two problems exist. We have not the silver with which to pay him, and we will surely all be dead before he would be able to help us, even were he willing, for he is a mere three years old!"

- Old Man of the Valley

*No pestilence had ever been so fatal, or so hideous. Blood was its Avatar and its seal — the redness and the horror of blood. There were sharp pains, and sudden dizziness, and then profuse bleeding at the pores, with dissolution. The scarlet stains upon the body and especially upon the face of the victim, were the pest ban which shut him out from the aid and from the sympathy of his fellow-men. And the whole seizure, progress and termination of the disease, were the incidents of half an hour.*

— E. A. Poe, *The Masque of Red Death*, 1842

In addition to the standard diseases and parasitic infestations described in the DUNGEON MASTERS GUIDE, there are opportunities for characters to become infected by special diseases with unusual and/or particularly lethal symptoms. Most require more than a simple *Cure Disease* spell to eliminate.

When there is a possibility to contract disease, whether a standard one from the DUNGEON MASTERS GUIDE or one of those below, it is suggested that any applicable saves against infection be rolled in secret by the DM. An afflicted character's condition then is not revealed until symptoms appear (i.e., first loss of hit points and/or ability scores). For some diseases, this can give an asymptomatic, contagious PC the opportunity to spread the infection . . .

**Black Breath:** This magical illness, from the **Negative Material Plane**, is spread by certain wraith lords who have lingered from an ancient, forgotten era. Their mere presence causes the living to save vs. death magic or swoon for 1-4 rounds. Afterwards, the victim grows progressively weaker over days and their skin turns ghostly pale and cold as a corpse's. One point of Strength and Constitution are lost each day. The victim additionally suffers from a deep despair that effectively causes temporary progressive loss of 1 level per day. At the disease's later stages, the victim's body seems translucent, the flesh ice-cold. If levels reach 0, the PC is too depressed to engage in any meaningful activity. Once Strength or Constitution falls below 3, the victim is totally bed-bound. When Constitution reaches 0, the victim has faded completely into the indistinct, shadowy form of a wraith, his body given shape only by his clothes and the sheets of his deathbed. The **black breath** may only be cured by an *Exorcise* or *Dispel Evil* spell, followed by *Heal*, during which the cleric must also successfully **turn** vs. "special". Infusions of certain herbs can also abolish the **black breath**; these plants are not rare, but their properties are unknown except to wise sages. A PC recovering from this illness gains lost statistics and levels at a rate of 1 per week. If a victim fully becomes a wraith he may only be saved by a carefully worded *Wish*.

**Black Death:** Bubonic plague is spread by diseased rats (actually, their fleas). A victim is asymptomatic for 1-4 days before developing painful egg-sized buboes on the skin, especially the neck and armpits. Fevers and bloody vomiting follow within hours. Buboes can blacken and burst, releasing blood and pus. In game terms, a plague victim loses 1-4 Constitution points at the onset of symptoms, then continues losing 1-4 Constitution each day until dead at a score of 0. Each day there is a cumulative 10% chance that a plague victim develops the pneumonic form, causing them to cough up blood droplets which are *highly* contagious (any coming within 10' of the victim must save vs. poison or contract the **black death** automatically in the pneumonic form from onset). Each day a victim rolls against their current Constitution on 2d12. Three successes in a row indicates the disease resolves. Constitution is recovered at a rate of 1 point per week, during which a convalescing PC cannot engage in any activities. *Cure Disease* or *Heal* spells do not cure the plague, but restore 1-4 Constitution per casting, as do a *Limited Wish*, a dream spell, or an **Elixir of Health**. A full *Wish* or *Alter Reality* completely cures the **black death**.

**Creeping Sloth:** This magical disease causes slow petrification of its victim. Each day, the victim's Dexterity and base movement rate permanently drop by 1 as the flesh hardens and develops the consistency of stone, while base armor class (not counting Dexterity) improves by 1. When any of these values reach 0, the victim is effectively a statue. *Stone to Flesh* cast at any point cures the disease, while *Haste* spells or **Potions of Speed** temporarily neutralize Dexterity and movement penalties. A victim of the **creeping sloth** automatically fails any saves against gorgon breath, cockatrice touch, petrification by gaze, *Flesh to Stone*, and so on.



Dean Spencer

**Dissolution of Juiblex:** This horrid disease slowly transforms a victim's skin, flesh, blood, and organs into slime. It initially manifests as yellowish green splotches on the skin that slowly spread to cover the body. If one of these lesions is lanced, slimy pus oozes out. This disgusting syrupy liquid is highly infectious, and others coming into contact with it must save vs. poison at -2 or also become affected. Each week the victim has 1 hit point's worth of his body replaced by the slimy stuff. Hit point losses from injuries are preferentially deducted from the character's "real" hit points, but any hits recovered from natural or magical healing fall into the column of corrupted HP, thus hastening the disease's otherwise slow progression. In later stages of the **dissolution** (i.e., half the victim's HP replaced), the victim's blood turns into this substance, which oozes from any cuts. At this point, healing spells incur saving throws by the cleric who has to touch the wounded victim. In the final stages (80% of HP replaced), much of the skin is affected, and portions start sloughing off. At this point, any contact with the PC can spread the disease. A victim that finally succumbs to the **Dissolution of Juiblex** collapses into a quivering puddle of slime that attacks former companions as an infectious ochre jelly (HD and HP equal to victim's level and HP; successful hit spreads disease on failed save). Acceleration of the **dissolution** may be delayed by casting *Cure Disease* or *Hold Plant* prior to use of healing magic: this transiently causes hit point recoveries to fall into the column of "real" HP, although it does not reverse any previous HP replacement. Actual curing of the disease requires a *Wish* or *Alter Reality*; *Limited Wish* or *Dream* merely reverse all prior HP replacement, but the disease remains in the PC's system (then and only then, a *Cure Disease* totally eliminates the condition, but if just a single HP is replaced, the spell is ineffective). The spells *Anti-plant Shell* and *Charm Plants*, or a **Potion of Plant Control**, can eradicate the disease. *Plant Growth* accelerates disease progression, replacing 1-12 of the victim's hit points. Expending charges from a **Wand of Defoliation** inflicts damage on the victim's replaced hit points per the item's description in UNEARTHED ARCANA. If all replaced hit points are thus removed, the disease is eliminated.

**Dusanu Rot:** This is transmitted by inhalation of a dusanu's spores (q.v.). A victim must save vs. poison or suffer 1-8 points of damage and become infected with **Dusanu Rot**. There is no outward sign for 2-4 days, but during that time, *Cure Wounds* spells have no effect on the PC. At the end of the incubation period, mold erupts from the PC's skin. Each day the victim must save vs. death magic or the mold covers his entire body. The victim dies and in 1-3 days rises again as a dusanu. A *Cure Disease* kills the incubating spores.

**Eihort's Bargain:** A PC attacked by a rot grub may, at the DM's option, become infected with the Brood of Eihort instead of dying (see "Before the Storm", by J. R. Campbell). The PC is unaware there is anything wrong until he develops abdominal cramps. There is a cumulative 1% chance per day of experiencing symptoms lasting about 1 hour. If PC gets an attack, increase chance for next day by 5%, and the 1% per day progression continues from that point (e.g., day 1 has 1% chance, day 2 a 2% chance, etc., until on day 5 — with 5% chance — PC rolls '03'; he develops 1 hour of debilitating symptoms, then on day 6 the chance is now 10%, day 7 it is 11%, and so on). If chance of symptoms surpasses 100%, the PC's abdomen splits and bursts in a nauseous, pullulating mass of thousands of writhing rot grubs. Brood can be eliminated by casting *Cure Disease*, *Remove Curse*, and *Dispel Evil* back-to-back (each spell alone merely subtracts 1-10% from the counter). A full *Wish* also works (*Limited Wish* subtracts 10-40%).

**Foul Rotting:** This is the rapidly progressing, supernatural form of leprosy caused by a **Periapt of Foul Rotting**. The victim permanently loses 1 point of Dexterity, Constitution, and Charisma each week. If any score reaches zero, the victim dies. The foul rotting is cured by casting *Remove Curse*, followed by *Cure Disease*, and then *Heal*, *Limited Wish*, *Wish*, *Dream*, or *Alter Reality*. Alternatively, crushing a **Periapt of Health** and sprinkling its dust on the diseased character can also remove the affliction. In any case, ability score losses are not restored.

**Gaki Netsu (Gaki Fever):** This disease is spread by shikki-gaki (ORIENTAL ADVENTURES). An afflicted character becomes ill 2-12 turns after being struck and failing his save vs. poison. The victim develops delirium, high fevers, and shaking rigors, losing 1 hit point per hour until he is dead or recovers. An afflicted PCs is unable to perform any action besides stumbling along under the guidance of others. The disease lasts 2-5 days, and during this period no form of healing, natural or magical, has any effect. **Gaki netsu** may be eliminated by *Cure Disease* or *Heal*. If using the latter, the disease only is cured; hit points must be healed or recovered separately.

**Ghoul Fever:** This is transmitted by the bite of plague ghouls (q.v.), characterized by relapsing bouts of high fevers and rigors, with outbreaks of pustules on the skin that heal with disfiguring scars. The affliction causes permanent loss of 1 point of Strength, Dexterity, Constitution, and Charisma per week. If any score reaches zero, the victim dies and immediately rises as a plague ghoule. **Ghoul Fever** can only be removed by first casting *Cure Disease*, followed by *Remove Curse*, *Heal*, *Limited Wish*, or *Alter Reality*. Ability score losses are permanent, however.



Fat Goblin Games/Rick Hershey

**Ghoul Pox:** This horrible rotting disease is transmitted by the bite of ghoule lords (q.v.). Each day, a victim loses 1-10 hit points, and 1 point of Constitution and Charisma. When hit points or either ability reaches 0, the victim dies and rises as a ghast on the third night. Hit points can be temporarily cured magically, but **Ghoul Pox** is only permanently removed by a *Heal* spell. Constitution is recovered at the rate of 1 point per week, but Charisma losses are permanent due to the horrible scars this ailment leaves on both body and soul.

**Kiss of Incabulos:** This is the highly contagious disease caused by the *Plague* spell (GREYHAWK ADVENTURES). On the initial attack, the character becomes febrile and disoriented for 6 turns. He loses 10% of his maximum hit points, loses 1 point of Strength and Constitution, incurs -2 on all saves and 'to hit' rolls, and others have a +2 bonus to hit the victim. After the initial attack, penalties end, but hit points and ability scores do not return right away. After 1-6 days, there is a relapse, with recurrent penalties and additional hit point and ability score losses. With the relapse, the victim must roll his adjusted Constitution or less on a d20. If he succeeds, he fights off the disease and all hit points and abilities are restored. If he fails, the victim dies. All living creatures within 10' of a person suffering from an active bout of the **Kiss of Incabulos** must roll their Constitution or better on d20 or also contract the disease. Victims cannot contract multiple cases, and only one check needs to be made per potential victim if there are multiple infectious sources within range. Because this magical disease is caused by a spell, curing it requires the casting of *Dispel Magic* followed by *Cure Disease*.

**Hisvin's Revenge:** This lingering, relapsing form of chronic diarrhea is jokingly named after a wererat lord that once invaded the city of Lankhmar. It is the bane of sewer workers and anyone spending too much time near particularly fetid swamps. It is contagious if players do not specifically indicate they are practicing careful hygiene around an infected character undergoing a bout (a daily save vs. poison may apply). Attacks last 1-4 days, and the dehydration caused by the diarrhea leads to progressive loss of 1 point of Constitution per day. At the end of each episode, Constitution is recovered at 1 point per day; however, the disease relapses after 2-8 days. The disease is only fatal if the PC's Constitution ever falls below 0. While a PC suffers from a bout, colicky abdominal discomfort causes a loss of 2 points of Dexterity and a -2 penalty on 'to hit' rolls, and activities requiring fine motor control (e.g., most thief skills, spells with somatic components, playing instruments by bards) requires the PC to roll their (current) Constitution or less on a d20 to avoid an incapacitating cramp at a critical juncture. *Cure Disease* ends a bout immediately, but does not prevent relapses. *Heal* is required to completely eliminate **Hisvin's Revenge**. A **Potion of Healing** also ends a bout. Drinking **Potions of Extra-Healing**, **Sweet Water**, or an **Elixir of Health** permanently end the disease. Ironically, a poison potion also destroys all parasites in the victim's gut, eliminating the disease (but of course requiring the PC to make a save to survive the potion).

**Mummy Rot:** This is the supernatural rotting disease, a form of leprosy, inflicted by the touch of a mummy or son of Kyuss. The disease is fatal in 1-6 months, and each month of progression the victim permanently loses 2 Charisma points. While infected, a victim is not affected

by any *Cure Wounds* spells. Natural healing progresses at one-tenth the normal rate. *Cure Disease* is required to cure mummy rot, but Charisma losses are not restored.

**Nat Fuhai (Nat Rot):** This rapidly progressing rotting disease is spread by the cloud of disease that surrounds the lu nat (ORIENTAL ADVENTURES). A person within 10' of the lu nat must save vs. death magic or rapidly weaken and lose 1-10 HP per turn. *Cure Disease* eliminates the illness, but until then, no healing spells or natural healing affects the victim. **Healing Potions** do restore damage, while **Keoghtom's Ointment** or an **Elixir of Health** cure the condition.

**Red Death:** This highly contagious, fulminant plague starts with aches and dizziness, followed by profuse bleeding from the skin's pores, mouth, eyes, and nose. This leads to a loss of 1 hit point per round until death. Coughed bloody droplets spread the plague, and all within 10' must roll their Constitution or less on 2d12 or also contract the **Red Death**. A *Cure Disease* spell is enough to eliminate the illness, but it progresses and spreads so rapidly that most victims of an epidemic will not be able to be saved. *Cure Wound* spells, **Potion of Healing**, and the like allow a victim to transiently recover damage caused by the **Red Death**; each application of magical healing also entitles a victim to an extra chance to fight off the disease by making another Constitution check on 2d12. A *Heal* spell ends the **Red Death** and restores all hit points.

**Shami-Amourae's Malediction:** This ailment causes its sufferers to develop chronic itchy rashes, almost always in embarrassing locations, but soon spreading to other parts of the skin. While suffering from the disease, the character suffers a -3 penalty to Dexterity and 'to hit' rolls. Casting any spells with somatic components requires the PC to roll their (adjusted) Dexterity or lower on 2d12 to avoid spoiling the magic with an uncontrollable urge to scratch. Thief abilities requiring fine motor skills require similar checks (i.e., Pick Pockets, Open Locks, Find/Remove Traps, and potentially Climb Walls, depending on the situation). A bard's music is likewise hampered, interfering with his ability to *Charm* (the bard's ability to boost morale, on the other hand, is via song and poetry, and thus not affected). Each day there is a 10% cumulative chance that the rash's spread involves the face, causing a loss of 2 points of Charisma. The rash can be temporarily removed by *Cure Disease*, but recurs in 1-2 weeks. Permanent cure requires a *Heal* spell. If a victim of this disease has the rash on his face for longer than 1 week, the Charisma loss is permanent due to scarring from repetitive scratching.

**Shami-Amourae's Malediction** is highly contagious. Any contact with the skin of a diseased character requires a saving throw vs. poison at -2 to avoid catching the rash. Unfortunately, *Cure Disease* and *Heal* require a caster to touch the recipient of the spell . . .

**Walking Death:** At the DM's option, a zombie may be a variant that can spread its condition. As an extra attack, it bites for 1-2 damage and the target must save vs. poison at -2 or become infected. A victim develops high fevers within 1-8 hours of the bite. Each hour thereafter the victim loses 1 point of Constitution. When the score reaches 0, the PC becomes a ravenous, mindless cannibal that attacks and eats any human, demi-human or humanoid in sight with no regard to safety and ignoring any wounds. If a victim of the **Walking Death** is killed, he rises as a zombie in 1-8 hours. Any bites by a carrier, whether in the cannibal or undead stage, can spread the condition. Anyone killed by a carrier rises as a diseased zombie (assuming enough remains of the body that it can get up and walk). The infected can be **turned** normally during the undead stage, but in the cannibal stage, **turning** is ineffective. Removing the disease requires both *Neutralize Poison* and *Cure Disease*, or a single *Heal* spell. *Slow Poison* delays progression by 1 hour per caster level. If the victim has reached the cannibal stage, a *Heal* spell becomes mandatory. After the victim reanimates as a zombie, he is effectively undead, and the only way to restore him is via *Wish*, *Limited Wish*, *Alter Reality*, *Dream*, *Raise Dead*, or *Resurrection*. *Wish* or *Alter Reality* spells fully revive the zombie and cure the disease. *Limited Wish*, *Dream*, and *Raise Dead* merely restore the zombie to the cannibal stage, but the diseased PC still assaults former companions. *Resurrection* revives the victim to full Constitution and normal state of mind, but again the disease itself must still be removed — via *Heal* or *Neutralize Poison* plus *Cure Disease* — or the downhill spiral begins yet again.



Mogo the Mighty

## NEW MONSTERS

### DUSANU (D. Cook)

FREQUENCY: *Very rare*  
 NO. APPEARING: 2-4  
 ARMOR CLASS: 4  
 MOVE: 12"  
 HIT DICE: 9+2  
 % IN LAIR: 20%  
 TREASURE TYPE: B  
 NO. OF ATTACKS: 2 + spores  
 DAMAGE/ATTACK: 1-8/1-8 + special  
 SPECIAL ATTACKS: *Spores*  
 SPECIAL DEFENSES: *See below*  
 MAGIC RESISTANCE: *Standard*  
 INTELLIGENCE: *Average*  
 ALIGNMENT: *Chaotic neutral*  
 SIZE: M  
 PSIONIC ABILITY: *Nil*  
 Attack/Defense Modes: *Nil*  
 LEVEL/X.P. VALUE: VII/2400 + 14/hp



Dean Spencer

The dusanu, or rot fiend, looks like a mold-encrusted skeleton dressed in a tattered cloak. Its eyes shine with a flickering blue light. The air near a dusanu is tinged with the spores of its dry rot. Dusanu are intelligent and very cunning. In combat, they attack with their mold-covered claws. At the same time, they release spores that fill a 5' radius circle. Any player in this radius must save vs. poison. Those who fail to save suffer 1-8 points of damage and become infected. Players do not show any outward signs of infection for 2-4 days. However, during that time, any *Cure Wounds* spells cast on the player have no effect. At the end of this time, mold erupts from the player's skin. Each day the player must save vs. death magic. If the character fails to save, the mold covers his entire body. The player dies and in 1-3 days rises again as a dusanu. All memories and abilities are lost. A *Cure Disease* kills the spores.

A dusanu has soft, spongy bones that absorb impacts. Non-magical weapons cause only one point of damage. Magical blunt weapons inflict ½ damage, while magical edged weapons do full damage. Electrical attacks cause no damage. Despite their appearance, dusanu are not undead, but rather fungoid colonies that have developed a collective intelligence. As such, they are immune to mind-influencing spells, but may be affected by spells such as *Hold Plant* or *Charm Plants*.

## **GHOUL, PLAGUE** (*M. Cavagna*)

FREQUENCY: *Uncommon*

NO. APPEARING: 1-20

ARMOR CLASS: 8

MOVE: 6" (*see below*)

HIT DICE: 1+1

% IN LAIR: 15%

TREASURE TYPE: C

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 1-2/1-2/1-4

SPECIAL ATTACKS: *Paralyzation, disease*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: *Undead immunities*

INTELLIGENCE: *Semi-*

ALIGNMENT: *Neutral*

SIZE: M

PSIONIC ABILITY: *Nil*

Attack/Defense Modes: *Nil*

LEVEL/X.P. VALUE: *III/125 + 2/hp*

These relatives of ghouls are less bestial in appearance than their cousins. With their repulsive skin, covered in pustules and buboes, they are easily mistaken for lepers or plague victims. They are found in any place with large numbers of unburied corpses — typically epidemic-stricken cities where the dead are left lying in the streets, but also uncovered mass graves, besieged towns, or battlefields where there has been a rout. Unlike most undead, plague ghouls are indifferent to the sun. They often shamble about their plague-ridden towns in full daylight, often ignoring the living while consuming bodies left rotting in gutters, alleys, or abandoned death carts. While they usually shuffle about clumsily, they can muster short bursts of speed (up to 15" movement for 1-4 rounds every other turn), mostly to harry the living when their supply of corpses runs out.

Plague ghouls are more frail than ordinary ghouls. Their filthy claws and jagged teeth do little damage. However, victims must save versus paralyzation or become rigid for 2-12 rounds. What is far worse is that plague ghouls inflict disease with any bite. While elves are immune to the paralysis, nobody, not even paladins or higher-level monks, can avoid contracting the disease. The affliction causes permanent loss of 1 point of Strength, Dexterity, Constitution, and Charisma per week. If any score reaches 0, the victim dies and immediately rises as a plague ghoul. The disease can only be removed by first casting *Cure Disease*, followed by *Remove Curse*, *Heal*, *Limited Wish*, or *Alter Reality*. Lost ability scores are not restored, however.

Plague ghouls are immune to mind-influencing spells, poison, and death magic. They are affected by cold

and are harmed by any weapon. However, unless disintegrated or utterly incinerated by magical fire or dragon breath, plague ghouls always rise again within 24 hours with full hit points. Other than by destroying the body, this can be prevented by casting *Cure Disease* on the "dead" plague ghoul. Holy water inflicts 2-7 damage per vial but does not stop a plague ghoul from rising again. They are **turned** as shadows, but not destroyed on a 'D' result.

## **GHOUL LORD** (*W. Conners*)

FREQUENCY: *Very rare*

NO. APPEARING: 1

ARMOR CLASS: 4

MOVE: 15"

HIT DICE: 6

% IN LAIR: 40%

TREASURE TYPE: Q, R, S, T, (B)

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 1-6/1-6/1-10

SPECIAL ATTACKS: *Paralyzation, disease*

SPECIAL DEFENSES: *Evil aura, iron or magic weapons to hit*

MAGIC RESISTANCE: *Undead immunities*

INTELLIGENCE: *High*

ALIGNMENT: *Chaotic evil*

SIZE: M

PSIONIC ABILITY: *Nil*

Attack/Defense Modes: *Nil*

LEVEL/X.P. VALUE: *VI/550 + 6/hp*

The ghoul lord looks so much like the common ghoul that it is 90% likely that it will be mistaken for such a creature even by those familiar with the undead. It retains some semblance of its human form, but its skin has turned the sickly gray of rotting meat, its tongue has grown long and rasped, and its teeth and nails have become sharp and wicked instruments ideal for rending flesh and cracking bone.

When a ghoul lord strikes with its long, cruel claws it inflicts 1-6 points of damage with each blow that lands. In addition, it can bite with its deadly teeth, scoring 1-10 points of damage with each hit. Those hit by the creature's claws must save vs. paralysis or become unable to move for 1-6+6 rounds. Even elves are not immune to this effect.

The bite of a ghoul lord causes the victim to contract a horrible rotting disease unless a successful saving throw vs. poison is made. Those afflicted with this illness lose 1-10 hit points and 1 point from their Constitution and Charisma scores each day. If either ability score or their hit point totals reach 0, they die. If the body is not destroyed, they will rise as a ghost on the third night after their death. In such a state, it is wholly under the command of the creature that made it. The rotting



disease can be cured by nothing less than a *Heal* spell. Once the progression of the disease is halted, the victim's Constitution score will return to its original value at the rate of 1 point per week. Charisma, however, will remain at its reduced level because of the horrible scars this ailment leaves on both body and soul.

Like other undead of their ilk, ghoul lords are immune to the effects of *Sleep* and *Charm* spells. They are not harmed by holy water or by contact with holy symbols, but can be **turned** as mummies. Ghoul lords are immune to damage from all but magical weapons or those made of cold iron. A circle of *Protection from Evil* has no effect on these creatures unless pure iron is used in its casting. Even then, the ghoul lord has a 10% chance per round of overcoming the effects of the spell and striking freely at those allegedly protected by it.

Ghoul lords do not radiate the foul odor associated with ghouls, but they do fairly reek of evil. In fact, this effect is so potent that those of good alignment suffer a -4 on all attack rolls when within 30' of these creatures. A *Remove Fear* spell negates the effects of this foul aura.

Ghoul lords always have a following of lesser undead with them. These minions act under telepathic command from the ghoul lord and are absolute in their loyalty. A ghoul lord's band comprises 2-12 ghouls, each of which commands 2-8 ghouls.

### **HAND OF INCABULOS** (*J. Turcotte*)

FREQUENCY: *Very rare (at best)*  
NO. APPEARING: 1  
ARMOR CLASS: 4  
MOVE: 6"  
HIT DICE: 7+1  
% IN LAIR: 50%  
TREASURE TYPE: E  
NO. OF ATTACKS: 1  
DAMAGE/ATTACK: 1-4  
SPECIAL ATTACKS: *Disease*  
SPECIAL DEFENSES: *See below*  
MAGIC RESISTANCE: *Undead immunities*  
INTELLIGENCE: *Average*  
ALIGNMENT: *Neutral evil*  
SIZE: M  
PSIONIC ABILITY: *Nil*  
Attack/Defense Modes: *Nil*  
LEVEL/X.P. VALUE: VI/1,000 + 10/hp

The Hands of Incabulos are a special form of undead created to serve the God of Disease. It is unknown how many of these creatures exist. They are birthed through an unholy process imparted to Incabulos' clerics directly by the deity himself.

The Hands appear as cloaked figures wearing filthy robes of black trimmed with green. They travel alone and will always be found in populous areas where they obey the will of their dark master, spreading plague and illness in their wake. If their hoods are thrown back, they will be revealed to be cadaverous, deformed figures with sickly blue peeling skin and jaundiced eyes.

The Hands cannot bear the light of the sun, although it will not destroy them. They emerge from their lairs only at night. The touch of a Hand is chilling, but more fearful is that their touch has a *Causes Disease* as the spell (victims are allowed a saving throw against spells). All Hands radiate a circle of disease in a 1" radius. All living creatures within the circle have a 3% cumulative chance per round of exposure within the circle to contract an acute, terminal respiratory disease.

Hands are a type of undead. These abominations regenerate 1 hit point per round. This regeneration may only be halted by fire or holy water or by blessing the foul thing's remains once it has been brought below 0 hit points. They are immune to *Charm*, *Hold*, and other mind-affecting spells, as well as *Sleep*, *poison*, and *cold*. Holy water inflicts 2-8 hit points on a direct hit, 1-4 hit points from a splash (and such lost hit points may not be regenerated). They are **turned** as vampires. A successful *Cure Disease* cast on a Hand inflicts 1-4 hit points per level of the caster upon the creature (though the Hand is permitted a saving throw to avoid the spell's effects). A successful *Raise Dead* spell will destroy one of the Hands utterly.

The Hands move from area to populated area, spreading their illness by touch, tainting water supplies, and weakening the populace by their very presence.

## **NEW MAGIC ITEM**

### **MASK OF RED DEATH**

**G.P. Sale Value: 3,000    X.P. Value: —**

This mask depicts a gaunt, corpse-like countenance splattered with red stains resembling blood. A person who wears this baneful mask continuously radiates a circle of contagion, spreading disease wherever he goes. A mask might inflict the effects of a *Plague* spell (GREYHAWK ADVENTURES, or the **Kiss of Incabulos**, q.v.), the **Black Death** in its pneumonic form (q.v.), or the selfsame disease the mask is named after, the greatly feared **Red Death** (q.v.) itself. The specific disease transmitted is randomly determined each day. Only the wearer is immune to the epidemics he is

unleashing. Once in place the **Mask of Red Death** cannot be removed without casting both *Remove Curse* and *Cure Disease*. However, the wearer's face remains disfigured as if by the pox, with permanent loss of 2 points of Charisma.

If one wearing a **Mask of Red Death** dies, the mask still does not come off. In 1 day, that being will rise as a hand of Incabulos (q.v.); the mask now its face. This can be prevented by incinerating the body or casting *Cure Disease* on the remains. In the latter case, the body vanishes, leaving behind the mask for the next unknowing dupe. *Raise Dead* or *Resurrection* is impossible in any case.

## BIBLIOGRAPHY

Botulla, Kirk; Hensley, Shane; Rea, Nicky; Woodruff, Teeuwynn. *Ravenloft: Monstrous Compendium Appendix III: Creatures of Darkness*. TSR Hobbies, Inc., 1994 (inspiration for **Creeping Sloth** and **Walking Death**)

Campbell, John Ramsey. "Before the Storm." *Cold Print*. Tom Doherty Associates, 1987. (reference to **Eihort**)

Cavagna, Marco G. "Undead Immunities." *Footprints* #23. Dragonsfoot UK, 2015. (source of **Plague Ghoul**) Download at [www.dragonsfoot.org/ft/](http://www.dragonsfoot.org/ft/)

Conners, William W. *Monstrous Compendium: Ravenloft Appendix*. TSR Hobbies, Inc., 1991, 1996. (source of **Ghoul Lord**, adapted from 2<sup>nd</sup> ed. AD&D rules)

Cook, David. *X5: Temple of Death*. TSR Hobbies, Inc., 1983. (source of **Dusanu**, adapted from B/X D&D rules)

Kelk, Robert. "The Stolen Power." *DUNGEON Adventures* #5. TSR Hobbies, Inc. 1987. (reference to **Shami-Amourae**)

Leiber, Friz. *The Swords of Lankhmar*. Ace Books, 1968. (reference to **Hisvin**)

Poe, Edgar Allan. "The Masque of the Red Death" (1842, 1845). *The Works of the Late Edgar Allan Poe, Vol. I: Tales*. R. W. Griswold (ed.). J. S. Redfield, 1850. (inspiration for **Red Death** disease and **Mask of Red Death** item; quoted in text)

Tolkien, John Ronald Reuel *The Lord of the Rings: The Return of the King*. George Allen & Unwin, Ltd., 1955. (inspiration for **Black Breath**)

Turcotte, John A. "Wandering Monsters: Hand of Incabulos." *Footprints* #6. Dragonsfoot UK, 2005. (source of **Hand of Incabulos**, XP value corrected) Download at [www.dragonsfoot.org/ft/](http://www.dragonsfoot.org/ft/)

## The DECAYS

By  
Steve Marsh

[Reference: <http://adr.com/story/wolf009.htm>]

The Decays are negative ideals, deep in the negative material plane. A Dire Decay is an idealized negative plane Dire Wolf, much like the Lord of Cats is the ideal of cats, the Dire Decay is the anti-ideal of the Great Dire Wolf.



Steve Marsh

The one in the illustration had been affected by magic that has destroyed 75% of its mass shrinking it to half its height.

**Alignment:** Neutral Evil

**Size/Type:** Large (9' at the shoulder) negative energy realm creature.

**Hit Dice:** {8d8+16 (48hp)} x 2d3

The hit points are randomized by how well the Dire Decay has fed recently.

In the alternative, if summoned directly from its home, x6, if ranging, x4, if bound to a location as a guardian x2.

**Initiative:** +1

**Speed:** 12" normally, 16" in Darkness

**Armor Class:** 2

It is made of warped bone and blood, requires +2 or better magic to hit.

**Base Attack:** Use the tables for a 24 HD creature for to hit

**Attack:** Bite 2d8+2 and Rotting Poison (does d6 each melee round after the bite for each bite. Someone bitten three times rots for 3d6 damage a round. Does not affect any who resist diseases.

Decay effects aura.

**Note:** Clerical and paladin turning does not turn the Dire, but it does block the decay effects. Clerical turning blocks the decay effects for the party, while the paladin's turning only affects the paladin.

Drain 1 point from Con, ½ level per melee round of all within 1". Con is regained at one point a day. Levels are regained as per any other level drain.

# NEW MONSTERS

Affects non-magical metal as a rust monster for 2" Radiate Fear 3" (save vs. death or flee. Add level to saving throw vs. death to save. Once save is made, it no longer affects).

**Senses:** Infravision 9"

Detect Life 1"

Scent tracking 3"/2d6 turns

**Saves:** As a 24 HD monster.

**Attributes:** Str 24

Dex 17

Con 18

Int 7

Wis 1

Cha 2

**Skills:** Heightened hearing

Heightened smell

Move Silently

Shadow walk (Climb, Hide Shadows, fall as 12th level thief).

**Environment:** Negative Material Plane, shadows, ruins

**Treasure:** Random as per what guarded. Otherwise not in lair

**Weaknesses:** Holy weapons and fire do double damage.

Clerical and paladin turning works automatically as long as the cleric or paladin focuses.

**Note:** There are lesser Dire Decays, think of them as servitors of the great one. A mage trying to summon the Great Dire Decay may well get one of these instead.

## Lesser Dire Decays

8d8+16 hit points – requires +1 magic to hit. Does not affect non-magic metal in radius.

AC 3; 6d8+12 hit points – requires silver or better to hit. Only drains Con, not levels.

AC 4; 4d8+8 hit points – no aura attack.

## Orange Ooze

by Gordon Wheaton

FREQUENCY: Very Rare

ARMOR CLASS: 6

MOVE: 2"

HIT DICE: 6 (see below)

% IN LAIR: Nil

TREASURE TYPE: Nil

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2d10

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: See below

INTELLIGENCE: Animal

ALIGNMENT: Neutral

SIZE: M to L

NO. APPEARING: 1

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil

Orange ooze is attracted by the presence of organic material, mainly humanoid flesh, but attacks and consumes anything that qualifies. It senses the vibrations from foot steps (up to 100') and the scent of flesh on the air currents that flow through its dungeon lair. Once food is detected, the ooze immediately sets forth to hunt it. Any organic material that touches or is touched by the ooze starts to dissolve immediately. Unlike its gray ooze cousin, the orange ooze cannot dissolve metals, only organic material, causing wooden weapons and leather armor to rapidly dissolve.

The dissolving lasts for four rounds per successful attack. Therefore, if the ooze hits a player twice, the player suffers eight rounds of dissolving damage. Each round inflicts 2d10 hp damage.

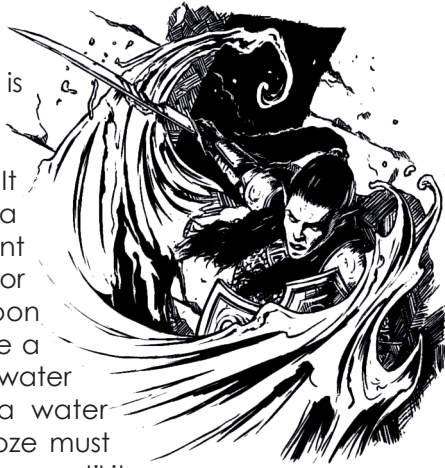
The dissolving can be stopped by either holding the affected area under running/moving water or being submerged in water and washed off for one full round.

When the orange ooze is reduced by 50% of its maximum original Hit Points, it will use its Special Defense. The Ooze starts to bubble and burp which emits noxious fumes. The fumes move at a rate of 5' per round to a maximum of 50'. Anyone within 25' suffers the effects of a *Stinking Cloud* spell and anyone within 5' suffers from a *Cloud Kill* effect. This is barring any appropriate saves of course. The orange ooze can regenerate 1 hp per turn, and tries to escape to heal itself rather than fight to the death. Once brought down to zero hp, the ooze is dead and can't regenerate.



Steve Marsh

Water does not harm the ooze, but it does not like it and is wary of pools and streams and will try to avoid them. It cannot navigate a river or stream current and it cannot float or swim. It retreats upon sensing creatures like a water elemental or water weird. To escape a water environment, the ooze must crawl along the bottom until it is finally free from the pond, river etc.



Dean Spencer

The orange ooze is immune to fire and electrical attacks and any successful hits from wooden weapons do it no harm. It can dissolve leather, hide, and wooden shields at 1" per round, but when struck by wooden weapons, the weapons dissolve immediately.

Orange ooze's are solitary. In a rare occurrence of contacting another of its kind, the orange oozes merge and become one. The merger results in an additional HD being added to the already more powerful original ooze of the two.

## TENEBRID

By John Paquette

FREQUENCY: Very rare  
 NO. APPEARING: 3d6  
 ARMOR CLASS: 2  
 MOVE: 9" (+30' hop) Climb 3"  
 HIT DICE: 8+12  
 % IN LAIR: 60%  
 TREASURE TYPE: E  
 NO. OF ATTACKS: 1 Bite  
 DAMAGE/ATTACK: 3d6  
 SPECIAL ATTACKS: Antenna bolts  
 SPECIAL DEFENSES: Kick, keen senses  
 MAGIC RESISTANCE: 25%  
 INTELLIGENCE: Very  
 ALIGNMENT: Neutral evil  
 SIZE: L (10' long)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil/nil  
 LEVEL/X.P. VALUE: VII / 1600 + 12/HP

Tenebrids (or dark bugs, as they are sometimes called) are huge blue-black insectoids of evil and alien outlook. They live in caverns deep beneath the earth and prey upon flesh wherever they find it, occasionally raiding the surface world.

The vision of tenebrids is very powerful in darkness (120' infravision and ultravision) but they are almost blind in daylight (-2 to hit). In conditions other than bright light, tenebrids are surprised only 1 time in 10 due to their ability to sense vibrations. Even invisibility or illusions are useless if the foes or figments are in contact with the ground.

Tenebrids can track by smell (60% chance) and can generate bio-electric bolts from their antennae (1d8+1 damage, 6" range, a *shield* spell blocks them completely as though a *magic missile*).

A tenebrids attacks by biting, but if attacked from the rear or flank it can also retaliate with a devastating kick (2d8 damage on a hit).

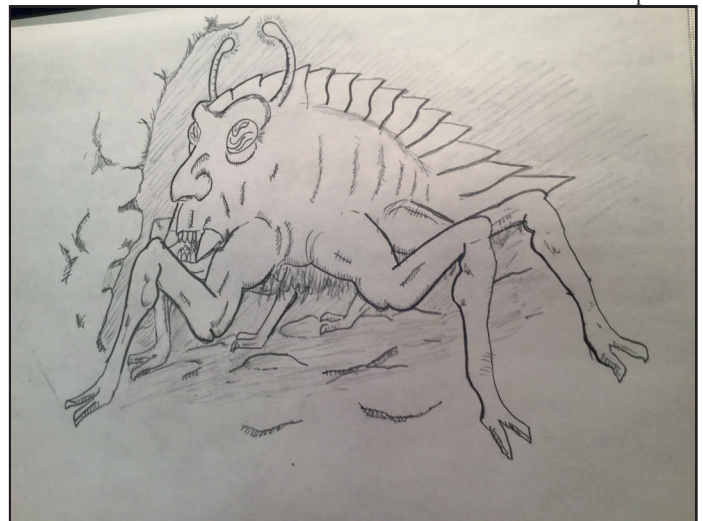
Dark bugs dwell in nests and caverns. In addition to 3d6 regular tenebrids, a nest contains 6d8 larval tenebrids (AC 6, 2 HD, 1 bite for 1d6, no kicks or antenna bolts as they have neither legs nor antennae in larval form) and one 15 HD queen (AC 1, MV 6", bite damage is 4d6, antenna bolts do 2d6, and kick does 2d10).

Tenebrids mature in six months and live for about 50 years. Some sages believe that the species originates on another plane of existence (which is unknown) although they can speak, typically Undercommon.

### Captives

Tenebrid lairs contain 10d4 captives that are kept as slaves/food. The race of captives depends on what is available in the vicinity of the lair. Slaves are used as food only when they can no longer work, or prove to be too much trouble – unless food is scarce, or slaves are very plentiful. Tenebrids enjoy consuming intelligent beings as they enjoy the taste – and the terror that such behavior engenders.

John Paquette



## Velvet Worm

By Jeff Wagner

	White	Blue	Brown	Purple
<b>FREQUENCY:</b>	<i>Uncommon</i>	<i>Rare</i>	<i>Uncommon</i>	<i>Uncommon</i>
<b>NO. APPEARING:</b>	1	1	1-2	3-12
<b>ARMOR CLASS:</b>	5	3	6	7
<b>MOVE:</b>	9"	12"	9"	9"
<b>HIT DICE:</b>	7	13	5	3
<b>% IN LAIR:</b>	70%	20%	30%	60%
<b>TREASURE TYPE:</b>	Nil	Nil	Nil	Nil
<b>NO. OF ATTACKS:</b>	1	1	1	1
<b>DAMAGE/ATTACK:</b>	1d10	3d6	1d8	1d4
<b>SPECIAL ATTACKS:</b>	Mucus, saliva	Mucus, saliva	Mucus, saliva	Mucus, saliva
<b>SPECIAL DEFENSES:</b>	Nil	Nil	Nil	Nil
<b>MAGIC RESISTANCE:</b>	Standard	Standard	Standard	Standard
<b>INTELLIGENCE:</b>	Non-	Non-	Non-	Animal
<b>ALIGNMENT:</b>	Neutral	Neutral	Neutral	Neutral
<b>SIZE:</b>	L (12' long)	L (30' long)	L (9' long)	M (5' long)
<b>LEVEL/XP VALUE:</b>	V/475+8/hp	VIII/3950 +18/hp	IV/205 +5/hp	III/105 +3/hp

Velvet worms are segmented worms with multiple pairs of legs for movement. Each leg has a claw at the end which enables them to climb trees or cave walls. Their skin is covered with protrusions and hairs which gives them a velvety appearance. These creatures are aggressive predators, eating anything they can catch. Velvet worms are only found in dark and wet environments. Those that lair outside are twice as likely to be found after it rains. Most lair in tropical forests or grasslands, but one species (white) lair in caves or dungeons.

A velvet worm has a pair of glands on its head that can secrete mucus. The mucus is mostly water, but it also contains proteins. When the water evaporates, the proteins cling together and act as a powerful adhesive. The mucus is a cone area of effect, which dimensions given below.

	White	Blue	Brown	Purple
<b>Length</b>	30'	90'	20'	10'
<b>Base</b>	10'	30'	10'	5'

Every creature in the area must save or be covered with the mucus. After the water evaporates (1 round) the creature is held fast. They can only escape with a successful bend bars roll, but will still be slowed (as the spell). They can only recover by completely cleaning off the adhesive.

The mouth of a velvet worm is surrounded by sharp teeth. When a velvet worm ensnares a creature it will bite and inject saliva into the victim. This saliva liquefies the internal organs. After the initial bite, it will continue to inject saliva, doing the indicated damage every round. A creature killed by a velvet worm cannot be brought back by a *Raise Dead* spell due to the extent of the damage done to it.

Velvet worms are repelled by bright lights. They will not be affected by torches, but will be driven off by a *Light* spell cast upon it unless it can make a saving throw against spells (save at -2 for a *Continual Light* spell).

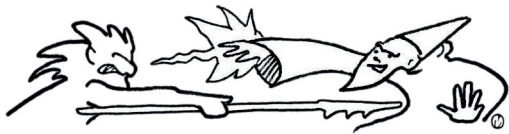
The various species of velvet worms are described below:

**White:** These creatures live in caves or dungeons. They are usually found near a source of water. They can secrete their mucus 4 times a day. Their saliva does 3-18 hp damage per round.

**Blue:** These creatures live in tropical rain-forests. They sleep in large rotten trees or burrow underground, and come out to hunt after it rains. They can secrete their mucus 6 times per day. The saving throw against the mucus is made at -4 due to the volume secreted. Their saliva does 5d6 hp damage per round.

**Brown:** The brown velvet worm live in tropical forests. They usually lair in decaying trees and come out to hunt. They can secrete mucus 3 times a day. Their saliva does 2d6 hp damage per round.

**Purple:** These worms are unusual in that they are social animals, ruled by the dominant female (the one with the most hit points). They live in forests or plains with tall grass. The purple velvet worm can release its mucus 3 times a day. Because of their smaller size, a creature affected by the mucus is slowed, similar to the *Slow* spell. If they are struck a second time they are held fast. Their saliva does 1d6 hp damage per round.



FSF-INK • [www.fsf-ink.se](http://www.fsf-ink.se)

# ZERO IS AN APPRENTICE'S BEST FRIEND—ZERO LEVEL SPELLS

By

Delta Demon

Cantrips are an interesting way to introduce low level arcane magic to a campaign. One can imagine a Wizard's apprentice learning to control the very basics of arcane energies as one of their first spells. Even at 1<sup>st</sup> level, a Wizard can use Cantrips learned long ago in their youth as a tool. "Yuck, this soup is bland!" "Here, let me salt that for you...ZAP!" On Arentia, even laymen with enough intelligence and patience can learn to cast a few Cantrips by learning the Cantrip Casting skill.

The problem is that there is a huge leap between the effects and relative power of Cantrips and those of 1<sup>st</sup> level spells. We're talking about the difference between summoning a bee that has a small chance of distracting someone at random and putting many enemies in a room to sleep for minutes, or adding a little flavor to some soup versus blasting enemies in a 120 degree arc with arcane fire possibly setting flammables on fire in the process.

To put it simply, Cantrips are way under-powered compared to first level spells. The problem isn't that Cantrips were badly designed, they are supposed to be under-powered. With maybe one or two debatable exceptions, all Cantrips presented are close in relative power. The description for Cantrips even provides guidelines for their limited power to ensure the limited power level.

No. Cantrips are just at the relative power level they were intended to be. What is needed is an increase in the granularity of low level spells. What is needed is an extra level of spells between Cantrips and 1<sup>st</sup> level spells. What are needed are, you guessed it, zero level spells.

Zero level spells bridge the gap between common everyday spells sometimes used by laymen and the next step for apprentice Wizards. Spells that aren't quite on par with those of the beginner adventuring Wizard but that might not be known by the amateur spell caster. Zero level spells will often have effects reminiscent of those used by full-fledged Wizards but with greatly reduced power. Unlike Cantrips, though, zero level spells may well become a staple of the adventuring Wizard, not just as a roleplaying aid during down time, but when out in the wild facing dangers. Because of the reduced casting requirements, more zero level spells can be cast by low level Wizards. This means that, while they will have lesser effects, more of these spells can be cast, increasing the frequency of

times a low level Wizard can resort to casting spells to resolve a situation, instead of switching to the dagger or staff in combat.

## Zero Level Spells Rules

Except as noted otherwise, zero level spells follow the same rules as any other spells of first level or higher. They are cast the same way, requiring the same concentration as other spells. Only one zero level spell may be cast per round, presuming the zero level spell's casting time is one round or less. Zero level spells are not Cantrips. Their effects cannot be invoked by the first level spell, **Cantrip**, from 2<sup>nd</sup> edition AD&D.

Zero level spells may require spell components the same as 1<sup>st</sup> level spells. In the same fashion, the rules for components may be ignored as for 1<sup>st</sup> level spells, depending on the DM and campaign.

Zero level spells will use up space in a spell book, again presuming such rules are used in a campaign or by a DM. On Arentia, zero level spells will require one page less to scribe in a spell book. Thus, it will take 1d6-1 pages to scribe a zero level spell. A result of zero signifies that the spell was scribed at the end of a page from a previous spell, effectively taking up no space. Other DMs are free to adjust the rules based on their needs.

A zero level spell will replace a 1<sup>st</sup> level spell slot on a two to one basis. This means that a Wizard may memorize two zero level spells for every 1<sup>st</sup> level spell slot available, instead of memorizing a 1<sup>st</sup> level spell.

## An Interesting Option for Bards

The Bard's spell progression, while appropriate as a "Jack of All Trades, Master of None", results in a somewhat boring character at first level. The inability to cast spells until second level, while essential for game balance, limits severely the usefulness of a first level Bard.

A possible solution to this is to permit the Bard to memorize one Zero level spell at first level, in essence providing the Bard with half a 1<sup>st</sup> level spell slot. This gives the Bard the capability to use very low level spells creatively while waiting to attain higher power spells at second level. This half slot would be replaced by a 1<sup>st</sup> level slot once the Bard achieves second level.

Of course, the Bard could still memorize two zero level spells instead of one 1<sup>st</sup> level spell as normal.

Since adding the use of zero level spells at first level would increase the relative power of a first level Bard, an option would be to start the Bard with fewer Thief discretionary points. So the player could have the option of, say, 5% fewer Thief discretionary points to be able to learn a zero level spell slot at first level. The net gain for spells at higher level would still be zero, but at a total loss of 5% Thief discretionary points with a minor gain of being able to cast a zero level spells at first level.

### Zero Level Spell Design Guidelines

Because zero level spells may be cast by zero level Wizard apprentices, most, if not all, zero level spells will have level independent attributes when it comes to the headings such as range, duration, and area of effect. For example, a zero level spell will rarely last one round per level as the spell would last zero round if cast by a zero level apprentice. Instead, the spell might last one round plus one round per level. Specifically for duration, many zero level spells last 1d6 rounds, to represent the apprentice Wizard's uncertain control of the arcane arts and to increase the spell's usefulness. Of course, effects are often reduced to compensate for this increased duration.

Obviously, all things being equal, damaging zero level spells should inflict much less damage than their first level equivalent. However, the damage should be even less than half as two castings of the same zero level spell would inflict more minimum damage than the first level equivalent.

Casting times of zero level spells will often be longer than the first level equivalent. This is to simulate that zero level spells are written more simply, but with more repetitive verbal and somatic component to compensate for the simplicity of the casting.

### Sample Zero Level Spells

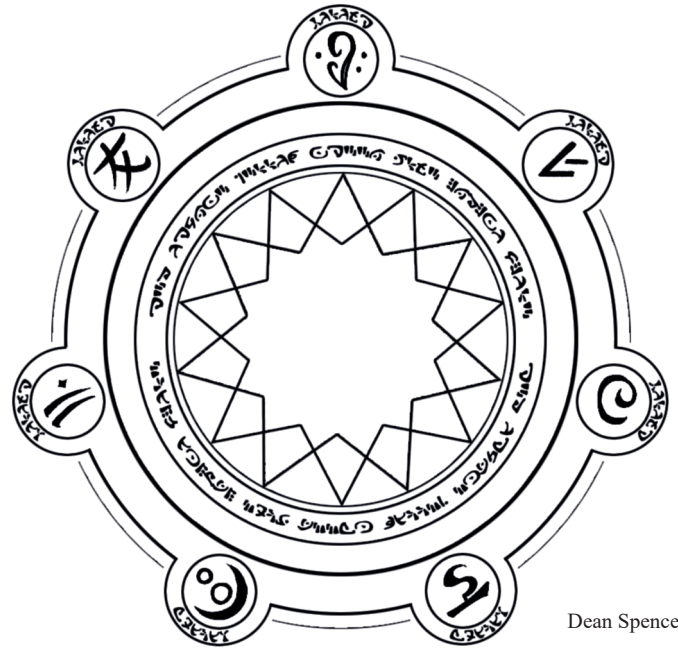
The following are some sample zero level spells. One for each standard school of magic, as well as some for elemental magic and other types of arcane schools, are included. Zero level spells are described in the same way as all other spells.

#### Dispel Cantrips (Metamagic)

Level: 0  
 Type: Abjuration  
 Range: 10' + 10' / Level  
 Components: V, S, M  
 Duration: Instantaneous  
 Casting Time: 10 Segments  
 Area of Effect: 10' Radius  
 Saving Throw: Special

Except as noted above and below, this spell is identical to the 3<sup>rd</sup> level spell, **Dispel Magic**.

The main difference is that only Cantrips within the area of effect are dispelled. The base chance to successfully dispel a cantrip is equal to 15 plus one per Dispel spell known to the caster. The casting time of this spell is reduced by one segment for each Dispel spell known to the caster to a minimum casting time of 0.



Dean Spencer

#### Lengthen Rope (Artifice)

Level: 0  
 Type: Alteration  
 Range: Touch  
 Components: V, S, M  
 Duration: 1d6 Rounds + 1 Round / Level  
 Casting Time: 1 Round  
 Area of Effect: Normal Rope  
 Saving Throw: None

This spell alters a normal non-magical rope to extend the length by 10d10% + 10%. Unfortunately, the strength of the rope is halved for the duration of the spell.

The rope to be lengthened may not be more than 100 feet in length and may not be more than 1 inch in diameter.

The material component for this spell is the rope to be lengthened.

## Skunk (Nature)

Level: 0  
Type: Conjuration / Summoning  
Range: 11'  
Components: V, S, M  
Duration: 1d6 Rounds  
Casting Time: 5 Segments  
Area of Effect: One Skunk  
Saving Throw: None

This spell summons a normal non-magical, uncontrolled skunk which sprays one random target within 10 feet immediately as well as every round for the duration of the spell.

The summoned skunk is not magically controlled by the caster and panics at being wrested from its natural environment. Every round it moves 10 feet away from creatures, especially those who seem to be intent on harming it.

The skunk spray hits targets automatically inflicting a penalty of 2 on to-hit rolls until the smell is negated. All within 10 feet of the target hit will be at a penalty of 1 on to-hit rolls, or a penalty of 2 if the target is attacked. Creatures who do not have a sense of smell are immune to the negative effects of the skunk spray. Additionally, 5% of creatures are naturally immune to the negative effects of a skunk's spray.

The skunk spray smell and to-hit penalty halves in 1d20 days and completely disappears in a further 1d20 days. Some skunk spray remedies may help eliminate or reduce the effects more quickly.

The material component for this spell is bit of food eaten by a skunk such as insects and larvae, grub, a small rodent, a lizard, salamander, frog, snake, bird, mole or eggs. Some honey, berries, fungi and nuts are also acceptable. The food is consumed in the casting.

## Detect Magic in an Item (Metamagic)

Level: 0  
Type: Divination  
Range: Touch  
Components: V, S  
Duration: Instantaneous  
Casting Time: Special  
Area of Effect: Target Item  
Saving Throw: None

With this spell the caster can detect magic in one item that he is currently holding. The spell lasts but one instant and magic detection comes in a flash. The item simply flashes a color if it is magical or it flashes white if it is not magical.

The casting time of this spell is dependent on the level of the caster. It is 5 rounds less one round per level of the caster to a minimum of one round. There are many who feel this spell's casting speed could be improved somewhat but no one has ever bothered to research an improved version.

This spell is usually the first learned by apprentice Diviners.

## Sleepy (Metamagic)

Level: 0  
Type: Enchantment / Charm  
Range: 10' + 2' / Level  
Components: S, M  
Duration: Special  
Casting Time: 2 Segments  
Area of Effect: 10' Radius or Target Creature  
Saving Throw: Negate

This spell makes the affected target or targets sleepy. In 1d6 rounds, if not attacked or bothered, and if not taking precautions to stay awake, like patrolling back and forth or standing at attention, they will fall into a normal non-magical light sleep unless a successful save versus Paralyzation is rolled. Sleepy creatures will also be at a penalty of 2 on saves versus sleep effects, such as the 1<sup>st</sup> level spell, **Sleep**.

The spell can be used in two ways; in an area or targeted at a specific target. When targeting an area, a number of creatures whose hit dice add up to 1d4 hit dice are affected. Alternatively, the caster may choose to target one specific creature that has no more than 2d4 hit dice.

This spell does not work against creatures that do not sleep.

The material components for this spell are a pinch of fine sand or a few rose petals.

## Distract

Level: 0  
Type: Phantasm  
Range: 10' + 1' / Level  
Components: S  
Duration: Instantaneous  
Casting Time: 0 (See Below)  
Area of Effect: 1d6 Targets  
Saving Throw: None

This spell creates an auditory phantasm that may distract the target creatures. The distracting noise appears to come from a visible spot within the range of the spell. The noise is indistinct, and when thinking



about it, the creatures won't be certain what type of noise it was that they heard.

The distracting noise has different effects based on the creature and circumstances. It is up to the DM to determine these effects. The following are some examples:

- A guard hears a noise during the night. He may turn around for a few seconds or spend a few minutes investigating.
- A group of Ogres attacking the party hears a noise behind them. Some will turn around to face the new threat, but some will continue attacking the enemy in front of them.
- A Taroka player hears a noise directly behind him. He may turn around for a second to verify that no one is looking at his cards. He will quickly return to the game.
- A Swamp Troll is charging the lead enemy warrior and hears a noise behind him. He ignores it as he is intent on killing his prey.
- An evil Gnome Illusionist, engaged in combat with the party, notices that the Illusionist is casting a spell. He has Distract and knows the spell well. He therefore chooses to ignore the sound coming from behind him.

There is no save for this spell. It may not be disbelieved, it may only be ignored. If the creature has good reason to believe that the noise is only a distraction, he may ignore it, but he will have heard it.

It should be noted that the distraction is not real. It is a phantasm that is heard only in the target creatures' head.

This spell takes but a few seconds to cast. However, it will take an entire segment before it will activate.

#### **Design Notes:**

This spell was inspired by the Force Ability used by Obi-Wan Kenobi in the movie Star Wars. It was used to gain access to the tractor beam generator by distracting the Storm Troopers.

#### **Minor Magic Missile**

Level: 0  
Type: Evocation  
Range: 25' + 25' / Level  
Components: V, S  
Duration: Instantaneous  
Casting Time: 2 Segment  
Area of Effect: One Target  
Saving Throw: None

Except as noted above and below, this spell is identical to the 1<sup>st</sup> level spell, **Magic Missile**.

The main difference is that the single missile created by this spell will cause only 1 point of damage.

#### **Improve Equilibrioception (Metamagic)**

Level: 0  
Type: Necromancy  
Range: 0  
Components: V  
Duration: 1d6 Rounds +  
1 Round / Level  
Casting Time: 0  
Area of Effect: The Caster  
Saving Throw: None

Also called Sure Footed, this spell improves the caster's sense of balance increasing all Dexterity and skill checks involving balance by one plus one per spell level.

This spell can be cast incredibly quickly and does not count as an action to cast. It can be cast while performing an action involving balance to improve the check even after the check has been rolled, and presumably failed, possibly turning it into a success by adding the bonus from this spell.

This spell is not cumulative with itself or other similar spells resulting in spell failure.

#### **Dressler's Needle (Artifice)**

Level: 0  
Type: Enchantment  
Range: 5'  
Components: S, M  
Duration: Instantaneous  
Casting Time: 1 Segment  
Area of Effect: Target Needle  
Saving Throw: None

This spell enchants a normal non-magical normal-sized sewing needle to fly from the caster's hand to a designated target inflicting one point of non-magical damage on a successful to-hit roll. Because it is barely noticeable, the target does not receive any Dexterity bonus to his armor class. The needle is considered a dart for the purposes of determining armor adjustment.

The needle could be dipped in poison or some other chemical, but this affects its flight path, inflicting a penalty of 4 on the to-hit roll. Furthermore, the needle is quite small and only a small amount of poison could be used. It is up to the DM to determine the effects.

The material component for this spell is the needle enchanted. It is not consumed in the casting, but may be difficult to find after casting.

*As an apprentice, Dressler accompanied his teacher on many adventures. He wanted a cheap way to fight back in combat. Due to the particularities of his spells, this spell became a favorite of Assassins, much to Dressler's dismay.*

### **Remove Air (Air, Metamagic)**

Level: 0  
Type: Necromancy  
Range: 5' + 5' / Level  
Components: V or S  
Duration: Instantaneous  
Casting Time: 1 Segment  
Area of Effect: Target Creature  
Saving Throw: Negate

This spell removes much of the air from the lungs and mouth of the target creature unless a successful save versus Death Magic is rolled. The sudden removal of air is only temporary as the vacuum created causes air in the close vicinity to quickly enter the mouth and lungs. This loss and sudden replacement of air does, however, cause the creature to pause. Thus, the affected creature will delay for 1d10 segments until performing the next action (combat, casting, etc.). If the affected creature has performed all his actions this round, he will delay the next round's action by 1d10 segments instead.

In addition to the pause, the affected creature receives a penalty of one on to-hit rolls and on saves versus air or gas affecting the respiration system. This lasts for the rest of the round and the next round.

If the close vicinity of the affected creature's mouth contain material aside from breathable air, that other material will replace the vacuum unless the creature closes its mouth to prevent this. It is up to the DM to determine what effects this will have.

Remove air does not adversely affect creatures who do not breathe, such as zombies.

The caster has the option of using Verbal or Somatic components to cast this spell.

### **Maximilian's Stone to Bullet (Artifice, Earth)**

Level: 0  
Type: Alteration  
Range: Touch  
Components: V, S, M  
Duration: The rest of the Round and the next Round  
Casting Time: 5 Segments  
Area of Effect: Target Stones  
Saving Throw: None

This spell temporarily alters one or two stones suitable to be used in a Sling, Sling-Shot, Hoopak or Staff Sling into a perfectly balanced smooth rock equivalent to a bullet that can be used for the same weapon type as that of the stone. The bullet can be used on the round this spell is cast.

The material components are the stones to be altered. They are not consumed in the casting.



Dean Spencer

### **Flame Finger (Fire)**

Level: 0  
Type: Evocation  
Range: 0  
Components: V, S  
Duration: 1d6 Rounds + 1 Round / Level  
Casting Time: 1 Segment  
Area of Effect: The Caster's Finger  
Saving Throw: None

This spell ignites a small 3" flame at the tip of the caster's finger which illuminates a 5' radius area. The flame finger can be used in combat to burn an enemy inflicting 1d2 points of magical damage on a successful hit. Furthermore if the target is readily flammable, the flame will ignite the target.

This spell will end upon a successful hit in combat, extinguishing the Flame Finger.

## Spot Weld (Lightning)

Level: 0  
Type: Alteration  
Range: 0  
Components: V  
Duration: 1 Round or Until Discharged  
Casting Time: 1 Segment  
Area of Effect: The Caster  
Saving Throw: Special

This spell creates a minor electrical charge in the caster's thumb and index finger that can be used to spot weld two pieces of metal together. The pieces of metal must be no thicker than half an inch. Each Spot weld fuses the pieces of metal at a single small point with a strength of 4. The DM must adjudicate the effects of the spot weld on a case by case basis.

As a secondary function, the spot weld can be used to cause minor electrical burns. A touched target will receive two small electrical burns inflicting one point of damage for the index finger and one point of damage for the thumb. A successful save versus magic, rolled for each damage point, negates that damage.

## Splash (Force, Water)

Level: 0  
Type: Invocation / Evocation  
Range: 25' + 5' / Level  
Components: S  
Duration: Instantaneous  
Casting Time: 0 (See Below)  
Area of Effect: Open Liquid  
Saving Throw: None

This spell creates a force that moves the target water or other liquid splashing in one direction as if the caster had used his hand. Even though the caster does not actually touch the liquid, it must be easily accessible with the caster's hand and open to the air such as a bowl, bucket, pond or river.

This spell takes a second or two to cast but it takes an entire segment to take effect.

## Cantrip Mastery (Metamagic)

Level: 0  
Type: All  
Range: 0  
Components: V or S  
Duration: 1d6 Turns  
Casting Time: 1 Segment  
Area of Effect: The Caster  
Saving Throw: None

This spell doubles the number of Cantrips that can be cast in one round by the Wizard. Arcane energy, such as Spell Points or Mystical Points, must still be expended as normal. Except as noted in this spell, all other standard rules for Cantrips still apply.

Cantrip Mastery is not cumulative with itself or similar spells.

The caster has the option of using Verbal or Somatic components to cast this spell.

## Sample Spells That Affect Zero Level Spells

The following are Metamagic that affect zero level spells:

### 00 (Metamagic)

Level: 3  
Type: All  
Range: 0  
Components: V, S, M  
Duration: 24 hours  
Casting Time: 1 Turn  
Area of Effect: The Caster  
Saving Throw: None

This spell, also called **Double Oh** or **00 De-Multiplexer** or **De-Multiplexer 00**, essentially doubles the number of zero level spells that can be cast.

The spell creates a de-multiplexer matrix that contains 6 empty multiplexer Metamagic cells plus 2 cells per additional spell point expended during the casting. When casting a zero level spell, the caster draws upon the energy of an empty cell. It does not use spell points as the energy is obtained from the cell. In doing so, a duplicate of the spell cast is stored in the cell. This takes the rest of the round and the next full round as well during which time no cells may be accessed. After the spell is fully stored, the Wizard can cast the spell again from the stored cell. This destroys the cell and it cannot be re-used until **00** is cast again.

As stated above, additional spell points can be used in the casting of this spell to create two additional de-multiplexer metamagical cells.

This spell cannot be cast again by the caster while it is in effect and it cannot be dispelled at will by the caster. He must wait until the spell runs its course or dispel it with other magic, such as **Dispel Magic**.

The material components for this spell are one specially crafted crystal per cell created. These are not consumed in the casting. The crystals will cost at least 5 gp each.

## Contingency 0 (Metamagic)

Level: 3  
Type: All  
Range: 0  
Components: V, S, M  
Duration: 1 Day / Level  
Casting Time: 1 Turn  
Area of Effect: The Caster  
Saving Throw: None

Except as noted above and below, this spell is identical to the 6<sup>th</sup> level spell, **Contingency**.

The main difference is that only a zero level spell that targets the caster or items on the caster can be used in the contingency. The spell is activated as if the caster had cast it.

The energy to cast the zero level spell used in the contingency must be expended at the casting time of this spell, but it can be recovered as normal even if this spell is in effect.

The material component for this spell is a specially crafted crystal worth 50 gp. It is not consumed in the casting.

### Design Note – Zero Level Power Disparity

The astute reader may notice that some zero level spells are weaker than others, at least compared to most 1<sup>st</sup> level spells. Relatively speaking most 1<sup>st</sup> level spells have the same comparative power level than other similar 1<sup>st</sup> level spells whereas zero level spells will not. This is by design.

New zero level spells are usually researched by apprentice Wizards as one of their first spells. While these apprentices are enthusiastic, they lack the experience to thoroughly research all aspects of a spell optimizing it for its relative power level. Especially skilled or intelligent apprentices are able to optimize these spells early on in their career but the time and effort required for most vary much more than for higher level spells researched.

More experienced, higher level Wizards who do research a zero level spell usually have a specific use for such a spell. Once the spell researched provides the specific power desired, the Wizard rarely bothers to optimize the spell as there is no real need.

Over the years, higher level spells researched long ago will have been optimized to the point that every bit of efficiency is derived from the relative power of the spell. Zero level spells do not get such treatment as they are usually considered too simple to bother optimizing.

# Colledician Magic Vol. I

## New Vancian Spells for Magic-Users, Illusionists, Clerics, and Witches for OD&D games



By Robert "Bobjester" Weber

Colledicia was once the premiere ancient center of commerce over a thousand years ago, where nobility and craftsmen lived and worked to mutual benefit, situated not far from the strategic Portown for maximum trade on the Great Central Sea. Colledicia was abandoned after its destruction in an ancient war with nameless horrors, and remained underpopulated for centuries.

But in recent decades it has become a gathering point for adventurers and the lesser castes, specifically pirates, assassins, cultists, thieves, and charlatans. Yet, it is still a place that many people and creatures call home and make their life's calling. It is also a place where many powerful wizards began their careers in the magic-using arts, and a place where clerics of many pantheons built great shrines and temples to their gods, revered or forgotten to the pounding surf of time and the elements. Many magicks can still be found in use that are not found elsewhere in the world, but some of the more interesting wizards, or examples of forgotten magical lore, formulae, and practices eventually make their way to Portown.

This is only a partial list of spells, some for wizards, clerics, druids, illusionists, or witches. More spells are discovered without proper research on an irregular basis! These spells may be discovered on scrolls or ancient tomes by adventurers, or may be bought by less than honest merchants or traders to Portown. New magic-users starting out in Portown may even be taught some of these spells by their more traveled, experienced masters. But beware!

Many of these spells differ from the spells found in the canonical volumes of basic, expert, and advanced rules and supplements due to their magically raw nature. Some spells are not guaranteed to work as promised, nor do many of them come with any safety measures that the knowledge of modern casting methods feature. Some may be more powerful than other spells of the same level, or produce effects or even physical objects that last longer than the tried and true (or as some wild magic savage degenerates say, "safe") spells known world-wide.

Casting a spell without knowing the full history of experimentation of effects may create situations that the characters will have to deal with immediately, or even base a campaign around to settle the matter. Referees are encouraged to use these spells as possible stepping stones to creating a series of unforeseen events that will keep your players busy for some time.

Spell titles randomly generated using <http://generators.christopherpound.com/dyingearth.html>

Spell rules copyright Wizards of the Coast.

Spell non-rules effect descriptions IP Robert Weber.

Enmanuel "Lema" Martinez



## Book of New Colledician Spells (All Spells)

### Level One

Hanom's Nocturnal Assumption  
Janarasco's Incessant Slang  
The Pattern of Gallant Commerce  
Pieritz's Aqueous Apprehension

### Level Two

Codereiz's Ambidextrous Satisfaction  
Deour's Serene Cigarette  
Roma's Inflammable Knot  
The Spell of Centrifugal Aurora

### Level Three

Ansentzi's Triple Salute  
Kolando's Prohibitory Suspense  
Lekoreiz's Girlish Departure  
Meepo's Memorable Superstition  
Piergi's Short Hall  
Thoure's Ghastly Spleen  
Udant's Infernal Devise

### Level Four

Garre's Little Flux  
Kerchenex's Bovine Reverie  
St. Fervil's Incessant Mercy

### Level Five

The Call of the Risky Retrieval  
Ufaltza's Scriptural Multiplication

## Magic-User, Illusionist, or Witch Spells

These spells work for magic-users, illusionists and/or witches, if you allow these classes in your campaign.

**Janarasco's Incessant Slang** (Magic-User, Illusionist)  
(Enchantment)

Level: 1  
Range: touch  
Duration: 1 hour/level of caster  
AoE: 1 creature touched  
Save: None

The recipient of this spell speaks in a slang known to the caster, but not necessarily to the recipient. Whatever the target means to say is spoken in slang that the caster knows. The astral traveling Janarasco happened to learn a slang known as "Raf Banter", and used this as the basis for constructing this spell, and used it quite successfully in the King's Court when the King's agents wished to question one of Janarasco's secret accomplices, and administered a truth-telling spell. The accomplice revealed all, but only in Raf Banter, which no one but Janarasco could comprehend. The caster using this spell does not have to know

Raf Banter, but any slang in the caster's body of knowledge will suffice to make this spell useful.

As an unintended side-effect, the target talks incessantly for the duration of the spell if any conversation, interrogation, or inquiry with the target comes to an end. The target does not have to know the caster's native tongue, but must be intelligent enough to speak.

**The Pattern of Gallant Commerce** (Magic-User, Illusionist, or Witch) (Enchantment/Charm)

Level: 1  
Range: 12"  
Duration: special  
AoE: 1 person  
Save: vs. spell negates

This spell acts as a *Charm Person* spell, only affecting one person involved in barter, trade or commerce. If the target fails the saving throw, the target reacts favorably to the caster in the course of bargaining, trade or other forms of commerce that deals with the exchange of goods, services or money. The person is favorably disposed to give the caster a discount of 10% to 60% on any deals. If the caster is Chaotic, the target receives a +1 to the saving throw. If the target is Chaotic, the target must take a -2 penalty to the saving throw, regardless of the caster's alignment.

Due to the specificity of the spell, it only lasts up to one day on intelligence of 9 or lower, 6 hours on intelligence of 10–12, 4 hours on intelligence of 13–14, 2 hours on intelligence 15–16, 1 hour on intelligence of 17 and 5 minutes on intelligence of 18 or higher. Should the spell be cast on the same target in the same 24 hours and it fails, the target will not be as friendly with the caster in future meetings, assuming a -3 to Reaction Rolls.

**Codereiz's Ambidextrous Satisfaction** (Magic-User)  
(Alteration)

Level: 2  
Range: Touch  
Duration: 1 round/level  
AoE: 1 being  
Save: None

For 1d3 rounds +1 for every caster level above 3rd, the target gets two weapon attacks without any off-hand penalties, or can do two disparate one-handed actions simultaneously without any off-hand penalties to ability or skill checks.

After the spell's duration expires, the recipient must make a saving throw vs spells or be unable to effectively hold anything in either hand without dropping it for 2d6 hours.

**Deour's Serene Cigarette** (Magic-User, Illusionist, or Witch) (Conjuration)

Level: 2  
Range: caster  
Duration: 1 Turn  
AoE: caster  
Save: None

This spell conjures a cigarette with special tobaccos that calm anyone inhaling the smoke. Berserkers in 'berserk mode' must roll a save vs spells at -2 or stop berserking. Smokers get a +1 reaction to anyone else smoking the cigarette (disparate reaction rolls defer to the best of all rolled scores) and a +2 to Wisdom or Intelligence checks when attempting skill checks, or increase their range on a d6 by 1 to open doors, detect secret doors, and the like, so a 1-2 becomes 1-3, 1-3 becomes 1-4, etc. Likewise, the chances of wandering monsters is reduced by a range of 1 on a die, or, if the range is already at 1, the die size increases from a d6 to a d8, or a d8 to a d10, etc.

The smoking of pipeweed or other tobaccos has been determined to cause long-range health issues and addiction. After the first successful use of this spell (Reactions, Intelligence or Wisdom checks), the caster will want to smoke this spell again, and if unavailable, attempts to smoke other pipeweeds or tobaccos, of course without the same chances of obtaining positive results to Reaction, Intelligence or Wisdom checks.

**The Spell of Centrifugal Aurora** (Magic-User or Witch) (Divination)

Level: 2  
Range: 20' radius  
Duration: 1 round  
AoE: 1 item  
Save: None

This spell is a superior *Identify* spell. When cast, the spell illuminates the most powerful magical item or device in the 20' radius and reveals its abilities to the caster. Otherwise, the spell acts like the *Identify* spell, but only on the one item targeted per casting.

The caster's eyes glow yellow, orange, or red for 1d4 minutes after casting this spell.

**Ansentzi's Triple Salute** (Magic-User or Illusionist) (Alteration)

Level: 3  
Range: 10' /level  
Duration: 3 seconds  
AoE: 30' radius of target area  
Range: 10' per caster level  
Save: vs. spells

An auditory effects spell only, three loud booms (as loud as cannons) fire in rapid succession, but it has the effect of deafening, disorientation, and causing temporary loss of hearing and balance to anyone in a 30' radius of target area for 2d6 turns, and creatures relying on auditory senses are deafened for 4d6 turns upon failing the saving throw. The three blasts may only be used in some area or three adjacent areas 10' apart.

The radius of this auditory spell is blocked by walls, floor, and ceiling and if cast next to such barriers, the sound and effects rebound in the opposite or perpendicular area equal to the radius. It breaks glass containers and windows outward of the center of the radius if it fails an item saving throw. However, its effects may be heard around such barriers as normal, but without the lingering harmful effects.

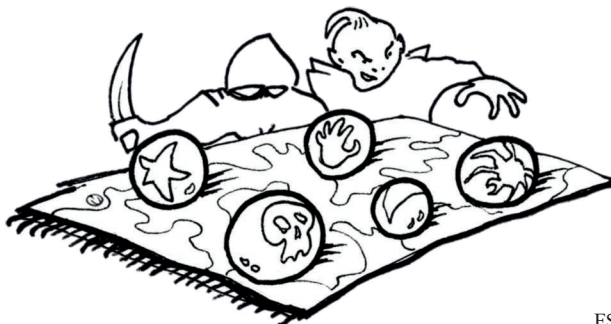
The spell is line of sight, and it cannot otherwise be cast into an area partitioned, out of line of sight, or closed off to the caster.

**Kolando's Prohibitory Suspense** (Magic-User or Witch) (Alteration)

Level: 3  
Range: Touch  
Duration: 1d4 rounds +1 round/level  
AoE: Touched creature  
Save: vs. spells

The wizard must touch a target creature to cause the target to make subsequent saving throws vs. spells at -3 or rods/staves/wands at -2 for the next few rounds, equal to 1d4 rounds +1 round per level of the caster.

Within 1d6 turns after casting this spell, the caster must make a saving throw vs spells or also suffer the effects of the spell, as above.



**Lekoreiz's Girlish Departure** (Magic-User, Illusionist, or Witch) (Charm/Enchantment)

Level: 3

Range: 10'/level

Duration: run away for 1d4 rounds

AoE: Caster Level = HD of enemies

Save: vs. spells

Upon casting, this spell causes the caster's level of equal HD of enemies to turn and run away from the caster screaming and waving their arms like little girls for 1d4 rounds wearing pink tutus and colorful ribbons in their hair. Chaotic wizards may cause enemies to run away skipping and giggling instead if they so choose.

The pixie dust required to pen the spell may cause the caster to suddenly shed all clothes and dance around naked for 1d4 turns if a saving throw vs spells (charm/enchantments) is failed while casting this spell.

**Meepo's Memorable Superstition** (Magic-User, Illusionist, or Witch) (Enchantment)

Level: 3

Range: Touch

Duration: Permanent until dispelled

AoE: 1 intelligent creature

Save: vs. spells

This spell is treated as a specific curse, and causes the target to do something out of superstition when the target must make any saving throw (i.e. throw a pinch of salt over the right shoulder, etc.). If the target does not do something out of superstition, he or she makes the saving throw at -3. Every time the target makes a subsequent saving throw, he or she must do something more elaborate than the last time a superstitious save was attempted, like throw a pinch of salt over the right shoulder with the left hand. The next time a superstitious save must be made, the target might have to throw a pinch of salt over the right shoulder with the left hand and turn around three times. The superstitious save forces the target to stop what they are doing – even melee combat – to perform the superstitious ritual.

If the target obeys the urge to perform something out of superstition the first time a saving throw is required, the superstitious rituals do not increase in elaboration, but must still be kept at that level of elaboration whenever a saving throw is required. The curse may be lifted by casting a *Dispel Magic* and *Remove Curse* on the target.

**Garre's Little Flux** (Magic-User or Illusionist) (Alteration)

Level: 4

Range: 30' radius

Duration: Instantaneous

AoE: All in 30' radius

Save: Negates

This simple spell uses a very tiny portion of astral power to open a very small crack in the Time-Space Continuum for a fraction of a second. The result is that everyone in a 30' radius of the caster must make a saving throw vs. spells or drop anything in hand, talon, claw, tentacle, mouth, or maw. The caster is not immune from this effect and must also make a saving throw vs. spells or anything in hand is also dropped.

Thrown, fired, animated, flying, or self-propelling magical items also drop to the ground. A **Dwarven Hammer of Throwing +3, Dancing Sword, Broom of Flying, Flying Carpet, Ioun Stones**, and similar magical items of such power are allowed to make an item saving throw vs. crushing blows, but upon a fail, it too falls to the ground. Once retrieved, these items function normally again if they did not sustain any damage in the fall – another item saving throw may be applicable. Persons dropped to the ground upon being released from a monster's mouth or appendage may also take falling damage, 1d6 hit points per 10' fallen.

Worn magic items such as rings, armbands, bracers, necklaces, and the like are not affected by this spell. Any held or worn magic item that was casting a spell-like effect or performing a magical effect when within range of this spell and fails the item saving throw stops making the magical effect for the remainder of the round; any charges used to make the effect are spent.

Spells cast during the same round, whether before or after *Garre's Little Flux* takes effect and within range fail and are lost upon failing the saving throw.

**The Call of the Risky Retrieval** (Magic-User, Illusionist, or Witch) (Enchantment)

Level: 5

Range: Touch

Duration: Permanent until dispelled

AoE: One object

Save: None

This spell may only be cast on an inanimate object. When it is cast on an object, usually of great value, anyone who takes it through theft or acquires it through legitimate trade activates the spell. The spell calls attention to the object subconsciously. The possessor must make a saving throw vs. spells. If the save succeeds, the possessor never wants to share it or



trust anyone else with knowledge of its whereabouts or existence, use it for what it was meant for (magic items, etc.), or even acknowledge it exists. Furthermore, the possessor attempts to hide the object from sight, locking it away in a safe place, or other means of protection and security. However, once hidden, anyone passing within 10' of it automatically detects something there, and attempts to uncover it, find it, and if retrieved, will covet it if in the possession of the current possessor, or take it if left unattended.

If the possessor fails the saving throw, he wants to get rid of it – if it was bought, believing it to be cursed, unlucky, or that the next buyer *really, really* needs it. (If the item was bought, the item must be sold or traded to someone else.) Regardless if the saving throw failed or succeeds, the item always radiates an aura of magic if a detection spell is used. The item is always coveted and at risk of being taken by another, who must make a saving throw vs. spells to determine their polar reaction to the object, which determines the course of action taken of either taking it and hiding it away, or to get rid of it by passing it off to another.

A possessor wishing to be rid of it never throws it away, believing it to be too valuable to just throw it in the street – it must be traded away or sold, even for a copper, if need be. More than one person may covet it at the same time, leading to fighting, betrayal, backstabbing, theft, strong-armed burglary, and even murder.

Regardless of who is in possession of the object, the caster of the spell always knows the general location of it, and always able to find it if it is searched for. The caster is otherwise immune to the covetousness of the spell. Using this spell is considered to be a chaotic act, and allowing a string of betrayals, thefts, and murder, by use of this spell may be considered to be an evil act.

## Illusionist Spells

These spells are best suited for the Illusionist class if they are allowed in your campaign, but are equally adaptable to magic-users as well.

### **Piergi's Short Hall** (Illusionist) (Illusion/Enchantment)

Level: 3

Range: 30' per level

Duration: 1d3 turns

AoE: 20' radius

Save: vs. Spells

This illusion may be cast on a group of creatures inside a 20' radius at a range of 30' per level of the caster. The targeted creatures must save v. spells or find themselves trapped for 1d3 turns in an illusionary 30 foot x10 foot hall. They are compelled to search for a non-

existent secret door as the only way out. The caster does not have to stay and concentrate on the illusion, as the illusion is only in the minds of those who failed their saving throw vs. enchantment type spells. Those who save vs spells are ignored by those who failed, but, if an intelligent creature that saved shakes a creature who failed, that creature is entitled to another saving throw vs spells.

The caster must save vs spells (enchantment) or be unable to find something carried or worn for 1d6 rounds when the caster next searches for an item.

### **Kerchenex's Bovine Reverie** (Illusionist)

(Illusion/Enchantment)

Level: 4

Range: caster

Duration: 6 turns or until dissipated

AoE: 10' radius of caster

Save: n/a

This spell hedges the conjurer round with a small herd of 1d4+1 illusory/shadow-magic cows – but each can attack defensively as a 3 HD creature, and head-butt for 1d4 damage, but each only has 1 hp and AC: 3, and dissipates after a successful hit is scored upon one.

While the illusory/shadow-magic cows are present, they serve as a magical barrier similar to a *Protection from Evil* spell, keeping out attacks from enchanted monsters such as elementals, invisible stalkers, demons, etc. as long as one cow is present, it serves as an "armor" from evil attacks, adding +1 to all the users saving throws, and subtracting -1 from the hit probability of evil opponents. These effects are cumulative with such magical protections as magic armor and **Rings of Protection**.

The herd of cows can protect the caster plus a number of others equal to the number of cows present.

## Cleric Spells

### **St. Fervil's Incessant Mercy** (Cleric) (Necromancy)

Level: 4

Range: Touch

Duration: 1 turn per caster level

AoE: 1 creature

Save: None

This healing spell heals a wounded character or creature 1d6 points of damage immediately, and heals the touched target an additional 1d6 hits every turn thereafter equal to the caster's level.

### **Ubaltza's Scriptural Multiplication** (Cleric) (Conjuration)

Level: 5

Range: 1 clerical spell scroll

Duration: 1 hour to cast, permanent

AoE: 1 clerical spell scroll,

Saving Throw: None

This one hour ritual copies one clerical scroll spell and makes two extra scrolls plus one extra scroll for every level of caster above 7th. The copied scroll must have only a single spell on it, which is then copied once onto the scroll copies.

Components: One blank scroll per copy, costs paid for the type of spell, no less than 50 gp per blank scroll.

### **Witch Spells**

These spells were developed with the Witch class in mind, however, if Witches are not allowed in your campaign, they are suitable for Magic-Users and possibly Illusionists.

### **Hanom's Nocturnal Assumption** (Illusionist, Witch) (Enchantment)

Level: 1

Range: touch

Duration: 1 round/level of caster

AoE: 1 creature touched

Save: Negates

Should the target of this curse fail the saving throw vs. spells, the target becomes uneasy at night, believing that something is out there, whether or not there actually is something out there. The longer this effect lasts, the target assumes the worst is going to happen, or is about to happen. The target becomes increasingly uneasy, paranoid, and cannot be calmed down after the first round, possibly breaking silence, coming out of hiding, or igniting a light source, any of which will give away the target's position.

The spell only works at night, and the effect is negated if the saving throw is successful, or *Dispel Magic* or *Remove Curse* is cast.

Enmanuel Martinez Lema



**Pieritz's Aqueous Apprehension** (Witch) (Alteration)

Level: 1

Range: touch

Duration: 2 hours

AoE: creature touched

Save: None

While at rest, the target can not be surprised by any means (even Astral, Ethereal or Invisible foes) for a period of 2 hours, and gains a +2 to initiative on the first round of combat, and a +1 to initiative on the second round, whereupon the effects of the spell wear off.

The recipient (not the caster) must consume a small one ounce vial of liquefied bats brains and beholder eye. The cost of creating the concoction within the vial costs 100 gp. Consuming the vial without casting the spell only causes the consumer to save vs poison or be sick for 1d6 hours and vomiting every 1d10x6 minutes, and make all attack, damage, & saving throw rolls at -3.

**Norma's Inflammable Knot** (Witch) (Alteration)

Level: 2

Range: One complete length of rope

Duration: Permanent until unknotted

AoE: 1 length of rope

Save: n/a

When this spell and knot (simple, square or slipknots are acceptable) are tied into a rope, it renders the entire length of rope to be immune from burning from normal or magical fires, explosions, or immolation, including dragon breath and fire from elemental monsters.

At 3rd level, the caster may use this on one 50' length of rope per casting. At 5th level, the witch caster may use this on one 100' length of rope per casting. At 7th level, the witch caster may use this on one 300' length of rope per casting. In all instances of casting on rope, the rope length must be one solid piece – continuous, uncut, unburnt, and unbroken at the time of casting. Said rope may still be affected by cutting, fraying, or snapping due to weight restrictions. Undoing the knot causes the spell to end.

**Thoure's Ghastly Spleen** (Witch) (Alteration)

Level: 3

Range: 1 creature

Duration: 1 round per caster level

AoE: 10' radius of target

Save: vs. poison

The target's spleen begins to produce toxins and noxious gases. The target becomes sick on failing the saving throw vs. poison, and within a few seconds begins to feel sick with vomiting and flatulence for rounds equal to the caster's level.

Anyone within a 10' radius of the flatulence must also save vs. poison or become ill, but only for one round. All within the radius, including the one with the ghastly spleen have a -4 to attacks, damage (minimum 0 damage), and saving throws.

Troglodytes and catoblepas are immune to this spell.

**Udant's Infernal Devise** (Witch) (Evocation)

Level: 3

Range: 10'/level

Duration: 1d6 rounds +1 round/level

AoE: 1 creature

Save: To Hit roll required.

The caster calls into being a set of fiery manacles that appear in front of the caster and fly towards any creature the caster wishes within 10'/per level of the caster. On a successful hit, the manacles affix themselves to the creature's wrists and ankles (if it has any) and restrains it for 1d6 rounds +1 round/per level of the caster, preventing it from making attacks with the restrained limbs. If the manacles miss, the caster may attempt to hit again next round, but may do nothing else except normal base movement. The manacles also cause 1d4 burning damage/round to the restrained creature until the manacles disappear at the end of the duration. The manacles cause double damage to cold using creatures restrained in this manner.



Dean Spencer

# NEW MAGIC ITEMS

By John Videll

## Homing Arrows

These arrows are typically found in groups of three. Two arrows are exactly the same and the third one is different. The single arrow is the target arrow. It has no bonuses to hit or to damage and acts just like a normal arrow. Its true powers come into play after it has been fired. Once it hits a target, it emits a magical homing signal. This signal lasts for one hour and is not detectable by any means short of a limited wish or wish. The signal can only be blocked by a source that blocks magical emanations, such as lead. Any time during the next hour either or both of the other arrows are fired they hit within a centimeter of where the first arrow hit. The target need not be within sight to be hit. The arrow follows the signal, even around corners or over walls, taking the shortest route possible. If there is no clear path to the target, the arrow flies as far as it can and then hits whatever blocks its path, such as a shut door. A clear path results in the arrow hitting the target successfully. However, the arrow is still limited by range. Even if the target is within range but the flight path of the arrow exceeds the maximum range of the bow, the arrow will miss. All arrows of a homing group can be fired on the same round. This obviously requires that the target arrow be fired first and usually requires additional archers.

If an arrow, other than the target arrow, is fired first it loses its magical powers and becomes a regular arrow. Archers need to be very careful handling these arrows as the target arrow is fairly sensitive. A target arrow jabbed into the ground by hand activates its power. There is no limit to the number of homing arrows that are linked, but the more arrows created reduces the chance of success on creating the items. Three arrows are the most common grouping, four less so, and five being quite rare.

XP 250 per arrow (a trio is worth 750 XP, a quad is 1,000 XP).

## Hair Beads (a.k.a. Hair Beads)

Hair beads can be any type of decorative piece of jewelry that is woven into the hair. Other common forms are hair rings, pony tail holders, and brooches. They can be of any material, but it must be of the highest possible quality. However, these items can only be worn in the hair. Thus, a hair ring can't be worn on the finger like a normal ring. The hair beads come in several different varieties. When discovered they must be woven into the hair of the wearer, be it the hair on their head or even into a beard. A minimum of 4 inches of hair is required to secure it in place and allows the wearer to benefit from its powers. There are typically twenty different types of stones, each made from a specific material. The different powers are as follows:

1	Bloodstone	Add 1 point to strength (max. 18)
2	Malachite	Add 1 point to intelligence (max. 18)
3	White Pearl	Add 1 point to wisdom (max. 18)
4	Chrysoberyl (cat's eye)	Add 1 point to dexterity (max. 18)
5	Jade	Add 1 point to constitution (max. 18)
6	Platinum	Add 1 point to charisma (max. 18)
7	Petrified Wood	Regenerate 1 hp/turn
8	Obsidian	+1 Protection (to AC only)
9	Sunstone	+1 To Hit (counts as magical)
10	Ruby	+1 to all saving throws
11	Gold	Protection from acid (reduce dmg by 1 each die)
12	Bone	Protection from cold (reduce dmg by 1 each die)
13	Flint	Protection from fire (reduce dmg by 1 each die)
14	Copper	Protection from electricity (reduce dmg by 1 each die)
15	Quartz	Absorb 1 <sup>st</sup> level spells (*absorb 4d6 spells before becoming useless)
16	Rose Quartz	Absorb 2 <sup>nd</sup> level spells (*absorb 3d6 spells before becoming useless)
17	Amethyst	Absorb 3 <sup>rd</sup> level spells (*absorb 2d6 spells before becoming useless)
18	Aquamarine	Absorb 4 <sup>th</sup> level spells (*absorb 1d6 spells before becoming useless)
19	Diamond	Grant invisibility to wearer
20	Agate	Reduce necessary sleep/rest each day by 50%.

\*Wearers can let a spell "pass" instead of being absorbed, so they can receive healing or other beneficial spells as desired.

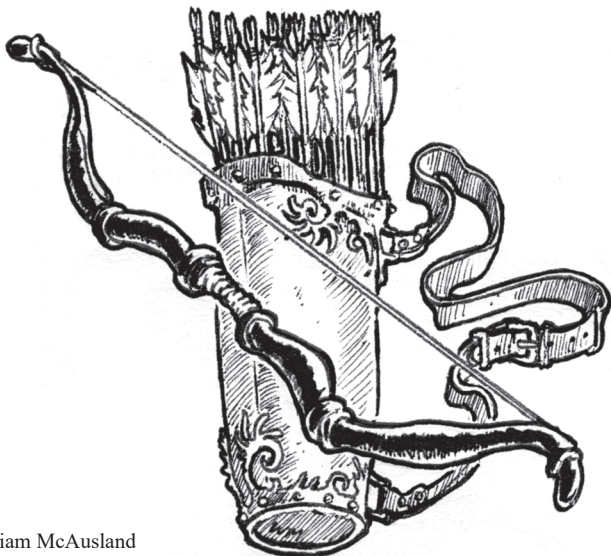
Up to five beads can be worn at any given time. While duplicate beads can be worn, the effects are not cumulative. Only one bead would grant its power to the wearer.

XP: 300 per bead

### Arrow of Transference

This arrow is always made of a rare and exotic wood, the feathers of an equally rare bird, and the arrow head is a gem worth at least 250 gp. To use this arrow, a mage or cleric must hold the arrow while casting the spell, speaking the command word at the beginning and after the spell is cast. This causes the spell to be absorbed into the arrow. On the very next round the arrow must be fired. If the arrow is not fired the spell is released back out of the arrow (i.e. a *Fireball* could detonate upon the caster if the arrow is not fired!)

Once fired, the arrow releases the spell on the point of contact. The spell is released through the tip, and if applicable, the direction the arrow was traveling. For example, if a *Fireball* is transferred into an arrow, wherever the arrow hits, is the center of the spell's area of effect. If the spell was a *Magic Missile*, then all of the missiles would be absorbed into the arrow and released into the target (however, with *Magic Missile*, if the arrow hit a rock the spell would be lost as it only affects living things). If the spell was *Burning Hands* then the flames would fan out from the tip of the arrow as if the tip was the mage's hands. For all offensive spells, the arrow is expended and the target does not take additional arrow damage.



William McAusland

While contained within the arrow the spells are immune to any effects/spells/powers that would affect the spell. For example, a *Transference Arrow* with a *Magic Missile* spell would not automatically be blocked by a shield spell, though the arrow itself would be subject to the improved Armor Class that the shield spell grants to the mage who cast it.

Some spells are obviously useless when combined with this magical arrow and careful DM adjudication is required when this item is used. As a general rule of thumb, if the spell can affect an opponent or create something, then it should work. Spells delivered by this method can obviously exceed the normal range of the spell, but for control purposes the spell must still be within maximum range listed under the spell if it requires concentration on the part of the caster. The arrow itself causes no damage to anything that it hits (i.e. a *Cure Light Wounds* spell would deliver the healing benefit with no arrow damage).

XP: 350 per arrow

### Vial of Spell Holding

These glass vials are usually 6" long, 2" in diameter, and come with a glass stopper that has a diamond set in it. The stopper is sealed shut with platinum wire and blessed wax. In their unused state they are empty. Removing the stopper causes the vial to lose all of its power.

To use this magic item, a mage or cleric simply casts a spell at the stopper's diamond and this causes the spell to manifest itself inside the vial. To active the vial, one needs to only hurl the vial and shatter it. This releases the spell inside. For example, if a 10d6 *Fireball* is cast inside a vial, a tiny *Fireball* appears inside the vial. Shattering the vial releases the 10d6 *Fireball* where the center of the *Fireball's* area of effect is the point of impact. For area effect spells the vial is simply a "fire and forget" weapon. If the spell involves a unique area of effect that can be altered (such as a *Web* spell or a *Wall of Stone*) the person throwing it must think of the general dimensions of the spell when the vial is thrown. If not, then the spell forms randomly. For example, a *Wall of Stone* spell manifests itself as a tiny wall inside the vial. Once thrown in a street with the intent to block the street off, then the person using the vial must think of the wall's dimensions to block the street. Without concentration on dimensions, the wall of stone could block the street, or may run down the middle of the street or some other random direction at the DM's discretion. Similar spells, like *Wall of Stone*, naturally forms in alignment with the vial's inside shape. Thus, the *Wall of Stone* cast inside the vial manifests itself as a tiny wall running the 6" length of the vial. A person could throw the vial down without

thinking of the shape of the wall and he could still "control" its general shape just by paying attention to how the vial is thrown.

Spells that directly affect a person, such as *Charm Person* or *Spider Climb*, cannot be cast into these vials. Spells that require concentration, such as *Clairvoyance*, can be cast inside the vial but the spell is lost when the vial is shattered. One exception are illusion spells, such as *Improved Phantasmal Force*. In the case of a spell like this the caster must first decide on the illusion (which manifests itself inside the vial) and when the vial is thrown the illusion manifests itself and lasts for the minimum duration and then expires. It cannot be controlled.

The DM must adjudicate spells on a case by case situation to determine if they will work inside a Vial of Spell Holding.

XP 1,000

### **Brooch of Carapace Armor**

This brooch commonly appears as a large, ornate beetle, much like a Scarab of Protection. However, it can come in just about any form of insect. The brooch must be worn openly in order to be used and can't be hidden under clothing. The first benefit of this brooch is that it protects the wearer from all normal insects, such as mosquitoes, ticks, and spiders. These small insects will not come near the wearer of the brooch. Against larger forms of insects it offers +2 to armor class and +2 against any saving throws, such as against poison. This function is continual so long as the brooch is worn and does not require any charges.

The brooch also has a second function. At the expenditure of a single charge the brooch summons thousands of insects that spread out from under the brooch. These insects, which are of the same type as the design of the brooch, completely cover the wearer in a swarm of insects. The only parts of the wearer that are not covered are the underside of the hands, bottom of the feet, mouth, nostrils, ears, and eyes. For every charge spent the swarm is active for 1 turn. This swarm of insects is a pulsating, moving shield that protects the wearer against attacks. First and foremost the wearer has a base AC of 5, or if they have a better armor class they get a +2 bonus to their AC.

The swarm absorbs damage from successful attacks. All attacks have their damage reduced by half. These attacks kill off insects, but they are replaced at the end of the round. If more than 20 points of damage is absorbed by the swarm they do not absorb any more for the rest of that round. Additionally, for the rest of the round the wearer of the brooch no longer gets the AC

bonus. At the beginning of the next round, however, the swarm is back at full effectiveness. This damage absorption only applies to physical attacks, such as from weapons, or spells like *Lightning Bolt* and *Fireball*. It does not protect against gasses.

When the brooch is activated, the wearer has the option of allowing the swarm to protect against a single attack. This acts as an improved version of the *Stoneskin* spell. All damage from the first successful attack is negated. This even applies to damage from falling. All of the insects, just before the attack hits, swarm to that location. The power of the brooch is then ended. The same duration of 1 turn still applies. After 1 turn (or after a successful attack if the second form is used) the brooch needs to be "recharged." The regular protective power of the brooch is still in effect, but the swarm armor will not work until the brooch has had time to "recharge" for one full turn. This item can be recharged.

It is rumored that 5% of Brooches of the Carapace are composed of flying insects and enact a *Levitation* spell as well as the above benefits.

XP 1,250

### **Rope Staff**

This magic item appears as a monk's-style rope belt, about 5-6' long with metal tassels at each end. When the rope is wrapped around the waist it automatically ties itself in a nice-looking knot with both tassels hanging at any height the wearer desires. Additionally, at the wearer's will, the rope unties itself and forms a loose coil in the wearer's hand, which has to be touching the belt when commanded to untie.

The true power of this item, however, is to transform into a weapon. At the wearer's will, and while grasping any part of the rope, the belt stretches out straight and transforms into a wooden quarterstaff. The staff maintains this form for as long as the wielder wishes. Only one person at a time may command a staff. To gain control of the item, it must be worn as a belt continuously for one full week. It may be removed for brief periods, but any removal of longer than an hour a day will "reset" the item and the week must be started again. Once the wearer has gained control of the item he is able to command it at will and the item can be left alone for any length of time. This bond lasts even after death, so if the owner dies and is buried with his staff it will remain bonded to him until someone else takes possession of it and wears it.

The most common form of this item is simply a plain quarterstaff, though some have been enchanted to be other magical weapons.

Rope Staff: 750 XP  
Rope Staff +1: 1,150 XP  
Rope Staff +2: 1,550 XP  
Rope Staff +3: 2,150 XP  
Rope Staff +4: 2,750 XP  
Rope Staff +5: 3,750 XP

### Dancing Shield

This magical shield looks and feels like any other medium-sized shields and usually has a +1 or +2 enchantment upon it. In reality this is actually two shields in one. The second shield has no handle or straps and actually rests perfectly upon the first shield and cannot be detected by normal means. After four rounds of combat, the wielder of the shield can mentally trigger the second shield, causing it to detach itself and "dance" just like a dancing sword. While dancing the shield can perform one of two actions, defense or attack.

If used in defense mode the shield can protect the wielder or another character within 30'. If used on another person they get the full benefits of that second shield. If used on the wielder it doubles its protective benefits for the wielder of a shield. For example, a fighter with a +2 dancing shield would improve his armor class by -6 instead of -3 while the shield is dancing. Used as an attack, the dancing shield can shield bash any opponent within 30 feet of the wielder. The shield hits as a character of the same level with the shield's bonus added to the to hit roll. Damage is 1-3 points of damage plus magic bonus. Neither function requires concentration and does not interfere with any possible spell casting.

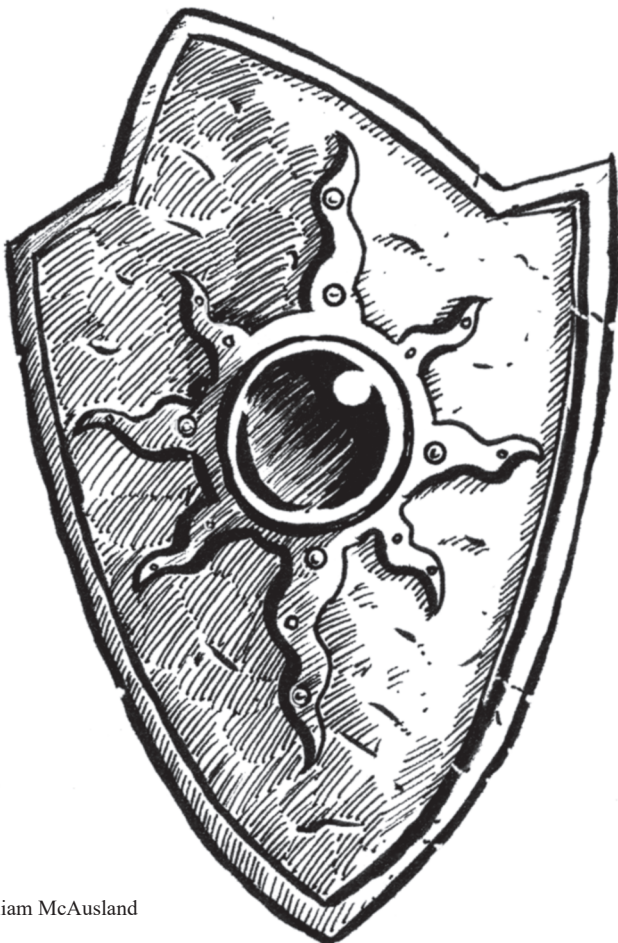
While dancing the primary shield can be put down without interfering with the second shield. At the end of four rounds the shield automatically returns to the main shield to meld back with it. It remains "dormant" for a minimum of four rounds before it can be activated to dance again. If the user of the shield moves more than 30' away the dancing shield moves to stay within range. If it is somehow prevented from doing so it falls to the ground and must then be physically set on the main shield to recharge.

A few, rare versions of this shield are spiked. A spiked shield does 1-6 points of damage.

+1 Dancing Shield: 4,500 XP  
+2 Dancing Shield: 5,000 XP  
+3 Dancing Shield: 6,000 XP  
Spikes: +500 XP

### Shield of Spikes

When this shield is created it appears as a round metal shield with 21 small, circular indentations evenly placed around the shield, with one being in the middle of the shield. In its normal mode it is simply a magical shield, usually with +1 enchantments but sometimes a +2 or rarely a +3 shield. Its true power is revealed when the owner of the shield holds the head of a spike against the shield and recites the command phrase of the shield. This phrase takes two full rounds to say and the spike must remain in contact with the shield the entire time and not be moved. At the end of the phrase, the spike is now part of the shield. It cannot be removed except by a wish or limited wish spell or by a divine being. The shield can be adorned with up to 21 spikes at a time. For every five spikes (or fraction thereof) the shield causes +1 damage to a shield bash attack, up to a maximum of +4. For example, one spike causes +1 damage. Six spikes causes +2 damage.



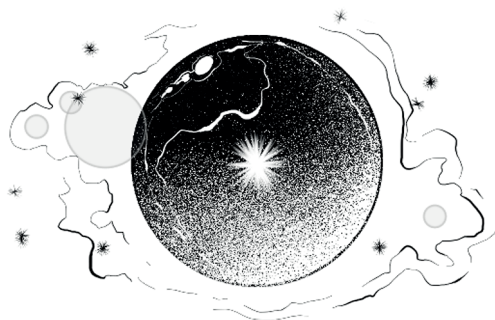
William McAusland

# The Tenebrisc Orb

An OSRIC adventure, levels 4-7

By

Malrex



V-Shane

Speaking the command word, the shield's owner can cause a spike to separate from the shield, erupting into a small explosion. The explosive force launches the spike up to 30 yards and can be targeted against any target within range in the front arc of the shield user. A successful attack roll on the target results in 1d6 damage from the spike. Separating a spike to fly towards an enemy results in no benefit to the wearer's armor class from the shield that round. However, the attack does not require any thought and is considered a free attack. Every time a spike is launched there is a 5% chance that the explosion damages the shield. On a roll of 2-5 on the d100 percentile die, the area where the spike was once attached becomes blackened as if scorched. When this happens it does not affect any of the magical abilities of the shield but it does permanently reduce the maximum number of spikes that can be attached to the shield. Nothing short of a wish spell can fix this damage. On a roll of a 1 on the percentile die, 1d4+1 spikes are fired. These cannot be targeted against any individual but each spike has a 10% (or DM's discretion) of targeting any target within the front arc. (Randomly determine target and user makes regular attack roll. A target can be hit with multiple spikes.) For each spike, there is a 25% chance that they damage the shield and further reduce the maximum number of spikes that can be attached to the shield. There is still a 1% chance of triggering even more spikes. It is possible on a misfire to trigger a ripple effect that will cause all of the shield's spikes to be launched!

Actively blocking with the shield causes one or more spikes to fire. On a successful block the attacker still rolls damage. For every 10 points of damage that the attack causes, one spike is fired at the attacker. This requires a regular to hit roll for each spike and each spike causes 1d6 points of damage. This is assuming that the attacker used a melee weapon. If the attack blocked was a natural attack (bare-handed attack, claw attack, kick, etc.) the shield bash damage is added to the total amount of damage caused. The amount of damage caused is determined by using the number of spikes attached to the shield before the attack was blocked. As above there is a chance that each spike fired damages the shield. However, for every full 10 points of damage the percentile roll is reduced by 1 (to a minimum of 1). For example, if a blocked attack "causes" 24 points of damage then the percentile roll is reduced by 2. If the initial roll was a 2 it would now become a 1.

- +1 Shield XP 750
- +2 Shield XP 1,250
- +3 Shield XP 1,750

This adventure uses the OSRIC™ System (Old School System Reference and Index Compilation™. The OSRIC system text may be found at <http://www.knights-n-knives.com/osric>. The OSRIC text is copyright of Stuart Marshall. "OSRIC" and "Old School Reference and Index Compilation," are trademarks of Matthew Finch and Stuart Marshall and may be used only in accordance with the OSRIC license. This product is not affiliated with Wizards of the Coast.

**Introduction:** Bellamar, ancient mage of great power, jealously guarded her secrets, especially her signature spells. She created several orbs, each a tiny world of their own, filled with mystical creatures and traps to protect her most treasured spellbooks and experiments. Upon her mysterious death, the orbs have become scattered across the lands and lost in time....until now.

**Summary:** Hooks for the party are either accidentally discovering Bellamar's Tenebrisc Orb or they have been searching for it. Bellamar's Tenebrisc Orb holds a few of her light and shadow-themed signature spells as well as clues to her last experiment. The orb is about 6" in diameter and constantly swirls with light and darkness. Touching the platinum base of the orb is safe, but anyone touching the orb itself glows briefly then immediately vanishes with a flash of light and is teleported inside.

Inside the orb are two conflicting spectrums that participated in what is known as the Chromatic War, where light battled dark for dominance. The result were heavy losses on all sides as The Gray, a third, mindless faction started to dominate the territory. Barriers and defensive measures eventually ruptured the magic within the Orb that continuously swirled and



intermixed the territories and colors. The result is semi-stable, three mini-territory areas within the orb. One side is Dark, one side is Light, and in the middle is 'The Gray'. Only faint remnants of the Orb's denizens remain.

**GM's Notes:** The Tenebrisc Orb can be placed anywhere in an existing campaign. The orb itself is a treasure, selling for 5,000 gp to a mage or collector. Although, finding an interested buyer in time may prove difficult as these highly sought-after orbs attract unwanted attention (jealous mages, assassins, etc.). There are several orbs scattered across the realm. This adventure is Part 2 to Bellamar's Orbs. If you, the player/DM wish to find Part 1 or the Parts hereafter, you must search for them through blogs, magazines, and/or websites, much like characters search for the orbs themselves..

Teleported party members arrive in **Area #1**. Use of *Teleport*, *Passwall*, and/or *Dimension Door* is ineffective in leaving the orb once entered (although these spells DO work inside the orb itself), and characters may only leave short of a *Wish*, or using the password--Chiaroscuro, located in **Areas #8, #12, #15, and #23**.

Finally, a new monster, The Gray, are similar to ghouls. A successful turn by a cleric only stuns them for 1d3 rounds. Please refer to New Monsters (pg. 92).

**Wandering Encounters:** A 1-2 on a d10 every 3 turns signifies a wandering encounter.

**1. Entrance:** A flash of light disappears as quickly as it appeared, leaving only a faint whiff of ozone over an electrum infused pentagram that slowly fades to a dull glow. A statue in each corner of the triangular chamber stand in front of a half-blocked door. Both statues wear hooded robes, but one statue is pure light (right) and the other is composed of shadowy wisps (left). The floor and ceiling clash in an eternal battle, spiraling half-light and half-darkness, causing sizzling sparks to dance to the floor where the two conflicting spectrums meet. A narrow beam of light spans a dark chasm and leads to double doors to the north.

- Chipping out the electrum pentagram takes 6 turns and yields 666 ep.
- Each statue is insubstantial, allowing hands to pass through it, but eventually forming an invisible wall of force, blocking entry to the door beyond. Each door has an intricately carved keyhole.
- The beam of light is solid, approximately 5' wide and spans a bottomless pit.
- One door is dark and the other is light on the double doors, only a half inch separates them. They open easily.

**2. Key Holder:** A massive, ominous statue (20' tall) dominates the northern wall. The statue is of a woman, half carved from obsidian, and half carved of white marble. She eternally screams to the heavens, with her arms held before her, palms upward, presenting a shadowy wispy key in her right hand, and a blinding key made of pure light in her left.

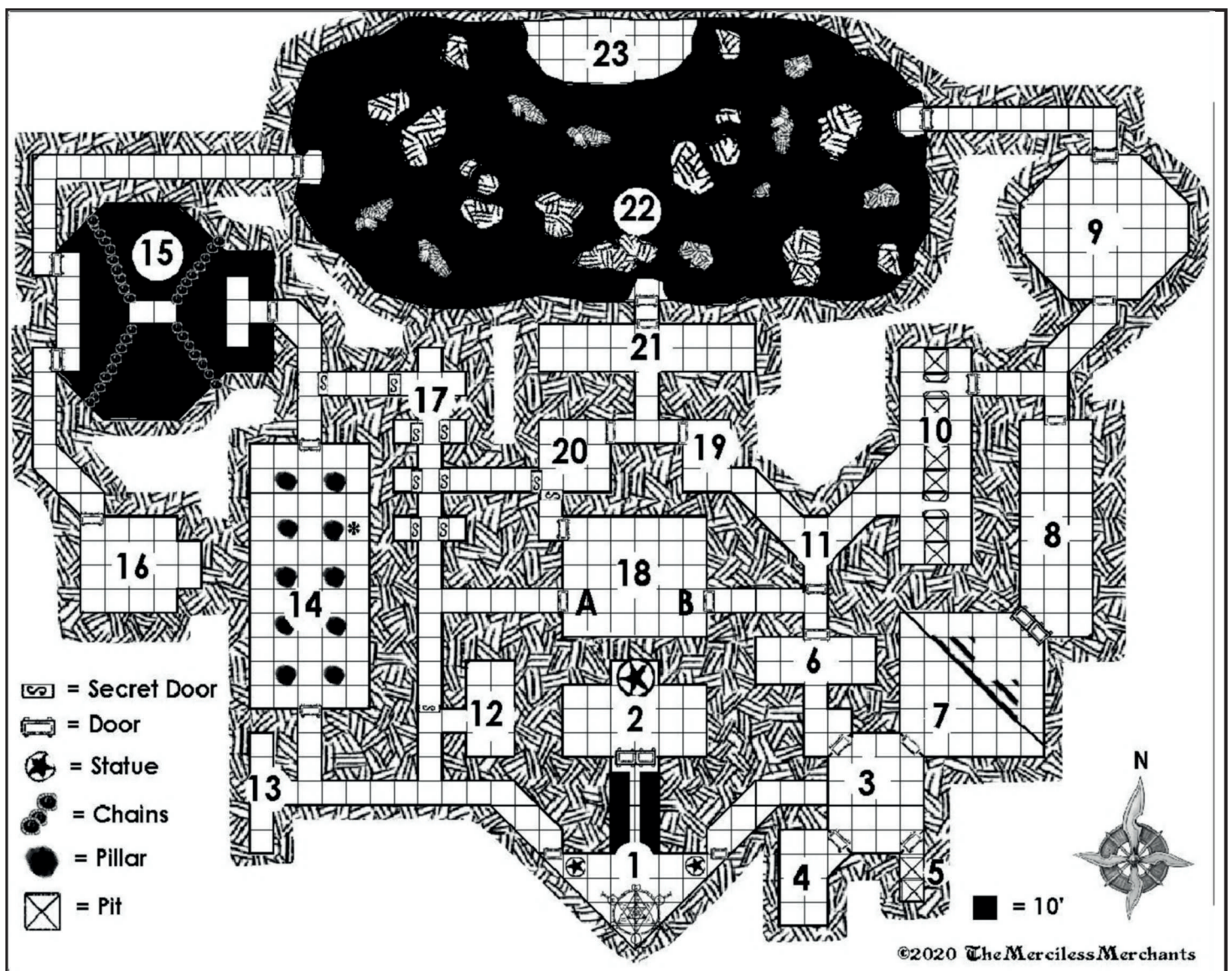
- Once one key is grabbed by the party, the statue grasps the remaining key and shatters it.

ROLL	ENCOUNTER	NOTES
1	A random flash of light fills the entire chamber/passage/etc.	Save vs. spells or be blinded for 1d4 rounds.
2	<i>Dancing Lights</i> flick and flitter down the hall.	As spell, they wink out after 6 rounds.
3	<b>Palik, 3<sup>rd</sup> Level Paladin:</b> AC 3; MV 120'; hp 18; #ATT 1; D 1d10 +1 H; AL LG; XP 161.	Surrounded by 15 'The Gray' and three dull companion corpses, Palik is only survivor. Claims he is looking for Sir Drayden ( <b>Area #16</b> ).
4	<b>(4) Skull Wicks:</b> AC 4; MV 90'; HD 3; hp 17 ea; #AT 1; D 1d4; SA Fire Burst; XP 65 ea. See New Monster.	These creatures are cackling as they attempt to light a 'The Gray' corpse on fire.
5	Darkness engulfs the party.	As <i>Darkness 15' Radius</i> spell.
6	<b>(5) The Gray:</b> AC 6; MV 90'loping; HD 2; hp 12 ea; #AT 3; D 1d3/1d3/1d6; SA Paralyzation, color absorption, SD Immune to Sleep and Hold spells; AL CE; XP 94 ea.	These horrid creatures are chasing flying glowbugs (harmless). They attack immediately.
7	Shadows elongate considerably, eventually winking out.	PCs lose their shadow for 1d6 rounds.
8	Five dull, gray spheres (1' diameter) hover and move slowly towards the party.	They are harmless. Touching them causes them to pop like a balloon.

- The keys open the doors to **Area #1**, depending on the color, and the force field from the matching statue drops to allow access to the door. Once used in the door, the key disappears.
- Grabbing both keys at once is possible with a successful Dexterity check. Failure means one is destroyed, (d6, 1-3 light, 4-6 shadow). Success means the party may open both doors in **Area #1**.

**3. The Juggler:** A hexagonal chamber contains four doors in each corner. The chamber is lit from a glowing humanoid made of pure amber light that stands from a crouched position. It stands 8' tall and looks human except for two bright white horns and being composed completely of the amber light. "Finally!" it says and begins to juggle ten identical glowing orbs. "Grab an orb to pass, but you must be fast..."

- The humanoid does not speak or respond to questions, only quipping in a stressful tone "can't you see I'm trying to concentrate?!" It is immune to magic and weapons and can't be harmed short of a *Wish*, nor may it harm anything. It fades if a *Darkness* or *Continual Darkness* is cast in the room or on it, but reappears once the spell duration is over or canceled.
- The doors can't be opened short of a *Knock* spell. If *Knocked*, the Juggler drops the orb that corresponds to the door rolled (see Orb table).
- A successful Dexterity check is needed to grab an orb. Failure results in the orb shattering on the ground. Success causes an orb to change to a color and have an effect determined randomly:



ROLL	ORB
1	<b>Yellow:</b> Southwest door glows yellow, then opens.
2	<b>Red:</b> Orb is hot, burning for 2d8 damage when grabbed. It shatters if dropped.
3	<b>White:</b> Orb bestows a Bless effect to catcher. Permanent while inside the Tenebrisc Orb.
4	<b>Blue:</b> Southeast door glows blue, then opens.
5	<b>Green:</b> Northeast door glows green, then opens.
6	<b>Brown:</b> Character must make a save vs. death or age 20 years.
7	<b>Orange:</b> Northwest door glows orange and opens.
8	<b>Magenta:</b> Character immediately gains 5,000 XP but their hand has a permanent magenta color.
9	<b>Turquoise:</b> Character must make a save vs. death. Failure, they become a Shadow (as the monster), 25% chance to retain their identity. Success, they get sucked into the orb and require a <i>Remove Curse</i> or <i>Dispel Magic</i> to be set free.
10	<b>Gray:</b> Character is healed to full, removes all disease and/or ill effects and become one year younger.

- No matter how many orbs the Juggler has left, as soon as each door is opened, he drops the remaining orbs to the ground, shattering them, and slowly disappears, thanking the party for breaking the curse.

**4. Gong:** An empty chamber except for a 3' high brass gong (25 gp) complete with an attached hammer against the south wall.

- When the gong is struck, the chamber erupts in bright light that essentially blinds everyone (unless somehow magically protected).
- A Light Spectre materializes and begins attacking the party. *Darkness* or *Continual Darkness* causes the Light Spectre to disappear. **Note:** A Light Spectre is not undead and can't be turned. It drains temporarily 1d4 Constitution on a successful hit. Those drained to zero Constitution are slain. Constitution is recovered by one point per hour.
- Slaying the specter causes it to disappear in a flash of light, leaving a bejeweled amulet shaped as the sun (7,500 gp). Whoever takes it, may be re-visited by the Light Spectre in one week, during the day. At this point, if the bearer is slain by the Light

Specter, they are sucked into the medallion to suffer eternally from the specter's whims.

- The brightness in the room fades after three turns.

**(1) Light Specter:** AC 2; MV 150' (300' flying AA:IV); HD 7+3; hp 40; #AT 1; D 1d8; SA 1d4 Constitution drain; SD +1 better weapon to hit, immune to cold, poison, paralyzation, sleep, charm, and hold; XP 2,215. **Note:** The Light Specter is similar to a specter but drains 1d4 Constitution instead of level drain.

**5. Glowing Sphere:** A glowing sphere (2' diameter) hovers at the end of a short corridor.

- Anyone touching the sphere causes a 20' deep pit trap to open in the entire hallway (2d6 damage). The walls and floor are extremely smooth, made of metal, and difficult to climb (-25% to Climb Walls).
- The sphere moves and hovers to the center of the hall and begins to emanate intense heat and raise the temperature. After six rounds, metal objects (including walls and ceiling inside the pit) are hot enough to deliver 1d2 hp damage per round. The heat continues for two turns.
- Attempting to damage the sphere (AC -2, hp 4), shatters it, releasing a heated liquid that delivers 3d6 damage in a 10' radius, but stops the heating process.
- In the corner of the pit is an oval, rainbow hued gem (300 gp). See **Area #11**.

**6. Mirror Beam:** Smooth floors cover the chamber and a series of 4" mirrors are embedded in the surrounding walls, pivoted towards the open door to the north. A damaged lantern lies near the center of the chamber.

- A light source with mirrors was once used to open the door, long figured out by other adventurers.
- Lantern is worthless, with dried oil flakes.

**7. Plant Lights:** Purplish tendrils cover the floors and three wide stairs, entwined with bulbous glowing pods and a chaotic jumble of tendrils and roots. Three flowers, spread across the chamber, droop downwards like a chandelier, giving off a slight purplish and pink glow. Glowbugs fly lazily between the tendrils and flowers giving a starry appearance in the dim lit and humid chamber.

- Movement is halved while wading through this room of tendrils.
- These alien-like plants give a sap that give properties similar to the *Cure Disease* and *Cure Poison* spells, however, the imbiber has painful thorns that emerge from their skin delivering 1d4 hp damage. The thorns fall off after a week.
-



- The glowbugs are harmless. Collected in a bottle, they can be a light source for 1d4 days.
- An ekivu has been feasting on the plants for months, even its bulbous form glows a slight purple.
- Those that fall asleep to the ekivu's droning has a 50% chance of waking after 1d4 rounds from the plant tendrils wrapping around them and 'absorbing' them.
- Mixed within the tendrils in the south corner are two half-rotted shub corpses, 523 cp, 400 sp, 1,732 gp, three peridots (75 gp ea), a **Potion of Levitation**, and **Void's Skirl**.
- The double doors on the northeast wall have carvings of gilded golden lanterns.

**(1) Ekiyu (fly demon):** AC -1; MV 50' (210' flying, AA:III); HD 7+2; hp 43; #AT 3; D 2d4/2d4/1d4; XP 1,705.

**(15) Plant Tendrils:** AC 8; MV 60'; HD 1; hp 4 ea; #AT special; D 1d4 per round; XP 19 ea. Note: The plant tendrils only attack creatures sleeping in the chamber, 'absorbing' them for nutrients. Otherwise they move away best they can if attacked.

#### Void's Skirl

**Void's Skirl** is a fist-sized, wolf-headed whistle carved from obsidian with silvery runes. When blown, the whistle calls a loyal Shadow Wolf that may follow simple commands. The Shadow Wolf is an excellent tracker and can stay summoned for one hour per day.

**(1) Shadow Wolf:** AC 6; MV 180'; HD 4; hp 27; #AT 1; D 2d4; SD Hide in Shadows; XP 420. **Note:** Shadow Wolf is similar to a Shadow Mastiff, but does not have the howl. The Shadow Wolf refuses to attack undead.

The Shadow Wolf moves half its movement rate in light conditions (*Continual Light*, daylight, etc.). Every time the whistle is blown, there is a 1% chance the blower is teleported immediately to the Shadow Plane and attacked by the wolf. **Value:** 11,000 gp.

**8. Lanterns:** Hanging on brass chains from the 20' high ceiling are a variety of different lanterns. The lanterns hang at different elevations and emit different glows, yellow, orange, reds, purples, greens, and blues. Several 1' tall humanoids with triple skulls for heads cackle as they hop from chain to lanterns gleefully lighting them with flames from atop their head.

- Each lantern is intricately carved with dragons, salamanders, and other creatures of fire or that breathe fire. There are a total of 20 lanterns (10 lanterns 50 gp ea, 5 lanterns 175 gp ea, 4 lanterns 250 gp ea, 1 lantern 1,000 gp).
- One lantern is created with a black and white metal material. If it is the only light source, it shines the word 'chiaroscuro' on the ceiling. Chiaroscuro is the password for exiting the orb.
- One lantern, easily missed, is unlit and is the **Vorghune's Lanthorn**.
- The Skull Wicks notice the party in 1d4 rounds and are easily surprised.

**(8) Skull Wicks:** AC 4; MV 90'; HD 3; hp 17 ea; #AT 1; D 1d4; SA Fire Burst; XP 65 ea. See New Monster.

#### Vorghune's Lanthorn

Electrum carvings of the crescent moon and stars decorate the lantern that holds a black candle in its center. When lit, the candle glows with a bluish flame and causes a *Continual Darkness* (60' range) that emits from the lantern, however the wielder may still see while the lanthorn is held. The drawback is there is a 5% chance that 1d4 Shadows appear and attack the nearest targets, including the lanthorn's holder. **Value:** 4,000 gp.

**9. Chromatic Aberration:** A giant bloated demon squats in the center of this massive chamber, it's horns a good 3' long and its sagging belly almost touching the floor, almost hiding a glint of treasure. It's body is composed entirely of bright light with only darkened facial expressions. Broad, glowing bands keep the northern door closed. Great crystals of various colors emerge from the ground pointing in a variety of directions with an odd focusing contraption near their tips which emit the crystal's color like a tight-beam spotlight.

- There are six major crystals with emitter contraptions: yellow, green, blue, red, orange, and purple. The emitters can pivot and be maneuvered.
- When an emitter is pointed at the demon, it howls in rage. When each color is shone on the demon at once, it cries in fury before disappearing. The bars on the door to the north disappear as well.
- The demon does not move from the center, however it emits a light beam between its horns to attack intruders or attacks with its claws if they get close.
- The demon stands over an oval, rainbow hued gem worth 300 gp (see **Area #11**). There is also 3,756 cp, 375 sp, 1, 400 gp, a medusa head gold medallion with jade eyes and emerald snakes (1,100 gp), a golden helm (300 gp, eyes glow any color the wearer wishes, but harmless) and a **Rod of Cancellation**.

*This giant demon composed of swirling bright light builds a wicked energy between its great horns, chuckling in deep throaty laughter as it shoots to destroy its enemies.*

**(1) Chromatic Aberration: Size: L; AC 0; MV 0'; HD 9; hp 64; #AT 1 or 2; D 3d6 (beam ray) or 2d6/2d6 (claws); SD +1 or better magic weapons to hit, immune to lightning and fire; XP 1,532.**

**10. Metalense:** Darkness and gloom greets those entering the chamber. A 10' deep trench runs down the center of the chamber and two narrow, spanning bridges. On the south wall is a gigantic, 20' tall glass lens mounted on a metal frame. The north wall is completely cracked and blackened.

- Torch light or spells cause the lens to sparkle and glow. Any light source near the lens causes it to draw in the light with a loud sucking noise. The light is separated into each color spectrum, which shoots forth a rainbow prism 10' in front of the lens. The rainbow prism re-combines each spectrum and violently shoots forth an angry white laser against the north wall. The bigger the light, the bigger the laser effect. The wall becomes molten and cracks.
- Use light source radius to determine when lens begins to 'draw in' light. Spell's light sources are

completely absorbed; candles, torches and lanterns are dimmed while within range.

- Anyone near the north wall when the laser is engaged or struck by the laser takes damage according to the Light Source table. Save vs. breath weapon for half damage.

LIGHT SOURCE	DAMAGE
Candle	1d2
Torch	1d4
Lantern	1d6
Bonfire	2d6
Light	3d6
Continual Light	4d6

**11. Dragon Fountain:** A white marble dragon or reptilian head with open maw and tongue is mounted on the apex of the 'V' of the corridors in the northern wall. A grate lies below the head.

- Closer inspection reveals tiny settings in the eyes, suggesting an oval stone or gem was placed there. Installing the oval, rainbow hued gems from **Area #5** and **#9** cause the dragon fountain to function, 'breathing' different colored liquids each round into the grate.



Dean Spencer

ROLL	COLOR	EFFECT
1	Red	Drinker is immune to normal and magical fire for one full day. The left arm of the drinker also combusts into fire from the elbow down--forever. Successful strikes cause 1d6 fire damage. However, it continually burns becoming a hassle (burns clothing, beds, chairs, etc.). Needs a <i>Remove Curse</i> or <i>Dispel Magic</i> to revert to normal.
2	Orange	Character is hastened for 10 turns. They also age one year per turn.
3	Yellow	The drinker gains 1d4 hp above their maximum permanently.
4	Green	The drinker violently vomits until a seed pod comes out which quickly grows into a green-colored clone of the drinker. The clone has all the abilities, but is half level of the original. It follows commands of the original. If it is slain, the original drinker suffers a loss of 10,000 XP.
5	Blue	Drinker is stunned for 1d4 rounds and takes 10 hp damage per round rolled.
6	Indigo	Drinker must make a save vs. Poison or die. While dead, the character is visited by a mysterious deity that offers life for a favor (GM's discretion).
7	Violet	Drinker is immediately stumbling drunk for 1d4 hours, receiving -2 to attack rolls...but they are having a great time.
8	Black	The drinker's appearance becomes ominous shadowy wisps. No other negative effects or benefits occur, just their appearance. A <i>Remove Curse</i> is needed to revert to normal.

**12. Dark Guide:** "Please don't harm me..." a haunting, melancholic voice drifts from the dark void of a dusty chamber. A tall (8'), gaunt and wispy figure composed of swirling shadows emerges from a dark recess of the chamber. It moves slowly towards a tight and organized pyramid pile of rubble and debris with five bricks made of pure inky darkness.

- The shadow calls itself Marlune the Fragmenter, one of the last remnants of the Chromatic War that happened within the Tenebric Orb.
- Marlune defends itself, but is more curious about the party's presence.

- It asks the party lots of questions—why they are here, what are they doing, are they relatives of Bellamar, etc.
- If asked specific questions, Marlune shares information/rumors:

ROLL	RUMOR
1	Bellamar created the orb. She is a wizard of great power. She has not visited the Orb in a long time. She used to work long hours in a huge chamber that is now sundered due to the Chromatic War ( <b>Area #22</b> ).
2	The Chromatic War was between beings of Light and those of Darkness. Both sides were effected by a third faction known as The Gray. Only a handful of denizens on both sides remain. Each stay on their own side and both factions keep an eye on The Gray.
3	He admits he may be biased, but the denizens of Light were evil and worshiped a great floating sphere of light (Will-o-wisp). The sphere has not been seen for decades.
4	The denizens of Dark are scattered. Most have joined forces with the Light Gorger.
5	Marlune claims he saw a human before, about 50 years ago, and claims he still dwells inside the Orb ( <b>Area #16</b> ).
6	Marlune claims some of The Gray still stir ( <b>Area #18</b> ). He believes the Light Gorger is attempting to enslave them. He believes strongly The Gray should be destroyed.

- Marlune offers one **Shadow Brick** if the party brings back proof of the Light Gorger's demise. Marlune wants the Light Gorger slain due to its involvement with enslaving The Gray and its attempt to take over the shadow side of the orb.
- If the party maintains a good relationship or has a long conversation with Marlune, he reveals the secret door in the northern wall just outside it's room as well as the Tenebric Orb's password to leave- 'chiaroscuro'.

**Marlune the Fragmenter:** AC 4; MV 120'; HD 5; hp 28; #AT 2; D 1d8/1d8; SA drains constitution; SD +1 or better weapon to hit, immune to cold, poison, paralyzation, sleep, charm and hold; AL CG; XP 500.

**Note:** Marlune's differences from a regular shadow is that Marlune is more powerful, good-natured, drains 1d4 constitution per hit, and those slain have all colors completely removed (from person and equipment) and they become a Gray One in one turn (which Marlune attempts to slay).

### Marlune's Shadow Brick

These bricks feel like a regular brick, but half the weight and comprised completely of a dark wispy shadow that has substance. Once per night, the brick may be empowered to grow to a 10'x10'x10' cube with a narrow doorway for entrance. It becomes a brick once more at dawn or if affected by powerful light (*Continual Light*, etc.) and pushes its occupants outside. The cube provides shelter against the elements, however, there is a 5% chance that those that stay inside the cube are teleported to the Plane of Shadow (or other similar plane at GM's discretion). **Value:** 8,000 gp.

**13. Teleportation Hallway:** Darkness grips the walls, barely revealing the stone that shapes the hallway.

- Each end of the hallway has a teleporter or *Dimension Door* effect. Parties feel as if they are walking forever, continually passing a passage to the east (the way out). Over time, the trap hasn't been functioning correctly.

**14. Light Gorgor's Larder:** A deep, dark chamber hints at its vast size from two rows of five dimly glowing pillars. Wispy black curtains hug each pillar and mute the light that feverishly tries to emit from the glass constructed pillars. Five silhouettes cluster about one pillar (\* on map), collecting a bright sphere from within the pillar using elongated tongs and depositing it into a drab cart.

- Each pillar contains d4 x10 hovering spheres of golden light (1' diameter). Access is through a 2'x2' hinged door with a silver knob. The spheres attempt to escape if party members open the door. Grabbing one takes a successful To Hit roll. The sphere feels substantial and vibrates with life, but is harmless.
- The pillars have AC 10, hp 20. 'Killing' the pillars makes them shatter, surrounding the breaker in shards of glass—saving throw vs. breath weapon or take 1d6 damage.
- The five silhouettes are 'The Gray'. Left alone, they take three spheres into **Area #15**.
- Each curtain is created by a wispy fabric that feels barely substantial. Careful tailoring can create cloaks/tunics that provides a +20% bonus to Hide in Shadows. The extra folds required in the crafting allows only 5 cloaks/tunics to be created if all the curtains are taken.

**(5) The Gray:** AC 6; MV 90'loping; HD 2; hp 12 ea; #AT 3; D 1d3/1d3/1d6; SA Paralyzation, color absorption, SD Immune to Sleep and Hold spells; AL CE; XP 94 ea. **Note:** Similar to ghouls except on a successful attack, The Gray absorbs color from its target and paralyzes their victim for 1d6 rounds (saving throw to avoid.) Color of

equipment, skin color, etc. returns after one turn. After five successful hits, the character and all their gear remain gray forever until a *Remove Curse* is cast upon them.

**15. Shadow Chasm:** A ledge landing overlooks a twilight-lit chamber that holds a stone platform held by thick chains over complete darkness. A giant blob of darkness with spindly arms rests on the central platform, casually tossing glowing spheres into its giant maw and popping them with a sickly squish. Its darkened mass immediately gets larger from its consumption, almost threatening to push the few grayish humanoids that tend to its needs off the platform. Dark flapping shapes flit through the air of the 40' high ceiling.

- The giant blob of darkness is the Light Gorgor. It squeals in delight if the party enters with a light source. It begins to suck the light (candles, torchlight, lanterns, magic swords, etc. dimmed to 1' radius, *Light* spells completely 'sucked in') into its mouth, plunging the room into a twilight-lit room (reduces vision to 30'). It demands the party to bow to their new god! It demands them to light torches, cast magic that gives off light, or to present any other objects that provide light. Those unable or refuse are taken to **Area #18** by his servants and fed to the Gray. Those that are 'useful' may remain to follow his orders and worship him for all eternity.
- The platform is 20' from the ledge, and 10' below. Jumpers use their Strength or Dexterity score (whichever is higher) for number of feet they can jump + 1d6'. If the total is 17 or less, they fall into the darkness. An 18-19, the character manages to grip the ledge. A 20+ makes the jump successfully.
- A narrow ledge leads to the chains. Those traversing without precautions have a 70% to make it (thieves get a 95%) or 30% they slip into the darkness. Once the chain is reached, it takes two rounds to shimmy or move across the chain to be safe. Those wanting to be quicker takes one round but a successful dexterity roll is needed or they fall into the darkness.
  - **Falling into darkness** takes the character through a one-way entrance, depositing them into **Area #22**, freefalling through the darkness.
  - Several shadow bats flit through the air. They attack those crossing on the chains and defend their master.
  - **Tactics:** Light Gorgor casts spells to make it difficult for the party to reach him. The shadow bats are similar to giant bats and may confuse/blind characters and are not affected by *Darkness* type spells. The Gray attack anything that reaches the platform.

- **Treasure:** The Light Gorgor lays on 13,000 sp, 4,200 gp, 564 pp, **Clouded Blossom**, and a **Potion of Copper Dragon Control**.

A bulbous mass of shadowy wisps that form a giant, thick, short, worm with four spindly arms. Its mouth is over-sized with crescent moon shaped dark teeth.

**(1) Light Gorgor:** AC 8, SZ: L; MV 3' (hovers); HD 8; hp 48; #AT 1; D 2d8 (bite); SA spells; SD +1 magic weapons or better to hit, immune to *Darkness*, *Hold*, *Sleep*, and *Charm*; AL CE; XP 1,530. **Note:** Sucking in light heals it for 1d12 hp. After 20 more 'suckings' its HD goes up by 1. After a week of no light, it begins to drop one HD before dying.

**Spells:** *Darkness 15' Radius* x3, *Continual Darkness* x2, *Shadow Monster*, *Shadow Magic*, *Shadow Door* x2

**(3) The Gray:** AC 6; MV 90'loping; HD 2; hp 12 ea; #AT 3; D 1d3/1d3/1d6; SA Paralyzation, color absorption, SD Immune to Sleep and Hold spells; AL CE; XP 94 ea. **Note:** Similar to ghouls except on a successful attack, The Gray absorbs color from its target and paralyzes their victim for 1d6 rounds (saving throw to avoid.) Color of equipment, skin color, etc. returns after one turn. After five successful hits, the character and all their gear remain gray forever until a *Remove Curse* is cast upon them.

**(10) Shadow Bats:** AC 8; SZ: S; MV 10' (240' flying AA:V); HD 1; hp 4 ea.; #AT 1; D 1d3; SA strength drain; XP 19 ea. **Note:** On a successful hit, a shadow bat has a 10% chance of draining 1 point of strength. Strength returns 1 point per turn.

### Clouded Blossom

This unique sword is shaped by hundreds of flower petals that are gray and wilted until wielded. The wielder can control the color of the petals once gripped, but can never let go, short of a *Remove Curse* from a cleric of 10<sup>th</sup> level or higher or a *Wish*. The wielder may decide the size of the sword—short, broad, long, scimitar, or bastard sword, as the petals flutter about, reshaping itself and making the sound of wind chimes. The wielder may never become disarmed as petals form over the hand as well during combat, making sword and arm as one. Whenever wielded, the sword gives off a sweet scent of flowers. The sword knows the password to leave the orb ('chiaroscuro') and can telepathically communicate it to its wielder.

**Clouded Blossom** is a **Sword +2** with a special purpose of Slaying Illusionists. It's alignment is Neutral, Int 14, it can't speak, but can communicate telepathically, *Detect Illusion* 1x per day, *Detect Alignment of Illusionists* only 2x per day, Ego 14. Once per day the wielder can cause the petals to burst from the sword,

causing it to sound like a series of wind chimes and blinding all in a 15' radius (no save) except the wielder for 1d4+1 rounds. **Clouded Blossom** is bipolar, in that during the day, it wishes to slay evil illusionists, but at night, it's purpose is to slay good illusionists. Once picked up, the sword badgers the character immediately, explaining it wants a majestic sheath to reside in. It constantly complains and bemoans the character's stench, but expresses happiness and joy once the character is bathed, and better yet--perfumed. Dominated characters seek Illusionists, the more powerful, the better to slay, but waits for the appropriate time, depending on the target illusionist's alignment. Value: 22,000 gp.

**16. Ageless Room:** Warning sign on door—"Do not disturb unless you plan to stay forever..."The door is dominated by a platinum veneered hourglass (300 gp) with softly glowing orange runes along the door's edge.

- Only good aligned characters/creatures may open the door.
- If *Detect Magic* is used, it reveals powerful Alteration type magic.
- The runes stop glowing when the door is opened and a faint sound of broken glass is heard.

Loud gusts of air are released when the door is opened and a layer of dust falls from the top ledge, spiraling in silky plummets as it descends to the ground. A head-sized glowing stone hangs from the ceiling by a chain and provides light. A chest lies against the west wall next to an armor stand holding platemail armor. To the east, an albino man with pale blonde hair wearing deep-blue robes and grasping a longsword swiftly stands from a kneeling position from a pile of elegantly fashioned pillows in front of a shrine emblazoned with several sapphire drops of water entering a rippling pond. "Has Kelvik of the Damp Cowl summoned me.....is it over?"

- This room is ensorcelled with a powerful *Time Stop* effect. Occupants do not age, require food, water, or have to bother with bodily functions. This effect is broken once the door is opened and its seal broken.
- The hanging stone has a *Continual Light* cast upon it.
- The man is Drayden, a fallen Paladin of an unheard of Groundwater Deity (or GM's discretion).
- Drayden has been atoning for his sins—a broken vow of protection for a small boy. The failure has been heavy for Drayden and he attempted to atone with a high level priest who gave him a path of penance, to be alone in self-isolation until the priest came to retrieve him. Unknown to Drayden,



the priest died 48 years ago. He has been in this room for the past 50 years, never aging, requiring food, or sleep.

- Drayden refuses to leave the room and defends himself.
- If the party can trick or convince Drayden to leave the chamber, they gain 750 XP each.
- Upon leaving, Drayden's holy symbol glows upon his neck, causing him to gasp and grasp it, he is teleported away for a new quest by his forgiving deity.
- The chest holds two sky-blue robes and several scrolls. The scrolls are religious manuscripts of a Groundwater Deity. Careful studying of the scripture for a week reveals steps needed to worship this deity allowing characters to make a choice and begin a new career as a cleric.
- The plate mail is human-sized, polished, emblazoned with three water drops falling into a rippling pond and is **Plate Mail +1**.

**Sir Drayden, fallen 8<sup>th</sup> level Paladin:** AC 8; MV 120', hp 64, #AT 3/2, D 1d8 +1H, +1D; AL LG; XP 1,368.

**17. Lever:** This long, dull stoned hallway ends at a 'T' of alcoves. The northern alcove has a lever adorned with mouse skulls.

- Pulling the lever causes all the secret doors to open.
- Each secret door holds two Grays that surge, gibbering madly, and they attack immediately.

**(14) The Gray:** AC 6; MV 90'loping; HD 2; hp 12 ea; #AT 3; D 1d3/1d3/1d6; SA Paralyzation, color absorption, SD Immune to Sleep and Hold spells; AL CE; XP 94 ea. **Note:** Similar to ghouls, except on a successful attack, The Gray absorbs color from its target and paralyzes their victim for 1d6 rounds (saving throw to avoid.) Color of equipment, skin color, etc. returns after one turn. After five successful hits, the character and all their gear remain gray forever until a *Remove Curse* is cast upon them.

**18. Gray Chamber: Door A:** The door is solid obsidian. **Door B:** The door is solid white marble. Both doors need a combined strength of 36 to open.

The door opens into a musty chamber filled with tiny mice skeletons and several grayish humanoids lounge among broken, drab furniture debris and broken crockery. An open box rests in the center of the chamber.

- The Gray begin to hoot and howl as they move in to slay intruders.
- 1d4 mice magically emerge out of the box (5 lbs.) every day if left open.

- Within the debris is 75 cp, 200 sp, 17 gp, an opal (400 gp), a silver heart locket (650 gp) with A.K. engraved on the back, and a light blue liquid with whitish clouds (**Potion of Flying**).

**(10) The Gray:** AC 6; MV 90'loping; HD 2; hp 12 ea; #AT 3; D 1d3/1d3/1d6; SA Paralyzation, color absorption, SD Immune to Sleep and Hold spells; AL CE; XP 94 ea.

**Note:** Similar to ghouls, except on a successful attack, The Gray absorbs color from its target and paralyzes their victim for 1d6 rounds (saving throw to avoid.) Color of equipment, skin color, etc. returns after one turn. After five successful hits, the character and all their gear remain gray forever until a *Remove Curse* is cast upon them.

**19. Light Ward:** A hefty creature, composed of swirling lights stands in front of an obsidian door set in the west wall. The creature changes colors, from bright yellow, to orange, to a dull reddish glow, and back to swirling bright and low light of different intensities. Two blazing 6" horns emerge from its forehead. Upon noticing the party, it speaks:

Only one color, but not one size.

Stuck at the bottom, yet I easily fly.

Present in sun, but not in rain.

Doing no harm, and feeling no pain.

What Am I?

- **Answer:** Shadow.
- The creature allows the party to open the obsidian door if answered correctly. It defends itself but never leaves the room. It attacks dark denizens or the Gray on sight.
- Slaying the Light Ward causes it to shatter into pieces of white marble.

**Light Ward:** AC 4; SZ L; MV 90'; HD 8; hp 40; #AT 2; D 2d8/2d8; SA Light Burst; SD immune to spells except *Darkness* which slows it's movement by half and it inflicts half damage, and *Magic Missile*. Light type spells heal it (*Color Spray*, *Light*, *Continual Light*, etc.) 1d8 per level of spell. Needs +1 magical weapons to hit/damage. AL LE; XP 1,750. **Note:** Once every 6 rounds, the Light Ward can flash light, stunning and blinding all opponents in a 10' radius for 1d4 rounds.

**20. Shadow Ward:** A dazzling door brightens the room set in the east wall. Crumbled obsidian debris lie in a pile in front of it.

- The secret door to the south has been used a lot recently and easy to discover (1-4 on a d6).

**21. Blanch Pool:** A narrow, 5' wide by 60' long pool spans the center of the chamber. A grayish dull liquid fills the pool.

- The pool is 3' deep.
- The liquid completely absorbs color leaving gray or colorless objects. Drinking from it changes the drinker into a gray-skinned, gray haired person with all their equipment and clothing devoid of color. A *Dispel Magic* or *Remove Curse* dispels the effect, although its harmless. Those that drink from the pool are ignored by The Gray.

**22. Rift:** This massive chamber is a rift filled with an image of the cosmos. Bright swirly gases and pinpricks of stars mixed in with plumed nebulae of a variety of colors. Massive chunks of stone floors and walls float like asteroids through the black space, some moving slowly while others hurtle past to be lost in the darkness. On the far side of the chamber is a rock outcrop with a statue of a woman emerging from the shadows.

- This chamber holds an extra-dimensional rift. Falling off the ledge or rock chunk has the character floating through space, eventually ending up inside a **Bag of Holding**, a *Rope Trick* spell, a **Portable Hole**, a different dimension or plane, or emerging from out of a random *Dimension Door* (GM's discretion).
- It's very possible to jump from rock chunk to rock chunk as they float back and forth. Without precautions, characters need three successful dexterity checks to get to **Area #23**. Every 6 rounds, the GM should roll on the table for an effect in this volatile environment.

ROLL	EFFECT
1	1d4 rock blocks shatter into each other delivering 2d8 damage. Save vs. Breath Weapon for half damage.
2	A chunk of debris hits a random character for 1d8 damage.
3	The stone that is jumped too begins to break apart. Roll a Dexterity check to reach a different rock in time.
4	A nebula envelops the platform the party is on, blinding them for 1d4+2 rounds.
5	A gas explodes into vibrant colors. Save vs. spells or be stunned for 2 rounds.
6	A gas explodes into a fiery mass delivering 2d10 damage. Save vs. Breath Weapon for half damage.

**23. The Model:** A platform is stabilized by being attached to the far wall. A quartz statue of a woman in a long flowing dress stands over a 2' high stone platform that holds a vast city model. The city has a series of vast towers and domes and squats upon a cliff over a massive lake or ocean.

- A quartz roper resides within the flow of the statue's dress. It waits to attack those who study the city model. Inside its belly is 27 pp and 7 gems worth 150 gp ea.
- Closer inspection of the city reveals a golden dome that opens on a hinge (treat as secret door). Inside is Bellamar's **Tenebristic Book of Spells**.

**(1) Quartz Roper:** AC 0; MV 10'; HD 6; hp 38; #AT 1; D 1d10; SA and SD see OSRIC pg. 305; XP 753.



Bradley K McDevitt

## TENEBRISTIC BOOK

The book cover is white, while the back cover is black with a gray binding. An electrum clasp keeps the book closed. The first 15 pages discuss an experiment to transport a city to a different dimension. It discusses magical contraptions used and other components but isn't finished. Bards, loremasters, and sages may know the legend of this experiment about an entire city disappearing one day (GM discretion). The password to exit the dungeon is discussed/revealed within the first 15 pages. Inside are spells: 5 x 1<sup>st</sup> level, 5 x 2<sup>nd</sup> level, 3 x 3<sup>rd</sup> level, 3 x 4<sup>th</sup> level, 2 x 5<sup>th</sup> level, and 1 x 6<sup>th</sup> level. It also has a few new spells:

### Shadow Grip

Level: 1  
Casting Time: 4 segments  
Range: 15' diameter of caster  
Duration: Special  
Area of Effect: 1d4 targets  
Components: V, S  
Saving Throw: Neg. + special

This spell requires shadows and won't work in a *Light/Dark* or *Continual Light/Darkness* setting. The caster focuses on their shadow, says the magic words and then focuses on the shadows of the targets. The shadows of the targets 'grip' their owners, making them unable to move their feet or legs. However, the targets have full access to their upper bodies and may still cast spells, or use melee or ranged weapons at -2 to hit, but are held in place. Attackers receive a +2 to their 'to hit' rolls when attacking a 'gripped' target.

The duration of the spell is dependent on the caster, as once the caster moves from their position, the shadow grip lasts an additional 1d2 rounds on the targets before they are able to move again. If the caster remains in place, the spell will last until there are no shadows by the target (i.e. night time). The caster, having trained with this spell, does not suffer the -2 to hit, but still suffers the +2 to hit by attackers. A successful saving throw vs. spells by a target causes them to escape the spell's effect.

### Lucid Blade

Level: 1  
Casting Time: 4 segments  
Range: Touch  
Duration: 1 round per level  
Area of Effect: Caster  
Components: V, S, M  
Saving Throw: Neg.

The caster puts his hands together with a piece of glass then moves them apart, forming a 'blade' of laser light. The color of light can be chosen by the caster. The 'blade' emits light in a 5' radius around the caster. It may also be used as a weapon, dealing 1d6+1 damage on a successful hit.

### Flash

Level: 1  
Casting Time: 1 segments  
Range: Touch  
Duration: 1d4 rounds  
Area of Effect: 10' radius  
Components: V, S  
Saving Throw: Neg.

This spell causes the body of the caster to glow and quickly flash a powerful light. Those in the area of effect must make a successful save vs. spells or be blinded for 1d6 rounds.

### Glow Minion

Level: 2  
Casting Time: 2 segments  
Range: Caster  
Duration: 3 turns +1 turn/level  
Area of Effect: 40' radius around caster  
Components: V, S, M  
Saving Throw: None

This spell is similar to a combination of *Faerie Fire* and *Unseen Servant*. The minion created by the spell is visible by a glowing outline of its form. The form of the minion is of the caster and its directions of movements is controlled by the caster. It may do similar tasks as an *Unseen Servant*. The light emitted provides visibility in dark surroundings to a 15' radius. The minion can exert force up to 50 lbs and able to carry bags, chests, etc. that do not exceed that weight. Once per turn, it may attack until it strikes a successful hit for 1d4 damage. The minion is destroyed after taking 6 hp of magical damage (+1 weapons, spells, etc.).

### Shadow Tendrils

Level: 3  
Casting Time: 3 segment  
Range: Special  
Duration: 5 rounds  
Area of Effect: 10' radius circle  
Components: S, M, V  
Saving Throw: None + Special

For this spell to work, there must be shadows available. When Shadow Tendrils is cast, the caster taps into the shadows and "pulls out" shadowy, wispy tendrils that 'attach' themselves to the caster at each shoulder, the other end is a hardened, sharp tip.

The caster can control the tendrils, able to lash out at enemies within a 10' radius circle of the caster, much like a whip or piercing attack, gaining a +1 to hit on their Attack Rolls. On a successful hit, the tendril delivers 1d6 damage and both tendrils may be used in a round. The tendrils may also hit creatures who can normally only be hit/damaged by +1 weapons. If a tendril takes 8 hp or more (AC 5), they are severed and dissipate.

The material component for this spell is shadows and a small piece of string or rope.

### Luminous Bridge

Level: 4  
Casting Time: 5 segment  
Range: 50'  
Duration: 6 turns  
Area of Effect: 10'/level  
Components: S, M, V  
Saving Throw: None

# ELVISH BACKGROUNDS

By Alan Powers

The gray elf, a Sindar, walked slowly down the forest trail. He was clad in traveling clothes of blue and gray. As he passed near a tree his head turned toward it and twisted a little. He stopped and his eyes narrowed.

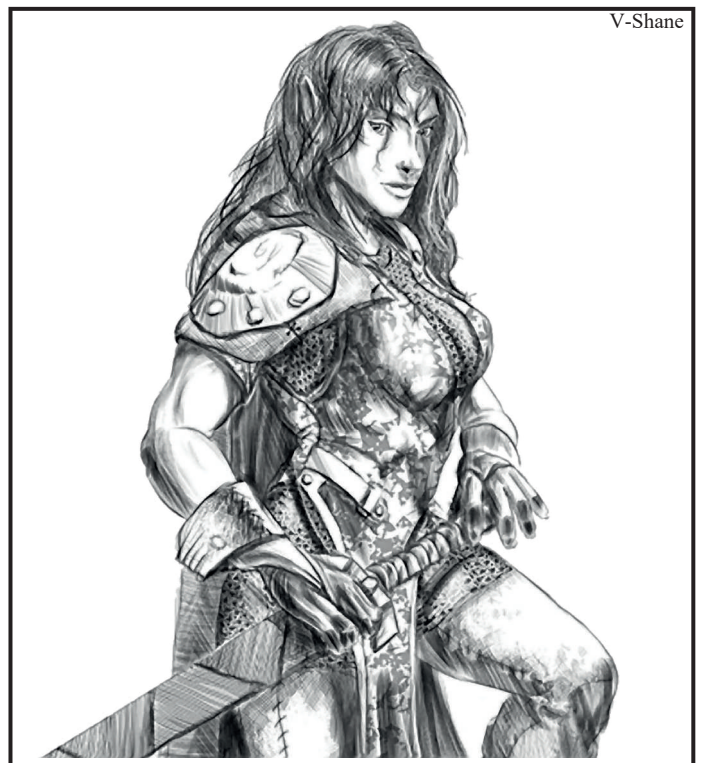
"I know that you are there." Said the gray elf, "Show yourself."

With nary a rustle of leaves, a slim form dropped to the ground from the dense branches. There stood an elf, shorter than the gray elf, wearing sheer mail and holding a short bow. There was a short sword and dagger on her belt. A female Noldor (high elf), expensively clad in elfin mail. They looked at each other for a moment.

"What business have you in these woods, Sindar?" she asked.

"And a good day to you, M'lady." He replied with a ghost of a grin and a slight bow. The high elf flushed at being reminded of her manners.

"Forgive my rudeness", she said, "I am Captain Lorelai of Her Serene Elven Majesty's Silver Bark Guards."



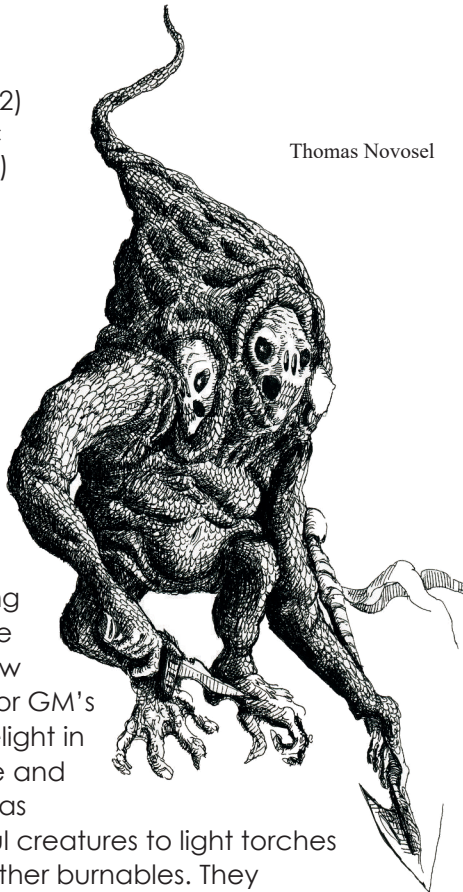
The caster must have a light source (no matter how small) for the spell to work. The caster is able to funnel light and create a solid bridge that can hold unlimited weight. The bridge's width is always 6' wide and 10'/level long. It can be used to cross chasms, bodies of water, or other obstacles. If a *Continual Darkness* is cast on the bridge, it gets a saving throw versus spell to stay erect, otherwise it crumbles into light shards, dropping whatever was upon it.

## NEW MONSTER

### Skull Wicks

**No. Enc.:** 1d12 (4d12)  
**Alignment:** Chaotic  
**Movement:** 90' (30')  
**Armor Class:** 4  
**Hit Dice:** 3  
**Attacks:** 1 (spear)  
**Damage:** 1d4  
**Save:** F3  
**Morale:** 8  
**Hoard Class:** None  
**XP:** 65

These 1' tall Creatures have three skulls on their heads with a flaming wick on top and are native to the Marrow Ravine dimension (or GM's discretion). They delight in setting things on fire and are generally used as servants to powerful creatures to light torches and candles and other burnables. They generate squeaking noises like a mouse when aroused in battle or in delight. In combat, Skull Wicks generally are equipped with small spears. They may attempt to fire burst their flaming wick on top (5' range), causing 3 damage and a 75% chance that cloth (robes, etc.) or other flammable substances ignite.



Thomas Novosel

"Lorelai...Of the Blood." Said the gray elf. "I am Ceab of the Glimmering Glade."

"You have identified me." Said Lorelai, her tone deadpan, her face suddenly a cold, regal mask, "You are expected, noble sir."

"I did not think that a Child of the Blood would be spotted so easily," teased Ceab.

"You detected me, but what about...them?" She asked with a wave of her hand at the surrounding woods.

"We are alone." Said the gray elf, smugly.

"'We' are never alone", said Captain Lorelai. "Look around you."

As the gray elf glanced around he saw them step from where they were concealed, from behind tree and under bush. He quickly found himself ringed not only by sylvan elf warriors, all with arrows knocked in their bows and laughing smiles on their thin, tanned faces but he also saw two elven cats bound out from nowhere to sit, staring at him with large, amused eyes.

"No one ever sees them...until the end." Said Captain Lorelai. "Clear paths to you, noble cousin." Saying that, she spoke a few short arcane phrases and faded from sight.



Enmanuel Martinez Lema

The elves don't make such a big deal about who your parents were, as most other races. Things are pretty much accepted as they are, or aren't. Sometimes secrets are kept, but that's more for fun and games later than to protect anyone.

The Elven Background Tables are the second set that I assembled using the Stock-Lane "Birth Tables" as a template. But I wanted to do something different so I decided to separate them by standard sub-races; Gray, High, and Sylvan, and then by type of class/occupation rather than by simple economic factors, as the dwarves had been.

Elven culture is more complex than that of the dwarves. Whereas the dwarves are divided along economic and status lines, the elves seem to delineate by what you do, not by how much money what you do generates. Throughout an elf's long life span, they may move from one cultural class to another as guided by their whims and dictated by their abilities and means.

## Using the Tables

Go through the tables in numerical order, starting with Roman numeral I, and roll the appropriate dice, usually percentile. Sections I - IV are sufficient for simple backgrounds where the only concerns are starting money and skills. The skill tables are rather extensive. Other skills may be inserted, substituted or deleted as desired to modify/expand the selection. Section VII is mainly for characters of the Eldarin cultural class and section VIII is for any character, if the referee decides to use that part of the table.

Example: Ceab is an elven character. Start at I. Sub-race, a 93 is rolled: Sindar (Gray elf).

At II. Sibling Rank a 3 is rolled and then a 5 on the d.8. That makes Ceab the first-born, but not an orphan.

At III. Cultural Class, under Sindar, the percentile dice yield an 89: Eldarin.

Under IV. Cultural Rank, on the Eldarin chart, the dice come out to a 77: Edhelheru (Elf Lord).

At this point we know that Ceab starts with an initial 400 gold/silver and an allowance of 100, or whatever the referee uses as the monetary base for his world, and selects skills using code F: three picks from Home category (III result), two from every other category. Totalling 11 skill slot picks.

Next is V. Dominant Parent's Skill/Occupation. Because Ceab is Eldarin, the Eldarin Skills Table is used to determine his dominant parent's occupation. On the

Eldarin Skills Table the dice come up a 98: Writer. This roll accounts for one (sometimes two) skill-pick slots from the 'Home' category.

In section VI the skills selected are: Writer (Dom. Parent's occupation-rolled), Gambling, Riding-Land, First-Aid, Scribe/Calligrapher, Ancient History, Spellcraft, Locksmith (2), Herbalist, Wilderness Lore.

Being an Eldarin, section VII: a roll of 32 indicates Ceab's father is an Ombudsman. Table VIIa is skipped (not being Aredhelheru or a Child of the Blood).

The only thing left is section VIII. Previous Experience. A roll of 33 under Gray means Ceab has no prior adventuring experience. If the roll had been an 80, the 80 would be multiplied by 30 to result in 2400. Ceab would have started play with 2400 experience points - enough to make him 2nd level. His level (2) would multiply his Initial starting money (400) to make 800. That completes the use of the tables for this NPC.

I. SUBRACE		II. SIBLING RANK	On a additional roll of 1 on a d8, the NPC is:
01-25	Sylvan (Wood)	1-4 1 <sup>st</sup> born	Orphaned. First born receives inheritance. No one receives an allowance. First born receives 10% more initial and allowance, bastard receives 10% less initial and allowance.
26-85	Noldor (High)	5-6 2 <sup>nd</sup> born	
86-00	Sindar (Gray)	7 3 <sup>rd</sup> born	
		8 bastard	

III. CULTURAL CLASS		
Sylvan	Noldor	Sindar
01-25 Curuedhel	01-30 Curuedhel	01-10 Curuedhel
26-35 Aintari	31-40 Aintari	11-20 Aintari
36-80 Ohtari	41-60 Ohtari	21-40 Ohtari
81-90 Istari	61-80 Istari	41-70 Istari
91-00 Eldarin	81-00 Eldarin	71-00 Eldarin

Looking at the class break-down of the various sub-races, it is clear that each has its strengths and weaknesses. Sylvan elves have more Ohtari and fewer Istari than the others. Noldor elves are relatively balanced with slightly more crafters. Sindar elves have few crafters and a large percentage of Istari and Eldarin. With the elven propensity for drifting from occupation to occupation as their interests lead them, few elves attain high ranking in a class or occupation.

IV. CLASS RANK					
Curuedhel		Initial	Allowance	Inheritance	Skills
01-20	Small	70	10	100	A
21-70	Average	140	15	200	B
71-90	Curutur	280	28	400	C
91-00	Innovator	350	35	500	D

Elven crafters produce some of the most beautiful and delicate work in any known world. Whereas dwarven work has form following function, the elves come up with beautiful designs that would seem to have function following the form. And yet the delicate looking items are usually as sturdy as a standard made item of the same sort. Elves aren't known for their speedy work. If you order a table made of a certain type of wood, make sure that the crafter has it readily available or you may end up waiting 40 or 50 years while a tree grows to the appropriate size. Organization-wise, elven crafters measure their skill level next to that of their peers to determine their status. It is similar to a guild structure but looser in terms of rating and price setting.

Aintari		Initial	Allowance	Inheritance	Skills
01-30	Ainedhel	75	8	100	C
31-90	Ainur	150	15	200	D
91-00	Manedhel	200	20	300	F

Elves are not as ostentatious in the worship of their gods as are the dwarves and most other races. As with most other matters, their religion is much subtler in its effect. It is seamless with the way of life and culture, more representative of the origin of the elven races- flowing from the blood of Corellon Larethian, as opposed to the jarring construction of the dwarves by Moradin. Most elven religious hierarchies are of three levels. Ainedhel (Acolytes) are 1<sup>st</sup> through 6<sup>th</sup> level, Ainur (Holy Ones) are 7<sup>th</sup> through 12<sup>th</sup> level and the Manedhel (Chosen) are 13<sup>th</sup> level and above.

Istari		Initial	Allowance	Inheritance	Skills
01-20	Guledhel	200	20	300	B
21-85	Ranedhel	300	30	450	C
86-95	Turgel	400	40	600	E
96-00	Gultar	500	50	750	F

Magic is an integral part of the elven state of being. Although elves are not known for large academies of magic, their apprentice-mentor method of teaching magic is well respected. Equally respected and even more mysterious are their closely guarded secrets of communal magic. The Istari have a very loose organization with Guledhel being the apprentice through 3<sup>rd</sup> level ranks, the rest is obvious. Istari are as well respected as are Aintari in elven society since magic is almost a racial past time.

Ohtari		Initial	Allowance	Inheritance	Skills
01-50	Dal-Ohtar	50	6	75	A
51-60	Ohtargon	75	10	100	B
61-70	Cu-Ohtar	100	20	200	C
71-90	Ran-Ohtar	150	30	300	D
91-96	Ohtarheru	250	40	400	E
97-00	Rimheru	350	50	500	F

While not known for being a martial race, a large percentage of elves spend much of their time in martial pursuits. Much of it is patrolling their woodland borders or idly inducing local humanoids to keep to their home territory. Amongst their own race, elves aren't known for their overbearing egos. If a leader doesn't do well, then the elves in his command simply won't follow him or her and will find another leader to follow, or, depending on their skills, strike out on their own in small groups. When outside of elven territory Rimheru (Generals) would have two or three bodyguards/aids accompanying him/her.

Eldarin		Initial	Allowance	Inheritance	Skills
01-25	Eldarin	200	50	500	C
26-75	Aredhel	300	75	750	E
76-90	Edhelheru	400	100	850	E
91-99	Aredhelheru	500	150	1000	F
0	Of the Blood	600	150	1500	G

The elven nobility, or Eldarin, as they are called, are expected to be leaders, or supportive of the recognized leaders, in all things from war to professions and skills. If great nobility of character is displayed through word and deed, an elf may be admitted to the Eldarin. Also, as centuries wax into millennium, the paths of some families lead either out of the Eldarin and into other pursuits, or into greater levels of elven nobility. Unless an elf has a position in the elven government, Eldarin are free to lead their lives as they choose so long as they do not bring misfortune to the elven people.

"Initial" is the amount of money the character starts with, multiplied by the character's level.

"Allowance" is the sum of money the PC's family gives to the character each month for the first year or until the N/PC reaches 3<sup>rd</sup> level, whichever comes first.

"Inheritance" is the amount of money that the first-born receives upon the death of the dominant parent.

"Skills": The letter determines how many skills points may be used in a cultural class skill category.

'Home category' is the cultural class that was rolled in section III. Cultural Class.

'Chosen field' or 'field' means that the character may choose skills from the cultural class which most closely matches their character class. For example: a fighter would choose from Ohtari, cleric from Aintari, wizard from Istari and a thief/rogue from Common or Ohtari.

The Skills Code	
<b>A</b>	2 picks from Home category, 1 from Ohtari, 1 from chosen field or common. 4 total
<b>B</b>	2 picks from Home category (1 upper), 1 from Ohtari, 2 from field/class or common.= 5
<b>C</b>	2 picks from Home category, 2 from Ohtari, 2 from field/class, 1 of choice. 7 total
<b>D</b>	3 picks from Home category, 2 from any but Home category, to equal 6, 9 total.
<b>E</b>	3 picks from Home category, 2 from Ohtari/Istari/Eldarin = 4, 3 of choice. 10 total
<b>F</b>	3 picks from Home category, 2 from every other category. 11 total
<b>G</b>	4 picks from Home category, 2 from every other category. 12 total



Dean Spencer

Other notes:

- Child of Innovator would start with a Mastery in the dominant parent's occupation. This accounts for 2 of the 6 Home category picks.
- Child of Manedhel would probably start with some small protective trinket or bauble.
- Child of Gultar would have some magic at the beginning, such as 1 - 3 magic items appropriate to class.
- Child of Rimheru would probably start with a magic weapon appropriate to class. Otherwise they start with a 1-month supply of elven trail rations.
- An Aredhelheru starts with some small protective trinket or bauble, a magic item appropriate to class and a non-demi-human companion from table VIIa. Non-Human Companions
- A Child of the Blood begins play with elven chain, magic weapon, a protective bauble, a miscellaneous magic item and two non-demi-human companions (Table VIIa).
- Children of the Blood are embodiments of elven racial purity, so much so that they are able to switch classes from round to round. At the beginning of each round they must state which class-fighter, cleric, or wizard they will be operating as. See "Children of the Blood" for further details.

V. Dominant Parent's Primary Skill/Occupation

Role on the appropriate Cultural Class Skill Table for dominant parent's primary skill/occupation. The skill rolled will count as one (in some cases two, or three) of the home category skill picks. In the case of PC prohibited skills either roll again or chose a similar non-prohibited skill. Example: rolled Magistrate - pick Barrister.

VI. Skills

Percentage numbers are ignored when selecting an N/PCs skills. One of an N/PCs skills must be his/her father's occupation, unless prohibited. Unless preceded by a 2 or 3, most skills are 1 pick-slot. A skill preceded by a number requires that number (2 or 3) of picks to learn. Taking a skill twice results in a mastery in that skill. Elves may have two Masteries before adding to their age. See individual skill descriptions for details.

\* Indicates a skill prohibited to starting PCs.



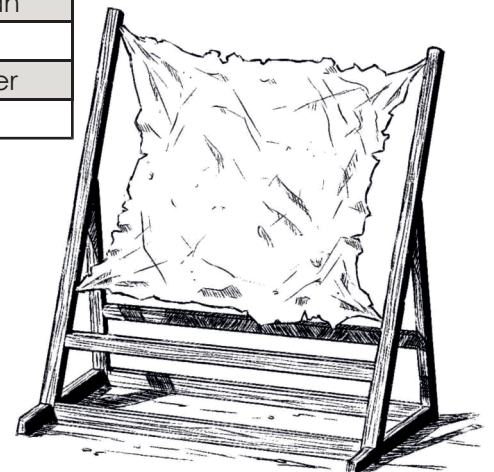
Dean Spencer



Common Skills		Aintari Skills		Istari Skills		Curuedhel	
01-10	Cooking	01-06	Ancient History	01-08	Alchemy	01-02	Animal Trainer
11-18	Ciphering	07-13	Animal Trainer	09-12	Astrology	03-04	Appraise
19-28	Dancing	14-15	Bird Trainer	13-17	Astronomy	05-09	Bird Trainer
29-33	Diving	16-27	Contemporary History	18-19	*Sage	10-14	Blacksmith
34-38	Gambling	28-32	Cooking	20-25	Book-keeping	15-19	Carpenter
39-44	High Diving	33-38	Herbalist	26-35	Cartography	20-24	Cobbler
45-54	Musician	39-46	Physician	36-45	Cook	25-27	Cooper
55-64	Read/Write Languages	47-55	*Sage/Biologist	46-58	Herbalist	28-29	Engineer-both
65-74	Singing	56-64	Teacher	59-65	Juggling	30-39	Farmer
75-79	Speak Language	65-70	Scribe/Calligrapher	66-73	Mathematician	40-44	Fisherman
80-89	Swimming	71-78	Spellcraft	74-78	Physician	45-46	Gemcutter
90-97	Teamster	79-90	Theology	79-90	Spellcraft	47-49	Glassblower
98-00	Tumbling	91-00	Wilderness Lore	91-00	Teacher	50	Jeweler
						51-52	Locksmith
						53-56	Mason
						57-61	Merchant
						62	Metallurgy
						63-65	Miner
						66	Perfumer
						67-71	Potter
						72-73	Sailor
						74	Shipwright
						75-76	Silver/goldsmith
						77-86	Tailor
						87-91	Tanner
						92-95	Tinker
						96	Vintner
						97-00	Weaver

Ohtari		Eldarin	
01-03	Armor Smith	01-04	Astronomer
04-06	Bowmaker	05-07	Barrister
07-11	Cook	08-12	Biologist
12-14	Engineer/Artillerist	13-17	Diplomacy
15-21	First-Aid	18-21	Engineer/Architect
22-26	Fletcher	22-26	Etiquette
27-31	Herbalist	27-30	Gambling
32-36	Horsemanship	31-35	Interpreter
37-41	Land Navigation	36	*Magistrate
42-44	Read Lips	37-39	Mathematician
45-54	Mountaineer	40-44	Musician
55-79	Runner	45-49	Navigator
80-84	Soldier	50-52	Orator/Actor
85-86	Sound Imitation	53-56	Painter
87-89	Weapon Smith	57-58	Physician
90-00	Wilderness Lore	59-61	Ride-Land

Eldarin (Continued)	
62-63	Ride-Aerial
64-68	*Sage
69-71	Sculptor
72-76	Seaman
77-86	Soldier
87-90	Teacher
91-00	Writer



Dean Spencer

VII. ELGARIN: DOMINANT PARENT'S POSITION	
01-25	No position
26-50	Ombudsman (similar to city council member)
51-69	In Army
70-85	Ambassador: An envoy from the Elves to another government
86-95	The Fey: The Fey is a cross between the Elven Secret Police and the CIA
96-00	Circle Member: A member of the Circle of Advisors to the Elven Crown

If a character is Aredhelheru or 'Of the Blood' the dominant parent will always have a position and the character will never be orphaned.

VIIa. CREATURE COMPANIONS					
Sindar		Noldor		Sylvan	
01-25	Elven Cat	01-15	Al-mi-raj	01-25	Cooshee
26-35	Faerie Dragon	16-35	Blink Dog	26-50	Elven Cat
36-50	Giant Eagle	36-60	Elven Cat	51-65	Giant Lynx
51-85	Fire Friend	61-70	Fire Friend	66-90	Giant Owl
86-00	Sprite	71-00	Giant Eagle	91-00	Pseudo Dragon

The non-demi-human companions assigned to Aredhelheru and Children of the Blood are many different things. They are there as teachers, companions, guards, advisors, and wards. Just as the creatures in question would be charged with responsibility should the elven companion be killed, so too is the elf held responsible for the well being of its creature companion(s).

VIII. PREVIOUS EXPERIENCE (Multiply % dice by #)					
Sylvan (Wood)		Noldor (High)		Sindar (Gray)	
01-65	None	01-70	None	01-60	None
66-85	X 20	71-85	X 15	61-79	X 10
86-95	X 30	86-95	X 30	80-89	X 30
96-99	X 40	96-99	X 45	90-94	X 50
0	X 50	0	X 60	95-99	X 70
				0	X 90



## Some Notes on Elves

All elves have certain traits and skills automatically. All elves know how to read and write elvish as well as speak all the elven dialects, in addition to the languages listed in the Player's Handbook.

Although elves, as a race in general, are somewhat chaotic and free-willed they look upon life and the creation of life, rather somberly. Elves are able to decide when they will bear children - with other elves, that is. With humans they have no control what so ever. Unfortunately, the large majority of elves don't seem to realize this, thus: Half-elves. Half-elves will only be able to learn 2/3 as many skills as a full-blooded elf. This is due to the different rates of maturity as well as the speed at which elves are taught.

## ELVEN SKILLS

### Common Skills

Cooking – Elven cooks prepare everything from dainty snacks to sumptuous feasts. They can recognize different herbs as well as prepare meals in both the kitchen and on the road.

Ciphering – Simple arithmetic is essential if an elf is to know how many arrows he has left in his quiver without looking. Allows the character to count and perform simple arithmetic.

Dancing – Dancing is one of the many things most elves learn at a young age to make the passage of the years more pleasant.

Diving - Must have Swimming. Allows the character to hold his/her breath for extended periods of time. A character normally can hold his breath for 5 seconds per point of Constitution. Diving doubles that to 10 seconds per point of Constitution.

Gambling – Games of chance fascinate some elves almost as much as does magic. Elves with this skill are familiar with numerous games of chance. This skill grants a 10% bonus to the chance of winning at a game where skill/familiarity could make a difference. If the character wishes to cheat then the bonus is doubled, however, the other gamblers are entitled a save vs. paralyzation to see if the cheating is noticed. Mastery doubles all bonuses and adds 5 years.

High Diving - Must have Swimming. Allows characters to leap from great heights into the water safely. The chance of success is 50% + (5% per point of Dexterity) minus (5% per 10' of height jumped.)

Musician – Few are the elves that do not play or sing. Most can competently play any one common musical instrument. This skill gives proficiency with a musical instrument and enables the N/PC to read music. Mastery adds 5 years, the possibility of two more instruments and the ability to compose music. Multiple Masteries are possible.

Read/Write Language - Self-explanatory.

Singing – When no one has brought an instrument, a soft, lilting elfish song brings peace to the woods. The character can carry a tune and even perhaps entertain others and earn money doing it. Mastery adds 5 years and enables the creation of choral works.

Speak Language – Self-explanatory.

Swimming – If elves were animals, they'd probably be otters. Again, many are taught young and find enjoyment from it.

Teamster – Even elves occasionally harness animals together to pull heavy loads. Elven teamsters are responsible for driving, as well as harnessing, animal drawn vehicles. Covers vehicles such as wagons, carts, and chariots. Of course, larger teams are more difficult to control in dire circumstances. Gives a 75% chance of controlling a team in a crisis situation, minus 10% each additional animal. Mastery adds 5 years and raises percentage to 90%.

Tumble – Often learned by elven youngsters as a way to develop their agility, many find it useful later in life as well. The character is practiced in various types of gymnastics - dives, rolls, flips, and so on. The chance to successfully tumble is (Dexterity x 5%). Check each round used. Only those with light encumbrance or less can perform tumbling moves with any hope of success. Aside from entertaining, a character with tumbling can improve Armor Class by 4 in a round of combat if: a) the character has the initiative, b) the character forgoes all attacks that round, and c) the attacks are directed solely at that character. This reduction in Armor Class is in place of any bonus from Dexterity. Also, unarmed combat attack rolls can be made at a +2 with Tumbling. On a successful proficiency check only ½ the normal damage is suffered from falls of 30' or less and none from falls of 10' or less; falls from greater heights result in normal damage.

## Aintari Skills

Ancient History: – Elven historians have studied ancient tomes and books; in some cases they're ancient enough to have written them, to learn the legends, lore, and history of some ancient time and place. The study gives the elven historian familiarity with the principal legends, historical events, characters, locations, battles, breakthroughs (scientific, cultural and magical), unsolved mysteries, crafts and oddities of the time. The knowledge must be specific concerning time period, area, culture and race. GM call on %.

Animal Trainer - Can train and manage common domesticated animals with a 50% chance of the animal learning a simple trick in one week. Mastery adds 10 years and increases the chance of learning to 75% and adds the possibility of training exotic animals.

Bird Trainer - Can train and manage birds of prey and members of the parrot family. Mastery adds 10 years and the ability to train smaller birds and pigeons.

Contemporary History- Similar to Ancient History but concerning a much more recent time frame.

Cooking – See Common Skills,

Herbalist - Elven herbalists steep themselves in plant lore in order to find the plants that have beneficial uses. Herbalists identify plants and fungus and can prepare non-magical potions, salves, unguents, infusions and the like for medical and non-medical purposes. The chance of recognizing a specific plant or fungus, when first encountered is 40% plus 5% per level. N/PCs with this skill can aid a companion's healing adding +2 points per 2 days to healing done when under the care of a healer or physician if poultices and salves are available.

Physician – These elves bind wounds, reset/splint broken bones, and treat diseases for 1d6 points. They have a 75% chance to save a life in an emergency situation and they can usually (75%) recognize helpful from harmful drugs. They can be depended on to mix a potion that might help and definitely will taste horrible. Mastery adds 20 years and enables them to heal for 1d8 points instead of 1d6 points, 50% of the time.

\* Sage/Biologist – This learned scholar, ancient even for an elf, has seen nations rise and fall. This elf is an expert in one particular subject with a fair understanding of the overall field, and a smattering of most other things. An elven student of nature who

studies not only nature as a whole, but also creatures and their place in the ecosystem. \*Normally prohibited to starting characters.

Teacher – Elven teachers are respected wherever they go. Many elves enjoy this activity and think nothing of passing knowledge on to another. These elves may teach up to their full level in any skill or proficiency that they have, instead of the normal 1/2.

Scribe/Calligrapher – Elven scribe/calligraphers are artists in their own right, creating masterpieces on the written page. They also produce documents and reproduce books. This skill gives the NPC the equivalent of both Decipher Script and Forgery.

Spellcraft – Magic theory is turned into practice through the use of Spellcraft. Elven spell-crafters often specialize in either individual or communal spells. This elf has familiarity with the different forms and rites of spellcasting. If the character sees and overhears a spell-caster casting a spell, or examines the material components used, then the character can attempt to identify the spell being cast: 10% + 7% per level. Those attempting to identify a spell from their own field gain a bonus of 30%. Mastery gives a bonus of 3% per experience level during spell research and adds 7 years.

Theology - Religion, some would say that the elven way of life is a holy path. Others would say that elven religion is as elven religion does because all elves are connected to their deity by blood. This elf knows the common beliefs and cults of elves, including rituals and ceremonies. They are also familiar with the major faiths of neighboring regions. Common information about said religions is known with an average chance for specific knowledge. Mastery represents research into special time/events - similar to Ancient History, and adds 7 years.

Wilderness Lore – Elves practically invented Wilderness Lore, yet not all elves have it, just most of them. An elf who knows Wilderness Lore is able to live off the land by hunting/tracking and trapping. Adds 10% to Move Quietly, 15% to Hide in Shadows, track as a 1st level ranger and adds 10% to spot, and 20% to remove outdoor traps. Mastery doubles bonuses and adds 8 years.

## **Istari Skills**

Alchemy – Mixtures of this and that combined with incantations. These elves are forever tinkering with formulae and ingredients. Knows basic chemistry and handles the compounding of substances into potions, ointments, salves, etc. Also familiar with the making of equipment for such operations.

Astrology - The character has some understanding of the supposed influences of the stars. Knowing the birth date and time of any subject, the astrologer can study the stars and celestial events and then prepare a forecast of the future for that subject. The insight is limited to the next 30 days and is limited at best.

Astronomy – These elves have taken the natural elven fascination with stars to the next level by plotting the movements of the stars and planets, the length of the day, and the seasons of the year. They can also plot courses to navigate on both land and sea.

\* Sage – See Aintari Skills

Bookkeeping – If given their druthers the elves would prefer a looser method of keeping track of their finances, but dwarves and humans are often such sticklers that some elves follow suit just to keep up. Then too, some mischievous elves are good enough to convincingly falsify their books. Enables the character to keep basic business accounts. Mastery adds 10 years and gives a 5% chance per level to successfully falsify account books.

Cartography – An elven map is a detailed map. Landmarks, fresh water sources, river fords, creature territories and even the prevalent types of trees are usually shown on a good elvish map. Of course, that takes a lot of surveying and exploration, more often it's just the water sources and fords. They also draw simple maps and make copies of more complex maps or blueprints. These elves have a 25% of remembering a recently traveled route without a map. Mastery adds 15 years and allows the charting of coastlines and other topography as well as doubling the bonuses and enhancing the accuracy of everything considered.

Cook – See Common Skills.

Herbalist - See Aintari Skills.

Juggling – Elven wizard apprentices are often taught juggling as a prelude to slight of hand and prestidigitation. This skill allows the elf to juggle objects for entertainment or distraction. Characters with this skill may also try to catch small thrown items meant to harm them. Roll attack versus AC: 0 plus Dexterity + thieves bonus (if any). Failure means that the character is automatically affected by the object.

Mathematician – These elves assist in many different occupations, wherever there are difficult computations to be done. From the gem cutters to the jewelers to the weapon and armor smith's forge and even the engineer's drafting table, mathematicians perform advanced mathematics, algebra and statistics. Mastery adds 15 years and the ability to do

calculus, differential equations, matrices and statistics. Must have at least a 12 intelligence.

Physician - See Aintari Skills.

Spellcraft – See Aintari Skills.

Teacher – Elven teachers are respected wherever they go. Many elves enjoy this activity and think nothing of passing knowledge on to another. These elves may teach up to their full level in any skill or proficiency that they have, instead of the normal 1/2.

## Curuedhel Skills

Animal Trainer - The elven affinity with animals is well documented. With association, a trained elf can get an animal to do nearly anything. Can train and manage common domesticated animals with a 50% chance of the animal learning a simple trick in one week. Mastery adds 10 years and increases the chance of learning to 75% and adds the possibility of training exotic animals.

Appraise – Some elves get into the habit of buying and selling items on whim and thus have a very good idea of what an item is worth at any given moment. This skill allows the elf to estimate the value and authenticity of antiques, art objects, jewelry, cut gemstones, or other crafted items they find. The character must have the item in hand to appraise it. The chance to successfully appraise an item is 40%. Elves who have a skill in the item's creation have an additional 50%. Mastery adds 20 years and doubles the bonuses.

Bird Trainer - Elves have a special affinity for birds. So much so that some elves pay homage to an avian-elvish deity. Can train and manage birds of prey and members of the parrot family. Mastery adds 10 years and the ability to train smaller birds and pigeons.

Blacksmith – Elven blacksmiths make all sorts of twisted items from iron and other metals. Blacksmiths forge metals and create and recognize the value of metal tools and simple weapons. They also have a good chance to recognize magical metal weapons and armor. Gives a 15% chance to recognize magical metal weapons and armor. Mastery adds 10 years and doubles bonuses and enables the smith to work steel.

Carpenter - Elven carpenters make ornate, beautiful furniture, cabinets and other wooden items that somehow manage to last for centuries. They add 10% chance to knowing if a wooden item is magical and finding traps or secret compartments in such items. Mastery adds 15 years, fine woodworking and doubles

bonuses of knowing if a wooden item is magical and of finding traps or secret compartments in such items.

Cobbler – Elves are known for making shoes as soft as a whisper or hard enough to tap-dance in. Elven cobblers make and repair shoes and boots and have a +10% bonus on checks to detect magic foot gear. Mastery adds 8 years, heightens quality and doubles the base of 10% to detect magic footwear.

Cooper - Coopers make and recognize the value of barrels, chests, and other wooden containers. Elven coopers have been known to make ingenious puzzle boxes and chests. Gives a 5% chance to spot traps and false bottoms in these items. Mastery adds 8 years, doubles bonuses and adds the ability to construct false bottoms.

Engineer-Both – Elven engineers can do anything from design and supervise building constructions in peace to designing and building engines of war to destroy them from a distance. Architect: Has a 30% chance of guessing the purpose of ruins; if successful there is a 15% chance to deduce the basic floor plans if character is of the same race as the original builders. Artillerist: Knows how to construct and employ siege artillery. Mastery adds +2 to hit and adds 15 years.

Farmer – There are not so many elvish farmers as one might think. Elves are more likely to keep groves of fruit and nut bearing trees than to tear up the ground in regular fields. Still, they have been known to cultivate specific types of groundcover plants in their forests. These elves know how to cultivate, harvest and preserve plant forms as well as knowing poisonous from non-poisonous plants.

Fisherman - Elven fishers ply forest streams, pools and lakes with nets or hook-and-line for many different fish and marine animals. Adds + 2 to hit with net. They can also make and repair nets. Mastery adds 8 years and doubles bonuses.

Gem-cutter – Gems and semi-precious stones cut and polished by elves are like no others available. These elves cut, polish and judge the value of gemstones and semi-precious stones. An elven gem-cutter has a 60% chance to detect false gems. Mastery adds 13 years, the ability to make false gems, and increases the chance of detecting false gems to 90%.

Glassblower – Elven glass blowers are famous for their fine, delicate stemware. They make and judge the value of glass items, lead crystal, etc. They can also make false gems and have a 40% chance of detecting them (normally 5% per level). Mastery adds 15 years and the ability to etch and cut glass.

Jeweler – The beauty of elven jewelry is legendary. So is the power that can be enchanted into it. They make and judge the value of jewelry, and can appraise the value of gemstones. They can set stones in various things such as sword hilts, flagons, crowns, etc. Mastery allows gem-cutting, adds 15 years.

Locksmith – Elven locks manage to combine beauty, ingenuity and utility into a useable form. Locksmiths construct normal locks and devices/traps, adds 15% chance to pick locks and detect/remove traps. Mastery doubles bonuses and allows the construction of complex locks and traps, adds 15 years.

Mason – Masonry is not a very common occupation amongst the elves, but some do practice it. Elven masons quarry and build with stone and brick and have an extra 16.6% to find secret doors and pit traps in stone. Mastery enables the building of secret and concealed doors and doubles the bonuses, adds 12 years.

Merchant – Less notorious than dwarves in their bargaining, elves aim for the long term in their haggling and bargaining...days worth of it. Elven merchants effectively haggle over the price of items when buying and selling. They have a 50% chance to buy/sell items for as much as 10-40% below/above the retail price. Mastery increases the chance to 75%, adds 10 years.

Metallurgy – Metals made by elves tend to be light, strong and take well to enchantment. These elves combine base metals and elements to create special metals and steels. Elven metallurgists know the compound ratios for all commonly known alloys (brass, bronze, electrum, etc.) and how to smelt, mix, and store them. Mastery adds 30 years and enables the character to effectively research and develop new alloys and compounds.

Miner – Probably the most seldom seen elf is an elven miner, they're few and far between. They know how to dig and reinforce tunnels and chambers and how to deal with things such as ventilation and removal of dirt. Gives a gnome's chance to detect fresh tunneling and depth underground. Mastery gives a dwarf's chance and adds an extra 16.6% to find secret doors and pit traps, also adds 10 years.

Perfumer – Even elves can work up a sweat and sometimes there's no forest stream to get refreshed in. These elves make perfumes and colognes for just such occasions. Masters have a 65% chance to reproduce an unknown or unusual scent.

Potter – Pottery is an ancient elven craft. Elves produce the most unusual glazed patterns. The process is secret. The potter can create any type of clay item commonly used in the campaign world.

Sailor – Elven sailors crew the elven ships both in peacetime and in war. Anyone trained by elves in sailing can get a working berth on any ship. Knows knots, rigging, etc.

Shipwright – Elven ships are known for their speed as well as their beauty. These elves are part crafter, part engineer and all sailor. They design and build boats and ships. Mastery adds 15 years and allows for better designs for speed or tonnage, etc.

Silver/Goldsmith – These elves enjoy making beautiful, useful items out of otherwise mostly useless metal. Makes household and decorative items of gold, silver, bronze, brass, and even, on occasion, platinum. Mastery adds 18 years and allows sculpting, coining, and fine detail and etching.

Tailor – Elven tailors make some of the most beautiful, yet functional, clothing in any known world. Their quick eyes and sharp needles allow them to make clothing and quilted armor as well as judge the general wealth of others from their attire. Mastery allows fine needlework and adds 7 years.

Tanner – Elven tanners often trap for the furs and hides they use. They have several different ways to cure the hides before making leather goods and armor. These elves, especially, have + 10% to chance of recognizing magic leather items. Mastery heightens quality, doubles bonuses and adds 7 years.

Tinker – Elven tinkers are the everyday problem-solvers of the elven race. They make and repair pots, pans and other household items. Mastery allows for innovations and inventions and adds 5 years.

Vintner – Elven vintners produce many different types of ambrosia from regular elven wine to fey wine and even the occasional fine elven cognac. These artisans make and judge the quality of wines, champagnes and related potables. Mastery heightens quality.

Weaver – Elven weavers make cloths, tapestries, felts, rugs, and are responsible for creating those fantastic, exotic elven fabrics that the elves use to make those nifty elven cloaks. Add 10% to detecting magic rugs and fabrics. Mastery adds 7 years, heightens quality and doubles bonuses

## Ohtari Skills

Armor Smith – These elves are well respected in their own cities, and very scarce outside of them. Armor made by elves is light, yet strong. These elves make, and recognize the value of armor and shields. Master elven armor smiths make banded and plate armors as well as high quality and special armors such as elfin chain mail, adds 20 years.

Bowyer – Just as dwarves are known for their superior axes and hammers, elves are known for their high quality bows. These elven crafter-artisans make and recognize the value of bows and crossbow stocks and have a +25% chance to recognize magic bows and crossbows. Master elven bowyers adds 30 years, doubles bonuses, and can produce superior, custom bows made to specific strengths.

Cook – See Common Skills.

Engineer/Artillerist - These elves are specialists in the honorable martial practice of making the enemy's fortifications no longer fit for habitation...from a long way away. They construct and use siege artillery-catapults, trebuchets, ballistae, etc. Mastery adds +2 to hit and adds 15 years.

First Aid - Can bind fresh wounds and reset and splint broken bones for 1d4 points and gives a 45% chance to save a life in an emergency situation. Mastery adds 10 years, automatically knows how to stop bleeding and increases life-saving to 60%.

Herbalist - See Aintari Skills

Fletcher – What would elven bows be without some superior quality elven arrows to fire from them? Fletchers make arrows and bolts from scratch and adds 15% chance to recognize magical arrows. Master fletchers double the bonuses and allows the character to fabricate special/custom arrows.

Horsemanship - Can train horses for war. Gives a 65% chance of remaining on and controlling a mount in a crisis. Mastery adds 4 years and raises the chance to 90%.

Land Navigation/Scouting – An elf with this skill is adept at moving around unfamiliar countryside and rarely gets lost. Reduce chance of getting lost by 20%, able to tell direction 75% of the time.

Lip Reading - The elf has a 65% chance of reading the lips of humanoid creatures providing they are speaking a language that the character understands and the character is within 30' of and able to see the face of

the creature speaking. If successful about 70% of the conversation is understood.

Mountaineer - Elvish mountaineers guide parties through the mountains, up to the high altitude Sindar retreats. They can also find the easiest route through rough terrain. These elves know how to repel downward, and when armored, they are able to climb as if wearing the next easiest armor type. Mastery, the next two armor types.

Running - This elf can move at twice his/her normal movement rate for a day. At the end of the day the elf must rest for 8 hours. After the first day's movement the character must make a Constitution check on 2d12. If the roll succeeds the character can continue the running movement the next day. If the roll is failed the character cannot use the running ability the next day. Each successive roll is made at -2. If involved in a battle during a running day a -1 to hit is incurred.

Soldier - These elves have had military combat training and drilling in small unit tactics. Even fighters, paladins and rangers, as well as most other classes, benefit from this type of training. Receives a + 1 to-hit until 4th level if a fighter type, 6th level if a cleric type, 8th level if a thief and 10th level for magic-users.

Sound Imitation – Elven soldiers often imitate woodland and domestic animal calls and noises to signal each other when the enemy is close. Some are even good enough to imitate voices. Mastery adds 5 years and the ability to imitate voices with 80% to pass for real.

Weapon Smith – Seldom found outside the elven kingdoms, elven weapon smiths are known for their light, strong, graceful weapon designs. These elves make and recognize the value of weapons, and have a 30% chance to recognize magical weapons when they handle them. Generally of two types: blades and non-bladed. Mastery adds 20 years, the ability to work steel and doubles the bonuses.

Wilderness Lore – See Aintari Skills.



Milton D Schroeder

## Eldarin Skills

Astronomy - See Istari Skills.

Barrister – These elves have knowledge of elven laws and traditions as well as parliamentary procedure and proper conduct in an elven court of law. In an elven court using elven law this gives an even chance to win a case that could go either way. Mastery adds 30 years and increases the chance of winning the case to 75%, also gives average knowledge of another type of law system (dwarven, gnomish, parochial human).

Biologist - See Aintari Skills.

Diplomacy – Elven diplomats are responsible for most of the favorable treaties that the elven nations have with other races and governments. They are very observant, shrewd, skilled at negotiation and knowledgeable in the workings of government bureaucracies. Increases chance of negotiating successfully by 10%. Mastery increases the chance of getting the upper hand in negotiations by 20%.

Engineer/Architect – Elven engineer/architects are responsible for designing and building those fantastical elven buildings and castles. Elven architects have a 30% chance of guessing the purpose of ruins. If successful, they have a 15% (+ Intelligence) chance to deduce the floor plans if the original builders were elves.

Gambler - See Common Skills.

Interpreter - Some elves study other languages to the point that they pick up languages like bards pick up songs. These elves are often employed as interpreters and may learn languages as if their Intelligence were 3 higher. Roll/select one extra language to start with.

\* Magistrate – This is a very serene, centered elf that is well versed in elven law, custom, tradition and court decorum. The elven magistrate adjudicates cases/issues in various elven venues. \*Normally prohibited to beginning characters.

Mathematician - See Istari Skills.

Musician – See Common Skills.

Navigator- These elves, often seamen or sailors, study the stars and map charts and then set a course for an ocean-going boat or a general direction of travel when on land. Lessens chance of getting lost by 10% per day. No Mastery.

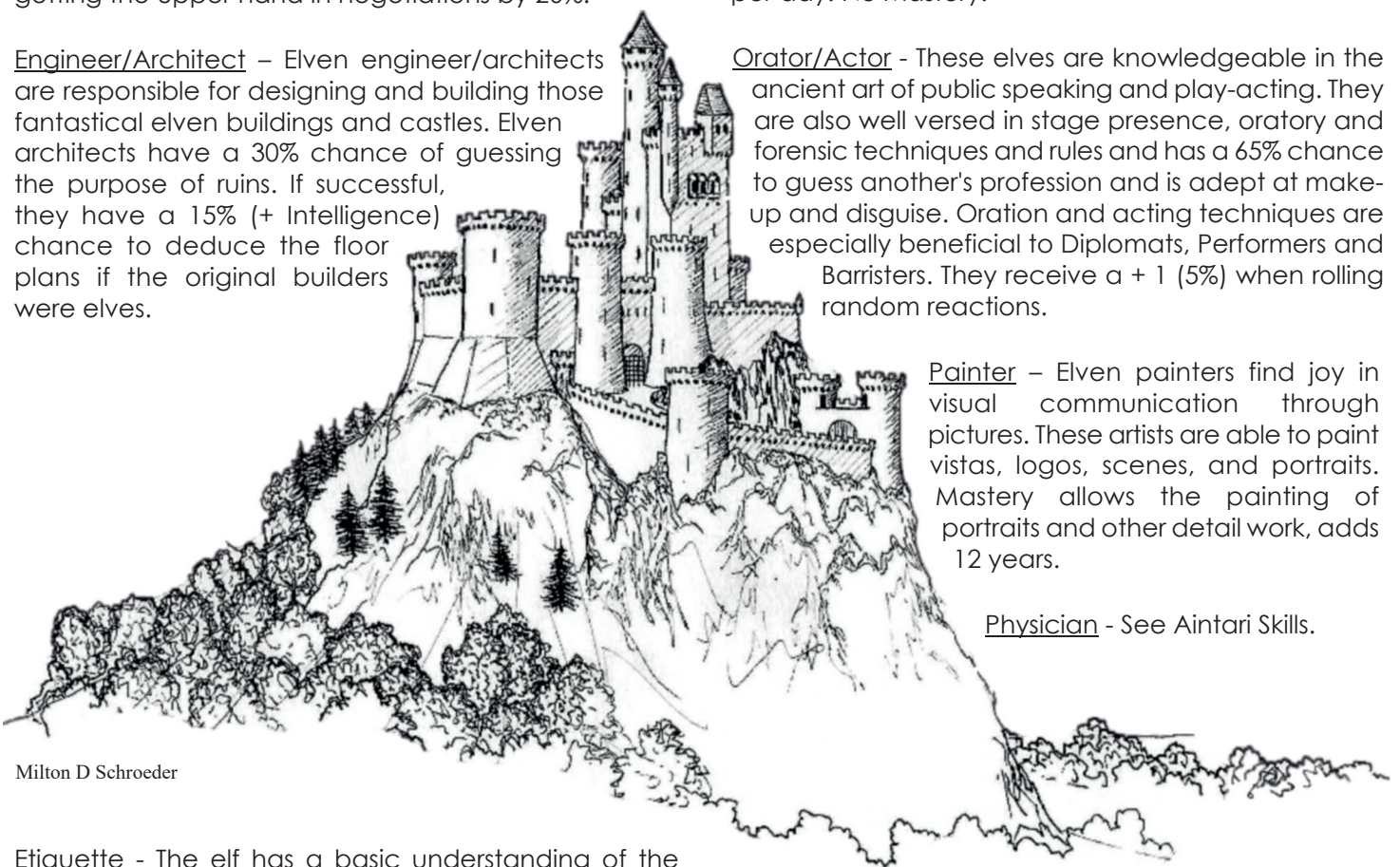
Orator/Actor - These elves are knowledgeable in the ancient art of public speaking and play-acting. They are also well versed in stage presence, oratory and forensic techniques and rules and has a 65% chance to guess another's profession and is adept at make-up and disguise. Oration and acting techniques are especially beneficial to Diplomats, Performers and Barristers. They receive a + 1 (5%) when rolling random reactions.

Painter – Elven painters find joy in visual communication through pictures. These artists are able to paint vistas, logos, scenes, and portraits. Mastery allows the painting of portraits and other detail work, adds 12 years.

Physician - See Aintari Skills.

Etiquette - The elf has a basic understanding of the proper forms of behavior and address required in many different situations, especially those involving nobility and persons of rank. Gives an 85% chance of not saying/doing the wrong thing in normal instances and a 70% chance in unusual instances.

Riding-Land – The elf knows how to ride horses and other land animals. Has a 70% chance to control a mount in a crisis situation. Mastery increases chance of control to 90%, adds 5 years and allows some trick riding.



Milton D Schroeder



Ride-Aerial - These elves have been trained to handle and control a specific type of flying mount and have a 50% chance of controlling the mount in a crisis. The type of flying mount must be specified when the proficiency is taken. Mastery increases chance of control to 75% and adds 6 years. Multiple proficiencies are possible for different mounts. Examples of mounts: Pegasi, Giant Eagles, Hippogriff, Griffons.

\* Sage – See Aintari Skills

Sculptor – These elven artists often use magic to augment their artistic inspiration as they create statues and images using clay, rock, wood, etc. Mastery adds 15 years and allows life-like detail.

Seaman – Elven seaman are trained sailors with some experience, able to be hired on a ship as an officer.

Soldier - These Eldarin have received tactics and combat training and may serve as an officer in the Elven Armed Forces. Otherwise the same as Soldier in Ohtari Skills.

Teacher - See Aintari Skills.

Writer – Elven writers are famous for their poetry, stories, and histories. They know the proper grammar and story forms for whatever written languages are known by them, in addition to all other sorts of writing applications.



# THE ALE OF THE GODS



By  
John Videll

In 479, the Year of Forestfrost, the great dwarven brewer Karse Silverale had a falling out over a batch of ale with his king. King Jaren Stormhand of the city of Spearhelm, unfairly criticized the ale and Karse did not take it well. Forbidden from challenging his king to a duel, the brewer took the only course of action that he deemed possible, self-imposed exile.

Gathering his clan, they left their home behind in the Snowflake Mountains and headed west. Nearly 500 dwarves made the trek, enduring many hardships before finally settling in the Akanapeaks near the mouth of the Vilhon Reach. One out of every five dwarves never saw their new home, having given their lives along the dangerous journey to protect the clan. Once in the Akanapeaks, the clan started a war with several tribes of orcs in an area along the coast north of present day Reth. These orcs had very little dealings with dwarves before and were quickly wiped out. The Silverale Clan quickly established their new home of Silverhome. While most of the dwarves were busy cleaning out and improving the orc tunnels they now inhabited, the rest started brewing beer, using the precious guarded grains that they had carried with them from the Snowflake Mountains.

Luck and skill was with the brewers. The grains had survived the long journey, and the waters of the Akanapeaks had a different mineral composition that the master brewer deemed superior. The result was the masterpiece of Karse's lifetime! A limited amount of ale was drunk by the clan in celebration of their newfound home, but most of it was sent with small, heavily guarded mule trains to nearby cities. Some of these mule trains boarded ships and sailed across the Vilhon Reach to Turmish. Wherever they went the merchants sampled local grains and when they found grains of suitable quality they traded their ale for promise of future grain deliveries. The ale's taste was extraordinary and several young, restless dwarves inspired by its taste, journeyed to Silverhome to be recruited into the clan. Over the next 25 years the dwarves of the Silverale Clan grew and thrived. It was called Silver Ale and was known far and wide, even as far away as the Sword Coast and was their sole product. During the same time, the clan sent out their master farmers to work with their grain suppliers to manipulate and experiment with better quality grains.

Eventually the clan grew in size and was able to branch out to start dealing in other trade goods. In addition to normal weapons and armor trade, the Silverale Clan was known for their barrels and stoneware craftsmanship, especially their drinking vessels which were works of art. Some members of the clan, while searching for other springs in the region, discovered grapes growing high in the mountains as well as large numbers of giant honeybees. Within a few years the clan was turning out wine and mead of exceptional quality. By the year 555, the Year of the Dances Perilous, the clan had grown in size to nearly 5,000 members; most of them newly adopted clan members.

Karse, though pleased with the progress of his new home, was not satisfied. He was well past middle age and felt that his purpose in life was incomplete. He therefore turned over control of the clan to his eldest son and turned over all brewing operations to his eldest daughter and he left his home and traveled back to the Snowflake Mountains in disguise. There he sought out a monastery of dwarven monks, priests of Dugmaren Brightmantle, the dwarf deity of scholarship, discovery, and invention. For five years he lived in isolation with the monks, becoming a priest of Dugmaren. After studying their texts, and after teaching the monks all he knew of brewing, he returned home to his clan, seemingly a new dwarf. Once back home he selected many of his best

brewers as well as a large number of promising young apprentices. Among them was his daughter, Ahlanna Silverale.

This cadre of brewers was led high into the mountains where they built a monastery of their own dedicated to Dugmaren and devoted the next three years of their lives in prayer and devotion to their God. At the end of this time they returned home and spent the next two years carving out a new brewery deep beneath the lowest level of their subterranean home and stocked it with new equipment that they built by hand and blessed with spells. Once the brewery was complete, the brewers, who adopted the surname of Mithril Ale in honor of the newly discovered ore veins by miners of the clan, set to work on Karse's master project. Time and time again the brewery, which was now a consecrated temple, turned out ales of exceedingly exceptional quality. Yet, with every batch, Karse was never satisfied and the ale was taken to the mountain top temple and poured out as a sacrifice to Dugmaren.

For the next 150 years the brewers worked to fulfill Karse's vision and in the year 661, the Year of the Bloody Tusk, they finally succeeded. On the great holy day of Dugmaren, the cask from the most recent batch was tapped, Karse sampled it, and with a smile on his face, the first smile to cross his face in over 100 years, he passed away. Ancient by even dwarf standards he had lived far beyond the life expectancy of even the oldest known dwarf. Some say that it was his devotion that kept him alive, but those who witnessed his death knew the truth, that it was Dugmaren who had kept him alive, for seconds after Karse died the avatar of Dugmaren appeared at his side. After drinking deep of the keg, Dugmaren expressed his pleasure, blessed the brewery and all the brewers, and gathered the body of Karse within his arms and walked through a wall and disappeared. This spiritual visit was kept a secret from the rest of clan, revealed only to new initiates of the brewery temple.

This new ale, dubbed the Ale of the Gods, was found to have some unusual qualities. The ale itself was a golden pale ale with an earthy, hoppy flavor and a bright, foamy head, and despite being exceptionally strong (and able to make even the stoutest dwarf drunk after a few beers) the ale produced no noticeable hangover. Many dwarves claimed that the ale was magical in nature, and even though every known test was performed on the ale it was never found to be enchanted. This, however, failed to convince the supporters of the magical ale claim, especially because when magically reproduced the ale created was of a greatly inferior quality. It was also discovered that any poison put into the Ale was neutralized. The Ale would do nothing for injected or inhaled poisons, but if drunk within minutes of any ingested poison it would neutralize it!

For over 100 years the clan grew rapidly and became exceedingly rich, due almost exclusively to the quality of the Ale of the Gods. The entire clan adopted the name of Mithrilale and the brewery temple was expanded during this time, its ranks of brewer priests growing to the thousands. The ale, and its clan, was known throughout the realms, even as far away as the lands of Kara-Tur. Kings across the realms sent small armies of merchants to Silverhome to procure this Ale for their tables. Powerful wizards would teleport just outside the gates and ask permission to enter into the city seeking to purchase ale. Many a wizard was persuaded to stay on with the clan for brief periods to lend their magical aid to the expansion and defense of the city. Business became so great that the city was expanded to include a "Tall Section" for non-dwarves.

This fame, however, soon brought problems of its own. The goblinoids of Akanapeaks became a constant threat, their raids growing in number as the years went by. The Stormhand Clan, learning of the source of this ale, sent representatives to Silverhome, demanding that the recipe be turned over. They claimed that Karse Silverale had never been given permission to leave and was still subject to Stormhand law. The representatives were each given a mug of Ale and told to go home. Only one returned. The rest remained behind, begging to be adopted into the clan.



Mogo the Mighty

Sadly, the fame and prosperity of the clan did not last. In 775, the Year of the Bloody Stone, the first great disaster struck the clan. A massive army of duergar assaulted the city from right inside the city. At first this sudden assault brought great confusion and loss of life, but the forces of Silverhome, aided by human wizards, were able to defeat the invaders who fought to the last dwarf. After the battle a tunnel was discovered in the heart of the city in the back of a warehouse. Through interrogation of the dead it was learned that the duergar had hired wizards to magically bore this tunnel through the rock undetected. The tunnel was sealed and spells put in place to detect any future tunneling. The result of the battle was truly devastating. Of the 10,000 members

of the clan, over a quarter were slain, including many women and older children who died holding back the invaders while the guards were alerted. Many of the distilleries used to craft wine and mead were destroyed, as well as most of the barrel making industry. However, the invaders never came close to the brewery temple.

The clan tried to recover from the brutal assault, and for a short time it did as new immigrants came to the city. But the recovery was not enough. Learning of the duergar attack, the orcs of the Akanapeaks started launching more frequent assaults. These never amounted to much, but they were strong enough and frequent enough to slowly but steadily reduce the number of dwarves in Silverhome. To offset these losses, the Mithrilale Clan started hiring mercenaries to defend the city. This practice was put to a stop after a couple of years due to one battle when most of the mercenaries were too drunk to defend the city. Some of the mercenaries had discovered an abandoned warehouse with a number of kegs of the Ale of the Gods and the humans were not used to its potency. When the dwarves told the mercenaries that they were no longer welcome and would not be paid for their entire contract, the human soldiers decided to take their pay in ale, by force of arms. This bloody revolt ended, but not without the losses that the clan could ill afford.

By 796, Year of the Gray Mists, the Mithrilale Clan had been reduced back down to 5,000 dwarves. Several hundred non-dwarves who lived in the "Tall Section" of the city fought alongside the dwarves, but they were not as skilled at fighting underground. The Year of Gray Mists brought with it a plague. The source of this plague was unknown but it was yet another setback for the clan. It took the clerics of Silverhome a long time to contain the plague, but not before nearly 500 more dwarves had passed away. Towards the end of the year Jaxlin Mithrilale, daughter of Ahlanna and the current head priestess of the brewery temple, started teleporting to parts unknown with several of the wizards still remaining in the city. After several months she came back from one of these trips and ordered a halt to all future brewing. She then locked herself behind closed doors with the king of the city. Two days later the doors were unlocked and the order was given to prepare for evacuation. The dwarves were told to be ready to travel on short notice and to have ready only those essential items that they could carry.

Several days later messengers arrived from King Varick Stormhand, grandson of Lord Varen Stronghand, saying that a large force of dwarves was traveling to lend aid and that the feud of old was buried for the greater good. Within two weeks the force arrived, and with fortuitous timing, for an army of human mercenaries soon attacked the city. This force was fairly large, but no match for the combined dwarf forces. Unfortunately, the old feud was not buried. The

mercenaries had been hired by King Varick and as soon as they launched their attack the betrayers attacked the city from within, fighting their way towards the brewery temple. The defenders of the city were in a tricky position. They were able to hold back the human invaders, but they could not spare any units to try and stop the enemy dwarves. A few messengers were sent to alert the brewery temple, but that was all they could afford. Fortunately for the city, since the Duergar assault of 775 all able bodied dwarves were trained as warriors. The "Mother Brigade" fought bravely, delaying the forces of Spearhelm while members of the thief's guild harassed the invaders from the alleys and from behind. Sadly, it was not enough. The "Mother Brigade" was completely wiped out and the thieves were routed.

When the word of the slaughter reached the defenders of the city they became possessed with rage. Laying down a barrage of flaming oil they turned their backs on the mercenaries who had by then breached two of the main gates to the city and sought out the invaders. The defenders came upon the enemy just as they discovered the entrance to the brewery temple. The battle fought that day was a brutal one, but in the end only a handful of the defenders survived for at the heat of the battle, just as they turned the tide against the invaders, the surviving mercenaries arrived on the scene and the day was carried by the invaders. The loss of life on both sides was great. Fewer than 500 members of clan Mithrilale survived that day, and most of them were children, their guardians, and more than a few thieves.

The invaders, however, were denied their prize. The priests were not idle during this ordeal and they fought bravely that day. Many an invader was cut to shreds by blade barrier spells and priests enhanced with clerical spells had wreaked havoc upon the enemy. Their effort was not enough, though, as their numbers were never great to begin with. As the invaders breached the brewery temple they beheld an unusual sight: several hundred dwarves wearing leather smocks standing in three concentric circles around an ornately carved gold cask. As the dwarves charged into the brewery temple a red light filled the air and the front ranks of invaders started to melt. Soon the area around the entire temple complex and the rock for hundreds around was turned to magma. Over half of the remaining invaders were melted away or buried in molten rock. The rest fled, fighting their way through their own mercenaries to get away from the temple. Of the 3,500 dwarves and 4,000 mercenaries who entered the city that day fewer than 400 dwarves and 700 mercenaries survived to loot the city.

When the mercenaries learned that not a single drop of the Ale of the Gods was to be found within the city they turned upon their employers. At the end of it all, only 50 dwarves and 100 mercenaries made it out alive. Very few dwarves knew that Jaxlin had a premonition foretelling the fall of the city and her secret missions had been to scout out a new home for the clan. During this same time period she arranged for large quantities of the Ale of the Gods to be teleported out of the city and secreted away with various Kings, Queens, Lords, Ladies, and trustworthy associates and former customers. Unfortunately her vision did not include the betrayal of the clan by fellow dwarves and she was lost with the rest of her clan. It is believed that she and all of her fellow priests and priestesses sacrificed themselves with the help of Dugmaren. Others believe that they were taken to a secret location by their God and that to this day they continue to brew their ale in secret.

Since that fateful day in the early months of 797, Year of the Hearthstone, the Ale of the Gods and its creators have taken on a mythical status. No known brewer priest is known to have survived the fall of the clan, but a few regular brewers did survive, and even their skills were renowned back then. A few descendants of those surviving brewers carry on the clan tradition of brewing ale and distilling wine and mead. Their skills are highly respected and they command the highest fees among their profession. Those individuals who were fortunate enough to possess any of the ale at the time of the fall of the city either drank it right away or kept its existence a secret lest they befall the same fate as the Ale's creators. More than a few owners of the Ale met a dreadful fate and a few people believed the ale was cursed. Over time the existing supply of Ale of the Gods dwindled away. Eventually, all major stocks of the Ale were gone, the last large cache being drunk at the coronation feast of King Mirek Warfinger IV of the Earthfast Mountains in the Year 1,000, the Year of the Wailing Winds. Every dwarf in attendance was given at least a full pint of the Ale and many honored guests received several. It is said that many a dwarf wept openly at having a chance to taste this great Ale.

A few years later a rumor spread through the Vilhon Reach area that adventurers exploring the old ruins of a temple atop a peak in the Akanapeaks had found a recipe and instructions for brewing ale. The instructions were signed with the initials K.S. This rumor caused at least a dozen adventuring parties and three military expeditions to be sent to the area to verify these rumors. Several adventuring parties found the temple, but it had long been looted. Additionally, two of the military expeditions came to blows with each other and at least two of the adventuring groups attacked each other. Nothing was discovered of the adventuring group that supposedly found this recipe, but some years later a human brewer in Procampur started producing an ale

that many claimed was worthy of the best dwarven brewers of the day.

Over the intervening years the occasional keg or cache of several bottles turns up time to time in old wine cellars, hidden in secret rooms in dungeons, lost in the back of store rooms, and other various places. The last time a keg turned up was at a tavern in Waterdeep a couple of years back. When the keg was tapped it was sold at 150 g.p. per pint. There was no shortage of customers waiting for a chance to buy a pint. Sadly, the day was marred by several fights that broke out by those waiting in line outside the tavern and several people were killed. Nearly 600 years after the fall of the Mithrilale Clan people are still fighting over and dying for this Ale which brought fame and ultimately doom to the clan which created it. Such is the power of the Ale of the Gods.

For game purposes the Ale of the Gods is considered magical in nature though it does not detect as so. The Ale is 4x more potent than regular ale and causes no hangover if someone imbibes too much of it. If properly sealed, the Ale does not spoil or go bad unless exposed to extreme heat (over 150-degrees Fahrenheit). The Ale cannot be reproduced through magical means, not even with a wish spell. The Ale of the Gods will neutralize any poison that it comes in contact with. If poison is ingested and Ale drunk within three rounds it will negate the poison. It will not negate any effects that occurred before the Ale is drunk. The Ale has no effect on injected or gaseous poisons. Any saving throws that Ale might have to make are made at +4. The Ale is extremely expensive, selling for at least 150 g.p. a pint or 225 g.p. for a large bottle. A keg will usually sell for 15,000 g.p. That is assuming, of course, that someone even risks selling it. Many dwarves will lose their heads at the prospect of acquiring this ale and will not think twice about using force of arms to simply take the Ale. This is especially true for members of the Stormhand clan who to this day still claim all Ale of the Gods as their rightful property.



# FORCED PHANTASMALS

Or

## Doctored Strange Spell

By Paul Kerr

### 'How I Learned to Stop Worrying and Love the Spell'

To misquote Dickens, "It was the best of spells, it was the worst of spells." To misquote Alan Moore, "Be careful, its powers may be so poorly defined as to be virtually limitless." Phantasmal Force is one of the most magical of spells, as its wild, free-form magic can be used to create anything the DM or player desires, but the adjudication of this was essentially left up to individual DM interpretation with few guidelines. There is a sordid history of conflicting and changing interpretation advice associated with this spell. Even official TSR sources contradicted the information in the books and handled illusions differently in modules than they told others to do. The wide interpretive variation obscured the rule frame work and each gaming group came up with their own ways of handling it. Interpretations also varied over time as influences of other games and editions came to influence them. If the illusion class is to be playable then its foundation spell needs to be clear and usable. Let's take a look at the mess by looking at the rules, published interpretations, published examples and consider the different schools of interpretation.

---

#### Once More with Feeling

A Raging Rules Revival (D&D liked alliteration back then) The original Phantasmal Forces spell first appeared in Chainmail in 1971. This second level spell (Complexity 2) created "*the apparition of a unit or creature for four turns*" maximum. These would be treated as a normal but temporary, organized body of troops or special creature. This allowed selection of the type of unit from a peasant levy to heavy horsemen or creature from a hero to a dragon. These creations would fight normally, use their special abilities normally and die normally but would disappear when defeated or when time expires. This was as much a monster summoning spell as an illusion. The term "apparition" caused some misinterpretations that the result was just an image and this lead to a clarification in the next version of the game. To keep the spell working, the caster had to maintain the spell and remain in one place. There were no saving throws in this game but if the wizard was

attacked or another wizard successful with a counter-spell then the spell was lost. Range varied with caster level from 24 to 60", while area of effect was potentially large - one military unit or creature.

Original D&D (1974) changed the spell to include the "*creation of vivid illusion of nearly anything the user envisions (a projected mental image so to speak).*" Objects, areas and creatures could be disguised and objects or areas "created" in addition to the previous function of creating temporary troops or creatures. It was like but, not exactly, a projected mental image so the caster's imagination and experience became the possible limiting factors. "Nearly anything" was undefined and up to the DM.

- TSR learned from the old misunderstanding in Chainmail and noted that "*damage caused to viewers of a Phantasmal Force will be real if the illusion is believed to be real.*" How do you know if they believe it? This game introduces the saving throw vs spells and it looks like a simple saving throw vs spells, as there is no information to contradict this. If endangered by magic then save. If you fail then you can be hurt by the real-as-magic effect but if you save then you can help your friends by getting the wizard or touching the illusion. Either option dispels the illusion. The first is more heroic but the second might be more practical – especially if the caster is protected.
- Spell duration is caster concentration or until the illusion is touched by a living creature. The first part is familiar and means the caster loses the spell when struck. The second part looks like a contradiction with real damage, as contact would normally be required to inflict damage, unless the believer can be damaged but can't disrupt the illusion that he is part of, while someone who saved can't be damaged but can disrupt the illusion that they know as fake with an unbelieving touch. Otherwise, damage would be impossible and flies would be the bane of all illusions as they

are ubiquitous living things that will be randomly touching illusions all the time so the spell needs unbelieving touch, intelligence or hit die limits to keep illusions viable. Hallucinatory Terrain gives an example as it lasts until contacted by an opponent.

- The wand of illusion allows casting of this spell while allowing movement and thus tells us that the wizard still can't move while concentrating.
- The spell is the almost the same as the Chainmail version except for the saving throw, non-combat applications and a wider, less well defined subject (between the DM & the player). Range was limited to 24" and area of effect was undefined (defined by caster/DM, this explains some later anomalies in modules converted to AD&D).
- In 1976, Swords & Spells set the area of effect at 3" diameter. The later addition of an area of effect raises the question, can the creature and its victims still fit in there and can the creature open its wings as they are then outside the area of effect for most medium or larger creatures. It also severely limits ranged attacks by creatures.
- It is worth noting that separate monster summoning spells were not added until Greyhawk in 1975 so this was still the primary, temporary, monster creation spell. Separate spells were available for conjuring elementals and aerial servants but, for anything else, you needed Phantasmal Force. As such, the creatures, if believed real, could still be defeated normally in combat as the illusionary creatures were treated as summoned creatures by believers and normal system logic followed – they had the same damage, hit points and AC but disappeared when defeated.

The Empire of the Petal Throne (1975) equivalent spell is the group 3 spell Apparitions. It "creates the illusion of nearly any thing or being the user can imagine: demons, ghosts, monsters, undead, etc." 1-3 are created, they last 6 turns and they need to stay within 240' of their creator. A simple, single roll determines full, partial or disbelief with results being full real effects, reduced chance of damage or no harm. A lesser spell is similar except it can be used to make the caster invisible, has reduced chances of success, does no partial damage, and androids automatically do not believe it. This meant that androids and similar constructs are subject to the Apparition spell.

Eldritch Wizardry (1975) references and incorporates the new illusionist class but provides no details. It was

probably assumed the people interested had access to the Strategic Review.

Basic D&D (1977) was almost identical to D&D except for an additional note: "the illusion is visual not auditory." This was perhaps implied in the Chainmail use of "apparition" but not directly stated before. The creator of the illusionist class reflected this in his 1975 article on the new illusionist class so the information was in the air somewhere. Range was 24" and area of effect was undefined and probably still defined by the caster in consultation with the DM.

The 1st Edition AD&D Player's Handbook came out in 1978 and it restated the spell as follows (black is a repeat of old information, red is new):

**Phantasmal Force** (Illusion/Phantasm): *When this spell is cast, the magic-user creates a visual illusion which will affect all believing creatures which view the phantasmal force, even to the extent of suffering damage from phantasmal missiles or from falling into an illusory pit full of sharp spikes. Note that audial illusion is not a component of the spell. The illusion lasts until struck by an opponent - unless the spell caster causes the illusion to react appropriately - or until the magic-user ceases concentration upon the spell (due to desire, moving, or successful attack which causes damage). Creatures which disbelieve the phantasmal force gain a saving throw versus the spell, and if they succeed, they see it for what it is and add +4 to associates' saving throws if this knowledge can be communicated effectively. Creatures not observing the spell effect are immune until they view it. The spell can create the illusion of any object, or creature, or force, as long as it is within the boundaries of the spell's area of effect. This area can move within the limits of the range. The material component of the spell is a bit of fleece.*

- It becomes a 3<sup>rd</sup> level mage spell and a 1<sup>st</sup> level spell for the reworked official illusionist class
- Believers still take real damage.
- Touching and striking aren't quite the same thing but now an illusion that reacts appropriately is not dispelled. What is appropriately? A dragon can pretend to bleed or dodge but a wall can't. How do you react appropriately when an unbeliever repeatedly walks through your dragon? Illusions that can't react appropriately are probably still disrupted by a non-believer's touch while probably still immune to a believer's touch. Appropriately might mean staying or appearing to stay out of non-believer's reach but a powerful dragon

avoiding the scrawny MU might become noticeable.

- The effects of disbelief are defined as a saving throw. Does this mean people no longer get a saving throw when endangered by a magic spell, is this an extra save if you failed and want to try again, or is this something you can do before interacting with a suspiciously silent monster or in a dungeon full of hidden passages that are covered by illusions? The earlier illusion spell audible glamor explains that if a player states his disbelief then a save can be rolled and, if successful, they perceive what is real and perhaps just a faint sign of the false sense. The saving throw is at player request. If Phantasmal Killer is an example then each PC only gets one saving throw but most DMs have no problems with additional full round disbelief attempts.
- Because Phantasmal Force is a general purpose spell with offensive, defensive and miscellaneous uses, disbelief save throws may be triggered differently. A passive illusion of a wall might require interaction and disbelief to get a saving throw while an unusually silent attacker should trigger a request for a disbelief save.
- The spell now explicitly makes no sound. Silence plus disbelief led to an unregulated series of mini-games where the DM may or may not remember to give hints that the monster is an illusion. For instance, in one TSR published module, a higher level spell with all senses was used and the only hint was that the creature did not die but did manage to fireball the PCs every round. DMs would not allow PCs to do this. The disbelief mini-games could be fun, if done fairly, but often slowed down the game to set up a got-ya. Note that phantasmal monsters were handled and died normally before the advent of the disbelief mini-game and D&D/AD&D generally have a save vs magic when PCs or monsters are endangered by a spell. Many problems with spell interpretation come from ignoring these old factors for the new disbelief mini-game. A history of unfair illusionary 'got-chas' and bad interpretations tainted and eventually eliminated the associated class. Future editions of the game would need to use gods or ultra-powerful NPCs to be unfair to players. They would manage to attach a similar taint to them.
- Note that a companion who yells that the illusion is a fake only gives a +4 saving throw adjustment to his friends. Plus or minus 4 were typical maximum saving throw adjustments in early AD&D. If a familiar companion, that you

trust with your life, who claims to have proven that the monster is an illusion, only gives +4 then complicated adjustment systems that give larger adjustments are extremely suspect.

- The spell requires the victims to see the visual bait to trigger the spell effects. No see – no problem. Blind people are immune to this spell (if not its brethren) and you can back through an illusion that you don't know is there. It's not in your head or at least not until you see it. Once you have seen it then the spell sees you and the spell effects are active. To make another misquote "Stare into the illusion and the illusion stares back into you." So backing through an unseen illusionary wall into a hidden alcove could trap you.
- The area of effect (8 1" squares + 1/Lv) and material component are clearly defined but the caster can make anything. The area of effect will be too small for large flying creatures to spread their wings outdoors or medium ones indoors and the reduced range of the spell (8" + 1/Lv) precludes normal looping flight paths. The range of the spell will restrict some ranged combat. If the area of effect must include the targets then only melee is practical. Illusionist areas of effect are 4 squares worse and their range is 2" shorter. If these areas of effect are taken seriously then the spell is severely limited. This will be examined further.
- Related spells show this spell only creates visual effects. You would think that someone who failed their save would get the full temporary reality (otherwise how would they feel themselves burnt, cut, etc) but this reflects the influence of the disbelief mini-game. Real damage with only visual effects is inconsistent and is meant to trigger a disbelief attempt but the inconsistency starts other interpretations of the spell. If we wished to be consistent with previous interpretations, once you fail your save, you probably get or think you get all senses as the spell's magic grabs you.

A note in the PHB wisdom table shows that a high wisdom now adds to a saving throw against, "*mental attacks forms involving will force, i.e. ... fear, hypnosis, illusion, ... phantasmal forces, ... suggestion.*" This quote shows the illusion or illusionist spells affected and shows that illusions are now considered to partially be forms of mental attack. The term "illusion" probably means that this applies to all illusions but it is strange that phantasmal force is listed separately when it is just a single spell out of the whole class. Invisibility is also an illusion but this does not mean that someone



with a high wisdom gets a saving throw or even improved detection. Do they mean phantasmal force and monster/wand illusions or the whole class of spells? Looking in the Monster Manual shows that there are a number of monsters, such as undead, sub-demons, sub-devils, doppelgangers, elves, night hags, salamanders, & unicorns, that have immunities to mental attacks such as charm, sleep, & hold but none of them have immunity to illusions. To be fair, none of them are immune to suggestion either, so this is not clear guidance.

Comparing the mental shielding spells for clarification doesn't help much. Serten's Spell Immunity protects against fear, suggestion and, probably, hypnosis ("beguiling") but does not protect against illusions. This weakens the case for illusions being mental. Mind Blank is similar except it does not protect against hypnosis and the only illusion protected against is phantasmal killer. This makes some sense as the Phantasmal Killer spell says that the effect is only in the mind of the victim. Phantasmal Killer also says that wisdom saving throws and magic resistance apply against the spell so this shows that at least some unlisted illusion's saving throws have mental components and should be affected by wisdom. A further complication comes from Mind Blank affecting psionic invisibility but not normal illusionary invisibility. A note explains this is because psionic invisibility is mind related. This implies that normal, illusionary invisibility is not mental. Apparently, some illusions are considered mental and others are not.

Which is which? This is important as creatures with magic resistance who encounter mental effects get automatic magic resistance checks if the magic is already reaching out to interact with them. This would force illusions from passive-until-interacted-with to active and eliminate the disbelief mini-game for them. Creatures with high magic resistances could then deal out illusions with little chance of being affected by those of others.

Hallucinatory Forest, Invisibility, Ventriloquism, Leomund's Trap, Mirror Image, Invisibility 10' radius, Hallucinatory Terrain, Massmorph, Project Image, Mass Invisibility, Simulacrum, Change Self, Blur, Illusionary Script, Dispel Exhaustion, Improved Invisibility, Minor & Major Creation, Shadow Door, and Veil do not have any saving throws so they are probably not mental. Most of these spells' effects cannot be disbelieved and some can't be detected without high level magic. A complication comes from Hallucinatory Terrain, as it is dispelled by contact with an intelligent creature (presumably low intelligence or higher).

The three illusions that are clearly defined as mental attacks are Fear, Phantasmal Force and Phantasmal Killer. Fear invokes a direct emotional response in the

targets but the other two are illusions. Both of these spells have "Special" saving throws and it is probably close to right to assume that illusion spells with a saving throw of "Special" are mind affecting while those with no save are not. Monster illusions and wands of illusion would be considered mental attacks, as they match higher level illusions with saving throws of "Special." The one illusion that has a mental element without granting a save is Hallucinatory Terrain. It cannot be disbelieved or saved against but it must become mind affecting on contact as it is only disrupted by contact with intelligent creatures and, of course, some spells. Contact with semi-intelligence or less has no effect. This last spell is important as it is, probably, the go-to spell for hiding objects, passages and traps and because it gives an example of an illusion only being mentally active on contact. If illusions only become mentally active on contact then the problem is moot. An assumption that illusion spells with saving throws of "Special" are mental attacks gives an automatic edge to monsters (or PCs) with high magic resistances but a powerful negation of illusion's powers unless illusions are only mentally active on contact. Kinder DMs or ones who don't want PCs with magic resistance automatically seeing through illusions might prefer to only apply magic resistance when an illusion is interacted with or disbelief declared. Hallucinatory Terrain is probably a good example - to avoid nerfing all illusions and to retain enough ambiguity to be fun, it is probably best to not allow magic resistance checks until an illusion is interacted with or actively disbelieved. This leaves a deceitful image that slows down and deceives but is unlikely to damage. This should be the default for handling magic resistance. Of course, monsters and PCs with an active True Seeing or True Sight automatically recognize illusions in the area of effect of those spells.

If Phantasmal Force is mental then does this mean the damage is not real? We already know that damage is treated normally. It is not explained if the mental portion of the spell is just to target the observer (plainly true for the shadow family of spells with objectively real effects), if the damage is caused by interaction of the spell power with the mental capacity of the victim(s), or if it is all internal to the mind of each victim. In the first interpretation, the mental portion is just a hook to find a target for the spell energy. The second interpretation, depends on the "vast and untapped powers of the mind" that the 70's were obsessed with. The third interpretation is the more modern, "It's all in your head." Either way, the damage is real and permanent until healed (i.e. treated normally) but the first two interpretations allow target's treasure to be damaged by the spell while the last one does not. Each interpretation has its own consequences and implications. Perhaps the most conservative interpretation is to interpret damage normally for

believers and their possessions but interpretations vary by taste and examples of each will be shown later. The use of wisdom as an illusion save modifier is a little weird as most other examples appear to indicate intelligence as the key factor. For instance, ventriloquism has a 10% chance of being recognized for each point of intelligence above 12, invisibility can be detected by highly intelligent and powerful creatures, hallucinatory terrain is dispelled by the touch of an intelligent creature, and phantasmal killer's save is based on intelligence. Perhaps this happened because intelligence already has a fair sized table of information but has no other saves associated with it while the new wisdom table needed pizzazz.

The 1979 1<sup>st</sup> Edition AD&D DM's Guide states that the "magic-user must know of and understand the force/creature he/she is making an illusion of," or "his illusion of such will be very poor." This is poorly defined but useful. Finally, a limit to what the illusionist can copy – this was clear in Chainmail but has become less clear as the game increased in complexity. The penalty is also unclear and prone to complication. I keep things simple, I assume "very poor" to be a Gygaxian understatement meaning no material effect – a visual display but no possibility to do damage. Others prefer improved saving throws or chances to disbelieve.

The example they give for clarifying know and understand is more of a mixed bag: "if the caster has never cast a fireball or has never seen a dragon turtle." It looks like fireball is getting special treatment. In one case, you have got to have done it yourself and, in the other, you just have to see one. Both examples are extreme and wrong but in different directions. It is possible that the Phantasmal Force spell is better at simulating creatures than simulating spells (especially considering its origin) but sustained creatures are way more powerful than one off spells unless you are playing at very high level. Perhaps the new disbelief mini-game couldn't handle the old simulated fireball like the old saving throws did because it was instantaneous and they went for the wrong solution. This fireball example is violated in official modules written by the people who wrote the rules or enforce them (examples of this are given later). Both examples are wrong in different ways but "know and understand" is a great by-the-book solution to many problems that others make up complex systems to handle.

Depending on the attack form of the illusion chosen by the caster, magic armor may grant a saving throw bonus as it does this against "spells that cause physical damage" and illusion damage is real. But the damage is only real if he fails and if the save bonus puts him over the top then the damage isn't real and the save bonus doesn't apply. This contradiction puts the armor save bonus in DM fiat. In my case, just to keep it simple, it

usually does not apply but I keep it as a possible tool to keep a worthy party alive when needed. It would be fair to apply the magic armor bonus to the real breath weapon from the now-real-for-you illusionary dragon once the PC has previously failed their save. Magic resistance counts against any direct spell effect. Phantasmal Force is not noted as one of the mind-interacting psionic related spells that can trigger a psionic encounter but Invisibility is. Invisibility is a type of illusion so a weak argument could be made for a general inclusion of all illusions but it appears more likely that illusion spells are not listed as they are not mind-related or psionic-like. This is inconsistent with wisdom giving a save bonus to Phantasmal Force unless the bonus is actually for improved common sense rather than improved mental defences. Alternatively, illusions could just not trigger psionic encounters. Only so much can be parsed.

## Summary

**Chainmail** - The spell created a temporary change to reality in the form of fighting creatures that were treated normally but disappeared on death, counter-spell or damage to the caster.

**Original D&D** - This spell created a temporary and provisional reality. Creatures were treated normally, if you believed or as harmless phantasms that are eliminated with a touch if you do not. The new saving throw mechanism appeared to be the deciding factor. Other illusions were now possible.

**Basic D&D** – Identical to original D&D except the creation is now explicitly silent. Hints of a disbelief mini-game appear outside the rulebooks (next section).

**AD&D** – Similar to BD&D except: The spell effect is now partially mental. Silent so illusion disbelief mini-game defined but application to higher level spells unclear. Normal save vs magical attack does not appear to apply without player statement of disbelief. Disbelieving touch no longer dispels, if caster actively reacting. No effect until seen. Wisdom and general magic protection (+1 ring, etc) may help protect but other psionic and mind protections do not. The spell is only effective creating what the caster understands through experience. Effect is initially only visual but once observed the damage is real. The inconsistency that is meant to trigger disbelief attempts begins to influence real world spell interpretation.

It looks like the AD&D spell's saves could be somewhat straight forward. I suspect the temptation to explore the possibilities of the interesting variation of the disbelief mini-game led away from standard game

system saves vs attack magic. It was too tempting to trick players and it was fun for players to occasionally be tricked when done fairly and even more fun to see through it and counter-trick. The limits of spell's creation were less clear.

Some trends can be identified from the rule changes over the spell's history:

- From a clearly defined monster spell, to a less well defined general utility spell.
- From purely physical to partially mental & visual (needs glimpsed before it becomes effective).
- From no save, to save, to save if requested.
- From real damage, to real if save failed, to real if save not requested or failed.
- From concentration up to 4 turns, to concentration or unbelieving touch.
- A general decrease in range and area of effect.
- From no non-magical save adjustments, to wisdom adjustment and friend's warnings adding.
- From undefined sound to silent?

If we were to ignore more complex illusions then PHB/DMG Phantasmal Force could be easy to interpret:

- Creatures and passive illusions are preferred but other magical effects are possible, if the caster is already capable of them.
- The power is limited but scalable because the creature, object or effect has to be something that the caster has experienced and survived or is capable of. At low level, the caster will have survived an orc or two or a 10' deep pit and, at high level, a dragon or a 30' deep acid trap with smooth glass sides and 3d6 damage a round. A low level MU can't cast an illusion of a meteor swarm but an 18<sup>th</sup> level MU might. If you have made a vorpal sword then you can make an illusion of one.
- Silence triggers the belief mini-game and even instant effects should be described as silent to allow alert players to trigger this ("the fireball explodes so quickly that you don't even hear it before the pain racks your body – make a save vs fireball."). Otherwise, effects are normal for victims and their possessions including saves for half damage or negation vs special attacks. Things that should be silent like illusionary walls need to be interacted with or a full round disbelief check to get a save. This makes indirect illusions sturdier.
- Declaring disbelief to gain a savings throw is clear for players but less clear for monsters so the DM needs to decide when they disbelieve. An expected illusion may garner no save attempts while incongruous situations will trigger

save attempts so it is important for PC illusionists to build and play to expectations. A monster is more likely to attempt disbelief to changes in his home ground as he can notice things out of character but is more vulnerable in unfamiliar territory.

- Disbelief covers all of the effects of one casting and not all active illusions in the area. One disbelief covers one casting. This makes multiple castings useful and rewards preparation.
- Magic resistance is not triggered until contact with illusion, whether by the illusion or the creature.
- Monsters or PCs that are made silent by magical effects could be mistaken as illusions and get a free round of attacks on someone that chooses to disbelieve.
- Monsters and PCs must be interpreted under the same rules. However, where one has the home field advantage, he might notice a change in a familiar environment (missing passageway, different wall, extra statue, etc.).

As a mental experiment, how would a Reverse Phantasmal Force creature work? It would be real except for visual. Real sound, smell, thermal, damage, etc but no image. The creature would have to be described as noisy to trigger the disbelief mini-game when the PCs cannot see it. The PCs have to have a chance to not see it so the encounter cannot take place in a Continual Darkness, etc. If someone saw that the creature was not visible (including under a See the Invisible, etc) then they could call for a saving throw against a possible illusion. If they succeed, they can see the creature and render it powerless against them. They would then have the option of ending the creature for everyone else with a disbelieving almost touch (or by healing the caster? – we are going reverse). Someone who failed a save or did not ask for one can't see the creature and is subject to its attacks unless they stare at where the creature should be. The caster can only create creatures that he has never encountered. Instead of going out to battle new and dangerous creatures to understand their spirit or essence, such a caster needs to stay home. The creatures could not come within a certain distance of their caster (reverse of range) and have defined areas where they are powerless (reverse of area of effect) – possibly the spot they were created. The caster has to try very hard not to think about them for them to exist – damage and vigorous exercise make this automatic. The wiser someone is, the more they out-think themselves so wisdom save adjustments are negative. In fact, saves should be inverse and wise and experienced men more easily fooled while inexperienced fools have good saves because they

don't understand that the emperor is supposed to be wearing clothes. This might be a fun high level spell (Lv7 illusionist & mage) and a reason to bring a torchbearer.

## Higher Level Illusion Problems

You can't use silence as a trigger for a disbelief mini-game with higher level illusions, wands and monster powers and this complicates the issue. As senses get added, the potential triggers for disbelief become increasingly implausible. Eventually, the Shadow Monsters and Shadow Magic spells produce partially real versions of the illusions created by Phantasmal Force. Shadow Monsters shouldn't even allow disbelief until after all the real hit points are used up but that fix doesn't work for Shadow Magic.

How do you trigger a disbelief mini-game then? Do you claim that the monsters just don't feel right? Do you use the words "seems" or "appears?" The disbelief mini-game can still be played but only in long established groups that know each other's tells. Outside of those groups, problems occur.

One attempt to cover this is to force the DM to provide enough extra detail to an illusionary encounter to trigger alert players and to require players to describe their illusions in great detail so they are more likely to make a mistake. It is a poor solution if the game has to slow down or stop to cover an illusion. You could provide hints by having the creatures look, act and/or effects happen unnaturally but if PC or NPC proficiency with their craft is assumed, and it should be, then careful use of the higher level spells should make a disbelief mini-game difficult or impossible. This is especially true for the shadow spells. The disbelief mini-game is survivable with Phantasmal Force but its higher level relatives are a problem.

I've already wandered into too far into commentary and it's time to examine other opinions. Back to the problems...

---

## A History of Unfortunate Interpretations

This section looks at published illusion advice from original D&D to mid-AD&D. Brackets are used to isolate [statements of opinion] from summary information. Judges Guild Item 14 (Ready Ref Sheets, 1978) includes a table on sheet J-5 that gives an alternate disbelief table with level, time, intelligence and circumstance based adjustments. Using this method, illusions are more likely to be believed when first encountered, when the viewer is low level, when they are dumb, when it is expected and when it is non-threatening.

Conversely, smart and wise opponents are more resistant, high level opponents are unlikely to be fooled and no one is likely to be fooled more than a few rounds.

[This essentially nerfs the spell. One can only imagine that the environment where this house rule was created had considerable problems with illusions. This table was for original D&D and it's not clear where this comes from as there were already simple saving throws against negative magic effects in those rulebooks. On the other hand, it comes out in the same year as AD&D's PHB. Somehow the disbelief mini-game is being used somewhere out there and it has already created enough problems that they are trying to fix it. People have already started looking for a solution to a problem that players further from the center of the action don't even know exist. The road to complicated alternate save systems instead of simple saves begins. The wheel shall be reinvented.]

Dragon 12 (1978) has an article presenting an alternative illusionist class for original D&D. It is only peripherally related to the AD&D class (minor influence can be detected in some changes to the spells) but it has an interesting belief – astral and ethereal opponents can be affected by an illusion as they can see into the prime material plane. If being seen by an opponent is what triggers the effect of the magic then an illusion of a basilisk or some other creature that can attack an alternate plane is just what you need. He doesn't mention that the opponent in another plane of existence is probably invisible to the caster so they might get +4 to their save. He mentions that other spells with purely visual effects (like Hypnotic Pattern) might work on astral peeping toms.

[Most spells don't go from the prime material plane to the surrounding planes so this theory only works if you think the effect of the spell comes from the visual image rather than the visual image being just the trigger for the main effect of the spell. This is an example of the Hologram School of illusion interpretation.]

Dragon 30 (1979) has an article that correctly notes that vampires are immune to illusions that charm, as they are immune to charm.

[This example shows that it was accepted that believed illusionary creatures could use their special abilities.]

Dragon 42 has an article on the inner planes that suggests illusion spells are either of reduced effect or useless in these areas.

[Ouch. It might explain why Illusionists only have astral travel spells. If you were useless in the inner planes

then you would avoid them. This suggestion doesn't stand up in a comparison with the DMG astral and ethereal encounter tables where illusionists are equally common in inner and outer planes. The DMG seems to suggest that illusions work there after all. Astral & ethereal illusion spell casting is normal in the PHB & DDG. They are also normal in the AD&D1.5 Manual of the Planes. Were illusions already enough of a problem that limitations were being sought?]

Dragon 43 (1980) has an article that interprets the rulebook as stating that you only get to save if you disbelieve and worries about monster disbelief? He recognizes that this is undefined and offers a complicated but vague system of disbelief chances based on situations, intelligence, wisdom, class, surprise, and missing senses. Illusions are starting to look like a lot of work.

[Don't worry, this will get worse over time as systems to replace or alter saving throws grow more and more complex.]

He argues that the victim of the spell needs to understand the threat to him so it can affect him [rather than the power of the spell providing damage regardless of understanding]. Thus to be damaged, you need to see, *understand*, and either not try to disbelieve or fail the saving throw when you disbelieve. He thinks the power of the illusion comes from the subject's mind [instead of the magic of the spell. This is an example of the Mental School of illusion interpretation and leads him in a different direction from the rules where damage is inflicted once the illusion is seen unless a disbelief saving throw is called for and successful – no non-magical exceptions. The original spell was more like monster summoning and presumably the caster needed to understand the power that he had invoked. This became more explicit in the AD&D DMG.]

Based on this interpretation, he argues that non-intelligent creatures should be unaffected by illusions "*in some circumstances.*" [This is new and he doesn't want to go too far as the rulebooks consider them affected but this idea will catch on and infect later advice.] He [goes too far the other way and] gives animals (Int 1-4) no disbelief attempts. Even low intelligence creatures are pretty much auto victims to the spell under this system. [Many monsters would be better off with straight intelligence checks followed by saves or just the normal save given by the game system.] DMs and players of the spell casters have something to learn from the system [give your targets a good reason to expect your illusion is real.]

He recognizes that the disbelief mini-game doesn't work with his interpretation when imitating instantaneous spells like Lightning Bolt and Fireball. He argues that if you don't have time to disbelieve then the imitation spell is as good as the real one. [He implies but does not state that it's not fair as the real spell doesn't have the same flexibility. But he is of the Mental School where the spell is only effective if you believe and if you didn't have time to disbelieve then did you even have time to believe? No belief should be no damage for him so the point should be moot.] Thus he recommends banning this traditional use. [This logic may explain the creature/spell dichotomy found in the DMG example. Gygax couldn't ban what he had allowed for years but could add limits. The silence mini-game could still be triggered by the DM's description. Save for no damage is another solution and one used in the game system for many other harmful magical effects.]

Unhappy with the power that his interpretations have given illusions, he recommends increasing the level of the illusionist spells.

The article predates Deities & Demigods so it does not reflect the later immunity granted by ultra-high intelligence.

Deities & Demigods (1980) singles out illusion and enchantment spells for spell immunity granted by godlike intelligence or wisdom. [Other spell families are not affected like this. Divination spells were not nixed by godlike charisma, evocation spells were not nixed by godlike dexterity and alteration spells were not nixed by godlike constitution or strength. Done fairly, the pain could have been spread and non-mages given some more room to shine in ultra-high level play but two problem spell groups were demoted instead. In original D&D, only Osiris and Surya were immune to illusions and even then Rudra was an exception to that. Rudra's preeminent illusion power is also dropped in AD&D. The relative power of deities in the game will grow over time with the exception of those deities whose main abilities were illusions.]

Dragon 46 (1981) has a letter responding to article in Dragon 43 and raises the problem of non-damaging illusions such as illusionary healing and bridges. He thinks the power of the illusion comes from the mind of the subject [instead of the magic of the spell] and tries to use that as a limit.

[Perhaps it is just easier to destroy than to create. Higher level illusions can make temporary real things and provide temporary healing so it makes sense that a lower level spell can't outshine them. Bombs are very effective at destroying bridges but not usually effective at building them. Having said that, belief sometimes helps in real life.

Dragon 47 (1981) has an article on the other planes that notes that creatures on other planes might be more likely to disbelieve an illusion of creature that does not exist on their plane.

[This is somewhat true but I wonder about the flip side – it would imply that they are more likely to spend a round disbelieving real monsters imported into their plane when they should fight or flee. In a high magic or crossroads environment, how would the natives have a definite mental limit to what could and could not exist? I like how his adjustment for a ludicrous illusion is a mere +1 or +2 compared to later systems. It scales well with the adjustments in the early rules. Gygax seems to have kept it simpler as the DMG criteria for what can be created by an illusion seems to be the caster's personal experience and capability. It may not matter if the native shouldn't know what the new creature is, it matters crucially that the illusionist does. A believed creature will make its capabilities and intentions clear to its victims. A dragon by any other name is just as useful. Of course, surviving the dragon, so you can later replicate it with a spell, is the real magic.]

Dragon 52 (1981) has an article on the revised basic D&D (BX) where they skip the disbelief mini-game and return to normal saving throws.

[That sounds OK but they didn't have higher level spells to worry about so it was less needed.]

They also get rid of the real damage and turn it into a fainting spell.

[This would be a useful alternate spell but we already have ways of getting that effect with the AD&D spells. It's seems a shame to downgrade a familiar spell and make it wimpy. DMs still get to play deadly tricks as the new interpretation favor dungeon builders and their prepared traps but not dungeon invaders (players). This change doesn't apply to early AD&D but it is followed in later editions of the basic D&D family and it will infect AD&D 1.5 & 2<sup>nd</sup> edition interpretations. The divergence of basic illusion interpretation in both games will confuse interpretations in both games.]

Dragon 63 (1982) has the barbarian class with a 5% chance per level of detecting illusions (up to a limit of 75%). Gygax does not make clear if successful detection provides immunity or just automatically triggers a saving throw attempt.

[The term belief is used a lot in AD&D illusion descriptions but disbelief is based on player skill detecting the illusion and then a successful save validating that. Is illusion detection an ability that bypasses the need for player skill or a specialized form of magic resistance that applies only to illusions? Perhaps it may have started as former but ended up as the latter. Either way, the ability bypasses the problematic disbelief mini-game.]

Dragon 66 (1982) has two articles on the Phantasmal Force spell family – "*Is it really Real*" & "*The Familiarity Factor*". The first appeals to pseudo-science to explain the magical spell, allows illusionary healing of illusionary damage but otherwise allows no illusion healing or bridges. The second article encourages normal saves vs magic and gives some reasonable adjustments for missing senses or inexperience but then adds extra adjustments for intelligence.

[Annoying when wisdom already applies by the book]. He also follows the logic in Dragon 43 and uses it to grant non-intelligent creatures blanket illusion immunity.

[The disease is spreading.]

This issue also introduces the UA illusionist spells.

[These powerful spells completely change the strengths and weaknesses of the class and are outside the scope of this article (UA≠1<sup>st</sup> Edition).]

"*Is it Really Real*" addresses the letter in Dragon 46 and agrees that illusion effects are mental [rather than magical]. He thinks that belief does all the work [rather than a failed save allowing the spell to fully affect its victim]. He thinks that mental shock causes illusion damage [rather than the power of magic. This is a natural consequence of the disbelief mini-game being emphasized over the save vs spell but it also solves some problems that the expanded scope of the spell created.]

It gets rid of illusionary bridges and walls [but it doesn't really address the potential of illusionary healing. He ignores the flip side of increased energy, skill, power and healing from enhanced mental states and the placebo effect. He believes in a psychic down but not in the upside and uses this viewpoint to rule out healing. He fails to realize that the argument for

psychic shock is reversible and that the in-your-head model doesn't support where he wants to go.]

He tries to compromise with the idea that illusionary damage can benefit from illusionary healing. He rejects the Dragon 43 intelligence system because of its complexity & the existing wisdom bonuses, and advocates for normal saves on disbelief checks. He disagrees with the previous contention that the spell level was too low and argues against it. In his belief that it is a mental effect, he believes creatures need to understand what they see to take damage [rather than a magic spell finding an observer (failed save) and throwing damage at the creature's body according to the logic of the spell scenario regardless of victim understanding]. He advocates common sense use of the disbelief mini-game.

"*The Familiarity Factor*" takes a different approach. He doesn't like the disbelief mini-game or its complex substitutes, as it signals that something is up. He argues that magic is magic and that harmful magic calls for a saving throw attempt in defence of either fireball or illusion. He offers some [reasonable] saving throw modifiers for the type of spell and familiarity the caster has with the subject. They are allowed to add which starts making [unreasonably] large modifiers. [These modifiers don't differentiate between a Phantasmal Force of a normally quiet wall or an ogre – they assume ogre.] He allows casters to produce an illusion of something that they have not seen [that negates the familiarity clause in the DMG]. Reflecting Dragon 43, he offers intelligence save bonuses against Phantasmal, Improved Phantasmal & Spectral Forces based on high and, now, low intelligence and assumes that non-intelligent creatures are immune to illusions [the idea has spread and metastasized. In AD&D1.5, it becomes official. It's the opposite of what con-men think, they like smart marks who out-think themselves and dumb ones who don't think.] He allows the saving throw bonuses from multiple disbeliefs to add to the saving throws. [Perhaps he was still uncomfortable with the spell because he had removed the effective experience limit to what an illusionist could portray.]

Polyhedron 6 (1982) notes the confusion about the spell and sends a heavy hitter to explain the official AD&D interpretation of the spell. Some of what he says is good and some of what he says is bad. Among the good is, "*Illusions are false realities. They should ideally be used to misdirect, misinform, scare, and so forth. The DM should discuss this grey area with the players in the campaign before opportunities arise for their use, so that everyone knows what they're getting into.*" Among the bad is his retcon that the BTB real damage is no longer real. This compares badly with his AD&D modules that definitely petrify or burn PCs and is closer to the later basic D&D that he will shape than AD&D.

His main and numbered points are more of a mixed bag:

- Consistent Judgment Call by the DM – Local DM rulings on this spell are absolute but they should be consistent, fair and consider implications. [While this is good, it is almost a truism. Consistent judgment is the heart of the problem but the article doesn't give much advice on this point.]
- No Attack Spells – Imitation spells should have little or no effect as there is a higher level specific spell for them and opponents may not recognize the spell. However, if a real spell is followed immediately by an illusion of the same then it operates normally.
- [He violates this in his modules and in his article so we can do what he does rather than what he says. The rulebooks say real damage and the DMG specifically gives the example of a fireball being used. They are still struggling with old spell uses under the new disbelief mini-game. The difference between a fireball and an illusion of one is that the first saves for half damage and the second saves for no damage until you get to the high level spells that he mentioned. The point of the higher level spells was that this particular use was no longer save and suck but some residual, real damage. The fake no-attack-spell rule blocks player agency and disagrees with the rulebooks, the modules, and the play history.]
- Saving Throws & Bonuses if there is Something Odd – He leaves saves and bonuses up to the DM. Contrary, he forbids disbelief attempts if the illusion is of an expected thing. He wants to force the players into "careful and ingenuous uses."
- [I agree that an illusionist should be smart and not usually someone who throws raw power around. The rest is undefined and up to the DM. This sounds like "do whatever you want with the disbelief mini-game." The DM gets to decide when, if and how you can save. Absolute power corrupts absolutely. This is another attack on player agency. Mechanical saves look good in comparison. If a player has read the DM well enough to tell something is an illusion then he deserves a save. Good play should be rewarded not shut-down.]
- Disbelief Checks are Difficult & Leave You Vulnerable – It takes a whole round and the disbelief attempt means no dodge (+4 to be hit, no dex, no shield – DMG pg70) or save vs the "illusion" if you fail or it is actually real. If people are escaping from your illusions too much make sure that you burn them so they learn to take it like a man.

- ["Ha. Ha. Got you again the other way round." The disbelief mini-game turns mean. Players need to learn to let the DM mess them up and not to fight back? A solid attack on player agency. If the first save was an automatic defence then doing this for subsequent attempts after failing would be fair.]

He does not allow illusionary bridges or flights on illusionary dragons but does allow illusionary cures but only for as long as the caster concentrates [an interesting and dangerous solution – an illusionist could save a friend but can't rest or do anything else until someone else makes it real. Killer poison or injuries thus remove two characters when they work and can force a party to retreat - devious]. He suggests that this might be applied to similar dilemmas but does not define them. [Perhaps someone affected by special attacks, like petrification, is only turned to stone during the caster's concentration.]

While the book says strike, he says that illusions can only be dispelled by personal touch (hand, glove, boot, etc) and not through other objects like weapons or poles. He says that the topic of an illusion cannot be substantially changed once chosen – no constant morphing. He says that illusionists are no good at imitating MU spells [see #2]. When and how do monsters get to disbelieve? When the DM says so and at whatever bonuses he decides. He seems to use a system similar to the ones in Dragon with bonuses for situation, intelligence, etc. He has used adjustments up to +12.

[3 times the typical maximum AD&D adjustment. In summary, this article did not solve many problems but it does show them and leaves the solution up to the local DMs. His article combined with his examples will be clearer. We will combine them later.]

Dragon 67 (1982) has an article on the astral plane. It says an illusion of something that is not normally seen on the plane is automatically saved against.

[Harsh meta-gaming for a magical plane. You would think that would mean an automatic save attempt not an automatic save success. Besides, what monster or object can't be brought into the astral plane by magic? Dragon 42 had a similar article and its note applies.]

Dragon 68 (1982) has a letter responding to the articles in issue 66. He agrees that illusions must be understood to be effective and the instant spells won't work for that reason but supports the use of illusionary bridges.

[While the first two issues reflect the Mental School of Illusion Interpretation, the later example is a representative of the Mystic School of Illusion Interpretation where belief can temporarily effect physical reality.]

Dragon 69 (1983) has three illusionist related articles and three letters replying to Dragon 66.

The first article compares player classes and finds illusionists the second fastest class to gain levels after thieves but finds this balanced by limited spells & spell levels (good at what they do but less versatile). [This is only true for very & ultra high level play, as the 1 to 11<sup>th</sup> level champ is the druid.]



Enmanuel Martinez Lema

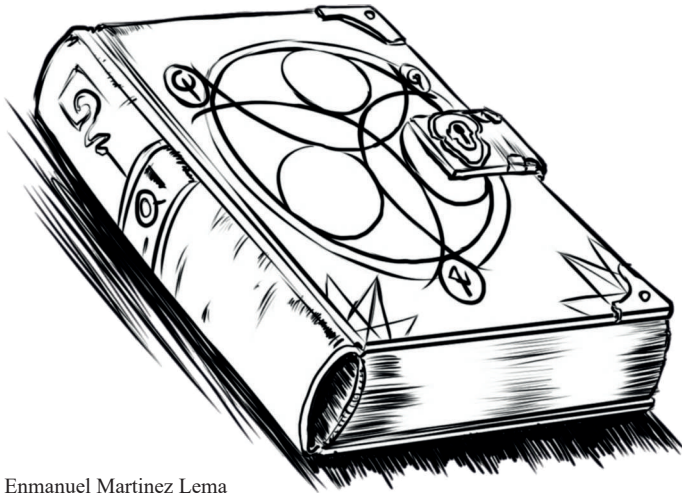
The second article introduces a Juggler class with a 7% chance per level of automatically detecting and disbelieving any illusion within 10' in addition to the usual saving throw. This includes invisibility.

[This ability looks like illusion specific magic resistance and is almost a class killer. The Juggler doesn't even have to interact with the illusions. Gygax's barbarian (Dragon 63) had a lesser ability. Len is normally great but his automatic blanket illusion immunity is troubling. The illusionist class looks to be facing a backlash and appears to be in trouble.]



On the plus side, it looks like Len considers a saving throw against illusion a usual rather than a special procedure. [Does this mean he has abandoned the disbelief mini-game?] The maximum class level of 11 limited the illusion immunity to 77%.

An article on magic books has an illusionist spell book with a Clone spell (normally MU8) and a page that shows a different spell or image or inflects a curse on different readers.



Enmanuel Martinez Lema

The first letter complains about illusionists being forced to magic writing, like the MU, under the pending UA rules (AD&D1.5), rather than the existing non-magical secret language. The second complains about illusionists still not getting Nystul's Magic Aura, as it is an almost classic example of an illusionist spell. The third letter addresses the illusion interpretation articles and points out that illusionary damage is real and physical, agrees that illusionary healing is not the point of the spell, not understanding doesn't protect from damage and the proposed save adjustments are large for AD&D and in a single direction. [All three have good points.]

Dragon 74 (1983) has a letter complaining about the plethora of new classes and the needless reworking of older ones like the illusionist & druid [edition wars within a single edition].

Dragon 76 (1983) has an article on the Hells that limits spell effectiveness. Many spells are limited or ineffective due to the environment such as spells that depend on contact with other planes or goodness. For instance, Phantasmal Force works fine but Shadow Monsters are only 5% real, Summon Shadow won't work, and devils are immune to Fear and many other mental effects in their own plane. Generally, the deeper you go into hell, the more cut off you are, and, the more powerful the devil, the greater its immunities. Enchantment/Charm spells are most affected but the pain seems to otherwise be evenly shared.

Dragon 78 (1983) has a letter noting all the problems with Phantasmal Force and asking Gary Gygax to write an article or letter to clear the whole thing up. It is printed but not replied to. [Polyhedron 6 made the official position clear – up to the local DM].

Dragon 87 (1984) has another letter pleading for a clear illusion ruling. He struggled with the disbelief mini-game and has played with alternate systems like rolling against intelligence but sees other DMs just using normal saving throws vs spell. If someone is hurt by an illusion and then makes his save is he still hurt? [Yes. Yes, he is.] This letter brings answering letters in later magazines but we will stop looking at letters here.

White Dwarf 49 (1984, back when it was still good) had an illusion article with a quick note on interpretation. Illusions are in the mind but must be seen.

[Why? If they are in the mind then there is no need. Why not just edit the perceptions directly? E.g. you realize there is something terrible behind you, maybe if you stay still it won't notice you. This can't be done if the spell is an external thing but external things need to be looked at.]

Poison cannot be imitated [Why not? If damage and burns can occur then why not poison? Illusionary poisonous creatures are treated normally and that is a step up from fake poison on a blade or in food. If it was all in the mind then convincing the target that they were poisoned would be simple].

No illusionary healing or bridges. An illusionary monster can't use special attacks if the victim isn't aware of them [Can under the rules but consider Polyhedron 6's limitations.]

Spectral Force is the minimum spell to duplicate a fireball or fire breathing dragon [there is already an experience limit so this is unneeded]. Any spell with a physical manifestation can be imitated. Caster experience is important – if a caster survives a medusa's stare then he can duplicate it. [Mental model and its interpretations are dominant but the note on effects being limited by caster experience is good. A really high level illusionist that has only been to the post office can't do much with a Phantasmal Force but will still get good effect from the higher level shadow spells. Presumably, he could imitate his higher level spell effects with Phantasmal Force, as he is now personally capable of those effects.]

Imagine Magazine 9 (1984) has an article with some suggested house rules. Caster has to spend 2 full days studying a live and active creature before he can use it in an illusion. Illusionary bridges don't work. Unconsciously pulling the blow prevents illusionary creatures from being hit in combat by those who believe. No healing spells. Spells or creature attacks limited to the damage that the caster can do in combat. Limits to the number of active and inactive components in an illusion. [Not a great article and not in the mainstream but an indication of the confusion. This from TSR's official UK magazine.]

Dragon 128 (1987) has an article with an alternative save system based on level difference and wisdom. This late AD&D (1.5) article takes illusions as false, immaterial and mental [like BX D&D, not like early AD&D's real damage unless you save]. It ignores the disbelief mini-game and goes straight to save vs spell but offers an unusual saving throw method that makes higher level and wiser casters and savers more likely to succeed.

Dragon 130 (1988) has an article that revisits some of the familiar issues and makes some new ones. It notes that Phantasmal Force is not a mental spell as no magic or psionic mental protections work against it [Mystic School. We have previously noted one exception to this, Mind Blank protects against Phantasmal Killer]. It has illusions only doing mental, non-killing damage - due to the AD&D1.5 Battlesystem boxset's new interpretation [a fainting spell like BX D&D rather than the real damage of the PHB/DMG], as it allows easy capture. As the writer thinks it is mental damage, he makes the non-intelligent immune [Mental School]. It sees mental healing as the flip-side of mental harm and allows illusionary healing. Illusion images are real and can be used to provide real light and really block views regardless of save [Hologram school. Compare with Audible Glamour].

The article notes problems with the disbelief mini-game and offers a mechanical alternative. If caster level and intelligence minus 1d20 > target intelligence then they get no save. Otherwise they get a free save vs spell when they receive and inflict damage [multiple saves!]. Manual disbelief attempts can be made by dumber PCs or those who failed their saves but at the cost of being vulnerable. It offers some saving throw adjustments for consideration. Spell effects are limited by the caster level (1d6 or HD a level). Creatures created all have to be of the same species. If you turn your back on an illusion then it can't hurt you as you can't see it [I think that's wrong even in AD&D1.5 but it does appeal to monsters leaving children alone because their eyes are closed. By the book, once you see an illusion, it has detected you and you are vulnerable to it unless you save.]

Programmed Illusions are useless because they can't find targets and react to them realistically [an opinion not reflected in the modules - I could swear we had computers back then]. It encourages non-combat use of illusions and considers the use of illusionary magic items to throw multiple fireballs. [This article changes between different schools of illusion interpretation and has some consistency problems. I'm unhappy with illusionary wands of fire unless the caster has and can use a real wand of fire but we will see that has been allowed by a heavy hitter in one of his modules.]

Dragon 131 (1988) has an article with complicated saving throw adjustment bonuses and multiple saving throw attempts. [The logic is interesting and useful for both players and DMs in framing their illusion descriptions. But many of the individual bonuses are questionable and the cumulative bonuses jump the shark. The writer is primarily concerned about limiting creature power. He does not appear to realize that it should already be limited to what the illusionist has actually survived attacking and is trying to put alternate limits in place.]

Polyhedron 46 (1989) has the last article to be considered. People only get saving throws if there is a reason to doubt an illusion [This is great for Phantasmal Force, etc but makes the Shadow Spells difficult as their subjects are full sense and correct because they are partially real].

Phantasmal Force can imitate spells in the same way it can imitate creatures. It notes that the appropriate reaction to an illusionary pit trap being touched is to just sit there. Undead are not immune to illusions but mindless ones are [true for AD&D1.5 but not early AD&D]. Ignorance of the subject of an illusion is not protection against it but might make the victim more likely to try disbelieve [and walk into its jaws. "Look how fake that is! Nothing could ever be that ugly!" Failed save. SNAP!] It notes that damage is from the power of the spell not from the mind. Manual disbelief attempts make you vulnerable to the "illusion" if it is real or you fail. It notes some people go to fully motionless (auto-hit for max damage) [I think that's a bit far but it is an option].

Monster fighting skill is per the actual monster not the illusionist. HD and damage (1d6) limited to caster's level [instead of limited by caster's game experience. Note how the original spell Phantasmal Force spell had no hit die limit and only the partially real Shadow and Demi-Shadow Monster spells originally had HD limits of 1.5x and 2x the caster level respectively. HD also does not always correlate with power - there are powerful low hit die creatures available].

No illusions that cause instant death. "A popular house rule limits the illusionist to simulating things he has actually seen or experienced. This defines the limits of the spell rather nicely, keeping its power in scale with the game world the character is playing in. The [DMG] states the caster must know of and understand the force/creature he is making an illusion of." [If it's in the DMG then it's not actually a house rule. The quote obviates the need for the previous two house rules suggested in the article but some groups may find it easier to limit power than to remember what they have experienced. Those limits make sense for new characters that are created above 1<sup>st</sup> level.] Illusions that do not reflect caster experience have image but no power (no substance or damage), reduced damage or improved/automatic saving throws. To prevent abuse, require casters to make believable illusions. It's magic so stop using pseudo-science and psychology. [This article is the best and most useful of them in my opinion. Too bad that it didn't come out earlier to save the illusionist from his 1.5/2<sup>nd</sup> edition fate.]

Having read through this history, it is much easier to understand how people can disagree about Phantasmal Force. For instance, in early AD&D, the spell explicitly did real damage and affected anyone who glimpsed it. However, after Deities & Demigods, the ultra-intelligent were immune and by AD&D1.5, the non-intelligent, nonliving and some new player races were also immune. The spell rendered targets unconscious but could not kill (in late AD&D people were expected to buy the latest products and use the most recent rulings – some of these examples are still to come). This moving target is why I have stuck to early AD&D but, if you play a different version of the game, your answers will rightly vary.

Disbelief is a concern for everyone with some abandoning the disbelief mini-game for normal saving throws, some abandoning physical effects, and others creating new save systems out of whole cloth. The increasingly wild and complex saving throw adjustment systems are inappropriate for early AD&D but may fit in to AD&D1.5. On the other hand, some of the underlying logic is useful to both players and DMs.

I like the temporary (concentration) healing ruling although I have not previously allowed illusionary healing from spells like Phantasmal Force. Note that the illusionist can't move while keeping his friend alive.

Three main schools of illusion interpretation seem to be identifiable in the previous advice. I have labeled them the Hologram, Mental & Mystic schools. Each has advantages and disadvantages.

- The Mystic school posits a temporary, provisional change in reality from illusions with special saves. In more simple terms, it is real (or treated

like real) until victims disbelieve and save. This is by-the-book for monsters and fireballs but is a bit troubling for bridges and for game balance, as it risks becoming an anything spell without clear experience and capability limits. Disbelief is also a problem unless there are hints or automatic saves. Fortunately, Mystic illusion creatures act and die normally.

- Spells like Hallucinatory Terrain and Mirror Image appear to be closer to holograms so the Hologram School makes some sense. It posits that the visual image itself is the active effect. It allows effects to extend to viewers in other planes and illusions to block the view even if disbelieved. It's straight forward and matches BX D&D but appears to disagree with some of the AD&D rules for illusions - such as real damage. Hologram illusions have the benefit of being able to morph and not having to follow physical laws or mental expectation as they lack mental & physical substance. You would think that improved vision such as See Invisible might endanger Hologram believability.
- The Mental school also has some reason for confidence as Fear is an illusion spell that is plainly a mental effect and Phantasmal Force is similar to a projected mental image that interacts with the minds of subjects once it is seen – after all wisdom bonuses apply. This strand of interpretation strengthens over time and Phantasmal Force will become a pure mental spell in AD&D1.5 but, in early AD&D, the logical implications of it being a mental effect are usually not true - such as taking real physical damage, treating illusionary monsters as real, or not being protected by magical or psionic mental shields. Mental illusions would not have to act like normal creatures but would have to follow a consistent "dream" logic but should be subject to mental shields and automatically vulnerable to magic resistance and saves.

So far, none of the three schools of illusion interpretation seem to solve all the problems. The official ruling on illusions (Polyhedron 6) said that it was up to the local DM. Many people interpret the spell differently and every local DM is officially right. Everyone gets a medal for participating.

It's easy to see why people disagree about illusions. For instance, someone who focuses on the first, three-book AD&D will have a very different interpretation than someone who followed the latest rulings. Advice and interpretations varied wildly and some of this is understandable. We have seen illusions morph between and during editions. We have seen non-by-

the book suggestions put hesitantly forward and grow until they become official in BX D&D and then AD&D1.5.

Having seen the variation in the advice, let's see the examples given next.

---

## TSR's Published Illusionary Examples

I was originally going to contrast and compare the official rulings by TSR authorities with what they did in the modules that they wrote. While self-contradiction is a compelling argument against fake rules ("do what I say, not what I do"), I decided against singling out people that I like, for the very human sin of inconsistency and just list the examples of illusions by year. I choose 1985 as a cut off as that's when AD&D 1.5 took over from 1<sup>st</sup> Edition AD&D. The examples are illusions rather than just Phantasmal Force as the spell source is not always given but a wide variation in logic can be seen. The adventures have many illusion using monsters and NPCs but what they do with their illusions is seldom described. Only the described illusions are covered. If you haven't played these adventures then there will be **spoilers**...

1975

Blackmoor has an optical illusion of the temple of the frog turning into a frog and seemingly leaping away while the temple actually shifts to a parallel time area [Probably not solid. Hologram School?]. It also recommended illusions for use under sea include false walls, false sea floors, false sunken ships and shifted terrain [This last is an additive & negative illusion.].

Strategic Review Vol 1 #5 has an article where a Phantasmal Force fireball is used to cause the drivers to overreact and crash a halftrack rather than being used to attack for direct damage.

1976

Gods, Demi-Gods & Heroes has two gods who were immune to illusions (Osiris & Surya), three that were especially good at them (Horus, Shiva, Rudya), a god whose illusions could fool at least one of the immune gods (Rudya) and a man who could fool the gods with his illusions (Krishna). 10% of the Norse giants were illusionists.

D&D tournament adventure Lost Caverns of Tsojconth has treasure hidden by an Invisibility spell. [It is interesting to remember that the Invisibility spell could be used to do this in D&D because in AD&D it only applies to creatures and what they are wearing. In

AD&D, negative illusions are needed to achieve what invisibility used to do.]

D&D adventure DM Kit 1 Palace of the Vampire Queen (TSR distributed) has a chest disguised as a mound of yellow mold.

1977 (MM)

D&D Monster & Treasure Assortment Sets 1-3 have treasure hidden by positive [an image of something bigger over the real object] and negative [empty container] illusions and monsters hidden by positive illusions.

1978 (PHB)

AD&D adventure G1 (Gary) has three illusions. One hides a magic sword by making it appear to be a torch – it is dispelled by touch. Another makes a sealed barrel seem broken and empty. [These are both negative illusions] The last is a positive illusion of yellow mold that disguises a weapon cache.

AD&D adventure G3 (Gary) also has three illusions. One hides a chest as a footstool [negative illusion]. The temple area is screened by illusionary walls. A Permanent Illusion of a sleeping red dragon hides a gorgon and is followed by a room with a real red dragon. [A gorgon breathes on you, you get to fight the fake dragon and then you hopefully disbelieve the real dragon as it breathes on you.] Another chest is hidden by appearing to be part of the rock of the chamber.

AD&D adventure D1 (Gary) has a negative illusion that makes a lich's lair seem empty and dark. This appears to be caused by a Phantasmal Force sustained by the lich.

AD&D adventure D2 (Gary) has two monster races that are immune to illusions. How immune? One "*immediately see[s] through any illusion or phantasm*" while "*all forms of illusion are useless against*" the other. It looks like complete and proactive illusion immunity. One of the races uses illusions without being affected in their turn. "*No illusion, phantasm, or hallucination is able to affect*" one race's "*mind[s]*."

[The blanket immunity and the direct statement support illusions being mental and imply that illusions immediately interact with the viewer without the need for belief or touch. If that is true then normal magic resistance and normal saves should immediately apply when a creature sees an illusion. This is a tough challenge for an illusionist and almost makes you wonder why the lich in D1 bothered with his spell. Of course, the lich's illusion is meant for the non-immune players.

This still leaves a large problem, if illusions are mental and immediately active then why don't players get a normal save? It makes an interesting game mechanic to make the save depend on the player but doesn't make much sense if the illusion is just a perceptual filter like an enchantment spell. Other mind messing spells get saves. As a potential reality, the different save makes sense but that theory is seriously challenged by the information from the two new races. If the illusions are perceptual and in the head then why does an external image need to be seen by the PCs when the idea could more easily be planted in the mind? If you are already inside the victims' heads then you may as well do a good job. The real damage of active mental illusions could be explained as shock or the 1970's "mysterious powers of the mind." It is less clear how a perceptual trick can be dispelled for a group by one person's disbelieving touch but not by their disbelief in the first place. This is especially true if other victims can't see them do it. The active mental interpretation is not fully consistent with how illusions are handled in the PHB & DMG and, as previously argued, I think it reduces play value.

In this module, it almost looks like illusions and illusionists are nerfed in the first year of AD&D but these immunities could just be a special case. It could be argued that these races have a special sense of reality. (Maybe they are really down to earth?) That resolves the contradictions arising from interpretation of their blanket immunity but illusions are already more mental than they were in the PHB & DMG. This is another step towards the later purely mental interpretation.

Of course, we are looking for consistency in an ad hoc games system of cool desires. It's plain from the PHB and DMG that mental shields don't work against illusions and, in the real world, Gary just wanted to throw a race that was immune to invisibility and other illusions against the players as a new challenge. This inconsistency offends the hobgoblin of my little mind but asking for consistency in a game of imaginative challenges and surprises might be an unreasonable contradiction. These contradictions are what causes disagreements between different groups as each group tends to select the evidence that supports their theory as fundamentally important while ignoring or downplaying contradictory evidence. That said, D2 makes illusions look entirely mental.]

AD&D adventure D3 (Gary) has a Permanent Illusion of a beautiful outdoor garden and lake that hides monsters, their possessions and servitors. It allows free magical mental attacks until the source is discovered. [These illusions would be useless against wondering members of the 2 races introduced in D2 but the monsters are powerful enough to not be dislodged.]

AD&D adventure S1 (Gary) has many illusions:

- Three crawl-ways are hidden by illusions. [Probably hologram type as it is not clear that disbelief was needed to discover them.]
- A Programmed Illusion of a cave-in gives enough hints for the party to run [It doesn't say but it probably kills if you stay and fail to save. The save could be at a negative due to actual dust and rocks. This is a good use of an illusion as it hints at certain doom but gives a means of escape that the caster wants them to take. Illusion as crowd control.]
- An "Audible Glamer" is used to tempt the party to their doom [probably a Programmed or Permanent Illusion with just audible components as Audible Glamer requires the caster to control it].
- This last one is pushing it but when is a door not a door? When it is a temporary provisional reality (or ajar)? The phase doors leading from the lair only exist when they are being used from one side. This could be called bad design but I think it is interestingly like an illusion. When approached one way, it is a solid wall, and, when approached from the other side, it is a door. If you go through and close the door behind you, it stops existing on your new side and no magic can find it. It's a Schrodinger's door and this makes it like an illusion as one reality overrides another in certain circumstances [Mystic Interpretation].

[It is a passive, non-exclusive paradox. This kind of object is very playable and could be used to make interesting circumstances. It is passive because it is not weaponized – it isn't used to trap the party in a dead end or create a pit trap door that only exists from above (take that solo adventurer or advance scout). It is non-exclusive because it treats everyone by the same rules – it doesn't only exist for the maker and his friends. It is a paradox because it breaks the usual rules much like illusions themselves.

This makes this kind of object very interesting to illusionists as they play with reality and perception. Perhaps a 7<sup>th</sup> level illusion spell called Paradoxical Object could be used to create them. It could be like Alter Reality but without aging as it can't be weaponized or exclusive. Its casting should still exhaust the caster.

Higher level illusions need some physical paradoxes – a statue that you can bounce a coin off but can't touch (opposite of a hologram), the perfect song that becomes impossible to listen too when you concentrate on it (opposite of mental school, it is real but you cannot mentally interact with it). Perhaps more

exactly you are capable of listening to it but not understanding it and the more you try, the less you hear). Other possibilities include a monster that is only real if you don't notice him (opposite of mystic school), a door that is only real to those carrying a particular vase through it, wind that exists for objects but not people, empty place settings at a table unless you sit down, a chained ever-full cup of wine that only works in one room and ceases working when taken out, a half full beer mug that becomes more full as you drink from it (drink too much then it spills constantly, this is annoying rather than threatening and you have to wait a few days for it to evaporate), a room where wet people are suddenly dry, a silent and scentless hologram of a person or creature that walks out of a wall but becomes real and invisible when disbelieved and is glad to be freed- inoffensive paradoxical wonders.]

Dragon 16 has a story with an illusion of someone stuck seeing double. [This is a type of illusion that I am interested in but personal illusions like this aren't covered in the spell list except for Phantasmal Killer, Blindness & Deafness. It is probably closer to a curse.]

Dragon 21 has an NPC with a "*phantasmal forces cloak to make her appear to be an old woman (saving throw vs. magic -4)*." [This is probably both a negative and positive illusion as an older person will be shrunken but other blemishes need added on. Presumably, the cloak allows her to move around as the spell would not. The negative saving throw adjustment is interesting – is it because she is very practiced and familiar with her habitual illusion or because it is so plausible and there is little reason to disbelieve?]

1979 (DMG)

AD&D adventure S2 has an illusionary wall and what looks like a comfortable chamber with delicious looking food. The chamber is actually uncomfortable and the food tastes like iron rations. It is not dispelled by touch. [Looks like Holograms over the real objects. Note how the holograms must be movable by being anchored to each separate object that they are disguising for this to work. Otherwise the iron rations could be seen to be iron rations when lifted out of the passive hologram. Mystic or Mental interpretations would tend to fill in the gaps.]

BD&D adventure B1 has a couple permanent illusions of treasure. The first is dispelled for a day when touched and the second is in a pool and disappears when the water is disturbed and returns when it is still. [Neither can be touched so they are probably holograms. The last one is probably a hologram that can only be seen when the surface of the water is smooth so may only exist on the smooth surface.]

[If the pool illusion had instead been one of the previously theorized Paradoxical Objects then the treasure could be real but could only be accessed a certain way. For instance, perhaps an experienced poacher could retrieve the gold in the same way that he tickles trout – arm in the water a long time, until his arm is cold and the water still, eventually he can touch the gold and retrieve a handful. Gold could be added by dropping it into the pool, as it joins the existing gold when the water stills, but is harder to retrieve. This would be a safe that could only be robbed by patience and is protected by most people considering it a hologram illusion. If the water was removed, the gold could be lost, the gold might appear or new water might return the paradoxical state. I assume gold, as water will eventually damage most other treasures. Perhaps this type of protection would be most useful to a careful telekinetic. It might be a great way to frustrate a xorn. He can smell the gold but can't touch it or smell it after disturbing the water but can see and smell it later when the water calms.]

Dragon 31 has a story that gives a good example of the effects of phantasmal fire: "*The man in the yellow robe laughed and threw in his torch. Whoosh! Immediately the entire end of the room filled with yellow flame. It was too quick. "Illusion!" shouted the elf. "Ignore it men! Forward, follow me!" he leaped into the inferno. He turned to look back as five of the men at arms tried to catch up with him. Two were unscathed: two fell, a mass of flame: another reached the wall, gasping. As the three watched, awestruck, the other two men's skin blackened and shriveled, their hair and clothing charred and vanished, their flesh pulled back from the bones, which blackened before their eyes. The fire was gone except for a flickering that grew and heightened around the thrown torch. But three men died on the cold stones, burned to death by their belief in the illusion.*" [Mystic School - The real power of the illusion spell really burnt the bodies of those who failed their saves. This seems to have been a full sense illusion with just enough caster incompetence to trigger a disbelief check. This is nice meta-gaming but we know that players will not return the favor and competent, evil NPCs should not be so kind.]

Dragon 32 has a D&D adventure with an illusionary rock wall detected like a secret door and not dispelled by touch but passable once detected [Hologram]. It also has a lost NPC under a powerful curse which will extend to those who try to help her. This will generate illusions and confusion to ensure that she and anyone travelling with her remain trapped. The giant bats in the adventure are considered immune to darkness, illusions and invisibility as they rely on smell and hearing rather than sight. [This ignores illusions that cover those

senses. Most bats have excellent sight. I would generally rule that if the creature has sight then it is susceptible to triggering the spell effects even if other senses are primary. The apparition is bait and, once glimpsed, you are hooked unless you disbelieve.]

[The variant perception raises an interesting question: Would a ring of invisibility with silence make you invisible to bat sonar or would you show up as an area of missing reflections? If it works like the light then you are invisible to sonar but if it just absorbs sound then it absorbs reflections. Maybe 50% of the invisibility with silence rings make you invisible to sonar.]

1980 (DDG)

AD&D accessory, Rogues Galley, notes that the intention of illusionist magic is different from that of magic-users: "*Illusionists will often try to trick, deceive, or confuse their opponents as opposed to slaying them.*" [This supports Hologram usage more than Mental or especially Mystic interpretations.]

AD&D adventure C1 has insubstantial phantasms of warriors, priests, etc that are dissolved by any movement through them. It has a doppelganger creating an illusion of being a figure of molten metal but its touch will not burn. It has yellow mold disguised by an illusion of gold. [All appear to be Holograms. Holograms allow something dangerous to be hidden as a trap and still be effective. A Mental illusion might convince a monster that it was harmless and a Mystic illusion might make it harmless unless it makes its save. Mental & Mystic illusions can act like holograms if the caster helps the subject make their save. On the other hand, waiting monsters that have made their saves can see through Mental & Mystic illusions (as they are barely there for them) but not through Holograms (the projected shape is still in the way).]

AD&D adventure C2 has a Programmed Illusion of a 9' diameter stone rolling towards the characters at 12". Characters who are hit appear crushed but are actually unharmed. [I like herding illusions but normally have them start slower but accelerate to inspire the PCs to move. PCs need a chance to escape to be motivated and armor wearing PCs don't here. Hologram.]

AD&D adventure Q1 (Gary) has a Phantasmal Force of Lolth speak (using ventriloquism) and cast spells but generally avoid combat [Her illusion can do anything she can as she is the caster]. PCs are -4 to save vs the illusion as she is expected [Casters and DMs take note – prime your victims.]. Her intelligence makes her immune to illusions below 4<sup>th</sup> level. One room has illusionary spellcasting demons acting as distraction/bait while other demons cast spells from cover. A prisoner has three one use magic items with a 50% chance of dispelling illusions. An illusionary wall

hides a black dragon who can see and attack through it. [He knows it is an illusion so he can see through it. This shows up in other modules and is a mark against the Hologram School as holograms are there whether you believe them or not.] Touch will not dispel it, it will vanish if it is disbelieved [Permanent Illusion?]. A similar setup protects a white dragon. Both dragons will try to attack with surprise. An illusion hides a door that must be operated by touch and can only be seen using magic [Hologram (no disbelief). Mental & Mystic would say there is no door there to touch unless you save.].

Dragon 34 has an AD&D adventure with an illusion that conceals a crawl-way [Hologram, unless you have to save to use it]. It has a magic item that creates a real pit but simultaneously covers it with a temporary illusion of floor and magic boots that allow walking over the fake floor (anyone else falls in), a disintegration chamber that is disguised with a tempting illusion that can only be disbelieved with Detect Illusion but is distrusted by dwarves due to the protection of their racism [Mystic?], an illusionary cabinet that can be seen but not touched [definite Hologram], and an illusionary floor over a funnel/disintegration trap that can be detected by True Seeing, Detect Illusion, etc and disappears when someone falls in. [This adventure is unusual for demanding magical countermeasures over disbelief and is almost entirely of the Hologram School.]

Dragon 35 has a story with an example of illusionary bodies disappearing when defeated, "*The creatures were gone, the bodies were gone ... I started to wipe my blade but saw it was clean. So the whole thing had been an illusion.*" [Mental or Mystical. Holograms can't be hit.]

Dragon 37 has an AD&D adventure with an illusionary infinite corridor (15' long, turn around and you are back at the beginning).

Dragon 40 has an article with three magic items that create illusions and states, "all intended victims of any illusions are allowed a saving throw vs magic." It has illusionary floors and furniture holding up PCs, illusionary walls preventing progress, and illusionary weapons causing damage (all three effects only apply to those who fail their save). [Mystic School. Maybe real effects combine better with automatic save attempts than disbelief games. False realities are automatically challenged when interacted with and those who save reassert reality.]

Dragon 41 has an AD&D adventure with an illusionary wall that is detected but not dispelled by touch [Hologram], a hall where everything appears as another creature (including the PCs) until dispelled by

touch and combat is not accepted as touching [Mental?]. Dragon 41 also has a setting with an illusionary room that disappears with a flash as soon as entered [Mystic?].

Dragon 43 has non-D&D story that gives a possible example of making a saving throw, "*He strode forward to meet the behemoth, broadsword in hand — and at a hundred paces distant, he pulled up short: He could see through the monster!*" [This shows an illusion as visible from a distance. It seems to either be a successful automatic saving throw without need for interaction or a bad illusion that is plain when closer.]

1981 (FF)

The Fiend Folio contains converted D&D monsters that have illusionary powers or immunity and provide examples and commentary:

- Disembodied thoughts with ectoplasmic bodies seeking real bodies do illusionary mental damage that appears physical to the victim but disappears a few rounds after the attack or when it takes over the body. [Mental]
- One type of blind monster is "immune to the effects of spells affecting the visual nerves such as Phantasmal Force, Darkness, Invisibility, Mirror Image and so on." They can be partially blinded by Audible Glamer or a cloud of snuff. [Can they be partially blinded with Olfactory Glamer or a loud bell or gong? Would an Olfactory & an Audible Glamer make them fully blind (-4) or would an additional Thermal Glamer be required? It looks probable that smell and sound are their primary senses and analogous to sight in combination but Spectral Force with full sound, smell and temperature could be used to fully blind them.]

[What would be the effect of a full Audible Force? They are immune to Phantasmal Force because they cannot perceive the spell trigger but they are not immune to Improved Phantasmal Force because they can hear the spell trigger.] [I assume that fighters can't just close their eyes to overcome the large advantages of Mirror Image and Invisibility like these creatures. I assume that evolution has sharpened their other senses in compensation – not just hearing and smell but air flow (hairs), temperature (normally only very close) and ground vibration. Maybe a scout with boots of elvenkind will come across one with his ear to the ground.]

- One group of monsters telepathically projects illusions of the shapes and sounds of stealthy hunters into the mind of a single victim. Being on the edge, slowly wears down and exhausts

the victim. His companions see nothing and think him paranoid. [Mental]

- One monster uses two illusions. One makes the lair appear full of treasure [or food or pipe weed?] and the other makes its partner seem like a weaker monster. The partner fights normally and either illusion is saved at -7. [-7 is a huge adjustment for early AD&D but the save might be automatic. Probably Hologram]
- Another creature creates two telepathically controlled duplicates of itself when hard pressed. These fight identically to it but take no damage and are only destroyed when the real creature dies or the opponents leave. The introduction of the illusions is covered by a flash of light. [Mental]
- An illusion related creature ages victims via suggestion. Save is intelligence based and provides immunity from that creature for the rest of the encounter and reveals previous aging to be false. If the creature is killed, any remaining aged victims who fail a final saving throw vs magic are physically aged. [Mental then Mystic]
- A final creature, "like undead, ... is immune to the effects of all mind-influencing spells such as ... illusion." [Mental! This is a big new limitation. In 1981, illusions become useless against all undead. But all illusions aren't mind influencing or at least aren't until interacted with. Holograms are appearances while others are real unless saved against. This is another major nerf.]
- Previously covered monsters from D1-3.

AD&D adventure A3 has Spectral Force monsters that fight/damage/paralyze normally [Mystic] but disappear when hit and cannot be disbelieved [Perhaps the author found Spectral Force disbelief challenging and discarded it in favor of making the monsters one hit kills]. One of these monsters also hides a rust monster. An NPC illusionist sits on a magic item that enhances his power but forces him to appear big and threatening [rather than misdirecting the PCs]. He is protected from attack by a glass wall through which he attacks with illusion and Color Spray spells. [I'm not sure what to think about this. Can he attack through the wall because of the throne or can illusion and Color Spray spells go through glass? Hologram would say "yes" but I'm not sure that the other two schools allow spells to be cast through solid objects.]



AD&D adventure I1 has an illusionary pathway that the first rank of the party needs to save against at -2 "due to believability" or fall into a river [Hologram with automatic save attempt.]. Probing the floor automatically detects the illusion [Definitely not Mental or Mystic]. It has a new illusion using monster and another new monster that is immune to illusions because they are "mind-influencing spells." [This is a full step towards mental only illusions. If a creature has enough awareness to scan and model its environment, move and fight, and protect and aid the reproduction of its host then is it really completely mindless?]

AD&D adventure L1 (Len) has an illusion of an animated statue that always hits and attacks once/round for 3d6 damage. The illusion cannot be hurt but 18hp damage to the statue, that it is based on and anchored too, breaks the statue and thus disrupt the spell (the illusion and statue appear the same). The AC of the illusion/statue is not given (AC4?). If successfully disbelieved then the illusion cannot hurt them. If failed then they get hit. If they don't try then they fight as previous. If the save fails the illusion's THAC0 changes from auto-hit to as a 4HD monster (still a partial success). Mental defences are listed as a possible protection – including psionics. [The illusion is seen as Mental but still with physical effect. The illusion reflects no particular monster but instead acts according to its caster's design so this is more Mental than Mystic.] An unknown illusion causes sound and may create a strong gust of wind that blows out torches [Mystic. Purely physical illusion regardless of observer/mental interaction.].

AD&D adventure S3 (Gary) has a monster hiding itself as a jumble of bones [negative illusion].



BX D&D adventure B2 (Gary) has a permanent undetectable illusion if the DM doesn't want to bother creating the caves of the unknown. [A bad use of illusion when the entrance could just not exist. Although shipped with the BX D&D set this is actually a D&D adventure as the illusion is not dispelled by touch like in BX.] The spell of direction confusion in the minotaur's cave is probably an illusion (misdirection) although it could be enchantment.

BX D&D adventure B3 orange (original) has three illusions. The first is an illusion of an AC2 fighting man who attacks for 4 rounds and then he and whatever damage he has done disappears [as a zero level man at arms armed with a longsword and with infinite HP until the time limit runs out? No relation to a specific monster template.]. The second is illusion of three swords fighting each other that also can't be dispelled by touch. The last is created by a creature to disguise itself and gain surprise. [Damage is a temporary illusion like in BX but touch does not dispel like in BX.]

BX D&D adventure B3 green (revised) has two old and one new illusions but with full BX rules. The fighting man can no longer be hit with weapons but can be dispelled by the touch of a bare hand (still no stats for the illusion). The swords are also dispelled by touch. The creature loses its politically incorrect illusion ability and a new illusion of fighting men is added elsewhere. These men are treated like the other one except they are better defined (THAC0 as 3HD, Attack once/round, Damage 1d10). [As AD&D players also used D&D modules, the difference between the systems caused some confusion in illusion interpretation.]

Dragon 46 has a story with a minor example of illusion used to enhance appearance. [This is a common sense use but is not defined in the system. Some magic items grant an 18 charisma to a wearer so that might be the reasonable limit. The Strength spell would also be analogous. Perhaps illusions could be used to make someone more charismatic, look smarter, or feel stronger. The later illusion might blind some of the body's automatic safety limits and make more of the subject's total strength available but this would also make the user more prone to physical damage and strain.]

Dragon 49 has a creature that "can recognize many illusions for what they are, so add four to their saving rolls versus them." [Recognizing helps saving throws but is not the same as automatically making the save in this example. Note that the benefit to recognizing the illusion is the same as being told by a companion who saved companion that an illusion is false. A contrast to this interpretation is True Seeing which renders the illusion moot by revealing the truth of

things. Without the power of a high level spell perhaps recognizing is a lower level of understanding with only partial benefit.

[Should a mind reader who is reading a caster's mind get an automatic saving throw at +4 when an illusion is cast or automatic disbelief? I think the former as ESP is a much lower level effect. The mind reader has good information that tells him that the illusion is false but still needs to overcome the power of the spell. Previously cast fire and forget illusions will be handled normally unless the caster has reason to think about them as illusions. For instance, "the minotaur will cover my escape" does not reveal that the previously created minotaur is an illusion but "I'll leave through the illusionary wall" or "I'll cast an illusion of a fireball" reveal an illusion. If the illusionist thinks he is being mind-read then he might choose to think false thoughts to cause trouble for the mind-reader who might then have trouble with the very real minotaur to the right rather than the illusionary one to the left.]

Dragon 53 has an AD&D adventure with an illusionary wall that feels solid, is dispelled if touched in disbelief but can be fallen through if pushed [Mental]. It also has a Wall of Fire with sound and smell that is treated as real unless a player states his disbelief and makes his save [Mystic]. It has new monsters that are completely immune to enchantment, Illusion and death magic.

Dragon 54 has an AD&D adventure with a noiseless illusionary minotaur. It does damage, disappears if the caster attacks or if the caster's view is blocked [Mental]. Another article has a magic item that creates the illusion of rich garb, wisdom and lordliness for a day [Must be Mental. How else can you make other people see you a wise and lordly.]

Dragon 55 has a revised basic (BX) D&D adventure with illusionary fire that disappears when touched (no damage) and an illusionary corridor that will cause all party members to fall into a pit that it hides without a save – the fake corridor then disappears. [It looks like the BX D&D illusion rules are good for the DM but not as good for the players. The BX illusion rules favor prepared defenders.]

1982

AD&D adventure I2 has an illusionary raft on an illusionary river above illusionary river beds. All but the most suspicious will end up falling into acid traps, as three separate disbelief tests are required [Hologram. No wonder some players are paranoid with disbelief checks. We will see other examples of layered passive illusions but they normally don't hide traps.]. After the first person falls in, the writer allows the illusions to fail. An illusion is used to cover spear holes for a trap [because grass & mud or paper & plaster is too expensive? This is an example of a bad use of illusions

– using them when something simpler, cheaper, and obvious could do]. Illusionary food is offered in a hall (no nutrition but taste, touch, smell, fullness, etc. Mental.)

AD&D adventure I3 has natural illusions of oasis that disappear when approached (mirage, -2 to save for each day without water). It has a roaring, hot, illusionary, wall of fire that suddenly appears and does 1d10 damage to PCs who do not disbelieve (save for half normally). Stating disbelief grants the disbelief save at +4. This is followed by a new wall of stone that does 1d6 damage to someone who tries to walk through it unless they successfully disbelieve.

AD&D adventure R1 (Frank) has a useful ruling on making dispel magic permanent in a limited area to remove active spells, continual light objects and potions from play. [This is off topic but it is a useful tool for limiting magic at higher levels. It's also a great counter to multiple programmed or permanent illusions – gone. Why should a defender let invaders come in with overwhelming power? This idea was also in a previous module (Q1). It would require successful spell research for a PC to obtain this ability for his own use. If there were an Abjurer class based on the illusionist class then this would be a 6<sup>th</sup> level spell for him.]

AD&D adventure R2 (Frank) has a number of illusions and a ruling on disbelief:

- Disbelief can be asked for at any time, takes a whole round of no movement/spells/combat/etc, the DM rolls and gives the result and if the thing is real, the PC has no reason or the save failed then the PC is extra vulnerable to the illusion's attack (no save, etc).
- The first illusion is a Programmed Illusion of a horned devil fighting some guards. If the PCs get too close at the wrong time then they will be caught in its wall of fire (save for half damage). No PC disbelieve save possible on seeing it or on receiving damage from the creature but PCs can ask to disbelieve after someone successfully hits it in melee, ranged combat or magic attack with a visual effect (it has no controller and was not programmed to react correctly). [This is the hint about there being illusions in the rest of the module.]
- It has a Programmed Illusion of an illusionary corridor and unopenable door that is used by the enemy for disguise, observation and ambush. The PCs treat the walls and door as real even to touch unless disbelief occurs. The enemy are unlikely to give them the time. [Mystic]

- PCs eventually realize that the strange new creatures that they are investigating are zombies with Permanent Illusions on them. [Apparently no NPC thought to or had reason to disbelieve.]
- A Programmed Illusion of an attacking 88hp red dragon with “*normal breath weapon capabilities.*” Save at +6 if the players are expecting an illusion and say that they disbelieve. [Mystic. Real fire damage to the dumb but smart players are rewarded. I kind of like this but I also dislike exceeding the +4 save adjustment in the PHB.]
- A Permanent Illusion of another fake room that functions as real unless detected and then successfully disbelieved. [Interesting that detecting that something is not real and believing that it is not real are separated. Knowing that something is false and being able to see past it are treated as different things.]
- The previously mentioned, fireball shooting, ever-bleeding, undying for 13 rounds couple. This is a Programmed Illusion where the PCs are home invaders and break into a plush bedroom. The man and woman shout at the PCs, the man pulls out his ~~revolver~~ wand of fireballs and fires. The man and woman scream, bleed and burn but do not die for 13 rounds and the man shoots off a fireball every round until they disappear. [While these Programmed Illusions do not have an active controller, they have been programmed to react correctly to outsider action and do not grant the automatic disbelief saves that the horned devil illusion did. To be fair, the PCs should be on their guard against illusions at this point. This is an example of someone who cannot cast fireball spells or create a wand of fire himself but is still perfectly good at creating illusionary ones. He might have gained his fireball capability from Shadow Magic but the wand is pushing it.]
- The illusionist has a wand of frost. [That is a magic item that an illusionist cannot normally use so there might be a story there.]
- Most of the illusions are of the Mystic school. Frank is the AD&D rules guru at the time and this is his illusion example module.

AD&D adventure R3 (Frank) has an illusionary wall that can be passed through by PCs closing their eyes but has two ghosts waiting on the other side. [A different interpretation to allow a trap. Interpretation is fluid to enhance game-play. You would think that the party might smell the ghosts when close to the wall.] It also has a Hallucinatory Terrain of illusionary steps that

disappear when touched by the foot of the leading climber (fall to death unless roped together or magically protected). [Carefully checking each step might normally be considered but the party is hurrying away from a major demon and the author is checking if the party is roped together for the dangerous climb.] The interplanar gate is not an illusion but is part of the theme as it can only be passed through with closed eyes.

AD&D adventure S4 (Gary) has a number of illusions.

- The first is an illusion of a garden harem to lure the party into an ambush.
- Another uses a sword with create illusion powers equal to a wand of illusion and it creates “*a horde of huge troglodytes pouring out of*” an entrance used by the troglodyte leader. These mix with 17 real troglodytes [so disbelief is difficult and dangerous. The “horde” of troglodytes gets my attention. How many? The wand operates at 6<sup>th</sup> level and this gives 14 10’ squares. Phantasmal Force doesn’t use a hit die limit and, if it did, 3 trogs (6HD) would not be a horde. Troglodytes are medium sized creatures with half using natural weaponry so there could be four in each 10’ square. The horde could be up to 56 illusionary trogs mixed with 17 real trogs and one large trog in the back. Huge trogs probably have full hit points. The illusionary trogs are best destroyed by damaging the leader and disrupting his concentration. Illusions can be powerful but the weakest point is normally the illusionist. Area effect spells are useful for this when you can’t get to him or find him. 56 huge trogs is more than the leader has probably defeated in one combat before so the number could be less. On the other hand, if he has used this illusion power a lot then it is possible - as the number of creatures fought will increase the number that can be successfully taken on next time.]
- After getting bloodied in a fight with the party, the remainder of four 6HD demons create an illusion of a dozen 8HD demons to fight and distract the party for further ambush or escape. [Just to carry the previous point, that’s more than 3, 4, 6 or 13 times the caster level (7) of the remaining demons depending on the number of demons that survive the initial fight. Phantasmal Force has no hit die limits but it normally does have experience limits. While it is possible that the remaining demons could have been in life or death struggles with such odds and survived, it is unlikely. Both the usual experience and area limits appear to have been ignored in this encounter.] Appar-

ently, the demons can change self without losing concentration.

- Gary now says that illusions need a living mind to be effective when describing why his automations are immune. [This new information explains why some people say undead are immune to illusions. It wasn't true in the first three books but, even if you didn't believe the Fiend Folio, it becomes true now. Whether it applies to your campaign depends on what sources you consider primary. As a first three booker, it doesn't apply to my campaigns but if you were playing official "latest is greatest" AD&D then undead and automations suddenly become immune to illusions in 1982.]
- A Programmed full sense Illusion of treasure also creates mental states of desire and greed that applies -4 to disbelief checks and means detect spells need a save to be cast. While the party is distracted, the illusion turns a monster invisible and it moves to block the exit. [The strong Mental effect is notable and outside the normal spell capability but a variant or additional spell could get us there.]
- Miscellaneous note – Ranger's surprised adjustment is shown to be a multiplier (by half) rather than a subtraction by one as the trogs surprise the party 4/6 normally and 2/6 if a ranger is leading. Later AD&D interpretation reverses this but early AD&D uses ranger and monk surprised adjustment as a multiplier. Further Kiltfuddie discussion found here: <https://www.dragonsfoot.org/forums/viewtopic.php?f=1&t=78222>.

AD&D adventure WG4 [Gary] has a powerful illusion that gives each PC a taste of weakness [MU2?], confusion [MU4], fear [MU4] and feeble-mindedness [MU5]. Any PC whose player does not immediately and strongly voice disbelief and successful save, will feel all four effects anytime they cross or see someone else cross the reputation, property or servants of the forbidden god. This effect grows until they go mad and does not appear to be dispellable. [And you thought LotFP was hardcore. Four spell effects are applied simultaneously as a conditional scourge. Permanent Programmed Illusion is not in the PHB or even UA but might be Lv7. PCs might discover such a spell but will not be able to duplicate this effect. One save so probably just one spell. If the spell imitates one of the god's abilities then this is a straight forward spell for him as he can imitate his own abilities in an illusion.] [I had thought there was a really clever illusion with a lamia somewhere in here but it is not in the module and must be something we made up on the spot during play (TPK).]

BX D&D adventure X3 has a pit trap that is covered by an illusion that does not allow disbelief but does disappear when prodded in any way [anti-mental. Disruptable Hologram or Mystic]

Dragon 57 has an article on PCs ending up in a modern world. It suggests that modern people need a 20 on their saving throw to disbelieve an illusion unless they have special reasons otherwise. It also has a word on negative illusions (illusions of non-presence) that make me more comfortable with them [I did the Dragon magazine's first and added the modules after], "*Illusionists really come into their own here. Comic readers and radio buffs will recall Dr. Strange's, Professor Xavier's, and the Shadow's neat trick of clouding the minds of those around into not seeing the hero, forgetting they saw him, or not seeing him as he really is.*" Another article has an NPC whose exceptional animal companion gives +4 to save vs illusions when she is telepathically bounded to it using psionics.

Dragon 58 has an illusionist creature with true sight and interprets it as not being able to see illusions. [That is one interpretation of True Sight being able to "see through" illusions but not a great one. How can this creature create illusions if it can't see them? Unless there is a Truer Sight then the best vision should let you see the illusion and its falsity.] It has a traveller article where an alien ability is illusion (save vs IQ or believe).

Dragon 59 has the Advanced Illusion spell, which is a Spectral Forces spell that is cast and forget for 1 round/level rather than concentration. It becomes official in Unearthed Arcana (UA) or AD&D edition 1.5. Another article has a halfling deity who hides worshippers with illusions (both negative & positive).

Dragon 60 introduces MU cantrip spells (UA). No saving throws and sometimes more powerful than full spells. [The illusion versions of these are at least worth considering for ideas when using real spells.]

Dragon 61 introduces illusion cantrips (official in UA). Gygax claims the new cantrips will make illusionists less unpopular. They tend towards save rather than disbelief but have similar limitations to the MU cantrips. [Again, they are worth considering for ideas when using real spells]. It has a new monster that is immune to illusions. [I wonder why illusionists have become unpopular? Could it be inconsistent interpretations and over-corrective nerfing of the class?]

1983 (MM2)

AD&D adventure EX1 (Gary) has several illusions:

- A Permanent Illusion that disguises a crushing trap as a normal house.

- An NPC illusionist is noted as using illusions of troops of men-at-arms or illusions that disguise or hide him. He has a wand of illusion with a Permanent Illusion of being a flaming bastard sword [Mystic]. He will use Alter Reality to restore associates.
- It introduces two new illusion magic items – the Deck of Illusions and Hat of Disguise. The hat is similar to an at-will Change Self spell [Hologram?].
- Casting a card from the deck causes an illusion of the creature shown on the card to appear beside the now blank card (it can't move more than 30' from it). They move, act, fight and respond and as if they were real – the DM is instructed to play them as if they were real creatures. [This is an older part of Gary's campaign world and seems to reflect the older keep-it-simple play of treating illusions as if they were real creatures giving and receiving real damage until they disappear when slain or are disbelieved. Mystic.]

AD&D adventure EX2 (Gary) has three illusions:

- An illusion of a shop used to lure prey for its owner [A metaphor for consumer culture?]. Hints are given of the illusion.
- A 7<sup>th</sup> level illusionist makes an illusion of 960HD of creatures [Again, an experience but not a HD limit to what can be created. There are a bigger problems than that. How do you fit 24 woolly rhinoceros and 72 frost giants into 11 10' squares? That's more than 6 giants and 2 rhinos in each 10' square. The encounter works with the early D&D, "troop" area of effect but not the later D&D, 30' radius area of effect and has not been translated into AD&D spell terms. How do they talk when that is not included in the Improved Phantasmal Force spell that he probably used to create them? Perhaps he used a Spectral Force spell that is not shown or perhaps it was the untranslated early D&D Phantasmal Forces spell where the temporary creatures were treated normally. Combat with the troop should be folly but, as a single spell created all of them, a single disbelief might make a successful saver safe from their attack and allow him to deplete their ranks one disbelieving touch at a time. Disbelief could be triggered by their sudden appearance through a previously unseen gate but that is a risk with magical means of transportation and disguise. A dispel magic would cover the troops in a 30' square (3 cavalry or 9 infantry max) but could take them all if the area included the caster.]

- An illusion of candle flames turning into a meteoric balls of fire is used to trigger a previous suggestion. Others are falsely shown safely following the instruction.
- Miscellaneous note – monsters are shown making suggestions mentally without having to verbalize them. [This is probably like monster charm where some monsters don't need to give verbal instructions but PCs & other NPCs do.]

AD&D adventure I4 has the same random encounters, as I3, with mirages of oasis and a new monster that uses illusions to lure its prey. It has an illusions of an infinitely deep pit (only 100' deep), of burning liquid in a basin, and of floor (disguises acid pits). [All three illusions appear to be Holograms.]

AD&D adventure I5 only has the random encounters seen in I3 & I4.

AD&D adventure I6 has a talking visual "illusion" of the main NPC "created with mirrors." It has the old chestnut of statue eyes that appear to follow you. The only magical illusion hides the valuable contents of a trunk by making it appear empty [negative illusion].

AD&D adventure R4 [Frank] has a number of illusions and some commentary.

- The first level has a devil that uses its illusion power to turn invisible at will (negative illusion) while also maintaining a polymorph.
- The next level has an illusion of a dragon sleeping on its treasure. This hides another creature, cannot be disbelieved and is released when the creature decides. [Would you allow a PC to cast an illusion that can't be disbelieved?]
- The last level has devil that uses its illusion power to create an illusionary wall that it casts charms through [yet another example of demons and devils using another power while concentrating to maintain an illusion]. If hard pressed, it creates an illusion of another devil gating in. It can mix illusionary fire with its Produce Flame power.
- The last level also has a creature that uses its illusion powers to disguise itself as a friendly creature encountered earlier and gives out fake illusionary healing (you think you are healed but you aren't) [Mental illusion]. It can use its illusions to become effectively but not actually invisible. The writer claims that this form of invisibility cannot be foiled by a Detect Invisibility spell [a doubtful ruling – invisibil-

ity is already an illusion, using an illusion to imitate invisibility should be close if not equivalent]. It also uses its illusion powers to appear to be in a different position than it's really occupying (negative and positive illusion), to create illusionary monsters, to imitate a party member if they get separated, to imitate a family member of the monsters, and to distract other monsters.

- Disbelieve is described as taking a full round and leaves the PC vulnerable if they are wrong or fail to save. It suggests that disbelieve rolls can be refused if there is no good reason or they can be made at considerable minuses. It's a rakshasa that is reading the party's minds and adapting as required so this is bad news for the PCs. [This makes manual disbelieve look bad compared to the automatic save normally granted by the system vs most harmful spell effects. On the other hand, it is certainly deadly and challenging. But how far would you let a PC succeed at this? It could be argued that rakshasa's naturally blend their vast illusion and ESP powers.]

AD&D adventure RPGA3 has an example of a Hallucinatory Forrest where the caster can walk through the illusionary trees if desired. Illusionary walls hide eight doors but can be found by touch (Guards & Wards). [Hologram school]

AD&D adventure UK1 has illusions hiding the entrance to monster's lairs, an illusion of an angry hornet's nest beside a peephole to scare off intruders, illusionary gems and magic items inside an empty bag, an illusion of rubble and bones to discourage investigation of a room, and a special illusion that allows an inscription to be read by any reader in their native language [Useful. Mental or Mystic.].

AD&D adventure UK2 has an illusion of two monsters disguised as a giant rat. [Negative illusion]

BECMI D&D adventure B5 has a permanent negative illusion that disguises a mansion as a small cottage. The actual size is visible from inside [TARDIS]. The illusion does not appear to be dispelled by touch like normal BX illusions.

BECMI D&D adventure O1 has an illusionary wall that can be walked through but cannot be dispelled [Hologram]. Another illusion has an illusionary mage painting illusionary magical runes on the wall that if completed will blind the onlooker for 1d4 turns [Mystic]. That illusion can be dispelled by touch but the blindness is time based.

Dragon 77 has an article on a magic tarot which includes illusions as a mental attack form. [Not just Phantasmal Force like the PHB.] Another article [rightly] notes unicorns as immune to Hallucinatory Forest.

Dragon 79 has an article with adventuring tips. It suggests reinforcing observer expectations and suggests combining an illusion with another spell or prop. It gives the example of a medusa's head. Another article on magic resistance notes that it is an effective personal defence but does not aid in detecting illusions or invisibility that does not directly affect the magic resistant creature.

1984

AD&D adventure C3 has a number of illusions.

- The first is a purely visual illusion of a fire in a fire place that will be suspected by anyone who comes near it [Hologram].
- The treasures of the leprechauns are protected by layers of illusions so magic or multiple



The Forge: Maciej Zagorski

attempts [disbeliefs and saves] are required to find out what is really there – except they also polymorphed everything. [Mystic]

- The fantasy rooms are divided by visual only, illusionary walls that can be passed through without a save or disbelief. Detection of the nature of these walls is automatic but does not grant the ability to see through them. [Holograms]
- The fantasy room illusions of love, joy, despair and hate are overwhelming and allow no initial disbelief or dispelling. The PCs are eventually allowed saves every round when they want it to stop. After one successful save they automatically recognize the emotive illusions in other sections of the room as illusions but they still have sight, sound and smell. The originators of these illusions are hidden by separate illusions.
- Another room has an illusionary ceiling. [Hologram]
- A creature can use its illusion powers to make a PC look like he has been turned into a poodle and think he is one, to make a PC blind, to hide the exits from his room, or render the PCs unconscious (with an illusionary mattock).

[My earliest memory of this module was laughing when I realized it was a home with no toilet or bath.]

AD&D adventure C4 is compiled from RPGA 3&4 (1983) and contains the same illusion.

AD&D adventure CB2 has an illusion disguising monsters as statues.

AD&D adventure DL4 has a phantasmal force used to make a cistern appear to release a flood of water for 3d4 damage. [Mystic]

AD&D adventure R6 (Polyhedron 20, Frank) has a number of illusions:

- A Programmed Illusion of a MU appears and casts a Lightning Bolt for 9d6 damage – save = a miss (no damage). He then disappears before the party can reach him.
- A Hallucinatory Terrain makes a 10' long, dead end hallway appear to extend 120' and end in a door. A Wall of Force prevents the illusion from being touched.
- An identical illusion hides a 40' long corridor with a 60' deep pit trap in the last 10' feet.
- Another Programmed Illusion of the elusive mage tempts PCs to operate a lever that apparently just teleported him away.

- A Permanent Illusion of two dragons and their treasure.
- Another Programmed Illusion of the elusive mage uses his wand to Lightning Bolt the party before fleeing.
- A Permanent Illusion shows the mage cowering in a room and hides a trap.
- A Hallucinatory Terrain of a Symbol of Hopelessness can be seen but has no effect. It disappears when touched as is normal for that spell. [A Hallucinatory Terrain spell does not imitate magical effects like the Phantasmal Force family can.]
- A Hallucinatory Terrain of an interesting passageway is dispelled by touch and the same touch triggers a trap that was hidden by the illusion.
- ]One room has an illusion of the main NPC.
- A Permanent Illusion of a magical effect is used to disguise a magical effect so the real effect can be detected as an illusion.

AD&D adventure UK4 has a lamia cast an illusion of the masonry of a chamber collapsing for 1d10 damage to those who fail to disbelieve. A bridge has two illusions on it. One makes it invisible (negative illusion) and can be overcome by disbelief and a successful save. The other illusion is a tactile illusion of motion that cannot be disbelieved and needs a successful ability check to avoid falling. Another area has a permanent Maze spell with Phantasmal Killers.

AD&D adventure UK5 has a new monster that uses an illusion to ask a riddle and demand treasure if they fail to correctly answer.

AD&D adventure UK6 has a devil using its illusion powers to disguise itself as an open chest overflowing with treasure. We are told that Detect Illusion will see through the illusion and Detect Magic will note that it is magical. It seems to use this disguise as cover for use of its fear ability.

AD&D adventure WG5 has two main illusions:

- A chalice with an illusion on it that provides light and constantly changes colors. [This is an example of an illusion providing real light and possibly lots of real light as the room is huge. I have previously ruled that an illusion can provide the perception of light and illuminated areas but not real light but here is a clear counter example. This works if the illusion is a Hologram]

- There are illusions of actively cheering and booing crowds during the party's fight with the golem. This fills the stands with a large, active and diverse crowd of all sorts of creatures – each of whom loudly expresses their opinion and takes sides on the fight. A similar illusion effects six status. These illusions cannot be disbelieved or dispelled but provide no harm – just flavor. [Hologram]
- A demon is introduced who is immune to low level illusions and magic.

BECMI D&D adventure B7 has three permanent illusions. The first extends a room and appears to contain great treasure – save vs spells or run recklessly into the wall for 1d4 damage. The second is of an attacking dragon – save or faint for 1d6 turns. The last makes a room seem shorter and can only be passed through by walking backwards. [The first and last illusions are unusual for their mental effect.]

BECMI D&D adventure B8 has an unusual, fear-based, multi-stage save illusion of horsemen who are invisible and inaudible to those who save but will increasingly harass those who fail until knocking them unconscious. Those who save can help by blindfolding them. It also has a monster using a normal disguise illusion.

BECMI D&D adventure X4 has an illusion that hides a magic item and appears to show a shaft to hell. The illusion is not disrupted by touch and is both a positive and negative illusion.

BECMI D&D adventure X7 has an illusion of a horrible monster (save vs fear or run away, no dispelling touch) and two illusionary monsters that disguise other threats.

BECMI D&D adventure X8 has a negative illusion that hides a web.

BECMI D&D adventure CM1 has 1 real troll and 11 non-combat images.

BECMI D&D adventure CM2 has jailed monsters hidden by illusions of treasure and efreeti hidden by illusions as torches (negative illusion).

BECMI D&D adventure CM3 has an efreeti create an illusion of 10 salamanders (8 times his hit die) and mixes them with 5 real ones so the PCs can't tell – touch and dispel magic work as usual. It has a non-combat illusion that cannot be dispelled by touch or magic but leaves permanent stains. It has an illusion that disguises a medusa and prevents her from using her gaze unless she uses the command phrase to turn it off [Mystic]. It has the center part of a bridge as a detectable,

fall-through illusion [Hologram]. Another illusion makes parts of a room invisible (negative illusion).

Dragon 81 has an AD&D adventure with an illusionary ghostly figure that is dispelled if attacked (equivalent to wand of illusion), a Permanent Illusion of an undamaged room covering witherweed and the neglect of centuries (negative illusion that hides things that stick out), and a Permanent Illusion of a wall that hides a hostile golem and allows it to surprise 4/6. A magic item article includes a ring that protects from mental attacks and gives +4 to save vs illusions [Mental model of illusions].

Dragon 83 has an AD&D adventure with an NPC human whose *"repeated exposure to illusionary displays has finally rendered her immune to all illusion/phantasm spells, regardless of level, and she cannot be affected by them."* [Repeat that sentence substituting MU, cleric or druid spells and see if you could accept it. This nerfs one class. Apply this principle to your favorite class.] Baba Yaga is similarly immune as she is as smart as the smartest god. [Ouch, I'm beginning to sense hostility here. There needs to be some room to play a trickster. This is fun in the occasional adventure but I think I'm beginning to see a growing theme.] The same adventure has Permanent Illusions hiding magic items using positive illusions of valueless storage, illusionary walls that may be detected as secret doors, green slime made to look like a pile of gemstones, another monster hidden by an illusion, illusionists, doors hidden by illusions, one way illusionary walls, rakshasas, an illusionary wall meant to block detection of a Prismatic Wall (normally blinds creatures below 8HD but hidden by this), false outdoor sky and window views, and a door that appears to lead outside but actually leads into a sphere of annihilation. [Baba Yaga may refuse to take illusions but she loves to dish them out. She reminds me of some DMs.]

Dragon 84 has an AD&D adventure with a Permanent Illusion of a rough wall (actually smooth and slippery, smooth to the touch, positive illusion) and a dry moat (full of water with carnivorous fish, negative illusion). The adventure does not allow disbelief to detect any of this or even Detect Illusion to detect the fish and water [this looks unfair compared to the spell description]. It also has an illusion of an endless stairway which can be disbelieved and seen by Detect Illusion but cannot be detected by touch or reason[amped up mental effect?]. The goal of the adventure is disguised by an illusion which is dispelled by touch. It also has an article on familiars that notes that echolocation and infravision do not help with saves against illusions.



Dragon 85 has an AD&D adventure with an illusionary wall detected like a secret door. It also has an article with a couple of illusion using Gamma World creatures. Dragon 86 has an article on supernatural familiars and has two with 50% illusion resistance.

Dragon 90 has an adventure with a cave entrance covered by a Permanent Illusion of a rock wall. A separate article considers spell adjustments in the Norse otherworlds.

Dragon 91 has an article on magic items. It includes a ring that detects lies and prevents the wearer lying or casting illusions and a staff that increases spell duration or worsens target's saves.

Dragon 92 has a BX D&D adventure where a wand of illusion is used to hide a statue (negative illusion) and create a replacement image (positive illusion) that attacks the party until dispelled when the image disappears and the undamaged statue appears on its plinth. An illusion of the pursued NPC is saved at -2 because of its reasonableness. Another illusion of the NPC cornered and ready to fight is saved at normally. It is otherwise used to make attacking creatures. An escape tunnel is hidden by a Permanent Illusion.

Polyhedron 18 has an adventure with monster filled pit traps hidden by illusionary floors that can be detected via Detect Magic or Detect Illusion or touch. Each illusion is broken when touched or when someone falls in.

1985 (UA)

AD&D adventure C5 has the same illusion found in Polyhedron 18's adventure.

AD&D adventure CA1 has a slimy, magic eyeball hidden by an illusion that makes it look and feel like a glowing diamond. Its true form can only be detected by magic.

AD&D adventure DL7 has an illusion of glowing men and women feasting and dancing to lure the PCs into an area of magical sleep. Another illusion makes pillars appear as friends of the PCs. An illusion is used to cover the holes in the walls to disguise a dart trap. A one way illusion disguises a pair of windows as stone when viewed from the outside. [Not the first one way illusion we have seen in modules but I wonder how they work. It's different with a creator seeing through his illusion.]

AD&D adventure DL8 has a monster illusion ability make them appear to be moving away when they are actually approaching.

AD&D adventure DL10 takes place in an area of dreams. It uses altered rules for illusions and the PCs may sometimes be playing illusions of themselves. In this environment, disbelief takes one or more rounds of full concentration with no other actions and PCs who have taken damage from an illusion cannot disbelieve it. Disbelief can only be performed once an hour but they include all elements of that particular illusion. Detect Illusion works normally. Successful disbelieve prevents damage but does not appear to allow disruption of the illusion by touch. Real and fake creatures are mixed. Illusionary creatures and spell damage can kill but surviving PCs who escape the module convert illusionary damage to real damage on a 4:1 basis. Special attacks like being petrified last until the dream ends. Illusions include hiding hostile minotaurs as friendly elves, a gorgon, a catobelpas, fake PCs used to split the party into smaller groups of real PCs and more fakes, a slave master, dead elves, a beholder, beautiful women, a dead PC, a para-elemental, campaign famous NPCs, animals, groaning spirit, changes in PC abilities, stone/iron golems, distorted and variable corridors/rooms, a PC disguised as a monster, a lich, dragons, minotaurs, will-o-wisps, etc. The adventure repeats encounters with the same players but a different but unknown mix of real and illusionary PCs and different variations for each encounter for each group. [This could have been a cool adventure but we never got far into Dragonlance.]

AD&D adventure H1 has a dragon using a Phantasmal Force to duplicate a fire elemental being summoned. Hallucinatory Terrain is used to disguise a mud trap and Hallucinatory Forest to hide a road. Illusionary dryads are treated as not having their Charm powers but still essentially having the same thing from their high comeliness [Yes, we are into AD&D1.5].

AD&D adventure I7 has a Permanent Illusion of an unopenable door blocking an opening. It needs a formal declaration of disbelief followed by a successful save to be passed. It allows three attempts but allows bonuses from multiple successful PCs to add.

AD&D adventure T1-4 [Gary/Frank] has a few illusions.

- An illusion makes creatures on the top of a ruined tower look normal sized. [This illusion would have to be permanent and adaptive to changing situations as the number and position of the giant ravens would constantly change. Alternatively, it only affects perception of size. This depends on how you think illusions work.]
- An illusion of a bound creature that telepathically pleads to be released as a lure to a trap. [The illusion includes the perception of a tele-

pathic message – this is far beyond manipulation of light. Mental or Mystic.]

- A Permanent Illusion disguises several different creatures as other creatures, provides fake chains and provides additional illusionary creatures. This visual illusion can be altered at hidden command and presumably resumed after the fight for the next group. [Again, Permanent Illusions must be automatically adaptable for this to work.] Although one set of creatures was given the illusionary form of harpies, they were not given the power of their song [probably because this would disrupt other members of the ambush. This selective, partial imitation means it is probably Mental as Mystic tends to copy wholesale.]
- A monster disguises itself with an illusion. [Due to the size difference, this is a subtractive illusion.]
- One room has nested illusions. One illusion provides a vague feeling of unease [This illusion addresses the perception of danger rather than explicit external senses.] Another disguises the room as empty. If that illusion is penetrated a coffin is found. If that illusion is penetrated an open sarcophagus containing a staked body is found. If that illusion is penetrated then the occupant of the coffin is found to be an important knight. Either multiple successful disbeliefs or True Seeing, etc are needed to see the truth and save an important NPC. [Either a habit of constant disbelief or regular use of detection magic are needed to succeed here. The module writers reward people who do that but the rules people think they need punished. Inconsistency = this is smart but slows down the game and limits our tricks so it should be punished.]
- An illusion of a basilisk is treated as if real, except for enhanced disbelief. The lead PC automatically looks in its eyes and might be petrified unless the player calls out disbelief and makes a successful saving throw. He is given a normal saving throw against petrification if he does not ask for disbelief. If he is in the habit of disbelieving everything and makes his saving throw then he can tell the other party members and, instead of getting the usual saving throws at +4, they are automatically immune. Otherwise, one PC a round is looked at by the basilisk until they run, they are petrified or someone realizes that they have been conned and successfully disbelieves.

- An illusion of an important NPC actually destroying themselves provides cover for them turning invisible [a more dramatic Shadow Door].
- Miscellaneous note – another monster is shown making suggestions mentally without verbalizing them.

AD&D adventure UK7 has illusionary stairs that conceal a pit trap.

AD&D adventure WG6 is AD&D1.5. Illusions are partially nerfed in this module's demiplane as the otherwise vulnerable dinosaurs always save. [Normally they attempt save at half their HD because they are dumb. The dinosaurs disbelieve and save? Great, we kill each dinosaur as it tries to decide if we are real or not! Nope, he means immune.] Invisibility is similarly nerfed. Illusionists are not recommended for the module but they are specifically mentioned as benefiting from one effect, the pre-generated thief has an illusionist scroll and the entrance to King Kong's Oonga's lair is hidden by an illusion. [One might question how this keeps the dinosaurs out if they always make their saves.] Other not recommended classes include assassins, monks and bards. [I can see uses for all three.] The pre-generated characters show that the wisdom bonus against Phantasmal Force now applies to all illusion spells.

Dragon 95 has an article on battle tactics that contains suggested illusionist tactics such as controlling and changing the apparent battlefield by adding and removing obstacles, cover & constraints, obscuring enemy observation of your forces, breaking up enemy communication, spreading false information, imitating the enemy commander or one of this messengers to give false commands, scout unseen to gather passwords and find the center of gravity - as well as applying magical force and forces when, where and how they will do the most good.

Dragon 97 has an article that brings us the [shattering] news that petrified characters are immune to illusions. [Apparently, once you are dead, you can't be killed.]

Dragon 100 has an AD&D adventure that takes place in our world (London) where illusions (Phantasmal Force, etc) automatically work on all inhabitants but shadow spells (magic/creature/shades) get normal saves for half damage due to distance from the shadow plane. It has a demon lair hidden with a Permanent Illusion of a normal room that can only be detected with purposeful disbelief or appropriate magic.

Dragon 102 has an AD&D adventure with a semi-lich that is immune to illusions as it is mindless [AD&D1.5 interpretation not valid for early AD&D] and chests with permanent Illusions cast on them to make them seem empty (negative illusion).

I'll leave the last TSR quote on illusions to Len Lakofka in Dragon 105, "Now, the book [UA] says that ... are unaffected by illusion spells. This is really opening Pandora's Box. This statement must be toned down, or entire types of play are going to crumble into nothingness." It's from 1986 but it's a good summary of what happened.

A wide variety of interpretations can be seen in the previous examples but there are a few things to be learned from it:

- For instance, I would not have allowed negative illusions in the past but now see that they are normal. The AD&D Invisibility spell only covers a person and his stuff and negative illusions are needed to turn objects invisible and are commonly used to hide creatures as well.
- Disbelieving touch is generally by hand and not always effective.
- The primary use of illusions is as disguise but a secondary use as a mental or physical weapon is also present.
- The examples certainly disprove monster HD limits based on caster level or hit die.
- Illusions are physical, mental/physical or purely mental depending on writer but appear to progress from physical to mental over time - with Gary generally staying more physical but drifting that way.
- It is interesting to see some illusions that include not just objects and creatures but also affect how the PCs feel about the illusions. This certainly matches the illusionist's heavy use of enchantment/charm magic.
- A single successful disbelief check [or magic resistance check] only covers the creations of one casting so multiple castings are more effective and passive illusions can be layered.
- The expectations of the subjects can vary saving throws from -4 ("expected") to -2 ("believable") to +4 ("recognized" or informed it is not real by a reliable source). It is important for PC and NPC illusionists to manage and manipulate expectations.

- It was also interesting to remember the big push for AD&D. There were almost no TSR D&D adventures before 1979 but a downpour of AD&D adventures started in 1978 (basic picked up later).

Looking through the examples and the advice, everyone can find examples and advice that back their particular interpretation but, if they are honest, they will notice even more advice and examples that disprove their case. Instead of three competing schools of interpretation, it might be fair to say that all three were used by the same people for different effects. Gary provides clear examples from all three schools. At times, he wants illusionary creatures to be treated as real and do real damage (Mystic), other times an illusion plainly has no substance [Hologram], and he is more likely to use the Mental interpretation as time went on when it is convenient but will also rebel against it when it is not. Like all human beings, he can be quoted against himself. If we are to follow then examples then all three types of illusions should probably be in play but the DM needs to know which is true for each illusion so he can fairly adjudicate it.

I think the problem with illusions was trying to create unpredictability without being inconsistent and the struggle between both impulses caused problems - especially when mixed with already unclear rules. You can also see writers shifting their interpretations over time and when going for different effects. I wonder if different DMs always had different interpretations and this was considered good as it kept everyone on their toes. Consistency, that hobgoblin of little minds, sometimes gets in the way (an unpredictable enemy is more dangerous). On the other hand, consistent illusion rules are needed if illusionists are going to be allowed as PCs by most DMs. A player class with powers so poorly defined that they could be interpreted as effectively limitless would not and did not fly. That same unlimited power was sometimes abused in modules.

Early AD&D was a big tent game. There were a number of different gaming groups using a number of different D&D house rules and interpretations that Gary was aware of. Gary wanted his new game to succeed so the game was initially modular and up to the local DM. As TSR became more corporate and AD&D became more dominant, the acceptable rule interpretations were tightened. They tried to create more uniformity but illusions were never nailed down. Even when TSR sent a heavy hitter to address the subject, he was careful to not shutdown the competing schools. He made some recommendations, gave models of what he thought was good use in his adventures, but was careful to leave it up to the local DM. If you try to play

by-the-book interpretations of illusions, the question becomes which parts of which books are you picking? I think the illusionist class was balanced and playable in first-three-book AD&D but we know that the rules kept changing until the class became MU-lite rather than its own thing. Gary must have thought it was clear and balanced when he first published it. If you apply the "latest is greatest" rule interpretation later championed by the sales team at TSR, the rules change over time from illusions being normal to everyone, to the ultra-intelligent being immune, the stupid and nonliving becoming immune, and various monsters, races, and classes developing immunity until the class is almost useless. The spell family loses the ability to operate as written in the PHB. Illusionists are given non-illusionary powers in compensation in the Unearthed Arcana and finally put out of their misery in 2<sup>nd</sup> edition.

Of course, if you follow the latest rules then why are you playing 1<sup>st</sup> Edition instead of 5<sup>th</sup>? Being a 1<sup>st</sup> Edition gamer is about picking the ruleset that you like but even 1<sup>st</sup> Edition gamers don't pick the same reference point. It should be plain at this point that there is no one true way to interpret illusions but there are a number of interpretations and toolsets that allow illusions to be fair, balanced and playable. One of these needs selected for the illusionist class to become playable.

Everyone has their own solutions and they are all officially right even though they disagree. The rules that I use depend on whom I am playing with. With newer players, I use simple rules to ensure illusions are reasonable and treated the same for PCs and NPCs in my campaigns. With players that I have had for decades, I'm safe to perform some meta-gaming and require players (not PCs, players) to recognize illusions and ask for saves. They get to do the same thing to monsters.

---

## Illusionary Answers

If you have read this far you probably have your own ideas about possible solutions, desirable effects and reference points that are appropriate for your game. More power to you. For those who have not, here are a few sets of suggestions to make illusions playable without being disruptive and allow the class to be used. These option sets are:

- KISS (closer to 0D&D)
- Simple Plus (Simplified AD&D)
- Full Meta (alchemist? – Traditional AD&D)
- Frankly Speaking (Official mid-AD&D rulings)

- It's All in Your Head (Late AD&D, Closer to 2e)
- 2e

### 1) KISS Illusions

Keep It Simple, Stupid.

This is what I started my kids and their friends with. Simple, mechanical use of illusions that reflects the rest of the game system. This is more like original D&D than later AD&D. It limits the gotchas and power of the spell organically in the game logic.

The disbelief minigame is removed and replaced with standard saves.

Interacting with an illusion earns a save attempt so all potentially harmful illusions get a save attempt. Touching it or it touching you counts as interaction. Staring at it and disbelieving does nothing. Magic and illusion immunity do not kick in until the illusion is personally interacted with.

An illusion can be dispelled with a disbelieving touch by someone who saved (if they can touch it), by physically hurting the concentrating caster, by Dispel Illusion or by Dispel Magic. Some spells or items do not require concentration. Some spells like Permanent Illusion or those with some physical reality like Shadow Monsters are not dispelled by touch. These are usually identified in the spell or item description. If in doubt, if another action, like a full move, can be performed then concentration is not required. Someone who makes their save can attempt to use disbelieving touch to end the illusion on their next full action. If it is touched and it is a type of illusions subject to dispelling, this will eliminate all components of the illusion despite their number but only affects one spell at a time.

Offensive use of illusions are limited to people, monsters, magical effects and objects that the illusionist has been thrice endangered by, or by his own capabilities. Endangered is interpreted as damaged, being missed, or having to make a save. Being safe in the back of the party doesn't count. Three times because it is a nice folkloric number and prevents unearned unique effects from being copied. This prevents unique illusions like the one in Tharizdun's temple from being imitated. Tharizdun could do it because it reflected his capabilities. If the caster was endangered when the party separately fought 2, 3, & 4 trolls then the caster can create an illusion of 2 trolls. Similarly, surviving a 5, 6 & 8 die fireball means a 5 die fireball can be imitated. The only monsters a starting illusionist can create are the party members

that he has practiced with and common objects (like a campfire) unless the DM agrees to a back story. Normal animals like a familiar pet dog or horse are another possibility.

The effect of the illusion is like the real thing for the purposes of harmful effect unless the target makes its save. A save means no effect except for some illusion spells with some physical reality like Shadow Magic. A failed save means the target and what he is carrying is affected but the friend beside him who saved is unaffected, as are independent (uncarried) inanimate objects.

Treated like the real thing means all capabilities of the creature are available but it can still be fought and killed normally, has normal damage, THACO, hit points, AC, saves, etc. It can't change into something else unless the original creature had that capability. It also means full sensory experience. A fireball is loud, blinding, hurts, feels hot, smells of burnt flesh, and triggers saves for carried items. A creature treated as real may have special attacks that it may make in the subsequent rounds and these are treated normally with normal saves and effects, if they apply.

Unless the spell has an explicit special restriction (like Shadow Monsters, etc), mixed groups of creatures that the illusionist has fought may be used. Unique creatures can be imitated, if survived three times but unique supernatural powers are likely to know when an illusion of them is created. How they react depends on who they are, relationship with the caster, and what is done with it. You know how some of them react to just their name being said. Every illusionist is probably told cautionary stories during their training.

Illusions are normally one imitation spell for one illusionist spell. Creature spell like abilities are an exception to this. Multi-spell magic items, like a Wand of Fire, can usually not be imitated with a single spell. If the character has actually constructed one in game then illusions of the item are fair game – especially if the character has the real item on his person.

The broken rules on area of effect are hand-waved unless the DM needs to lay down the law to stop abuse. No compound saves. A single save decides full or no damage. Spells like Shadow Magic and Shadow Monsters get a single save for reduced damage. For Shadow Magic, this would typically be 1hp per caster level rather than saving a second time for half of that. Illusionary creatures have their own personalities and attitudes and accomplish the caster's goals their way unless told otherwise. Their actions can be unexpected. Treat like real creatures that the caster has summoned. Except for offensive use, the illusions have no substance. They cannot be used to make something real or to

make real changes like healing, landscaping, or transportation. Someone who fails their save can't force their way through an illusionary wall but his friends can push him through it, if they catch him off guard. Shadow spells have some substance and can make the proportional change to the world that the spell description provides.

Creations based on the character or player's imagination or theoretical knowledge appear but have no substance. If the knowledge is poor then the results might be poor.

Because the powers of illusion are effectively limited by the save attempt there is no need to limit the power of illusions with artificial immunities. All creatures are subject to illusions. This is like the first three books – undead, automatons, the smart, the dumb – all affected normally.

The modules and monsters are not allowed to violate these rules, so everyone has an even playing ground, but it must be remembered that monsters will have different capabilities and experiences that they can draw on.

Under this option, the illusionist in game play experience puts an organic limit on what he can create and the DM does not need to worry about overpowered attacks because the spell is save and suck with the threat of a dispelling touch the next round. The illusionist is effective at low level due to poor saves and, at high level, has partially real spells to prevent him from becoming useless. Despite the potential for direct damage, the illusionist is still at his most useful when misdirecting rather than attacking others.

This interpretation of illusions is compatible with the game system and easy to implement. It doesn't fully reflect the AD&D rules but it resolves a number of problems and restores the illusionist to easy playability.

## **2) Simple Plus**

This option is an extension of the KISS rules. It is KISS rules plus a simplified version of the disbelief mini-game. It was the next step, I took with the kids.

Illusions with a saving throw of special only get a save vs illusion when requested by the player. Failed and successful illusion saves are treated as before. The limits of what can be created and how they are treated are as before.

For players, the DM needs to make something explicitly wrong in the description of the illusion. For Phantasmal Force, this will often be silence of the effect or perhaps airflow through what should be a wall. The DM hint needs to be increasingly underplayed as the spell level increases and more senses are added. Eventually, the spells and monsters are partially real and the DM can only give the barest of hints.

Between detection and a request for save, the illusion is treated as real except for missing senses or other limitations in the spell description. This includes normal saves for special attacks. Victims of the spell get normal saves vs special attacks or take attack damage with no save but if they detect the problem fast enough they can ask for a save which if successful means no subsequent damage or reduced damage for shadow spells.

Again, no compound saving throws - save vs the illusion or vs a special effect but not both. A failed save against illusion means no save against the special effect or being treated as motionless in combat with the illusion that round (no shield or dexterity benefit and +4 to be hit). Disbelief is a full round action. Mixing fake and real creatures makes disbelief dangerous. Smart players might choose to protect a designated disbeliever. Intelligent monsters familiar with illusions may try to fool players into disbelief so they are vulnerable with boots of elvenkind, the wrong spell or looking wrong. If you disbelieve a silent dragon because its scales look wrong then you are in trouble when it breathes on you. Some creatures are so dangerous that it is safer to directly murder them than to disbelieve - medusas, dragons, etc.

Damage without automatic illusion saves is a disadvantage that is balanced by improved disbelief and immunity to illusions that you have not yet detected. An illusion has no effect on the ignorant until it is detected - whether it be sight, sound, etc. A room full of Phantasmal Force monsters can be safely crossed by a blind man or a child who has not seen them and refuses to open his eyes. As previously noted, this can be double edged. Disbelief can now be performed proactively without physical contact and can be performed repeatedly. If they have good reason to know it is an illusion such as an unburnt friend telling them that it's only an illusion or reading the illusionist's mind then the save is at +4. Proactive, ranged disbelief sometimes allows an illusion to be saved against before it can close.

Monsters will request illusion saving throws based on simple intelligence checks. Roll under the monster's intelligence on a d20 and it will want a save. The effective intelligence is adjusted by -1 for each illusionist spell level above 1 and MU spells follow their illusionist

compatriot. This can be averaged to make things faster. For instance, kobolds have an intelligence of about 8. If there are 10 of them, on the average, 4 will want saving throws vs Phantasmal Force but only one or two vs Programmed Illusion. This will be adjusted up or down depending on whether the illusion is of an expected real thing (up to 4 points off intelligence for outstanding good thinking) or an illusion is expected (up to 4 points onto intelligence and save for really sloppy play). Monsters that make their saves will inform their allies but perhaps not their rivals. Monsters are just as vulnerable as PCs during disbelief attempts so there is sometimes a place for purposely bad illusions. Monsters can decline disbelief checks to avoid being slaughtered by very real opponents but smart & organized monsters might protect a designated disbeliever.

Magic and illusion resistance becomes automatically active as soon as an illusion is physically interacted with or when a disbelief save is requested. This normally only affects one spell at a time but could affect more if their effects overlap on the magic resistant creature.

This option makes illusions much more powerful. If the players always get the hints of possible illusions then maybe the monsters should get automatic saving throws as in KISS. The extra immunities that accumulated during AD&D start looking like a fair option. Godly immunity starts to look like a good thing. The other immunities might be a useful tool if the DM can't keep a lid on the game with the existing rules. Monster saving throws, unfair hints, and unfair gotchas are the potential downside of this option. The upside of this option is the addition of potential fair surprises and another level to the game. This option can cause confusion and misinterpretation. If done right, the uncertainty adds to the fun and goes both ways. If done wrong, the illusionist becomes too powerful or the players get tired of being treated unfairly.

### 3) Full Meta

This option is an extension of the Simple Plus rules to allow meta-gaming of illusions. This was the final step that I took with the kids.

Previously illusions were limited to something real that the illusionist had repeatedly experienced or was capable of doing. This option carefully unmoors the illusions from real examples. Maximum effect cannot exceed the illusionist's experience or capability but effects can be disguised or work differently. For instance, an orc that attacks twice a round, always hits, always dodges blows, and always makes his save is not more powerful than two trolls but presents a puzzle that requires the players to work out that this

might be an illusion. The players might use a similar illusion to delay enemies while they run away (higher level spell so they don't need to concentrate). Typically, I only allow one absolute and it must be defensive or of limited offensive use. So, either the orc always hits for normal damage, always dodges or always saves. You can now use illusions to present puzzles that require game knowledge to solve. An illusion that creates a zone where you cannot breathe is another example (leave the zone before you pass out, disbelieve, or hurt the illusionist). The puzzles have to be fair and seen to be fair because we are playing for fun. Similarly, seemingly unique monsters or strange looking spell effects can be used so long as they have a consistent logic, are based on something real that the illusionist has experienced or is capable of and are less than his normal maximum. It becomes possible to make an illusion of a specific hit die or level of monster with certain characteristics so long as the limit from previous experience is higher. The illusionist can make a ridiculous, mocking version of the hero that he repeatedly clashed with.

It is possible to freak people out with an unexpected and unknown effect especially if they are led to jump to false conclusions. An illusion of a foe that seems to keep doubling in power can freak out the group fighting it unless they stick around to discover it has a reasonable limit (equal to a group of giants). Another possible example is an illusion of a troll that produces another troll from the spilt blood every time he is hit.

The DM and players might feel comfortable playing around a bit with perceptions of reality and could go full Mystic and partially allow healing and illusionary bridges (fail your illusion save to not fall through or to get healed). Mental and Hologram interpretations also have consequences that could be fun to explore. Some people don't like this and groups should only explore options that they like.

Illusions can be chosen to be of the Mystic, Mental or Hologram type at time of casting. Each of these has different implications and effects as previously touched on. For instance, Holograms can give off real light but Mental images might not. Holograms are seen by everyone regardless of intelligence or living status but Mental illusions might only be seen by one target. Playing with the perceptions of a single target can cause them all sorts of interesting trouble. Hologram illusions are generally additive. They have a much greater difficulty with the subtractive illusions so easily performed by Mystic & Mental illusions.

The full scope of the mixed up bag of illusions becomes available – along with all its baggage. High or low intelligence nerfs Mental illusions but not Mystic or Hologram. Mental illusions might only do mental

(fainting) damage and give an easy non-lethal option but might be proactive and immediately trigger magic and illusion resistance. Who says mental illusions need to be seen? Holograms can't be seen through, even if successfully disbelieved, but probably can't do damage unless it's from laser burn (maybe in the shadow spells). It's a wild frontier and what you make of it is up to you.

Wild frontiers need sheriffs so the various illusion immunities can be valuable tools, if you need them. The Full Meta option is a bit more free form and the players and DM need to be comfortable in their own skin, with the game, and with each other. There will be a natural limit to what each group feels is right. These limits need to be respected and paid careful attention. They also morph over time. This provides a menu of options but not all options need used and there are a wealth of other possible options that could be explored. We have not explored all the options in game and have not used all these options ourselves. The Full Meta option set allows almost all module illusions to be used. The exceptions are the ones that the DM or players think to be unfair. Avoiding unfairness and limiting freeform power are the major challenges with this option. Unless properly controlled, this option can mess up games and campaigns. It's unregulated, unbalanced and inconsistent use is probably why illusions and illusionists were eventually killed off.

#### 4) Frankly Speaking

Frank Mentzer addressed illusion rulings in an article and especially by examples in his modules. He was the AD&D rules guru at the time so this has some weight. Sources are Polyhedron 6, R2, R3, R4, R6 & T1-4. All of these were previously discussed. There are some contradictions and his module examples are more consistent so this is an interpretation based mostly on his modules.

Frank is the example, rather than Gary, as most of his AD&D illusion stuff came out in the same period and is a snapshot of the official interpretation at that time, while Gary varies from treat as real to mental effect – sometimes in the same year. Frank is as close as we have to an official mid-AD&D illusion interpretation. Frank might be considered to be partially Meta and his illusions to be a mixture of Mystic, Hologram & Mental depending on the effect that he is trying to achieve. Interestingly, his article is mostly of the Mental school and fairly restrictive while his example play is much more mixed and open.

Illusions can be used to create monsters, magical effect and items. The initial subject of the illusion cannot be changed – an illusion of a campfire cannot become an illusion of a giant.

Illusionary monsters are treated like normal creatures when first encountered - except for the sense holes caused by lesser spells. He is willing to go Full Meta with his illusions once the party has had sufficient warning. This is true for his passive illusions as well as his active creature illusions.

Disbelief attempts are as per Simple Plus except he is willing to deny or delay saves and to adjust difficulty based on his personal judgment. He sometimes needs the illusion to be detected and then it can be disbelieved. For instance the first illusion in R2 does normal damage and cannot be saved against until the creature should be visually damaged by a successful attack against its normal AC or by a spell. He may deny saves when the party is dealing with a mind reading rashasa or when the illusion is of something expected. He may give automatic save attempts at a bonus to save vs a poor illusion. Real fireballs followed by an illusionary one may worsen or negate saves vs illusion. Sometimes a disbelief is not allowed but an action like closing the eyes works -illusion as puzzle.

Special creature attacks like petrification only last as long as the illusionist's concentration or the spell. A Phantasmal Force requires concentration, a Permanent Illusion does not and Spectral Force lasts three rounds after concentration. You can be turned to stone and released when a pal hits the illusionist or when someone dispels the illusionary basilisk. Special protections or support like healing are also allowed but only last as long as the spell or concentration. [Little further discussion of this interesting and devious idea. Perhaps sustained healing requires an illusion spell of the same spell level as the cleric one that it is imitating, as well as repeated experience.]

No illusionary bridges, etc.

I think it would be fair to say that he tries to be fair and his interpretations are fluid to enhance gameplay. It allows different puzzles and threats to be proposed than a rigid rule set would allow. When wearing his rule guru hat, he is more rigid but, when he is considering actual play, he is flexible to allow fun challenges. It might be a rule of cool effect.

Going back to his article - the local DM's judgment. is final.

It might be fair to say that Frank did not want people abusing the rules but still wanted the rules to be flexible enough to allow interesting and balanced challenges.

## 5) It's All in Your Head.

This interpretation is mental. No, I mean it. It's really Mental.

By the end of 1985, the official interpretation of illusions were as mental constructs. We can see it had been going that way for a while. People no longer died from illusionary damage or illusionary special attacks but fainted. The target pool had decreased to living creatures with average minds but no racial or class immunity. Wisdom mental attack adjustment now explicitly applied to all illusions.

The full disadvantages of the changes weren't fully worked out. Mental and psionic protections against mental attacks should have started working against illusions. Magic & illusion resistance should become proactive as the illusions were now reaching into creature's minds before they were attacked. In fact the visual hook was no longer needed but was retained as a vestige of the spell's evolution. You would think that the Mental version of the spell would have limits to the number of moving parts it can sustain, as it was now performed by minds rather than by sympathetic magic. It's more like Audible Glamer. There were advantages to this. It was thought to restrict the power of the PC spells. It meant that enemies defeated with an illusion left undamaged treasures, were not killed, and could be released unharmed, or captured and interrogated or ransomed. Players and DMs quickly realized how much havoc they could cause with the new interpretation and a search for mechanical damage caps began as the organic play experience limits made less sense under the new interpretation. Illusions became powerful sleep spells that no one minded throwing about.

In the meantime, the illusionist got cool new spells to make up for the diminished target pool and became more versatile, powerful, and less unique. In some cases, it was overcompensation – I'm looking at you Chromatic Orb.

How you want to play this is up to you but I suggest seriously applying the area of effect and either continuing to use the organic play experience limits to the spell or using the AD&D2 illusion damage and hit die limits. Complex save adjustment schemes make sense in this context and it serves you right. If illusions automatically reach into someone's mind then automatic save attempts are more justified. Play could be considered Full Meta but Only Mental and



useful interpretations could be taken from earlier game play.

I hope this was illustrative and useful to someone. You may not like my interpretations and that's OK. After all, you are officially right.

---

## Which illusion interpretation suits you?

The different illusion interpretations have different results and when people on the Dragonsfoot Forums are talking about illusions they often mean different things and can't understand why the other guy is getting it wrong. Here is a potential guide to the different point of views using the three schools of interpretation identified earlier.

Q1 – What does an illusion do?

Mystic – An illusion is a magical, temporal, provisional change in reality. It's a bit like Schrodinger's Cat – it needs to be observed before it is real or not real. Higher level spells are partially or fully real regardless of observer. The results depend on each observer.

Hologram – An illusion is a projection of light with no physical substance. Higher level spells add more special effects and some of them are partially real like a holodeck with the safeties off.

Mental – An illusion is a direct manipulation of the mind's perceptual processes. Higher level spells add more senses and effects.

Q2 – Can illusions do damage?

Mystic – It is capable of doing real damage if not actively disbelieved. If believed, its reality is true for that observer. Observers and their things are affected. Other things might appear temporarily affected.

Hologram – They have no substance so they can only do damage by tricking someone into a dangerous situation. Illusions do no direct damage but might appear too. Higher level spells have more power and can have cause real damage – a bit like going from CGI to physical special effects.

Mental – Psychosomatic damage can occur, if believed. The higher level illusions are so effective that the body and mind are stressed even if disbelieved. Damage needs healed normally. Objects are not damaged but might temporarily appear so. In early

AD&D this damage could kill but, by 1985, excessive illusionary damage would make the recipient pass out.

Q3 – Who can see an illusion?

Mystic – Any observer with a line of sight.

Hologram – Any observer with a line of sight.

Mental – Any living observer, who is neither too smart nor too dumb and does not have race or class based immunity, with a line of sight and within range of the caster. If the caster is a 5<sup>th</sup> level MU, the illusion can be seen within 13" of where it was cast but not outside. A more conservative answer is only in the area of effect. Either way, outside observers see victims of the spell struggling with invisible or non-existent foes.

Q4 – Phantasmal Force provides what senses?

Mystic – All of them once you fail a save and open up to its reality. Before you try to save the illusion is detected visually and by the very real sensory effects of the damage it does. The illusionary giant makes no sound but when its axe hits a PC, the PC and his buckled armor make a sound, the spray of blood can be smelt, etc. Real damage makes a sound, can be felt, burn flesh can be smelt, etc. Darn those giant boots of elvenkind.

Hologram – Just visual.

Mental – Just visual and damage signal but, if you believe, your mind is likely to fill in the rest in order to avoid cognitive conflict. Depending on the individual, this could be full sensory to a dreamlike silent nightmare struggle.

Q5 – How do saves work?

Mystic – Once seen, the reality is partially real. The save allows you to escape this quasi-reality and puts you firmly in touch with reality. You can see the real, you can see the lie and you can see through it. A failed save aligns you more fully with spell effects and, for you, it becomes a temporary reality.

Hologram – Once seen, the illusion is obviously there. A save allows you to notice an obvious flaw in the illusion and know it to be false. It is still there, can still be seen, and cannot be seen through until disrupted. A failed save just means you believe it to be true.

Mental – Once seen your senses are partially affected but this causes a mismatch that needs resolved. A save means that you get rid of the bad data while

failure means that cognitive error checking has confirmed the outside data as authentic.

Q6 – How does disbelieving touch work?

Mystic – Once you have saved, you are grounded in reality and able to apply it to dispel the false reality.

Hologram – It probably doesn't. Maybe disbelief lets you detect a hidden magic projector or projection point that you can then smash.

Mental – It shouldn't really affect anyone else as it is only in your head. Maybe the spell connects all the minds through the synched illusion and disbelieving touch is really a cascade of disbelief shared through the sensory data.

Q7 – How is the effect of disbelieving touch avoided by reacting appropriately?

Mystic – Keep the creature out of the reach of an individual grounded to reality so you can avoid them shorting out your spell.

Hologram – Maybe holograms are automatically safe from this as they exist independent of belief. Otherwise update your animations to include appropriate results from the disbeliever or maneuver other combatants between the disbeliever and the projector.

Mental – Reinforce the belief portion of the signal and make the mental image react like the real thing.

Q8 – Why does an illusion have to be seen before it can be effective?

Mystic – As well as a caster, an observer is needed to anchor the effect. This is either a quantum effect, where an observer is needed to manifest the effect, or a mystical effect using belief as leverage. The caster is the lever but the spell also needs a fulcrum to be effective.

Hologram – Because it is a purely visual phenomenon made of light.

Mental – No good reason. Maybe the attack only becomes active when the sensory manipulation receives feedback of itself within each mind within the range of the spell.

Q9 – When is magic resistance effective?

Mystic – When the illusion is interacted with.

Hologram – When the illusion is interacted with.

Mental – As illusions are mentally intrusive, magic resistance is automatically applied when within the range of the spell.

Q10 – What can be created?

Mystic – Anything but only real things that the caster has experienced will be effective. Imitated things act like real things.

Hologram – Anything that the caster can clearly and consistently imagine. Creations not limited by physical reality.

Mental – Anything that the caster can clearly and consistently imagine. Creations limited by cognitive logic. Cognitive loading should be considered and limits to detail considered.

Q11 – Interpret: "a projected mental image so to speak"

Mystic – The key phrase is "so to speak." This means that a projected mental image is a simple description that is close to the effect of the spell but not actually how it works. The caster has to clearly envision the effect for the spell to be effective but it is no mere image and not just transmitted thoughts. Projected pictures don't change reality like illusions do.

Hologram – The key words are "projected" and "image" – end of story. A clear example that what the caster mentally visualizes is projected externally. Why give the example if it wasn't practically dead on?  
Mental – The key word is "mental." The mental image created by the caster is only projected into other living minds in the area of effect.

Q12 – Why does wisdom effect Phantasmal Force?

Mystic – The will power of the individual helps him overcome the pull of the quasi-reality.

Hologram – Experience and common sense are effective in overcoming tricks.

Mental – Because it is a direct mental attack like all illusions.

Q13 – Why don't mental and psionic protections work against illusions?

Mystic – They don't work in the PHB & DMG because illusions were not mental in early AD&D. They gradually became so later on. There is a reason the illusion and enchantment schools were separate.

Hologram – Illusions are just light. How are protections against mental attack going to help you with that?

Mental – This is a mistake from early AD&D that was officially corrected. For example, wisdom now counts against all illusions. Illusions weren't added to most of the mental and psionic protections but that is an oversight in older material that is left to the DM to correct. As illusions are mental, those protections apply.

Q14 – How do you make something invisible with an illusion?

Mystic – A quasi-reality that I am not in that spot. But what happens to me if the universe really believes I'm not there? I better not let my mind wander...

Hologram – Cover with an illusion of a larger object or put an intervening illusion that shows the area as it would appear without that subject. A change of perspective can endanger this.

Mental – Edit the perceptions so the subject is removed and the background smoothed, mark the subject as unimportant and uninteresting, or replace the subject with something else. Senses are pretty rough – you just need to play with the processing.

Q15 – Do you allow illusionary poison?

Mystic – Sure, if they can see it and the caster has experienced it.

Hologram – Looks bad, tastes great. I knew it wasn't a poisonous chocolate cake.

Mental – Possible.

Q16 – Do you need to worry when a PC is killed by an illusionary vampire's level draining?

Mystic – Get out the garlic and the stake.

Hologram – He was killed by whatever is under the hologram but not by the hologram itself. You won't know if you have a problem and what kind of problem until you kill whatever is disguised by the hologram.

Mental – Just dead in early AD&D but just fainted in AD&D1.5.

Q17 – What happens if a PC looks into the eyes of an illusionary basilisk?

Mystic – Treat it like the real creature unless the player calls for a save vs illusion instead of a save vs

petrification. If the illusionist doesn't have experience with a basilisk – nothing happens.

Hologram – He gets a good scare but nothing direct happens. It's about this point that the gorgon behind the illusion breathes... If you don't have a gorgon or gorgon alternative then "petrify" an illusion of a torchbearer to panic the adventurers.

Mental – In early AD&D, he dies but looks petrified until the spell ends. In AD&D1.5, he faints but looks petrified until the spell ends. This assumes the illusionist knows basilisks.

Q18 – Illusionary Wall?

Mystic – Real wall if you failed your save. Make a save if someone tries to force you through. Not a wall if you save.

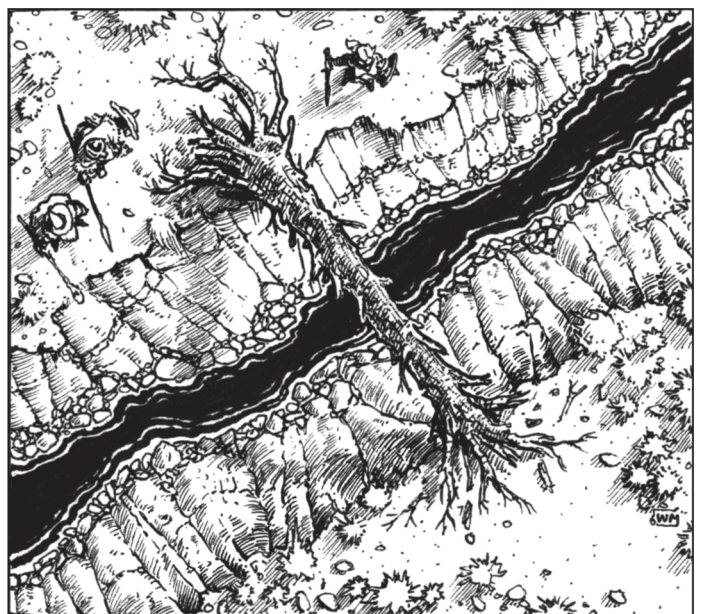
Hologram – Just an image.

Mental – Unconsciously treat like a real wall unless a save is made. Can be forced through but chance of illusionary damage unless taken unawares.

Q19 – Illusionary Bridge?

Mystic – Possible at low level depending on DM. High level illusionist spells allow direct and concrete manipulation of reality. A provisional quasi-state is a fun and dangerous intermediate.

Hologram – Each sucker falls through the bridge but I make an image of them safely crossing the bridge and the suckers just keep coming.



William McAusland

Mental – Mental perceptions do not affect gravity. Real alteration spells allow this but not illusions.

Q20 – Healing?

Mystic – Possible but undefined. Depends on DM if even allowed. The one example illusionist healing spell in the PHB has temporary healing. An unspecialized illusion should be much less effective. Frank suggests illusionary healing should only last as long as the casters concentration.

Hologram – And how would light do that? I can make you look pretty but you're still cut to bits.

Mental – Possible but poorly defined. If mental negatives have real effects then why not mental positives? Bad things get 10 times the mental attention that an equal good thing gets so perhaps healing should have the same ratios. If you use an artificial illusion damage limit of 1d6 a level than an illusionist may only be able to heal 1hp per 3 levels. If illusions are mental then permanent illusions of the surrounding area could restore sight to those without eyes – after all it is a direct feed to the mind.

Q21 – How important is intelligence vs illusions?

Mystic – Important for Phantasmal Killer but that's all until D&DG.

Hologram – Doesn't change what you see. Light is light.

Mental – The single most important stat in the game.

Q22 – How well do illusionary creatures fight?

Mystic – Exactly like the real thing.

Hologram – They can look cool but can't do any direct damage.

Mental – Only as well as the caster. THACO and maybe damage limited by caster's lack of martial experience and imagination.

Q23 – What does your school do better than the others?

Mystic – Creatures.

Hologram – Straight forward utility images.

Mental – Combined illusion and enchantment magic.

Q24 - What is a problem for your school?

Mystic – Paradoxes.

Hologram – No damage.

Mental – Wide spread immunity that also undermines the Enchantment/Charm school.

The simple Invisibility spell is a challenge to all three schools. It can cause paradox under the Mystic interpretation. The Hologram school cannot handle multiple viewers. The Mental school nerfs, what was, a basic utility spell with widespread immunity.

(Edited to add an interesting corollary for the Mental interpretation: If illusions are mental then an invisible person can be seen from a distance because the viewer is outside the range of the spell's mental manipulation. He can be seen coming and be seen going but can't be seen when he is near the observer. So what is the range of the spell's mental effect? The range is touch to bestow the invisibility but most of the illusions have a range of 6"+Lv" so that can be assumed. This means that invisible creatures can be seen if encountered outside of the spell range but disappear when approached. It also means the missile weapons, siege weapons, and spells with greater range than the invisibility spell can strike normally on surprise and if they win initiative. This does not apply to the Mystic or Hologram schools but is an interesting and playable side effect if invisibility is interpreted under the Mental school. Some creatures would still have non-illusionary invisibility – an aerial servant is invisible because it is made of air and a lurking water weird is invisible because it is made of the water that surrounds it.)

Q24.5 – Which version of D&D is your interpretation closest too?

Mystic – Closer to original D&D and earliest AD&D.

Hologram – Closer to B/X D&D.

Mental – Closer to AD&D1.5 (UA) & AD&D2 but increasingly common as early AD&D progresses.

Q25 – Which school is the best?

To be fair, all three schools of interpretation are used in official early AD&D and arguments can be made for and against each. Gary seems to have used whichever school provided the effect that he was looking for at the time. Early AD&D was meant to be a big tent game where local interpretations were not centrally overruled. The best school is the one or the mixture that you and your friends are happy with.

An additional data point that I ran across in Rob Kuntz's Lord of the Green Dragons blog:

"Phantasmal Force Spell (EGG): Directly extracted from (and bragged about by EGG) ERB's Thuvia, Maid of Mars where telepathic illusions of (Lotharian) archers fire illusionary arrows and kill those "believing" they are real."

<http://lordofthegreendragons.blogspot.com/2010/10/taking-d-back-to-its-future-level-part.html>

There might be some insight to gain from looking at the source material. Thuvia, Maid of Mars, is available at Project Gutenberg. Reading through the book, the following things stand out:

- Realism – The Phantom Bowmen can be seen, heard, and felt. AD&D illusions are initially only seen. Sensory experience after a failed save is undefined in AD&D and interpreted differently according to DM. The bowmen are closer to OD&D.
- Damage – The Phantom Bowmen are not real but their damage kills. It is theorized that those who disbelieve might be immune but it is not tested and the high level illusionist who says that is not very confident. This is similar to AD&D. What is different is how much damage.
- Deathblows – Some of the text has the bowmen unerringly striking the hearts of enemies with their shots. This may be an exaggeration as they also take heavy casualties. AD&D illusionary monsters normally fight no better or worse than the real ones unless disbelieved.
- Death – The bodies and arrows do not disappear when the illusionary creatures die but do disappear at the end of the "spell". The AD&D trope is to have the opposite occur to reveal the illusion but the story probably has it right.
- Control – The bowmen are not puppets and have their own minds. The illusionist is like a general and gives high level commands that they interpret and improvise from. The bowmen act as if they were real. The illusionists believe that violating this may cause the bowmen to not be effective. Not covered in the AD&D rules but Gary does say to play illusionary creatures as if they were real in some of his modules.
- Range – The illusions are effective beyond the direct view of the illusionist. I think this is unclear in early AD&D but later AD&D requires the illusionist to be able to see the illusion.
- Dismiss at Will: Yes, in both the book and AD&D.

- Caster Damage Disrupts: When the overlord is stabbed, his bowmen vanish. Same in AD&D.
- Source of Illusion: The bowmen are imitations of actual historical people. This is revealed when one becomes real. AD&D requires the illusions to be from caster experience. Due to the unaging of the ancient illusionists, this may or may not be in agreement.
- Paradox: The illusionists are divided into factions over how their powers work. The realists believe they need to eat illusionary food while the etherealists do not eat at all. Both groups are unaging and ancient so their belief in mind over matter has some truth. The argument is really about how much control of reality they have. Etherealists believe that mind is reality while realists believe that matter is susceptible to mind.
- Dispelling touch? No example in the book.

How about the three schools of AD&D illusion interpretation?

Mystic – The bowmen are animated by the minds of previous warriors. One actually becomes real.

Hologram – They have no material form.

Mental – The deaths caused by the bowmen are mental as the foes are "killed by the power of suggestion." The bowmen are described as mental creations.

# LAST STAND

By

Jesse Walker



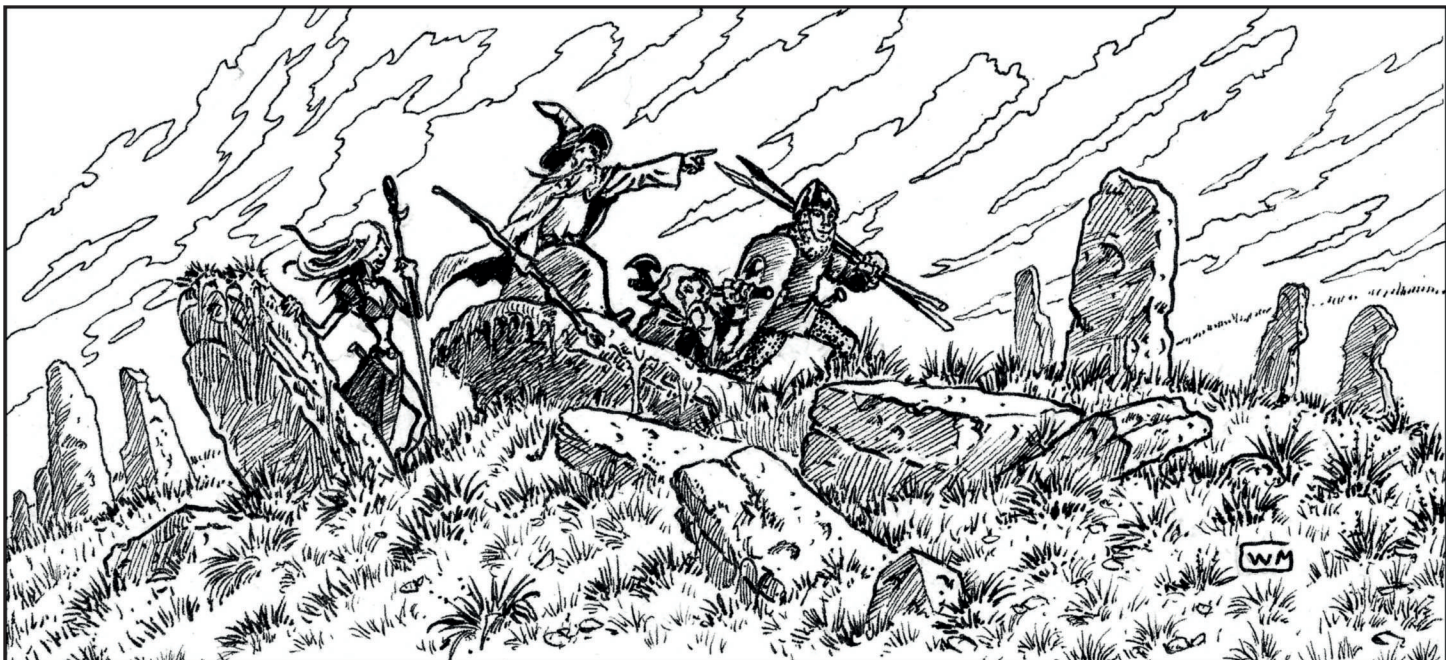
*Last Stand* is an AD&D® 2nd Edition adventure designed for 3-6 characters of 2nd to 4th level (about 15 levels in total). The inclusion of a mage or a cleric in the party would assist completion of the scenario. The action takes place near Jalum, Highvale – a provincial town in the Imperial League situated on Krynn' lost continent of Taladas. Nevertheless, the scenario can be adapted for use in any campaign with a few small changes.

## ADVENTURE BACKGROUND

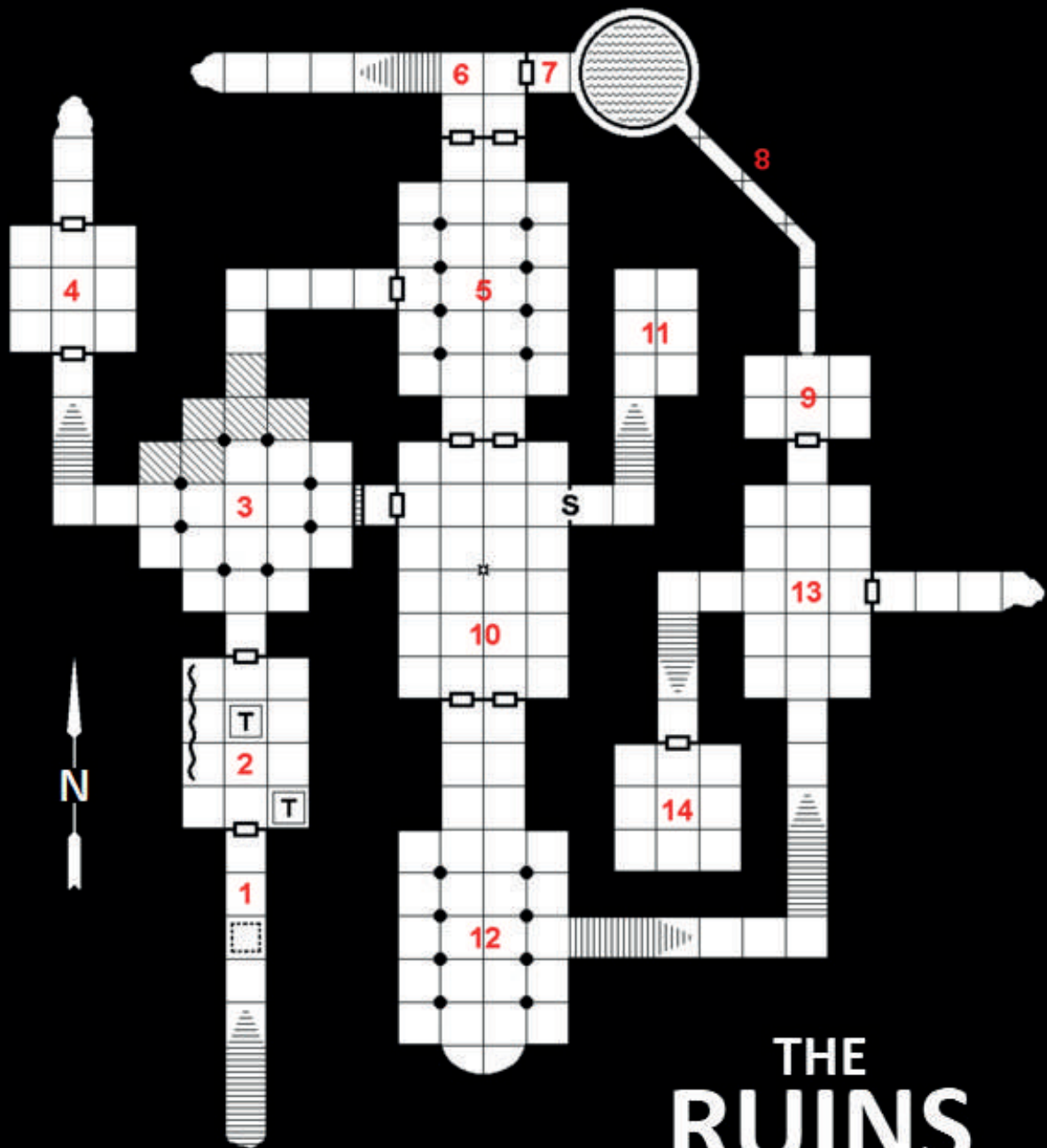
Centuries past, a young mage, named Avennas, was on a quest to the far reaches of Taladas in search of various spell components for his master. Traveling with Avennas was a small band of companions: his servant, Martellis, fighters Crixis and Eldred, and a female elf named Syana. When The Cataclysm struck, and the party' homeland of Aurim was torn asunder, they were left bereft in Southern Hosk as the long horror of Hiteh' Night began. In the desperate months that followed, the company scarcely kept themselves alive by scavenging what they could from the local area.

Eventually, they found sanctuary from the starving, marauding beasts that stalked the land in the tunnels beneath a small, shattered monastery. Life was hard, yet the company endured until an attack of hobgoblin raiders proved too much for the band. With the fall of Avennas, Eldred and the rest, the secrets of the ruin were lost to history. Until now.

A gnomish engineer, named Thollandar, recently arranged workers to dig test pits at the site of the old ruin for the possible location of a new villa for his patron, the Baron Alwic. However, the workers soon fled back to the nearby town of Jalum, refusing to continue work at the site when they uncovered a mysterious door in an ancient underground corridor, which was painted with gruesome 'cursed' murals left behind by the hobgoblin raiders.















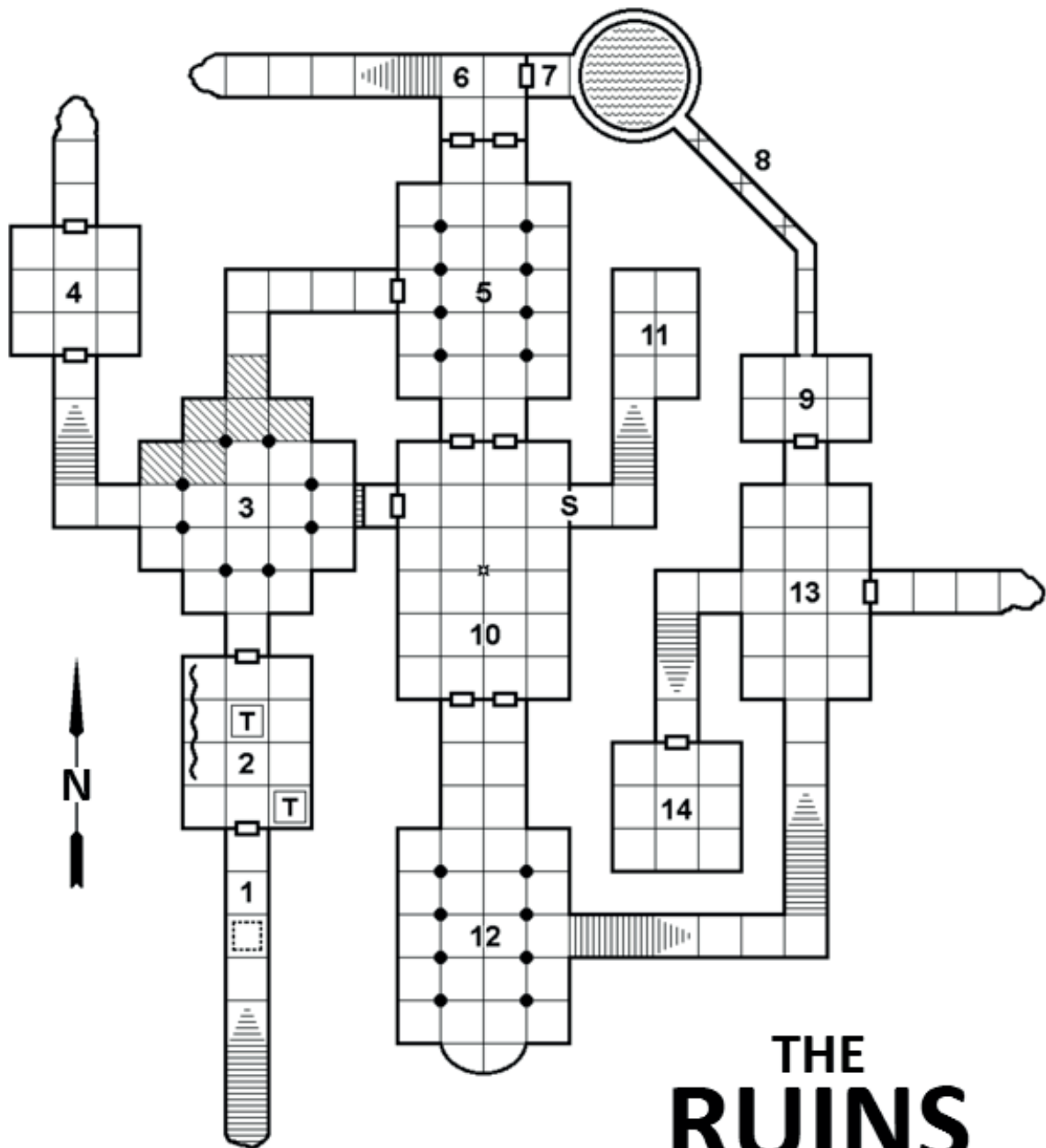
William McAuisland



# THE RUINS

1 square = 5 feet

 DOOR	 TRAP	 COLUMN	 HOLE (CEILING)
 DOUBLE DOOR	 SECRET DOOR	 RUBBLE WALL	 MOLD
 STAIRS	 WATER	 TAPESTRY	 LANTERN



# THE RUINS

1 square = 5 feet

## MAP KEY

 DOOR	 TRAP	 COLUMN	 HOLE (CEILING)
 DOUBLE DOOR	 SECRET DOOR	 RUBBLE WALL	 MOLD
 STAIRS	 WATER	 TAPESTRY	 LANTERN



## BEGINNING THE ADVENTURE

The scenario begins in the vicinity of the provincial town of Jalum, close to the frontier with Armach. Jalum is now within the borders of the Imperial League, but in the period after The Cataclysm the area was on the shattered edge of civilisation. How and why the PCs become involved in the adventure is a matter for the DM, however, some suggestions may include:

- The PCs are hired by Thollandar to investigate a secret door recently uncovered by his workers (whom he fails to disclose will not return to the site).
- The party is passing through the ruin and a PC suddenly falls through a hole into a hallway containing primitive paintings and a mysterious door.
- The PCs hear tales of terrified locals who no longer visit a 'cursed' ruin because bloodcurdling murals have been uncovered.

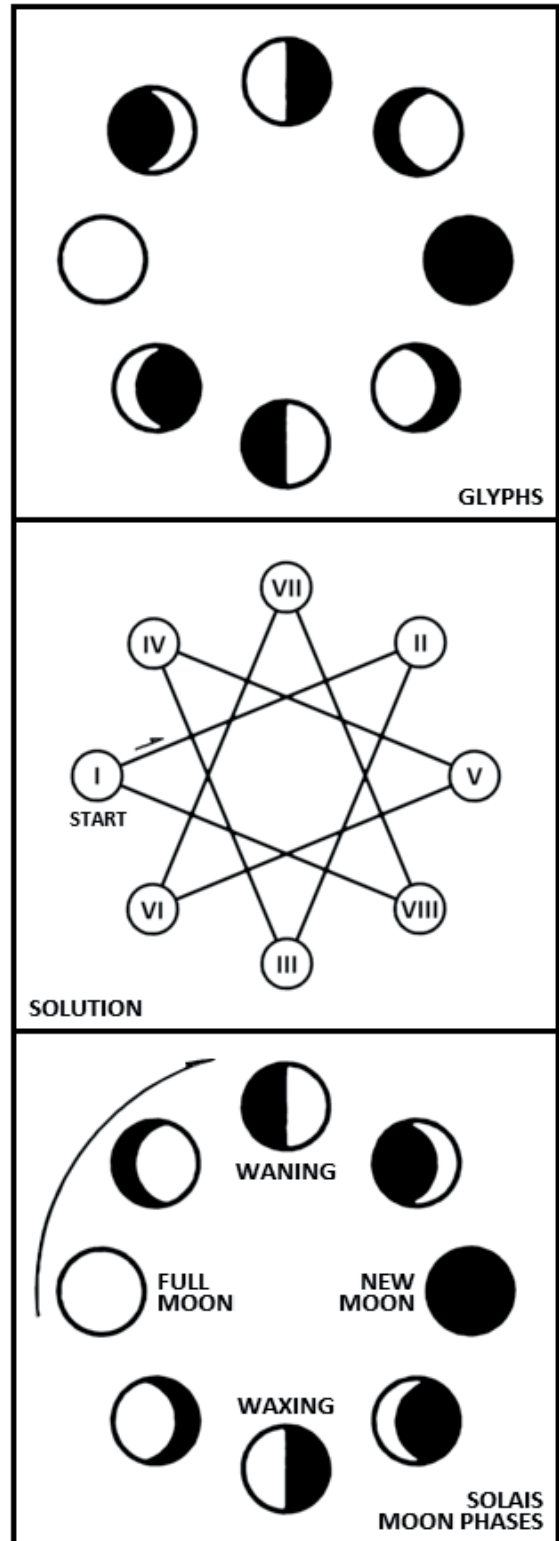
## THE RUINS

The ruin's location itself is not far from Jalum on the other side of the Lenika River (approximately 3 hours travel). Once the PCs arrive, occasional pieces of weathered masonry can be found across the site among the bracken – although, most of the useful stone from the building that once stood there was robbed away and used in the walls of Jalum in centuries long past.

For the PCs, there are two possible entrances into the tunnels under the ruins. The first is via the pit dug by Thollandar's workers. This hole is quite obvious and easily spotted by the party (see **Chamber #1**). The other is via the shallow sinkhole which has developed from a collapsing ceiling in one of the other corridors (see **Chamber #6**).

**1. ENTRANCE:** The newly dug hole leads downwards into the gloom before settling in a stone corridor of neatly cut stone blocks covered in a greenish mildew. Figures with fanged mouths, brandishing wicked weapons and holding aloft severed head trophies greet visitors, but are only crude, reddish-brown paintings on the walls. Rubble buries a flight of ascending stairs to the south and a dark, stone slab blocks passage to the north. The slab has a series of faint glyphs.

- The series of glyphs, no more than about five or six inches across, represent the moon phases of Solais (Solinari to Ansalonians). The symbols form the points of an eight-pointed star. To open the door, the shape of a star must be traced along the surface of the door in the correct moon phase order (the starting point is the full moon glyph). Once done, clunks behind the stone door can be heard each time there is a correct change in direction.



- PCs may opt to smash the door (2d6 rounds) or use a *Knock* spell.
- The door gives an audible sigh as it slowly lifts open and centuries of stale air and dust swirl to escape the enclosed room beyond.

**2. TAPESTRY HALL:** Carved chunks of stone debris are strewn about the cracked, irregular flagstone floor along with three humanoid skeletons. East of the southern entrance, a human skeleton (Eldred) slumps on a lever protruding from the wall, a broken shortsword just out of its reach. Cobwebs cover the skeleton and a wicked spear pierces its back through its rusted chainmail. The north-eastern corner of the room contains a half-rotted barrel and a mouldy tapestry hangs along the west wall.



Dean Spencer

- The carved stone debris is the remains of a statue (**Stone Guardian**). The rubble includes a cracked face. This is one of three guardians animated by Avennas for defence of the ruins.
- The humanoid skeletons are hobgoblins. Tattered bits of fur clothing and stone weapons rest near them.
- **Trap:** Moving the skeleton off the lever causes the stone door (south door) to slam closed (unless smashed open). Those in the door way need to make a successful save vs. Breath Weapon or suffer 1d6 damage.
- The barrel contains a rotten pair of riding boots and mouldy leather cloak.
- The tapestry is badly rotten but shows a scene of an elaborate procession entering a beautiful city with many domes and towers (a scene from pre-Cataclysm Taladas).
- **Trap:** Stepping on the floor near tapestry fires three darts from a contraption hidden behind it (save vs. Breath Weapon to avoid or 1d3 damage each), which also causes the whole rotten mass to fall down, showering the room in dust and cobwebs.
- Door to **Chamber #3** is ajar.

**3. STORAGE:** Door is ajar with bent and broken nails in the frame, its simple lock is smashed. Two humanoid skeletons are mixed with a shattered stone statue near the centre of the chamber. A third skeleton, with a rusty dagger protruding from its ribcage, lies across broken, mouldy barrels in the north-western part of the room. More barrels extend along the north and east wall. The eastern barrels are lined in front of hand-placed masonry from the ruins above ground.

- All of the skeletons are hobgoblins, and the statue is another shattered **Stone Guardian**.
- The skeleton on the barrels to the north-west is covered with **Yellow Mold**. The mold extends from the barrels across the entrance of the northern passage.
- Barrels are full of rotted foodstuffs.
- The eastern rubble takes 1 hour to remove and reveals a door. The door is locked, barricaded and nailed shut from far side. A successful Open Doors check is needed to enter. Once bashed open, anyone within 10' of the door could potentially be affected by the magic lantern (see **Chamber #10**).

**Yellow Mold:** AC 9; MV 0; HD N/A; #AT 1; THAC0 16; Dmg nil; SA poison spores; SD affected only by fire; MR 20%; SZ S-L; ML N/A; INT Non (0); AL N; XP 65. If roughly touched there is a 50% chance of the mold emitting a cloud of spores in a 10' radius. Victims must make a saving throw vs poison or die. A *Cure Disease* or *Resurrection* spell restores life if administered within 24 hours. Destroyed by fire of any sort; *Continual Light* spell renders it dormant for 2d6 turns.

**4. WATER CLOSET:** Down a flight of slippery stairs is a damp chamber containing a wash basin and stand, and a makeshift latrine. Beyond the second door is a dead-end created by fallen masonry.

- A badly dented and tarnished silver pitcher (3 steel pieces) lies on the floor of the lavatory under some debris.

**5. WORKSHOP:** Western door is broken open, north double doors are locked. Massive pillars surround four humanoid skeletons, two of which are crushed by heavy stones that had fallen from above. A human skeleton (Avennas) – lying face down with tattered blue robes and clutching a leather-bound book – also lies near the southern double doors. A decapitated skeleton in rusty plate armour (Crixis) has two spears protruding from its skeletal remains, its bony hand still clutching a sword. A long workbench and a set of shelves are set against the eastern wall littered in smashed glass and overturned jars.

- The humanoid skeletons are hobgoblins, with two having set off a makeshift ceiling trap.

- Avennas' skeleton has a tarnished copper ring set with a polished sphere of black stone. Anyone wearing this ring will not be attacked by the **Stone Guardian (Chamber #12)**. A tiny key attached to the skeleton's belt opens a **lock** on the tattered spellbook it clutches. The spellbook contains spells suitable for a 5<sup>th</sup> level mage.
- Crisis skeleton' sword is a beautiful antique sword (150 steel pieces).
- Among the broken vessels is a nondescript jar containing a sweet scented ointment (**Keoghtom' Ointment**).

**6. COLLAPSED CORRIDOR:** *South double doors are locked.* The gloomy eastern passages and stairwell ends abruptly by a jumble of stonework and debris that had fallen from above. The rubble covers several nests of crushed rat carcasses.

- Digging into the ceiling and clearing out the rubble (3d4 hours) can access the surface.
- Clearing the rubble from above may also provide an alternative means of entering the ruins.
- The hallway once connected to **Chamber #4** and had already fallen in when the abandoned monastery ruin was found by Avennas and his companions.

**7. CISTERN:** The circular chamber is approximately 8' deep with reddish scum floating on the water below. A narrow, roughly hewn tunnel (**Chamber #8**) heads towards the south (its entrance is just above the waterline). Clogged pipes close to the ceiling still drip a little water into the pool.

- The walls are slippery by normal slime (-25% to Climb Walls).
- The water is 2' deep. Floating on the water is a **Gray Ooze** concealed beneath the thin layer of regular reddish scum. At the bottom of the pool, under carcasses of dead rats and other vermin, is a lost **Ring of Sustenance**.

**Gray Ooze:** AC 8; MV 1; HD 3+3; hp 22; THAC0 17; #AT 1; Dmg 2-16; SA corrodes metal; SD see below; MR Nil; SZ M; ML 10; INT Animal (1); AL N; XP 270. Attacks corrode metal (chainmail in one round, plate mail in two, and magical armour in one round per AC). Neither spells, or fire- and cold- based attacks, have any effect. Lightning and regular weapons cause full damage, but the latter may also corrode and break.

**8. WATER CHANNEL:** The cramped, damp, and water-stained tunnel leads into darkness.

- The channel is tricky to navigate. Squeezing and crawling through the tunnel needs a successful Dexterity check or a minor rockfall loosens and tumbles down (1d4+1 damage). A successful saving throw vs. Breath Weapon reduces damage by half.

- Southern end of tunnel (near **Chamber #9**) is a wood and iron sluice blocking the exit. A successful Bend Bars/Lift Gates can open it.

**9. KITCHEN:** *Southern door is stiff with rust, opens with a successful Open Doors check.* A simple cooking brazier lies in the south-west corner, a table stacked with pewter cups and dishes is on the eastern wall and a wooden crate sits by the door. Cast iron cooking pots hang on the walls and the ceiling is covered in soot. An iron and wood sluice is set in the north wall above an empty stone basin.

- Perceptive PCs notice a loose flagstone. Beneath is a miniature portrait painted on a silver panel, wrapped in leather. The image is an elven woman and bears the inscription 'arewell' in archaic Auric on its back (the portrait is of Syana's older sister, secreted for safekeeping when the final, fatal attack began).
- The crate holds six bottles of unspoiled fortified wine from regions of Northern Hosk, lands now long destroyed, valued a total of 200 steel pieces.

**10. LANTERN HALL:** *A purplish glow is noticeable under the cracks and sides of the doors.* (South and west doors are nailed and locked shut, and need Open Door and/or Open Lock checks). A brass lantern sitting in the centre of the floor emits a strange, sickly purplish glow that illuminates the room and the barrel-vaulted ceiling. Floating within the light are three shrivelled humanoid skeletons mixed with suspended debris (e.g. broken crates, a few tools, some pieces of fallen masonry etc.).

- **Lantern:** The light is 20' radius. Anyone within the light must make a successful save vs. Spells or be jolted from their feet to hang immovably suspended in the light, within 10' of the lantern.
- The lantern has an AC of 7 and 6 hp. However, if attacked by missile weapons, they become suspended, unless they are magical. Magic-based attacks (i.e. *Magic Missile*, *Fireball*, etc.) can penetrate the lantern's light.
- An area effect darkness spell (e.g. *Darkness*, 15' Radius) will counteract the device's light.
- *Dispel Magic* or *Continual Darkness* cast directly on the device will also counteract the light's effects, but additionally results in the lantern having a 25% chance of exploding (1d6 damage to anyone within 20'20' blast radius) since it has become unstable. When the lantern reaches 0 hp, it has a 25% chance to explode.
- The lantern can be deactivated by command words (see Chamber #14). However, the lantern has a 25% chance of exploding if reactivated, increasing its chance by 25% each time it is reactivated (damage and blast radius as above).



Enmanuel Lema Martinez

- When the light winks out, trapped PCs and the hobgoblins clatter to the floor. The **hobgoblins**, animated by their centuries-long exposure to the lantern, crack as they stand up and attack the nearest living thing.

**Hobgoblin skeletons (3):** AC 7; MV 12; HD 1; hp 8 each; THACO 19; #AT 1; Dmg 1-6 (spear); SA Nil; SD immune to *Sleep*, *Fear* and *Hold* spells; MR special; SZ M; ML special – do not roll for morale; AL N; XP 65 each.

**11. SECRET CHAMBER:** A skilfully disguised 4' high entrance can be located with a successful *Secret Doors* check on the eastern side of **Chamber #10**. Beyond the door are steps leading down to a dustless chamber cut from the natural rock. At the centre of the room, inside an ornamental hanging cage (10 steel coins), is a 5" wax idol.

- The idol is of Mislaxa (Mishakal to Ansalonians). If the PCs remove the idol nothing seemingly occurs, other than feeling a brief gust of cold air. However, the idol is an enchanted relic. When the figure is taken from the cage, monks in the faraway Rainward Isles are alerted by an ancient chime held sacred by their secretive order, for it is foretold that the finders of the lost idol will rid Taladas of a great evil. Whether this prophesy is true or not is hard to say, but the monks will set out on a perilous quest to locate those who freed Mislaxa, symbolically, from her bonds.

**12. GUARDIAN HALL:** A hastily erected barricade of empty crates is stacked against the northern double doors. An *Open Doors* check is needed to move in through the doors going south, and a *lantern light* check if going through the north. Wispy cobwebs cover the walls, ceiling and decorative pillars that lead to semicircular alcove in the south wall. The mouldy remains of sleeping cots, small tables, and a few chairs decorate the east and west walls. Gilded picture frames line the walls, and a few chests lie near the southern alcove. Suddenly from behind a pillar, a cobweb covered stone statue of an armoured figure holding a mace lurches into view.

- This room was the main living quarters of Eldred, Crixis and Martellis.
- The **Stone Guardian** immediately attacks those who enter the chamber (except someone wearing the ring found on the skeleton of Avennas, see **Chamber #5**).
- Gilded pictures are too faint to discern.
- **Chest I:** A part from more mundane domestic supplies, this chest contains a purse with many different types of coins collected from across Taladas before The Cataclysm (125 steel in total).
- **Chest II: Locked and Trapped:** Tiny poison dart, save vs. Poison or die. Chest holds various spell components collected by Avennas. Items include two rare black pearls from Neron, several pieces of raw amber from forests once found in the frozen north, a petrified eye of newt, a small metallic meteorite, and a large lump of pure jade. (The DM is free to add further items to the list.)

- **Chest III:** Spoiled and ruined silk clothing. A silk scarf is wrapped around a **Dagger +1**.
- **Chest IV:** This plain wooden box is magical and makes everything placed within it seem valueless until removed. It contains a collection of antique jewellery valued at 85 steel pieces. Any PC looking at the contents only see a collection of smoking pipes.

**Stone Guardian:** AC 2; MV 9; HD 4+4; HP 30; THAC0 15; #AT 2, Dmg 2-9/2-9 (arms); SA Nil; SD see below; MR Nil; SZ M; ML 20; INT Non (0); AL N; XP 420. A stone guardian takes ¼ damage from edged weapons, ½ damage from cold, fire or electrical attacks; no damage from normal missiles. A stone guardian can be destroyed by *Stone to Flesh*, *Transmute Rock to Mud*, *Stone Shape* or *Dig* spells (no saving throw).

Once the stone guardian is reduced to 0 hp, it halts in its tracks and cracks start to spread all across its surface, before crumbling noisily to the ground.

**13. SYANA' BEDROOM:** *East and north doors are rusted shut and require an Open Doors check.* A female skeleton lies on a crude bed wearing a tattered, blood-stained dress with her arms laid peacefully over her chest. A wooden chest lies at the foot of the bed.

- Any light entering the room causes a deafening buzzing noise as an **Insect Swarm** consisting of black beetles erupts into the air from a nest in the south-west corner. The beetles erratically swarm about the PCs' heads in a confusing whirl, biting at any part of their exposed flesh.
- The chest holds mundane items: old clothing, a ivory comb (5 steel pieces) and a sewing kit.
- Beyond the door to the east is another collapsed corridor.
- After the insect swarm, perceptive PCs may notice a muffled voice that sounds like talking coming from the west (**Chamber #14**).

**Insect Swarm (beetles):** AC 7; MV 6, Fl 18 (C); HD 2; hp 12; THAC0 N/A; #AT 1 area effect; Dmg see below; SA Nil; SD Nil; MR Nil; SZ H; ML 11; INT Animal (0); AL N; XP 25.

The swarm is as per the creature in the D&D® *Rules Cyclopedia* (p.187). The swarm fills a 10'x 10'x 30' area. No attack roll is made; the swarm acts as an 'area of effect' and automatically hits. Unarmoured victims take 4 points of damage per round. Armoured victims take 2 points of damage per round. If the swarm suffers damage, it will press the attack (ML 11). Running away or attempting to swat the swarm with a torch or weapon, rather than making an attack roll, reduces damage to 1 point per round. The swarm can be thwarted by disappearing from sight (e.g. hiding in another chamber) or submerging under water (which kills the swarm in 1 round, during which normal damage is done).

**14. AVENNAS' BEDROOM:** *A voice can be heard from behind a doorway and a faint, flickering purplish light can be seen spilling out from beneath the door.* The heavy oak door creaks open to reveal a musty room containing another crudely made bed and a storage chest. A bookshelf with a handful of musty books stands against the western wall. The seated figure of a skeleton lies slumped across a dust and cobweb covered desk in the south-eastern corner. Sitting on the desk before the skeleton is a small, ornately wrought brass sphere with a gem fixed at its centre, glowing faintly in a pale purple light. The voice appears to be coming from this device!

- The storage chest contains ruined clothing, a game board, its playing pieces in a leather bag, and a pile of rotting papers bundled with twine. Among these papers is a short note from Avennas' master describing the lamp. The letter provides the device' command words to activate ('unen vani' and close ('unen dacede' the lamp.
- The desk has tattered illegible documents, inkwell, quill, regular oil lamp, and a fine gold goblet (15 steel pieces).
- The purple glowing orb is an **Orsa**.
- A thick green-white fungus has overgrown the tomes on the shelf. This is not dangerous. One or two of the books seem to be in better condition.
- The skeleton is that of Martellis, the last remaining survivor who was trapped within the ruins when the magical lantern barrier was set by Avennas (see **Chamber #10**).

## ORSA

An **Orsa** is a magical recording device constructed in the ancient days of the Auric Empire. The device' inner workings have a clockwork appearance, which are covered by an elaborate pierced outer casing. When the device 'peaks' this fretwork allows light from an enchanted gem at each Orsa' centre to shine through. The arcane device can be activated by asking it questions or requesting the recall of specific information (e.g. asking for any entries related to goblins etc.). If it does not contain pertinent information, the Orsa glows briefly but remains silent.

When spoken to, the device captures the speaker' words by harmlessly 'tealing' a tiny fragment of their memory and storing it in the enchanted gem at its centre. When working correctly, mages once used such devices as a form of spoken journal. Knowledge of their manufacture has been lost, even to the Gnomoi, long since before The Cataclysm. Some devices passed through many hands and thus record a myriad of interesting and valuable tidbits of information.

If the PCs decide to turn their attention to the **Orsa**, they discover that much of the what is being spoken is garbled, but the voice is male (the speaker is Avennas). It is difficult to follow, as the device appears to not be working correctly, with long periods of silence between disjointed passages. Some PCs may be able to discern that the voice is speaking a particularly archaic form of Auric – the language of the lost Empire of Aurim.

Despite the archaic nature of the speech, by listening carefully the PCs can occasionally make out a few of the more understandable passages. The DM is free to select the order of the passages, add or omit text, or substitute alternative passages etc.:

*... a grey snow fell again last night. Syana said that she ...*

*... upon the seven-month since I witnessed the ... such terror could not have [inaudible] dreamt in all the nightmares of all the ages of ...*

*... everyone else in the village is dead! If they have not succumbed to the bitter ... go hungry ...*

*... thick, black rains ... or may ...*

*... great pestilence, they have met their deaths at the hands of those savage beasts ... as ...*

*... perhaps Crixis is right, perhaps others have survived at the ... of the ... or at the surrounding trading posts? Cold comfort I fear for ... set out to ...*

*... provide some shelter, though ... think that we ...*

In a different male voice (that of Martellis) the PCs might also hear:

*... Syana, Crixis and my master Avennas are dead, I ...*

*... Eldred fell securing the outer door from the infernal beasts! ... hope is not ... before ...*

*... safe for now, though ... behind ... for much longer or ... I cannot know ...*

If a party member touches the **Orsa**, a thin arc of energy jolts the PC (no saving throw). The DM should roll 1d100 for each PC, with a 75% chance that the energy then crackles across the short void to another of the nearest characters, jumping from affected PC to affected PC before earthing with a flash into the bookcase, sending burning bits of moldy parchment scattered across the room! If a party member does not handle the device, but comes within 5' (e.g. searches through the items on the desk etc.), the DM may choose a percentage chance of the PC being jolted depending on how close the PC comes to the device.

Affected PC(s) must make a saving throw vs rod, staff or wand. Any PC failing their roll slumps to the ground unconscious for 2d6 turns, suffering 1d4 damage. For PCs who make a successful saving throw, read or paraphrase the following passage (DMs not running this adventure in a campaign set on Krynn may wish to substitute alternative imagery):

In your head you can hear several voices speaking all at once in a mad, confusing jumble! Fleeting, chaotic images flood through your mind.

Suddenly, a blast, brighter than the sun, lights up the east! The sky burns and fire rains from above! Terrible storms streak over your head and cover the landscape with a dread winter.

You can feel the bitter cold seep into your bones. Bodies lay by the roadside, disease and hunger stalk the land. The Gods have abandoned you!

Finally, darkness falls, as savage beasts pick at the bones of the dead, driven insane by starvation. The creatures' red eyes peer at you from the darkness.

*They are attacking!!!*

Once the final searing image passes through the affected PCs' minds, they slump to the ground, dazed and confused but conscious. The light emanating from the device ceases and the **Orsa** sits lifeless on the desk. It is now safe to handle. In the following weeks (2d4) there is a 25% chance each night that affected PCs will suffer nightmares resulting from the cataclysmic imagery they witnessed.

## CONCLUDING THE ADVENTURE

If the party was hired by Thollandar, it is a matter for the PCs what they report or hand over to him. In addition to any other payment negotiated, Thollandar will allow the PCs to keep less valuable items.

However, as the party was in the employ of the Baron, anything found within the ruins that is not fully disclosed could land them in hot water if the deception is uncovered.

If the PCs found the **Orsa** in Avennas' bedchamber, this device could be a launching point for further adventure. While the device is not working correctly, occasionally spouting bits of dialogue (at the DM' discretion), it is possible that gnomish Boli Tinkers may be able to repair it. If the **Orsa** can be mended, who knows what useful information might be stored on the device?



Dean Spencer

## ARCHER / ARCHER-RANGER PC CLASS By Len Lakofka

**From The Dragon #45 and  
also Best of Dragon #3  
01/30/19 edit**

**Editor's Note:** After editing the article, I did not receive final approval of changes from Len before his passing. Therefore, I have reverted it back to his original submission with only minor corrections of spelling errors, re-typing tables for layout purposes and changing font and size. R.I.P. Len Lakofka.

### Foreword

*This rewrite is predicated on the simple analysis of the subclass system. The Archer is a sub-class of the Fighter. The Archer Ranger (or perhaps better called Ranger-Archer) is a subclass of Ranger who is a subclass of the Fighter. The rewrite will deal with the Archer first and then the Archer Ranger. The first writing commingled the two throughout the article and sometimes made reading it difficult Mea Culpa. I have decided to more closely parallel the Ranger in this rewrite especially when it comes to higher level spell casting abilities. If you are already playing an Archer or an Archer Ranger you can adopt the new or changed parts of this article, pick a few changes to adopt or ignore the whole thing and continue as you are. It's up to you and/or the DM whichever of those two roles you find yourself.*

**Everything in RED is new or a rewrite of the original article.**

**A new non-player (or if the DM allows player character) character class: Archers and Archer-Rangers**

The chief attribute of the Archer and Archer Ranger is the ability to fire with great accuracy, especially at close range. To accomplish this practice, one must practice at least five times a week, firing a dozen arrows with "Bull's Eye Accuracy"\* (i.e. nine or more Bull's Eyes out of 18 at a range of 40 feet. See end of article) If this practice is not maintained, then bonuses to hit can diminish after two to five weeks. Arrows fired in melee count as practice. Archers practice their skill from an early age, likely for five years or more. No fighter or ranger can become an Archer or an Archer Ranger unless bow weapons specialization is taken during the 1<sup>st</sup> or 2<sup>nd</sup> levels. Once the 3<sup>rd</sup> level is achieved the Archer class is no longer available.

## Archers

The principal attributes of an Archer are Strength and Dexterity.

The minimum statistics for an Archer are:

Str: 15, Int: 6, Wis: 12, Dex: 15, Con: 9

Archer spells come from the Cleric and Druid subclass.

The Archer cannot cast Magic user spells.

Dean Spencer



Archers can be human, elf, half-elf, or half-orc, as well as some other humanoid races. Humanoids are limited in level as an Archer as follows: Orcs --3rd-level Archers, Gnolls-- 5th-level Archers, Hobgoblins-- 4th-level Archers. Kobolds, Goblins, Dwarves, Gnomes and Halflings cannot become archers. Archers use 2d8 for their hit points for level one and then a single d8 thereafter up to 9th level. Archers add 2 hit points per level for each level beyond the 9th.

All Archers may use a wide selection of armor, but the use of plate armor negates an Archer's "to hit" bonuses. A shield can be carried, but obviously it must be set aside when arrows are fired. Archers have a great selection of weapons available, but limited compared to a Fighter. They may use, in addition to their long/composite/great bow, the following weapons: swords of any type, dagger, axes of any type, a spear or javelin, darts, and/or scimitars. Archers rarely use blunt weapons like a mace, hammer or flail. Archers do not use pole arms except for the throwing spear. It is very rare for an archer to use a short bow or any type of crossbow. Archers gain no bonuses to hit or damage from those latter missile weapons.

Archers have the same saving throws as Fighters. They melee on the Fighter table. All Archers begin with only three weapons, which includes the bow as a required slot. Thereafter, they may add one weapon every three levels, just as other fighting classes do, however, their non-proficiency penalty is -3. All Archers perform one hand-to-hand melee attack per round through the 8th level. At the 9th level through 15th levels, they can strike three times in two rounds. They gain two attacks per round only at 16th level and higher. At 7th level and above all Archers can fire three arrows per round instead of just two.

If they are specialized in melee weapons then the optional rule of a 10% chance per level of specialization for a 2nd blow comes into play. Thus if the Fighter specializes with a longsword at 3rd level he has a 10% chance for a 2nd blow beginning at 4th level, 20% for 5th, 30% for 6th etc. This conflicts with the blows per round rules. In the long run the specialized person comes out ahead even if he/she begins the specialization late. The earlier the better, but a character can't specialize until at least the 2nd level has been achieved. It is the obligation of the player, not the DM, to keep track of the chance of a 2nd blow with a specialized weapon.

All Archers can employ magical items usable by all classes plus many other items as well. A magic bow and/or a magic arrow operates at +1 in an Archer's hands, over and above any magical bonus to hit and/or damage it may already have. However, elven Archers do not gain this + 1 to hit with a longbow because of their smaller-than, human size. At 9th level,

an Archer can establish a "freehold" just as a Fighter can (see *Players Handbook*, page 22).

*The Archer, as first written over 20 years, could cast specific Magic-User spells. As I thought about that, I decided that MU spells do not make sense for the Archer. However, what would make sense, since the archer can be of any alignment, is an array of Clerical spells or the neutral Archers could learn Druidical spells.*

*{Aside: there are no real spells listed for Neutral Lawful and Neutral Chaotic clerics, an oversight which may or may not have been corrected in articles from other authors. If no one has written up Neutral Lawful or Neutral Chaotic clergy – or at least if I can't find it – I may take that topic up in a magazine article in the near future. I have to research first. }*

Cleric and Druid spells are limited to 1st to 3rd level spells but have the advantage of being gained by Prayer. The Archer is not guaranteed spell ability but can seek a cleric when the Archer becomes 7th level to teach 1st level spells. The reverse of the spell might be taught based on the alignment of the Archer and the cleric (who must worship the same deity). Spell capacity is as follows:

Level of Archer	First Clerical	Second Clerical	Third Clerical
7	1		
8	2		
9	3		
10	4		
11	4	1	
12	5	1	
13	6	1	
14	6	2	
15	6	2	1
16	6	3	1
17 and above	6	3	2

Archers can gain a Wisdom capacity bonus just like a cleric if their Wisdom is 13 or higher.

Prayer requires a Holy Symbol and four hours of rest prior to praying 15 minutes for first level spells and 30 minutes for a second level spell just as a cleric does. The list of Clerical spells allowed has no real limit but the Cleric may not know every spell or he may not know the reverse of spell. For example he may know Cure Light Wounds but not Cause Light Wounds by touch.



Bonus to hit/damage at the range given:								
Archer	Point-blank		Short "Close to Target"		Medium Or "Intermediate"		Long Or "Extreme"	
	Level	Hit	Dam	Hit	Dam	Hit	Dam	Hit
1	+ 1							
2	+ 1	+ 1	+ 1					
3	+ 2	+ 1	+ 1	+ 1				
4	+ 2	+ 2	+ 1	+ 1	+ 1			
5	+ 3	+ 2	+ 2	+ 1	+ 1	+ 1		
6	+ 3	+ 3	+ 2	+ 2	+ 1	+ 1	+ 1	
7	+ 4	+ 3	+ 3	+ 2	+ 2	+ 1	+ 1	
8	+ 4	+ 4	+ 3	+ 3	+ 2	+ 2	+ 1	+ 1
9	+ 5	+ 4	+ 4	+ 3	+ 3	+ 2	+ 2	+ 1
10	+ 5	+ 5	+ 4	+ 4	+ 3	+ 3	+ 2	+ 2
11	+ 6	+ 5	+ 5	+ 4	+ 4	+ 3	+ 2	+ 2
12	+ 6	+ 5	+ 5	+ 4	+ 4	+ 3	+ 3	+ 2
13	+ 7	+ 6	+ 6	+ 5	+ 4	+ 4	+ 3	+ 2
14 and up	+ 7	+ 7	+ 6	+ 6	+ 5	+ 5	+ 3	+ 3

**Note: The bonuses to hit/damage given above do not include the -2 and -5 adjustments to armor class which must always be applied at medium and long range, respectively. This table will apply to Archer Rangers as well.**

**Close or Target, Intermediate and Extreme range are explained later in this article, as they are optional expansions of the possible ranges allowed to anyone shooting a missile or throwing a weapon. Those optional ranges would have to hit adjustment of -1, -3 and -4 in addition to -2 and -5. See below:**

At 3rd level, any archer can make arrows for his/her bow, assuming the proper raw materials are available. He/she can craft a dozen arrows in an 8-hour day. At 5th level any archer can make a long/composite/great bow. This process takes 9-14 days and also assumes proper materials are at hand. In a pinch, an Archer can craft a crude bow in an hour that is -2 to hit and does not give any other bonuses. An Archer's major attribute is an enhanced ability to hit and damage a target with bow and arrow. This bonus applies only if an archer is not wearing plate armor, as previously noted. He/she must be using a well-made bow and well-crafted arrows. The bonus applies to any target of human size, and may be further modified upward or downward depending on the target size and relative motion of archer and target (see preceding discussion). The bonuses to hit and to damage must be awarded at each level promotion of the archer. Remember also that a + 1 Bow is +2 in the hands of an archer, over and above any bonus given here! The same "extra + 1" is true of **magical** arrows. Archers use the range of "point blank" in addition to the short medium/long ranges for most missiles. For an archer, point-blank range is from 10 to 50 feet. Other ranges remain the same. (Hereafter

are given range changes for exceptionally strong characters, which may be used for Archers at the DM's option.

No matter how well an Archer is capable of shooting, a roll of 1 on the "to hit" die is always a miss. (Normal missile-firing troops always miss on a 1 or 2.) As an example of how to use the above chart, a 7th-level Archer with a +1 bow firing a +2 arrow at point-blank range would have this bonus to hit and damage: +1 for the bow and +1 more because an archer is firing it; + 2 for the arrow and +1 more because an archer is firing it; +4 to hit due to skill and +3 to damage due to skill at point-blank range for an overall bonus of +9 to hit and +8 to damage!

All archers( and optionally any trained figure with a long/composite/great bow ) can also do extra damage and gain greater accuracy through use of physical strength. This can only be accomplished via the use of specially made bows and arrows with a greater "pull." Normal bows and arrows cannot be used, nor can any short bows or any type of crossbow. Such a bow must be crafted by an Archer, an Archer-

Ranger, or an elf bow-maker who is at least 6th level as an Archer, Archer-Ranger or Fighter. Proper arrows must be crafted by an Archer, an Archer-Ranger or an elf fletcher of at least 4th level. Ordinary fletchers can only make normal arrows.

Strength applies to point-blank range and short range only! Full strength bonuses apply as given in the *Players Handbook* and +6 is the maximum bonus to damage. Girdles of Strength will NOT provide a further bonus for this purpose. At short range the bonus to hit and damage is halved (fractions are dropped) due to Strength. This bonus for Strength is in addition to an Archer's bonus for great skill.

Strength of an Archer or Archer-Ranger also allows for an expansion of the long-range end of a bow's potential. Only specially made bows give greater range. Only the top end of the long range category is expanded; Medium-range distance stays as given in the *Player's Handbook*. Given below are ranges for each type of bow allowed to an Archer, Archer-Ranger or strong Fighter, according to the Strength of the character. Remember, the bow and arrows must be special. For 18/75 to 18/00 characters the bows are even more complex and 50% more expensive. Only Master Bowyers can craft them.

Strength	Point-blank	Short	Medium	Long Comp. Bow	Long bow	Great bow
9-15	10-50 feet	51-210	211-420	421-630	421-630	421-630
16				421-630	421-640	421-630
17				421-650	421-660	421-640
18 to 18/50				421-680	421-690	421-650
18/51				421-700	421-710	421-660
18/74						
18/75				421-720	421-730	421-660
18/89						
18/90				421-740	421-760	421-660
18/98						
18/99				421-760	421-800	421-660
18/00				421-800	421-840	421-660

Only Archers and Archer-Rangers who reach 8th level or above can craft arrows that can be magicked to become *Arrows of Slaying*. The magic must be accomplished by a Magic-User with the following spells: *Enchant an Item*, *Wish* and *Trap the Soul*. Fresh blood from the figure type to be slain must be available. Thus, it is impossible to craft an arrow for use versus a unique character like Bahamut, Tiamat, any Deity, (unless the blood was somehow collected) etc. Undead cannot be "Slain". The number of hit dice that can be Slain by an arrow of Slaying is:

9 <sup>th</sup> level and lower	5 HD or less
10 <sup>th</sup> to 12 level	6 HD
13 <sup>th</sup> level	7 HD
14 <sup>th</sup> level	8 HD
15 <sup>th</sup> or higher	9 HD



Dean Spencer

Archer Table			
Experience Points	Experience Level	Accumulated 8 sided	Level Title
0-2,300	1	2	Bowman (Bowwoman)
2,301-4,600	2	3	Master Bowman
4,601-9,000	3	4	Fletcher
9,001-20,000	4	5	Master Fletcher
20,001-38,000	5	6	Bowyer
38,001-73,500	6	7	Master Bowyer
73,500-140,000	7	8	Sharpshooter
140,001-265,000	8	9	Arrowsmyth
265,001-520,000	9	10	Archer
520,001-790,000	10	10 + 2	Archer Esquire
790,001-1,050,000	11	10 + 4	Archer Knight
1,050,001-1,300,000	12	10 + 6	Archer Lord
1,300,001-1,600,000	13	10 + 8	Archer Master
1,600,001-1,900,00	14	10 + 10	Archer Grandmaster
300,000 experience points per level for each additional level beyond the 14 <sup>th</sup> . All of those possible levels would be Archer Grandmasters.			
Archers gain 2 hit points per level after the 9 <sup>th</sup> .			

Archers must be trained for their archery skills by a higher ranking Archer and/or Archer Ranger. Weapon proficiencies can be taught by any fighter class. If a new bonus to hit or damage is due after a promotion but the teacher is not another Archer, than that bonus is not gained until an appropriate level Archer does the instruction.

While some criticism has occurred over the years about the massive possible bonus for an Archer it should be noted that the largest adjustments are for Point Blank Range. A highly trained Archer should be able to hit his/her target with a great deal of regularity.

It is also optional to upgrade the number of range classes for all archers and for Archer and Archer-Rangers in particular. Those adjustments are as follows:

Long Bow	Point Blank	Close	Target	Medium	Intermediate	Long	Extreme
<b>Archers only</b>		No adjust	-1	-2	-3	-4	-5
<b>Archers up to 16 Strength</b>	10-50*	51-210	211-310	311-420	421-490	491-540	541-630
<b>Archers of 17 Strength</b>	10-50	51-210	211-310	311-420	421-490	491-540	541-630
<b>Archers of 18 to 18/50 Strength</b>	10-60	61-230	231-330	331-450	451-530	531-580	581-690
<b>Archers of 18/51 to 18/75</b>	10-70	71-240	241-340	341-470	471-550	551-600	601-710
<b>Archers to 18/76-18/89</b>	10-75	76-250	251-350	351-480	481-570	571-620	621-730
<b>Archers of 18/90 to 18/98 Strength</b>	10-75	76-250	251-360	361-490	491-580	581-640	641-760
<b>Archers of 18/99 Strength</b>	10-80	81-260	261-370	371-400	401-590	591-650	651-800
<b>Archers of 18/00 Strength</b>	10-80	81-270	271-380	381-520	521-610	611-670	671-840

Note to DM: You will have to roll for the distance to the target on occasion. After all, when you tell the archer he is firing you are guessing at the range and if the target is moving toward or away from the archer, there has to be leeway in the final range.

The DM can add short bows, composite bows and crossbows to this list. Recall that Archers do not gain bonuses with short bows and crossbows. (However, it is your game and if you want to include those weapons you can.)

This would change the range schedule for ALL those who can fire a bow or a crossbow. In theory, multiple range categories could also be applied to thrown weapons like hand axes, daggers, spears or javelins.

(By the way, Errol Flynn's "Robin Hood" was an Archer Grand-master and *not* a Thief of any type. Consider Flynn's statistics as follows: Str 16, Int 17, Wis 15, Dex 18, Con 18, Cha 17, 14th-level Archer Grandmaster, **Leather +2** for AC: 6/2, HP: 110, **Longsword +2 Longbow +3.**)

## Archer Rangers (or Ranger Archers if you prefer)



Peter Szabo Gabor and Eastern Raider Games

Archer-Rangers whose Strength and Dexterity are both 16 or better gain 10% to earned experience.

Their minimum characteristic scores are: Str 15, Int 13, Wis 14, Dex 15, Con 14, Cha 6

While Archers may be of any alignment, Archer-Rangers must be Good.

Archer-Rangers can be human, half-elf or **elf**. Archer-Rangers use an 8-sided die for hit point determination. At first level, two 8-sided dice are thrown, just as the Ranger class does. All Archers add 2 hit points per level after the 9th level.

(I like the rule that first die cast for hit points be guaranteed  $\frac{1}{2}$  of the die size rounded up. In this case  $1+8 = 9 / 2 = 4.5$  rounded up to 5 as the lowest number of hit points for that die. Otherwise you could roll two ones and have only two hit points [assuming that there is no constitution bonus]. A two hit point fighter would be rather discouraging to play. IF YOU PLAY THAT rule it should, in theory, apply to CLASSED individuals of all types, henchmen, shop owners, the blacksmith etc. assuming that he or she is a class or a subclass.)

Archer-Rangers use the same types of armor as the Archer given heretofore. Most abilities that are allowed to a ranger are given to Archer-Rangers as well. They do not use plate or other constrictive armor. Shields can be carried but must be set aside when the Archer does archery because it gets in the way of taking up the next arrow to fire. He has to be careful to not abandon it when a melee begins and troops (individuals) have to move quickly (forward or backward).

Archer-Rangers have the same saving throws as Fighters. Archer-Rangers melee on the Fighter table. All Archer-Rangers begin with only three weapons, a bow and almost always some type of sword plus many select a throwable weapon like a dagger, hand ax, spear or javelin. Thereafter they may add one weapon every 3rd level, just as other fighting classes do. However, their non-proficiency penalty is -3. All Archer-Rangers can make only one hand-to-hand melee attack per round through the 8th level. At the 9th level through 15th levels, they can strike three times in two rounds. They gain two attacks per round only at 16th level and higher. At 7th level and above all Ranger-Archers can fire three arrows per round instead of just two.

All Archers can employ those magical items usable by all classes plus many other items as well. A magic bow and/or a magic arrow operates as +1 in an Archer's hands, over and above any magical bonus to hit and/or damage it may already have.

For specialized melee, archers use the rule of a 10% chance to get a second blow every round; measured from the level in which the specialization became final. So an Archer-Ranger who becomes specialized after the promotion to 3<sup>rd</sup> level gets a 10% chance at 3<sup>rd</sup> level, 20% and 4<sup>th</sup> etc., for a second blow in any round. The Archer-Ranger could, therefore, have a specialized longsword from the 3<sup>rd</sup> level promotion and a shortsword from the 5<sup>th</sup> level promotion.

Archer-Rangers cannot build a stronghold (*Players Handbook*, page 25). In melee, Archer-Rangers gain +1 to damage vs. the "giant class" just as Rangers do. Archer-Rangers are as stealthy as a Ranger, can track like a Ranger, and attract a body of 2-24 followers just as a Ranger does. Archer-Rangers gain Druidic spells and Magic-User spells outlined hereafter. Druidic spells are gained at the 8<sup>th</sup> level and follow the chart given for Rangers.

Archer-Rangers do not gain any special advantage from non-written magic items pertaining to clairaudience, clairvoyance, ESP, and telepathy, such as a Ranger can. (The DM can allow the Archer Ranger those advantages of course.)

Archer Rangers have a wider variety of spells available and, like other Rangers, can learn Druid spells as well. Archer Rangers begin learning MU spells at 8<sup>th</sup> level. Their spell capacity is as follows:

Level of Archer Ranger	MU type Spell Capacity		
	1st	2nd	3rd
8 <sup>th</sup>	1		
9 <sup>th</sup> and 10 <sup>th</sup>	2		
11 <sup>th</sup> and 12 <sup>th</sup>	2	2	
13 <sup>th</sup>	3	2	
14 <sup>th</sup>	4	2	
15 <sup>th</sup>	5	2	
16 <sup>th</sup>	5	3	
17 <sup>th</sup> and above	5	3	1

The magic-user spells would be the Archer-Ranger's Level MINUS 7. So a 13<sup>th</sup> level Archer Ranger would throw spells as a 6<sup>th</sup> level magic user with regard to range, area of effect etc.

There is no limit on what spells the magic-user can teach the Archer-Ranger but the magic-user must be of a

compatible alignment with the Archer-Ranger, i.e. the MU must be Good. Failure to learn a spell is permanent and that spell cannot be attempted at a later time.

Archer-Rangers can also learn Druid spells as follows:

Level of AR	Spell capacity		
	1st	2nd	3rd
7 <sup>th</sup> or 8	2		
9 <sup>th</sup> or 10	2	1	
11 <sup>th</sup> or 12	3	2	1
13 <sup>th</sup>	3	3	2
14 <sup>th</sup>	3	3	2
	The ability to polymorph self like a 7 <sup>th</sup> level druid		
15 <sup>th</sup>	3	3	3
16 <sup>th</sup>	4	4	3
17 <sup>th</sup>	5	5	3

There is no limit to what spells the druid may teach the Archer-Ranger

Note: it would not be incorrect to use same number of spells per level given for the Ranger subclass as opposed to the suggestions given here as they are quite similar.



Patrick E. Pullen

Archer Table			
Experience Points	Experience Level	Accumulated 8 sided	Level Title
0-2,500	1	2	Bowman (Bowwoman)
2,501-5,000	2	3	Master Bowman
5,001-11,000	3	4	Fletcher
11,001-22,000	4	5	Master Fletcher
22,001-42,500	5	6	Bowyer
42,501-92,500	6	7	Master Bowyer
92,501-162,500	7	8	Sharpshooter
162,501-240,000	8	9	Arrowsmyth
240,001-350,000	9	10	Archer
350,001-700,000	10	10 + 2	Archer Esquire
700,001-1,075,000	11	10 +4	Archer Knight
1,075,001-1,400,000	12	10 +6	Archer Lord
1,400,001-1,750,000	13	10 +8	Archer Master
1,750,001-2,100,00	14	10 + 10	Archer Grandmaster
350,000 experience points per level for each additional level beyond the 14 <sup>th</sup> . Archer-Rangers gain 2 hit points per level after the 9 <sup>th</sup> .			

It is not uncommon for Archer-Rangers to have a double title, like Fletcher-Scout or Ranger-Archer. Note that the Ranger-class title is given first. Any individual might only state part of his/her title. Note that the experience points necessary for each level are **different** for the Archer and for the Archer-Ranger. **(They used to be the same.)**

Archer-Rangers must be trained for their archery skills by a higher ranking Archer and/or Archer Ranger. Ranger skills can be taught by another ranger. Weapon proficiencies can be taught by any fighter class. If a new bonus to hit or damage is due after a promotion but the teacher is not another Archer than that bonus is not gained until an appropriate level Archer does the instruction.

### Addendum:

#### Strength and hurled missiles

A bonus to hit and/or to damage due to a character's Strength can be taken into account when that character or creature hurls a missile. Such missiles are throwing daggers, throwing axes, spears, hammers, and javelins (not darts). To gain a Strength bonus one must be proficient with the weapon.

However, magic-users never gain a Strength bonus to hit or to damage from a thrown dagger (aside: magic-users must *learn* to throw a dagger. First- to fifth-level M-Us are -5 to hit with a dagger, whether they like it or not, whenever they try to throw it.).

A Thief can gain a Strength bonus with a thrown dagger but never if he/she is trying for a "backstab" bonus.

The full bonus to hit and to damage is awarded for targets within 15 feet of the thrower. For the balance of the short-range distance, 16 to 30 feet (16 to 60 feet for a javelin) half the bonus is awarded. Halved bonuses are rounded down.

Giants gain their full Strength bonus to damage whenever the target is within 20 feet (See other notes on Strength In Leomund's Tiny Hut, *Dragon* #43.)

**\*Bull's Eye Accuracy table** used in common competition throughout the Flanness. Note: the DM can change the size of the target and the distance to it. Be sure to adjust the table below for those innovations.

18 arrows fired at 40 feet,

The Target is 6 feet in diameter and is composed of three concentric rings and a 3 inch black central ring.

The numbers below reflect ANY ordinary proficient archer using a bow. **Archer and Archer-Rangers add their bonuses to these rolls.**

Level of archer	Miss target	Outer ring 1 point to hit	Middle ring 2 points to hit	Center ring 3 points to hit	Bullseye 5 points to hit
1 or 2	1	2 to 5	6 to 8	9 to 19	20
3 or 4	1	2 to 4	5 to 7	8 to 19	20
5 or 6	1	2 or 3	4 to 7	9 to 19	20
7		1 or 2	3 to 7	8 to 18	19 or 20
8		1 or 2	3 to 6	7 to 18	19 or 20
9		1	2 to 6	7 to 18	19 or 20
10			1 to 5	6 to 18	19 or 20
11			1 to 4	5 to 18	19 or 20
12			1 to 3	4 to 17	18 to 20
13			1 or 2	3 to 17	18 to 20
14			1	2 to 16	17 to 20

## New Cleric Spell

### AIM

Level: 2  
Component(s): V, S, M  
Casting time: 2 segments  
Range: self  
Duration: one round per level of the Cleric  
Archer Ranger: 11<sup>th</sup> level 2 rounds,  
12<sup>th</sup> 3 round, 13<sup>th</sup> 4 rounds and  
14<sup>th</sup> 5 rounds)

Area of Effect: one target per throw or per shot

An AIM spell allows the cleric (or Archer) using a weapon that he/she is proficient at throwing (firing) to gain an extra 30 feet to the weapon's range and a +1 to the accuracy of the throw/shot. Clerics can throw hammers for example. Archers could apply this spell to their bow or a number of throwable weapons like a hand ax, dagger, spear etc.

The material component is the weapon. The somatic component is the firing of the bow or throwing of the weapon. The verbal component is a single word stated aloud by the cleric/archer ("hit", "fly" etc. are common words used to evoke the magic of the memorized spell).

A number of arrows or thrown weapons can be fired/thrown during the spell's duration.

The cleric or Archer can bestow this spell on a willing companion or ally who is proficient with a fired or thrown weapon. Thus crossbows and slings could be added to the list of weapons. The class and alignment of the person on whom the spell is bestowed is immaterial.



Maciej Zagorski

# An Index of the D&D Works of Lenard "Leomund's Tiny Hut" Lakofka

By Allan Grohe "Grodog"

*Editor's Note: Article copied from blog, "From Kuroth's Quill", with permission—thanks Grodog.*

While Lenard Lakofka is perhaps best known to D&D players for his character "Leomund" and his associated "Leomund's Tiny Hut" column in Dragon Magazine (as well as the third-level MU spell of the same name from AD&D), his roots in fantasy gaming run much deeper:

- Lenard attended the inaugural GenCon in 1968, and was contributing to the Spartan and the untitled IFW newsletters in the same year. See IFW zines at The Tome of Treasures forums by for "lakofka" as keyword:

<https://www.tomeoftreasures.com/forum/search.php>

- Lenard's fantasy miniatures rules were developed and playtested in his Diplomacy zine, Les Liaisons Dangereuses through mid-1975, as well as at GenCon VIII in 1975 and continuing through until at least 1980
- Like most TSR and/or TSR-associated tourneys at early GenCons, the titles of the events were very generic like "D&D For Prizes" or "D&D for Novices" or "D&D Adventure" up through about 1979, when event titles began to differentiate:
  - 1980 featured "Consort of the Queen" and "The Crypt of Yenoughu" ("A single session game with plenty of hard-and-heavy action for pre-rolled 5th-11th level characters."), "The Town of Grellton" ("An AD&D adventure with pre-diced characters, second through fifth level.) among others
  - 1981 featured "Devil's Spire" ("A party of 8th to 11th level adventurers weather encounters with a Pit Fiend, a Mage and myriads of monsters in an attempt to send Dispater back to the plan of Dis. An AD&D adventure."), "The Embassy to the Pale" ("Adventurers of 3rd to 5th level are recruited by the Baron Ratik, who seeks to attack the Bone March. The Baron must first obtain the help of the Theocracy of the Pale, and you and your comrades will carry his message to the theocrats."), and "The Lair of the Cloud Giant Feor" ("A vast castle site on the island of Voleax in the Northern Spindrift Isles, Here, a prince of the cloud giants makes his home with an assortment of nasty "pets." An

AD&D adventure with characters from 7th to 11th level.")

- You can explore many of Lenard's GenCon events at:  
[http://www.best50yearsingaming.com/programs/?utf8=%E2%9C%93&search\\_field=all\\_fields&q=lakofka](http://www.best50yearsingaming.com/programs/?utf8=%E2%9C%93&search_field=all_fields&q=lakofka)

## Lakofka in Diplomacy and Chicago Gaming Zines

**Les Liaisons Dangereuses:** Les Liaisons Dangereuses was published from 18 May 1969 and up through issue #81 (20 July 1977), and most of the LD issues are archive at <http://whiningkentpigs.com/DW/kent/l.htm>

Les Liaisons Dangereuses contains the following pieces mentioning Gary Gygax, GenCon, and Lenard's D&D rules/variants. This list is not comprehensive, merely what I've found to date, and obviously doesn't include data on issues missing from the Dippy Zines archive link above:

- **LD#44** - 18 May 1973, 4th Anniversary Issue, dedicated to J.R.R. Tolkien with a Smaug cover illustration: page 2 includes "A Short History of Liaisons Dangereuses" which recounts Lenard's introduction to the Diplomacy game via Gary Gygax at GenCon I in 1968
- **LD#57** - 26 May 1975: page 2 mentions SR#2, ending with "This zine is from the dynamic GENCON group who have produced so many great conventions and excellent miniatures rules from many historical periods"; page 6 states, "Also in LD 58 will be some notes, if not the beginning of a complete set of rules, on Fantasy Miniatures. The Chicago Wargaming group, whose chief members are Gene Leander, Mark Nyderek, Rich Swies, and myself (with respect to miniatures rules--especially Fantasy miniatures) is now writing an entire set of rules for fantasy miniatures. At this time we doubt if they will be made commercially available as some playtesting etc. is necessary. Your comments on them will be appreciated."
- **LD#58** - 18 June 1975: page 7 touches on Lenard's proposed fantasy rules, stating that he'll hold off on including them in LD until they'd been tested further; page 9 includes "Combat tables for fantasy miniatures--compatible with Dungeons & Dragons" which is a basic attack/resolution matrix based in Chainmail
- **LD#59** - 9 July 1975: page 10 (and a little of page 1) includes "Casting a Spell--Fantasy Rules



Additions" [with the last few words on page 10 in the title obliterated]

- **LD#61** - 27 Aug 1975: page 4 includes a GenCon VIII report, with mention of Ral Partha's premiere fantasy line of minis; pages 7-11 include "Fantasy Rule Additions"
- **LD#62** - 18 Sept 1975: pages 5-7 feature "Additional notes on spells"; pages 8-10 include "An expedition played under LD rules" and "Cleric Spells"
- **LD#64** - 5 Nov 1975: pages 7-9 feature "A sand table battle" summary/report from a Middle Earth Gondor-Mordor battle, played with with Lenard's minis rules from LD#58-62.
- **LD#65** - 5 Dec 1975: page 4 includes a letter from Gary Gygax re: GenCon withdrawing its bid to host DipCon 1976, and will shift their hosting bid to GenCon 1977; also states, "Meanwhile, plans for a fantasy battle at GenCon can now proceed. Let us know what day will suit you best, times, etc." and Len adds "for all of you D&D fans he also promises a hobby shop opening soon and knowing Gary it will [be] a great effort" as well as this longer comment: "I will be gamemastering a fantasy battle (or two) at Gen Con using variable success Spell Rules as outlined in LD. Since I will be spending most of the week in Lake Geneva I will try a separate game for each of the conventions scheduled days. I have suggested to Gary a team event using a single elimination system---as we did in 1971 at Gen Con for an armor team game. The plan for this event will firm up before Christmas once Gary and I have crossed a few letters in the mails." This seems similar to the scoring system used in the December 1976 Tsojconth tourney from WinterCon V.
- **LD#66** - 21 Jan 1976: page 8 mentions SR#5 contents and Len's "Highly recommended!" summary, which Lenard concludes with a note "if it only had a demonstration game of Diplomacy or perhaps a Fantasy Variant-- Gary? I'll GM such a game if you would like to include it.)"
- **LD#68** - 3 March 1976: page 1 mentions GenCon 9; page 6 Len writes a play summary/mini-review of Dungeon!; page 7 has an ad for Origins II
- **LD#70** - 18 May 1976, 7th Anniversary issue: includes the letter "Dunned for a Dragon Article" by Gary Gygax on pages 11-12 talking about D&D and its history
- **LD#71** - 1? June 1976, Fantasy Special issue: page 1 mentions GenCon IX and Origins II, pages 5-9 "Fantasy Rule Additions" (dated 16 May 1976, and

related to (build on?) those Lenard published in TD#1)

- **LD#72** - 17 July 1976, the Dungeons & Dragon Special Women & Magic issue: "Women & Magic" by Lenard W. Lakofka and E. Gary Gygax on pages 2-4, 8-11
- **LD#73** - 16 Aug 1976: "Expanding the Combat Table in Dungeons & Dragons" on pages 3; something about Doors on pages 4-5; something about Blackmoor's combat system on page 6
- **LD#74** - 14 Sept 1976: "The Pyrologist - A Study in Fire Use: A New Dungeons & Dragons Subclass" by Lenard Lakofka and E. Gary Gygax; and a review of Lankhmar (TSR 1976)
- **LD#75** - 17 Nov 1976: "Skrying in Dungeons & Dragons" by Lenard Lakofka & E. Gary Gygax
- **LD#76** - 14 Dec 1976: "Dwarves & Hobbits & Magic" by L. W. Lakofka & E. Gary Gygax on pages 3-5
- **LD#77**: pages 2-3 = something by LL & EGG about combat and MA at Winter Fantasy (a game report it seems?); page 4 MA review; ad for "A Chicagoland Game Club! The Dragon Seekers" on page 5 (2 Feb 1977)
- **LD#79** - 25 April 1977: mentions "Big Anniversary Issue Next Time! D&D and Diplomacy."
- **LD#80** - presumed May or June 1977: "Manufacture of Magic Items in Dungeons & Dragons" by Lenard W. Lakofka in association with E. Gary Gygax on pages 3-18 plus 21, which includes enchantment and guidelines for all types of magic items, and a short section on the identification of magic items ; "Regaining Spell Levels" by Lenard W. Lakofka in association with E. Gary Gygax on pages 18 and 21

**The Wizard** newsletters (1977): Lenard edited this Chicago newsletter for the Dragon Seekers club (although there may have been another newsletter entitled "DragonSeekers" too?), and articles penned by Lenard appear in issues #3 and #4:

#### **Issue #3 (1077):**

- "The Pyrologist, a new Dungeons & Dragons subclass: A Study in Fire Use": 9 pages of codified and cleanly-presented class details and new spells, clearly built from the year-earlier article in LD#74
- "The Gods and Dungeons & Dragons": I believe that this is the first mention of the gods from the "island of Lendore" pantheons (although not

named Sueloise in nature as such at this time---these first gods of Lendore were from the Egyptian, Greek, and Norse mythoi), and lays out Lenard's approach to defining the rules that bound deities and their interactions in the campaign setting---including a gods-level saving throw chart!

#### Issue #4 (January 1978):

- "Animals & Monsters: Attack Modes" by Lenard Lakofka and W. John Wheeler (later known as a co-founder of The Companions) on pages 2-5
- "Climbing and Falling" by Lenard Lakofka on page 6
- "Damage and Special Damage" table by L. W. Lakofka in association with E. Gary Gygax on page 7
- "Dungeonmastering - A Soliloquoy" by Lenard Lakofka on pages 8-9
- "Lycanthropy" by Lenard Lakofka on pages 10-11, 14
- "A Miniatures battle for up to 12 players - Played on August 20 1977 @ GenCon X" by Lenard Lakofka on pages 12-14

#### Leomund in Dragon and with The Companions

From the DragonDex, an extract of all of Lenard's articles from The Strategic Review, The Dragon, and Dragon Magazine:

#### Lakofka, Len

"Action In the Melee Round"	43(26)	D&D1
"Adding Depth To the Flanaess"	52(18)	D&D1
"All Good Things Must End..."	31(30)	D&D1
"Beefing Up the Cleric"	58(5)	D&D1
"Blueprint For a Lich"	26(36)	D&D1
"Bureaucrats and Politicians"	74(8)	D&D1
"Cloistered Cleric, The"	68(30)	D&D1
"Creating Tailor-Made Monsters"	108(9)	D&D1
"Experience: By Doing and Learning"	35(14)	D&D1
"For NPC's Only: The Death Master"	76(10)	D&D1
"Gods of the Suel Pantheon"	87(23)	D&D1

"Gods of the Suel Pantheon"	88(8)	D&D1
"Gods of the Suel Pantheon"	89(20)	D&D1
"Gods of the Suel Pantheon"	90(24)	D&D1
"Gods of the Suel Pantheon"	92(22)	D&D1
"Good Evening: Are You Wild About Vampires?..."	30(7)	D&D1
"How To Make a Pantheon You Can Have Faith In!"	36(17)	D&D1
"If You Meet These Monsters, Don't Let Them Bug You"	32(16)	D&D1
"Inner Planes, The"	42(24)	D&D1
"Just a Door? Not Any More"	53(56)	D&D1
"Keep Track of Quality"	65(13)	D&D1
"Len Lakofka's Fantasy Miniatures Rules"	1(13)	--
"Leomund's In a Rut"	36(29)	D&D1
"Let Them Entertain You"	69(54)	D&D1
"Magic For Merchants"	62(56)	D&D1
"Make Charisma Count For More"	63(19)	D&D1
"Missile Fire and the Archer Subclass"	45(32)	D&D1
"Mission Control"	48(63)	D&D1
"Monsters: How Strong Is Strong?"	44(28)	D&D1
"New Charts, Using the '5%' Principle"	80(48)	D&D1
"New Monsters For Low Levels"	66(54)	D&D1
"Notes On Women & Magic"	3(7)	OD&D
"Presenting...The Monties"	37(16)	D&D1
"Presenting the Suel Pantheon"	86(30)	D&D1
"Rearranging and Redefining the Mighty Dragon"	38(10)	D&D1
"Recipe For the Alchemist, A"	49(56)	D&D1
"'Segment of Action' System..."	34(34)	D&D1
"Shield and Weapon Skills"	57(10)	D&D1
"Smoothing Out Some Snags In the AD&D Spell Structure"	33(16)	D&D1
"Specialization and Game Balance"	104(28)	D&D1

"Starting From Scratch"	39(20)	D&D1
"Thief: A Special Look, The"	47(20)	D&D1
"Tone Down the Demi-Humans"	105(10)	D&D1
"Working Your Way Up To First Level"	51(22)	D&D1

**With The Companions:** While Lenard contributed to a few of their products, as well as participating in some seminars with them at GenCons in the 1980s, their collaboration began in the late 1970s, as seen in The Wizard issue #4 piece above:

- Treasure Trove I: Cards of Power (1982)
- Plague of Terror (1983)
- I'm pretty sure that Lenard wrote for some additional products from The Companions, will pull them out to confirm and add here

### Lenard's More-Recent Work

- The Oerth Journal Issue 1 - May 1995): "The History of Oerth (Oerik)" written with Steven "Tamarlane" Wilson, et al
- The Oerth Journal Issue 10 - Jul 1999): "Leomund's Life"
- The Oerth Journal Issue 11 - May 2000): "A History and Timeline of the Suloise"
- Footprints (Issue 5 - Aug 2005)
- Footprints (Issue 6 - Dec 2005)
- Footprints (Issue 7 - Apr 2006)
- Footprints (Issue 7 - Apr 2006)
- Footprints (Issue 8 - Aug 2006)
- Footprints (Issue 9 - Dec 2006)
- Footprints (Issue 12 - Mar 2008)
- Footprints (Issue 14 - Jan 2009)
- Footprints (Issue 15 - Jun 2009)
- Footprints (Issue 17 - Mar 2011)
- & (Issue 3 - Winter 2012)
- Gyfax Magazine (Issue 1 - Feb 2013)
- & (Issue 4 - Spring 2013)
- & (Issue 5 - Summer 2013)
- Gyfax Magazine (Issue 2 - Autumn 2013)

- & (Issue 6 - Fall 2013)
- & (Issue 7 - Winter 2013)
- & (Issue 8 - Spring 2014)
- Gyfax Magazine (Issue 4 - Summer 2014)
- & (Issue 9 - Summer 2014)
- & (Issue 10 - Fall 2014)
- Gyfax Magazine (Issue 5 - Winter 2014-2015)
- & (Issue 11 - Summer 2015)
- Gyfax Magazine (Issue 6 - Sep 2015): Leomund's Secure Shelter - "Telepathy in First Edition AD&D"
- & (Issue 12 - Fall 2015)
- & (Issue 13 - Fall 2016)
- Dragon+ (Issue 14 - Jun 2017)
- Dragon+ (Issue 28 - Nov 2019)

Lenard's RPGgeek entries also highlight some contributions to early D&D-related Netbooks, which I'll dig up and add here too.

### Interviews and Livestreams with Lenard

For some basic information about Lenard, see his Wikipedia and RPGgeek entries.

I helped James Malizewski contact Lenard in 2008 to conduct this three-part interview series:

<https://grognardia.blogspot.com/2009/11/interview-len-lakofka-part-i.html>

<https://grognardia.blogspot.com/2009/11/interview-len-lakofka-part-ii.html>

<https://grognardia.blogspot.com/2009/11/interview-len-lakofka-part-iii.html>

And of course Lenard has been a frequent guest on Jay Scott's LordGosumba Greyhawk-focused livestream on twitch.tv. I haven't built an index of all of Lenard's appearances on Jay's show yet, but will continue to work on that:

- Lenard Lakofka Q & A !!! - Legends & Lore #47 - This was the first time that Lenard and I "spoke" live together, after corresponding for about 15 years or so

- More to come, but here's a quick search for Lakofka episodes in the meanwhile:

<https://www.youtube.com/channel/UCpVZnHGQTajVDJptDRSW7xA/search?query=lakofka>

Of course my greatest appreciation goes out to Lenard Lakofka, for sharing his works with us over the decades---our Greyhawk and AD&D gaming has been a far richer experience thanks to your myriad and substantive contributions! You are missed!

### Research Thank Yous!

My thanks to Mark Petrick for scans of The Wizard newsletters; to Andrew "Fid" Weist, Bryan Fazekas, Andreas Claren, David Prata, and the many L4 and L5 organizers and editors at Dragonsfoot who brought those projects to published completion; and to Fid again for the LD#80 articles.

Allan.



Lawrence van der merwe

# KNIGHT

By Daniel Ottavio

Knights are elite battlefield leaders who pledge their service to a lord. A force multiplier, knights are capable of rallying allies and striking fear in their enemies. Knights are as comfortable fighting on horseback as they are on foot. Fearless warriors, knights will ride into any battle.

In exchange for their service to a lord, knights are trained to lead men into battle. A knight's lord could be a noble, guild master, military general, or a king. Service to a lord is what gives a knight their strength and influence. Without service to a lord, a knight is no longer a knight. The conduct of the lord should be reflected in the knights that serve them. For example, knights that serve a pious cleric will likely follow a code of conduct that is honorable, humble, and noble. However, a knight that serves an evil dark lord will likely be cruel, diabolical, and without mercy.

## The Knight Class

Minimum Scores	Str 9, Dex 9, Cha 13
Hit Die Type	D10 (max 9 hit dice)
Alignment	Any Lawful
Experience Bonus	Str and Cha 16+
Armor Permitted	Any
Weapons Permitted	Any
Weapon Proficiency	3, +1 every 2 levels
Penalty to hit for non-proficiency	-2
Weapon Specialization	Optional
Races Allowed	Human, Elf, Half-Elf



Race	Max Level
Human	Unlimited
Elf	6
Half-Elf	7

## Knight Class Abilities

**Bonus Attacks:** A knight receives "Bonus Attacks" as a Fighter of the same level.

**Defender:** A knight receives a +1 AC bonus when wearing splint, scale, or plate armor. At 7<sup>th</sup> level this bonus is increased to +2.

**Demoralize:** At 5<sup>th</sup> level, a knight can give enemies within 30 ft a -2 "to hit". This can be performed once per day. Enemies that successfully save vs spell with a -2 modifier experience no affect. This affect lasts a number of rounds equal to the Knights level. The number of enemies affected by this is 11 plus the level of the Knight.

**Charge on Horseback:** A knight gains a bonus "to hit" when charging on horseback. This bonus is applied on top of the default "to hit" bonus for charging in combat. This bonus only applies while charging with a war horse. See the table below for the charge bonus.

Knight's Level	Bonus "to Hit"
2	1
5	2
8	3

**Embolden:** At 3<sup>rd</sup> level, a knight can give allies within 30 ft a +2 to all saving throws. This can be performed once per day. This bonus lasts a number of rounds equal to the knights level. The number of allies affected by this is 11 plus the level of the Knight.

**Inspire:** Once per day, a knight can give a bonus "to hit" to his/her allies during combat. This bonus lasts a number of rounds equal to the Knight's level. The number of allies affected by this is 11 plus the level of the Knight. See the table below for the Inspire "to hit" bonus.

Knight's Level	Bonus "to Hit"
2	1
5	2
8	3

**Loyalty:** A knight must pledge his/her service to a lord. The details of the lord's identity is up to the GM's discretion. Examples include: noblemen, guild masters, military generals, kings, etc. A knight must maintain

good standing with their lord to be a knight. It is recommended that a knight provide a frequent service such as giving 10% of all wealth, or performing military duties to maintain good standing. How a knight maintains good standing is up to the GM's discretion.

Loosing a lord, or good standing causes the knight to loose all class abilities. A knight that finds a new lord or returns to good standing regains all class abilities. How a knight returns to good standing is up to the GM's discretion, but it is recommended that the knight must overcome a significant obstacle to achieve this.

**Order of Knights:** At 10<sup>th</sup> level, a knight may establish an order and attract followers. This requires the acquisition of a stronghold. The number of followers attracted to the order is limited to what the knight can afford for their upkeep. The purpose and motivation of the order is up to the GM or player's discretion.

Followers at 0 level arrive at a rate of 2d10 per month. For every 40 0-level followers that arrive, a 1<sup>st</sup> level knight arrives. For every 80 0-level followers, a 5<sup>th</sup> level knight arrives. 0-level followers require 2gp/month. A knight follower requires 100gp per level of the knight.

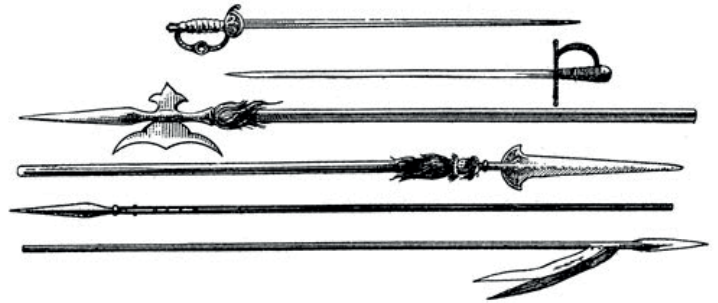
**Starting Mount:** At 1<sup>st</sup> level, a knight starts with a palfrey (riding) horse.

**Willpower:** A knight is immune to the effects of magically induced fear.

## Knight Level Advancement

Level	Base Experience Points Required	Hit Dice (d10)
1	0	1
2	2,250	2
3	4,500	3
4	9,000	4
5	18,000	5
6	36,000	6
7	72,000	7
8	150,000	8
9	300,000	9
10	600,000	9 + 3
11	725,000	9 + 6
12	900,000*	9 + 9

\*Knights require 175,000 experience points per level beyond level 12. After level 12, knights gain 3 hit points per level.



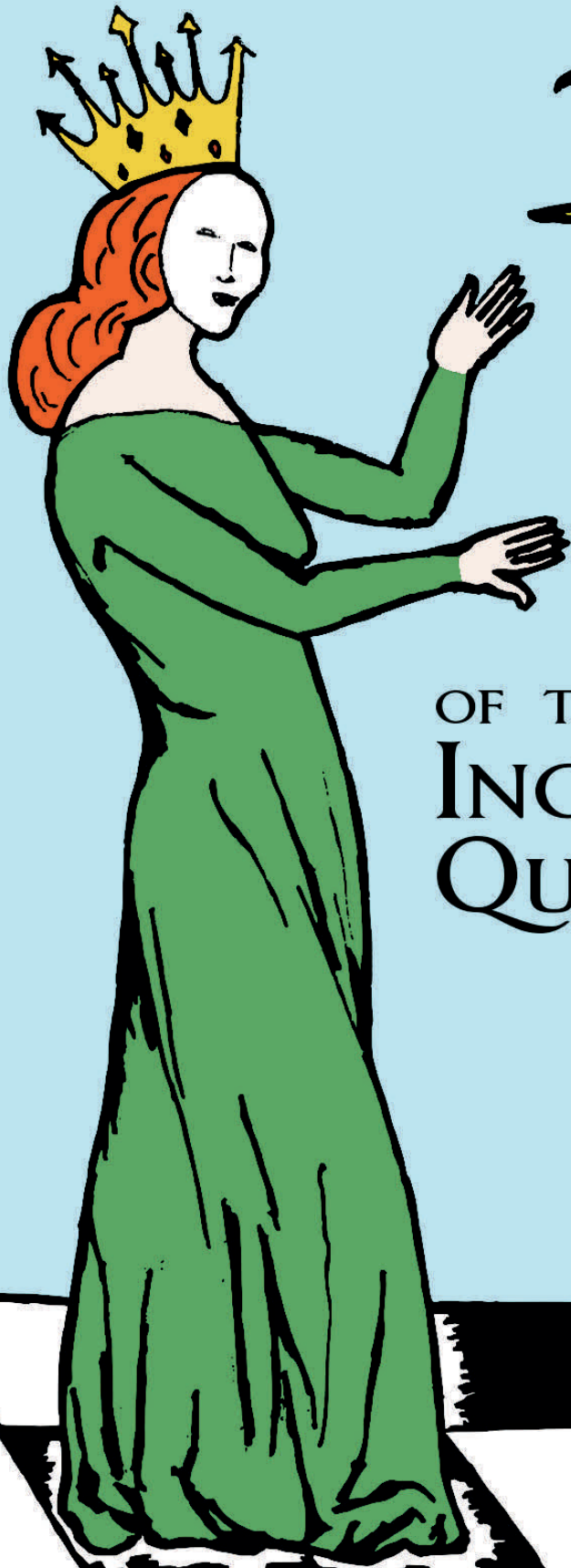
Level	Rod, Staff, Wand	Breath Weapons	Death, Paralysis, Poison	Petrification, Polymorph	Spells
0	18	20	16	17	19
1-2	16	17	14	15	17
3-4	15	16	13	14	16
5-6	13	13	11	12	14
7-8	12	12	10	11	13
9-10	10	9	8	9	11
11-12	9	8	7	8	10
13-14	7	5	5	6	8
15-16	6	4	4	5	7
17-18	5	4	3	4	6
19+	4	3	2	3	5

Level	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
0	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11
1	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
2	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
3	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
4	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
5	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
6	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
7	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
8	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3
9	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
10	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
11	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
12	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1
13	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
14	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
15	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
17	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
18	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7
19	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8
20+	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9



Public Doman

GILDED DREAM



OF THE  
INCANDESCENT  
QUEEN





# GILDED DREAM OF THE INCANDESCENT QUEEN

## A Labyrinth Lord adventure for levels 3-6

Written by H.D.A. - [terriblesorcery.blogspot.ca](http://terriblesorcery.blogspot.ca)

Illustrated by H.D.A. (cover, sanctum exterior, maps) and Medieval artists

Originally for the [tenfootpole.org](http://tenfootpole.org) forums 2020 Random Adventure Generator Contest.

Special thanks: DangerousPuhson for creating the contest and Malrex, Grützi, squeen and DangerousPuhson for their reviews and feedback.

### The Story so Far

The Witch-Queen Purah found that one lifetime was not enough for her grand ambitions. Prevented by her vanity from facing a rotting corpse in the mirror for eternity, she disdained the path of lichdom. Instead, she sought to purify her earthly body in the Source of Life itself! From her bastion in the clouds, her elemental servants raised a golden staircase to the sun. When it was done, she climbed up and never returned.

Her enchanted fastness still roams the skies, its marble halls silent and empty for centuries. What might remain inside? Treasure, certain death, or maybe even ascension...

Queen Purah ruled a bloody and tyrannical empire. It was rumored she owed her vast wealth and dominion to her mastery of Alchemy. In fact, she bound a demon named Xur-Gonath into her service. It labours still, transforming metals brought by her servants into gold and silver coins (B3).

Nearing the end of her life, she explored every option to extend her years: magic mirrors, lichdom, medicine, even Infernal bargains. Nothing was satisfactory. Finally, she built the sanctum and attempted to transcend mortality itself. It didn't work out.

The stairs which climb to the sun (31) are a moral test. Those who are righteous and unworldly enough may reach beyond mortality. Those who love wealth and power will be corrupted or destroyed. The Witch-Queen, in her hubris, believed she would pass the test – she did not. Now her hateful corpus lurks in her throne-room, brooding on her failures and lamenting her lost empire.

### To the DM

This adventure is intended to be difficult and dangerous. Reaching the sanctum without being electrocuted may be a challenge of its own! The stairs themselves (31) are not a reward but rather a death-trap that some characters have a blind shot at surviving. Many NPCs in the adventure have useful knowledge about local dangers – parties who don't gather information and put the pieces together might make a fatal mistake!

Thus is the game played.

I wrote this adventure so that it could fit into almost any campaign. It does however rely upon that old stumbling-block, alignment. The stairs and scales (31, B1) as well as a few monster abilities are written for one-axis Law and Chaos alignment. If you use nine-point alignment in your game you must tweak the numbers slightly. Where you see Lawful you should read Lawful Good. Chaotic becomes Chaotic Evil. Neutral likewise becomes True Neutral. Intermediary steps are yours to break down as you see fit. I would only caution against creating too many ways to gain points. The stairs and scales are meant to be harsh and exacting tests, with commensurate rewards.

New magic items are marked with an asterisk (\*). Descriptions are at the end.

### Beginning the Adventure

A few possible entry points into the sanctum from least to most dangerous:

**A magic portal.** In my own game, an enchanted painting of the floating palace is on display in a powerful wizard's home. This makes the sanctum a unique sort of sub-level in a larger location of your own devising. Nothing else exists inside the painting. There is no ground to land on. Falling off the sanctum a certain distance deposits the character back outside the painting, possibly suffering impact damage depending on your level of cruelty.

**Hook:** The wizard who owns the painting is famous for his transmutational powers. Nobody knows that he simply traffics with Xur-Gonath, who does all the work. The party enters his home to find the source of his power, discovering the painting in the process.

**The sanctum floats above your campaign world,** occasionally drifting low enough that it can be seen with the naked eye. The PCs might hear rumours of Purah's old empire or simply wish to visit the strange structure in the sky. In this event, falling from the fortress is surely fatal without magical help.

Hooks:

- Another adventuring party has ventured into the sanctum first. After several weeks they are presumed dead, until rumours surface of the same group ram-paging through the realm leaving devastation and horror in their wake. They have been turned into undead monsters, and the PCs must venture into the sanctum to find out what happened.

- All the tin and lead in the kingdom is being stolen! The few survivors of raids on the mines say "dragons made of rain clouds" attacked, took everything and flew up to the skies.

- An aging bishop of a Lawful religion is nearing death. Moldytomes tell of a priestess-oracle so pious she united with the godhead while still alive, and can answer any Earthly question. The bishop wishes to undertake this final adventure and asks the PCs to bring him to the sanctum.

**Purah built her sanctum in the elemental planes.** Between the Plane of Air and the Positive Energy Plane lies the Para-elemental Plane of Lightning. Here the fortress is only reached by magical means. The journey will be dangerous and might make for several sessions' worth of adventure. Falling from the balcony drops the character "downwards" towards the elemental plane of air, but it is unlikely the unfortunate will land. Without magical help, death comes swiftly from lightning strikes. Consult the AD&D Manual of the Planes for suggestions.

Hooks:

- The party finds a magical gate in an ancient ruin. Activating it brings them to **Room 1**. Can they find their way home, or will the dangers of the sanctum be their end?

- Some believe Purah is still alive. The players might seek her consultation on matters of transmutation, magic, history, or statecraft.

- Rival adventurers have just returned from the elemental plane of air with some odd treasure: coins printed with a woman's face, a snake, and the word "Xur-Gonath." Research indicates it is the name of a powerful demon of greed thought to have been killed millennia ago.

## Conditions Outside

A raging electrical storm surrounds the sanctum at all times. Anyone standing on the balcony (0) or flying within 1000' is in danger. Every round there is a 10% chance of someone being struck for 1d8\*1d10 dam-

age, save vs. spell for half. Check once for all beings in the area, then randomly determine among them who is hit.

The booming of thunder from the storm clouds is deafening. It renders speech and spellcasting impossible outside. Once characters have entered the sanctum (where this booming is reduced to a dull roar) or departed beyond 1000' distance, make a save vs. spells every turn to regain normal hearing and spellcasting ability.

## In the Sanctum

**The sanctum is a double-tetrahedron**, 650' from top to bottom. The main floor is right in the middle, where the structure is thickest. The levels are 140' apart vertically. Rooms have 30' ceilings. Doors are marble with steel hinges, operate smoothly and are not locked.

The hallways are polished white and grey marble, trimmed with gold and silver highlights. Furniture and artwork is clean and well-cared for. Soft lighting permeates the sanctum, like being indoors on an overcast day.

**Space is distorted within the sanctum.** The three triangular rooms on the main floor (**5, 8, 13**) are a different size and shape 'inside' than their footprint on the map. Pay attention to the size notations and included maps. Some rooms are open to the sky from the inside (**5, 31**) allowing exit but not entry. Thunder and lightning are not a danger in these rooms unless a character exits by these means, in which case they are subject to outdoor effects as normal.

## Factions and NPCs

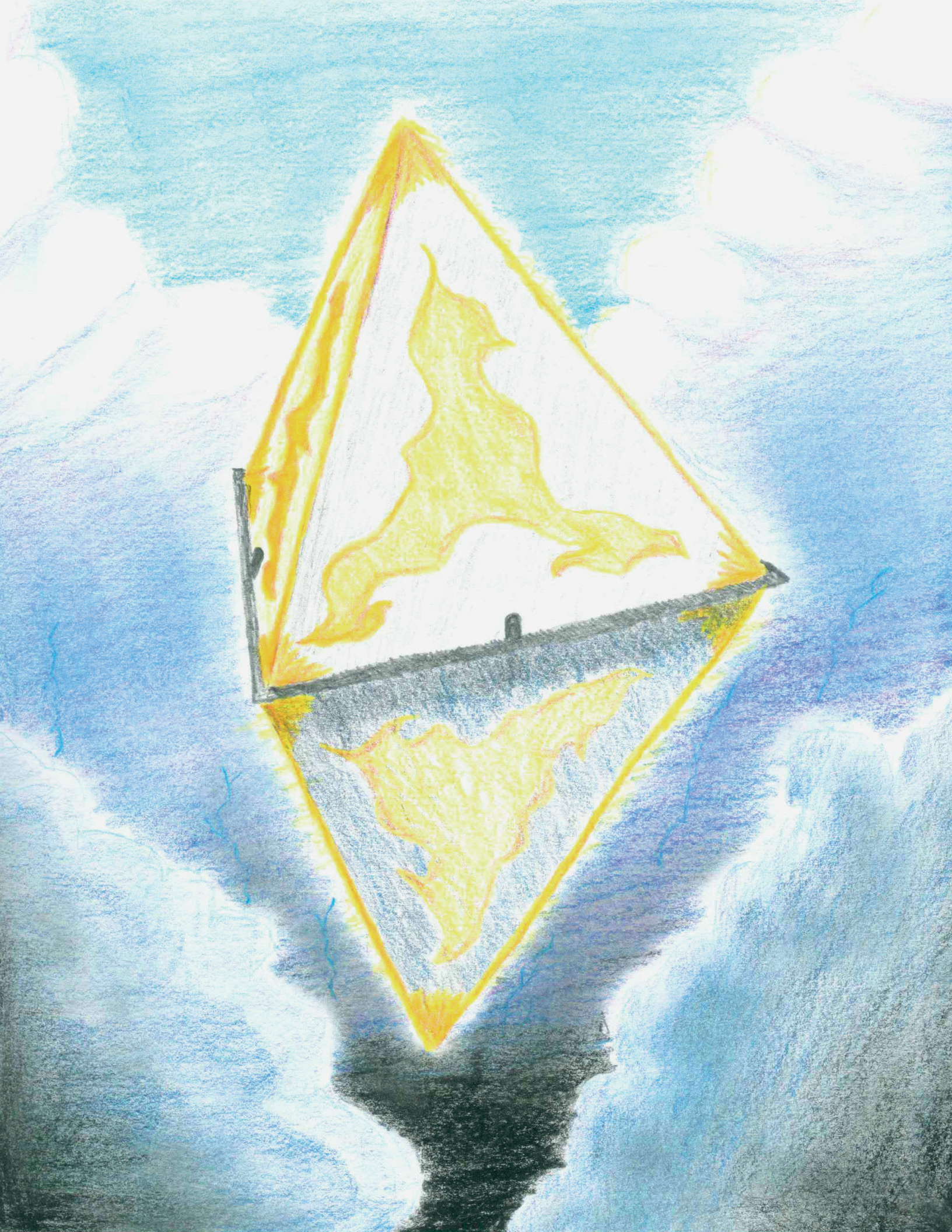
**Worthless remains** – May cooperate and employ clever tactics against the group, or attack in a blind rage. They obey Purah out of fear. If she gets close to defeat they might flee or turn on her.

**Want:** Some fun. For you to suffer.

**Intelligence:** Human. Variable, mostly average.

**Bases:** 23 – Preparation Room, 31 – Throne Room.

**Cloud butlers and marble courtesans** – Have dwelt here since the Queen was alive and know how everything works (password for the teleporter at 22, etc). Loyal to Queen Purah alone. Polite but firm. As far as they know, she climbed the stairs and never returned. Can't connect the maddened thing in the throne room with their departed mistress.



**Butlers want:** The Queen's return. New orders. The bolt-kin removed. To clean and maintain the sanctum, occasionally leaving to find raw materials for Xur-Gonath.

**Intelligence:** Below average. Understand language, but limited vocabulary.

**Base:** 10 – Hurricane.

**Courtesans want:** The Queen's return. New orders. All intruders out of the sanctum (gilded ones might be okay). To serve guests, provide entertainment and conversation.

**Intelligence:** Above average. Eloquent, but philosophies and conversation topics hopelessly outdated.

**Bases:** 24 – Workshop, 8H – Statue Garden.

**The Gilded Ones** – Know nothing, surprised by everything. Might be persuaded to help the right group. Jump to conclusions about “evildoers” based on the smallest actions. Culturally insensitive tourists with holy powers.

**Want:** To tell people about the sun, piety and goodness. To learn about the strange world they find themselves in. To punish or destroy the wicked.

**Intelligence:** High, but not “street smart.”

**Xur-Gonath** – A Glabrezu demon magically bound to do Purah's alchemical work (B3). Knows the whole history of the sanctum: why it was built, who everyone is, how the scales and stairs work.

**Wants:** Freedom. Evil deeds. Ernas dead. May polymorph itself into a convincing shape, offer the PCs money or anything else it can think of.

**Intelligence:** Genius. Don't hustle a hustler.

**Ernas** – A monk imprisoned by Purah long ago (B4). Used to test the stairs, knows how they work. Has renounced the world to seek enlightenment.

**Want:** To continue his contemplation. Inside his cell is fine.

**Intelligence:** Average.

**Jehannot** – One of Purah's former generals. Petrified and thrown into the ocean (8G). Once tough, too much fine living has thoroughly dissipated him. Last thing he remembers, Queen Purah was starting some crazy new plan...

**Want:** To escape with his skin intact!

**Intelligence:** High.

**Purah** – Corrupted remains of the Witch-Queen (31). Hates everything and everyone. Usually afraid to venture down to the main floor because the servants don't recognize her anymore. Suspects what happened, but puts a brave face on – “It's fine, I'm working on it.” If she fails a morale check she may admit her plans are ruined before going utterly berserk.

If she learns that intruders are roaming her sanctum, she may investigate. Use her spells to disrupt and disturb the party, set off traps, bait other monsters into attacking and generally make their lives miserable. She is terrified of death and will try to escape if a fight goes bad (if she hasn't gone berserk).

**Wants:** To increase the misery in the world, even her own. To be praised, flattered and obeyed. To live forever. To be beautiful again.

**Intelligence:** Genius. Clever, perceptive and vicious.

## Random Encounters

Roll a d6 every 2 turns or during a commotion, with an encounter indicated on a 1.

**1 - (2d8) Worthless Remains** - Sunken, withered human corpses. Eyes are hateful black pits. Poisonous fumes emanate from their corrupted bodies. They hunt, crawl, wheeze, caper and cry while inflicting mayhem on everything in their path.

Activities (d6):

1 - bemoaning their fates

2 - brawling amongst themselves

3 - playing dead

4 - cackling throughout the halls

5 - pulling the wings off sunlight moths

6 - running from marble courtesans

Mv 120' (40'); HD 2; AC 7; rusty weapons 1d6; ML 10; AL C; XP 47; rotting miasma - 10' radius 1d6 dmg/round, berserks on morale failure (+1 to initiative, hit and dmg), undead immunities.

**2 - (1d4) Cloud Butlers** - Whirling elementals of the storm bound into a menagerie for the Queen's amusement: dragons, griffins, chimeras, manticores, lions and stranger shapes. Dripping with water, transparent edges condensing to a deep blue center crackling with distant inner lightning.

Activities (d6):

- 1 - tidying up
- 2 - looking for intruders
- 3 - on the way outside to see the storm
- 4 - morosely seeking their Queen
- 5 - passing the time with a marble courtesan
- 6 - shooing out a few bolt-kin

Fly 150' (50'); HD 5; AC 4; bite 1d8 or whirlwind; ML 10; AL N; XP 500; magical weapons to hit; whirlwind - 30' radius 1d6 dmg/round.

**3 - (2d10) Sunlight Moths** - Twinkling with sky-blue and yellow radiance, hard to look at directly. Roam around in flocks. Not hostile, but dangerous to be around.

Activities (d4):

- 1 - batting at a light source
- 2 - resting on the walls
- 3 - whirling about the room
- 4 - just disturbed by a bolt-kin prank

Fly 90' (30'); HD 1 hp; AC 5; ML 4; AL N; XP 6; radiation - 50' radius dmg/round = number of moths/3.

**4 - (1d6+1) Bolt-kin** - Flickering blue-white afterimages with rough humanoid outlines. Visiting from nearby clouds. Always moving, frantic, excited, just want to have fun, unwilling to spend much time negotiating. Feel sorry for the cloud butlers, want to free them from servitude.

Activities (d6):

- 1 - playing tag
- 2 - hiding on the ceiling to observe the group
- 3 - flashing from the corner of your eye (surprise on 1-3)
- 4 - fleeing from marble courtesans
- 5 - laughing as worthless remains try to hurt them
- 6 - hectoring some cloud butlers about freedom

Fly 150' (50'); HD 1; AC 6; shock touch 2d6; ML 6; AL C; XP 19; ignores AC from metal armour; magical weapons to hit; if struck by a metal weapon they discharge their attack for the round automatically.

**5 - (1d3) Marble Courtesans** - 8' statues of bathing women with the heads of bulls, lions, eagles or men. Wander the halls looking for people to talk to. Scrupulously pleasant.

Activities (d6):

- 1 - having the same debate they've had for years
- 2 - contemplating their own reflections
- 3 - carrying supplies to Xur-Gonath
- 4 - posing as a mundane statue
- 5 - searching vainly for the Queen
- 6 - trying to catch a few bolt-kin

Mv 60' (20'); HD 5; AC 3; fists 2d6/2d6; ML 11; AL L; XP 650; immune to electricity, half damage from cutting/piercing weapons.

Animated by a scintillating dust inside their bodies. When they are destroyed, it spills out in a blinding, choking cloud (as color spray in 15' radius). If carefully recovered it may be used in alchemy or magic item creation, or sold for 2000 gp per complete statue's worth.

**6 - The Gilded Ones** - Celestial entities who wandered down the stairs from the realm of the sun. Mr. Halls is a brawny man with the head and wings of a blue dove wearing bulky, elaborate golden plate armour. Mr. Waits is an anthropomorphic lamb with golden wool.

Their reaction is influenced by alignment: if everyone in the group is Lawful, subtract two from the roll. Add 1 if at least one member is Neutral and an additional 1 for each character of Chaotic alignment. This effect can be evaded by non-detection or similar.

Activities (d6):

- 1 - discussing their next move
- 2 - exclaiming over a newfound wonder (actually mundane object)
- 3 - debating a fine point of thermodynamics
- 4 - wondering about the 'inanimate beings' they saw around the stairs

5 - frolicking with sunlight moths

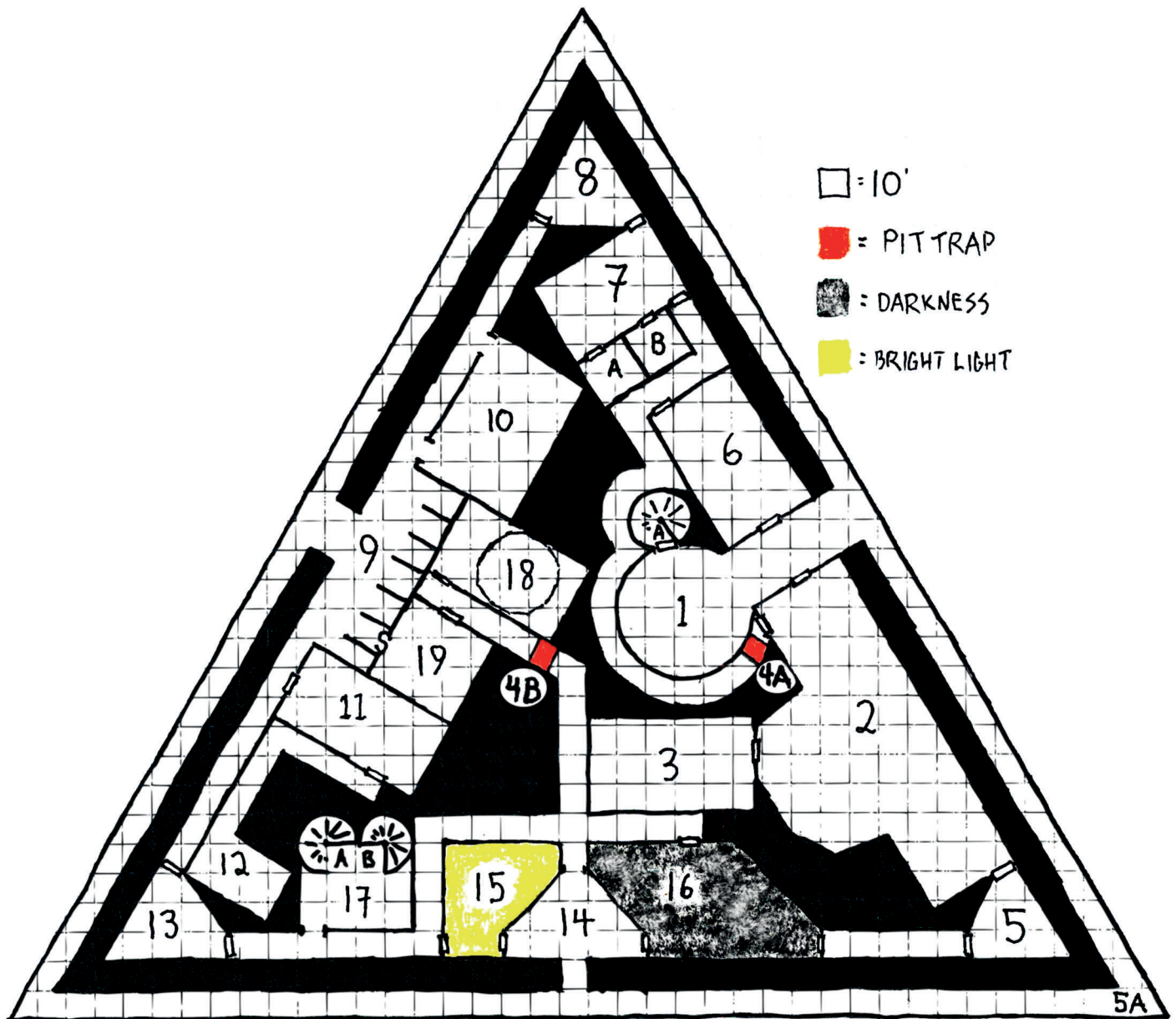
6 - thrashing some worthless remains

**MR. HALLS** - Mv 90' (30'), fly 180' (60'); HD 8; AC 0; staff 1d8+3/1d8+3; ML 12; AL L; XP 2060; +1 weapons to hit; 30% magic resistance; Mr. Halls' Plate\*, Mr. Halls' Staff\*.

Lawful behaviour is a natural law in sight of Mr. Halls. Contracts cannot be broken, lies cannot be told, combat cannot be initiated dishonourably (negates surprise for all sides). People can still make bad deals and the truth can be worked around by those clever and careful enough.

**MR. WAITS** - Mv 120' (40'), fly 180' (60'); HD 7; AC 4; Att greatbow 1d10+3; ML 12; AL L; XP 1490; +1 weapons to hit, 20% magic resistance; Mr. Waits' Bow\*; golden wool worth 3500 gp if taken intact.

Mr. Waits can punish "sinners," forcing them to confront their crimes or face a radiant judgment. With a gesture, all within sight must save vs. spells or be burned for 2d6 fire damage. Neutral beings save at -2, Chaotics at -4. Clerics and paladins of Lawful deities in good standing are immune, as is anyone who would pass the Test of the Scales (B1).



## MAIN FLOOR

**0 - BALCONY** - Runs all around the thickest part of the palace. Not even a railing provides protection from the surrounding storm.

10% chance every round to be struck by an errant lightning bolt for 1d8\*1d10 damage, save vs. spells for half. The booming thunder is deafening, making speaking and spellcasting impossible. Once inside the palace, make a save vs. paralyzation every turn to recover hearing.

**1 - MAIN ENTRANCE** - Frescoes show people of many nations paying tribute to a beautiful, sneering woman on a green throne. Central 60' dome is painted as a sunny sky where birds, dragons and other fanciful creatures fly. The door to 2 is inscribed "Hall of Primaries."

**4 cloud butlers** fly around the dome admiring the artwork and reminiscing about the Queen.

**Cloud Butlers:** Fly 150' (50'); HD 5; AC 4; bite 1d8 or whirlwind; ML 10; AL N; XP 500; magical weapons to hit; whirlwind - 30' radius 1d6 dmg/round.

**1A - STAIRS UP** - Lead to **20**.

**2 - HALL OF PRIMARIES** - Sounds echo oddly in this hall. In the semicircular back section are eight fluted brass urns, ranging in size from pint glass to 50-gallon drum. The door behind them is 10' high steel with no handle or keyhole.

**The urns** are empty and ring like bells. Striking – in order from largest to smallest – the first, second, third, fifth and seventh creates a pleasing musical harmony and opens the door. The smallest urn rings for a few seconds, while the largest continues for 5 minutes. If all eight ring at the same time, the discordance is agonizing; everyone in the room takes 3d6 damage, bleeding from the ears.

**3 - STORAGE** - Stale smell, dust clouds. Full of debris, boxes, broken things and strange oddities.

- Dominating the room is a half-finished **flying machine** made of wood and canvas, with hand-cranked wings and a screw-shaped central mechanism. Like a Da Vinci drawing, couldn't possibly fly without magic.

- Elaborate **artificial wings** made of thin metallic paper. 30' span. Easily crumple and tear. Useless in a world with gravity, could be used to fly on the currents of the Plane of Air with some practice.

- A moldering **book** open on a lectern: *On Coming Forth By Night*. Purports to contain the secrets of eternal life. Describes a recipe for lichdom, accurate as far as it goes but missing a few pages. If the process is followed as written without the missing information, it results only in death.

- A **wooden tube** contains maps of the solar system, cosmos and outer planes. 80% accurate.

- A primitive **surgical kit** (hacksaws, Liston knives, etc) beside three 5-gallon jars. One is empty, the second filled with 90% grain alcohol, the third with formaldehyde.

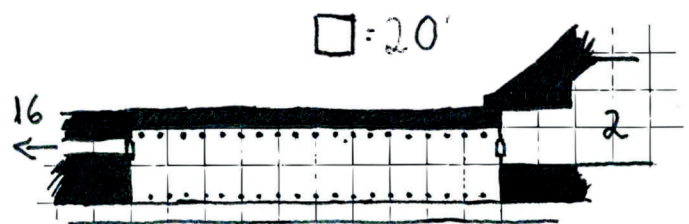
- 3 *Javelins of Lightning* rest in a plain box in the back corner.

**4 - PIT TRAP** - 10'x10' - The marble floor has been chipped away and crudely repaired with grey plaster. Easy to spot.

A heavily-armoured or laden adult stepping on the plaster has a 1:3 chance of falling through, 140' down to the basement. Lightly-equipped or unladen people have a 1:6 chance. It is made to trap the marble courtesans, who fall right through.

**4A** drops into cell **B5**.

**4B** drops into **B1** between the pit and the west wall - an additional save vs. paralyzation is required or the unfortunate bounces into the central pit and is eaten!



**5 - VIEWING GALLERY** - 200'x40' - One long wall is open to the sky, providing a panoramic view of the storm. The outer balcony (**0**) is right outside beyond the pillars. It appears to be continuously straight from this perspective. Door to **2** is inscribed "Hall of Primaries."

Stepping out between the pillars onto the balcony deposits a character in the outside corner at **5A**.

**11 worthless remains** are climbing up the pillars to catch and eat a group of **19 sunlight moths** resting on the ceiling.

**Worthless Remains** - Mv 120' (40'); HD 2; AC 7; rusty weapons 1d6; ML 10; AL C; XP 47; rotting miasma - 10' radius 1d6 dmg/round, berserks on morale failure (+1 to initiative, hit and dmg), undead immunities.

**Sunlight Moths** - Fly 90' (30'); HD 1 hp; AC 5; ML 4; AL N; XP 6; radiation - 50' radius dmg/round = number of moths/3.

**6 - MEETING ROOM** - Red and grey frescoes of battle scenes and pillaging armies. The Queen stands out in white, leading her hordes in slaughter. A pristine ebony conference table and ten chairs. An etched silver ewer (800 gp) and ten water glasses.

Strapped under the table at each end are a pair of gold-chased, pearl-handled daggers (250 gp apiece).

**7 - POWDER ROOM** - Mirrors on all the walls, vanity tables, sinks with silver faucets. On the counter in one corner rests a small ladies' cosmetics kit.

**2 marble courtesans** pose as statues, waiting to assist guests or remove intruders.

Most of the unguents in the kit are dried-up and useless. One pot of tacky mustard-yellow goop is contact poison (onset 1d4 rounds, 30 dmg, save for 10) with 3 applications. A jar of gritty orange paste contains 5 doses of Ointment of Healing.

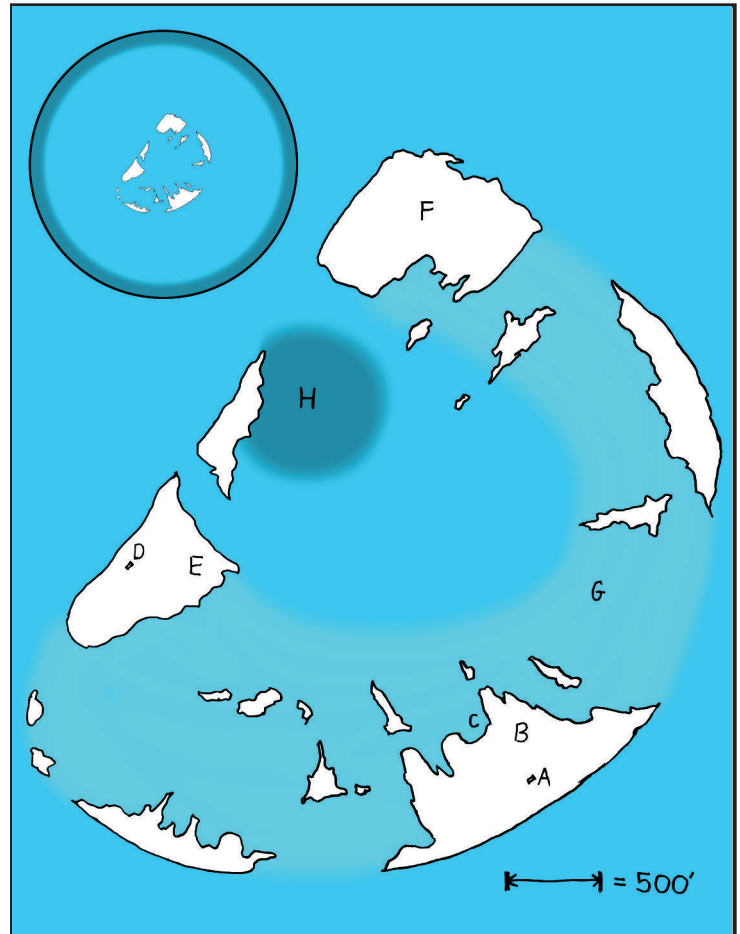
**Marble Courtesans** - Mv 60' (20'); HD 5; AC 3; fists 2d6/2d6; ML 11; AL L; XP 650; immune to electricity, half damage from cutting/piercing weapons; color spray dust 15' radius on destruction.

**7A - PRIVY** - Magical and still works.

**7B - BATHS** - Two steel 4'x8' claw-foot tubs engraved with cloud and bird motifs. Fill up magically when gotten into. These wondrous items are 400 lbs and 15,000 gp apiece.

**8 - OCEAN** - 2 mile diameter hemisphere - Tropical paradise of hot sun, white sand and clear water. Horizon seems endless in all directions. Acacia, tamarisk and date palms sway in a mild breeze. Colourful coral reefs visible offshore.

This area has an artificial day/night cycle. A sphere of magical fire overhead brightens and dims over 24 hours, surrounded by dozens of sunlight moths when lit. Encounters can be rolled as normal on the islands since the sanctum's denizens can reach even the remote ones (most can fly, the rest can travel underwater). Roll for encounters once per hour near the doors, less frequently on distant islands.



The ocean was kept stocked with wildlife for the Queen's amusement, but they have multiplied out of control. When sailing or exploring underwater, the DM may use this table:

#### **Ocean Denizens (2d6)**

- 2 - Aquatic Hydra (LL p. 82)
- 3 - Killer Whale (LL p. 102)
- 4 - Giant Octopus (LL p. 90)
- 5 - Giant Eel (AEC p. 123)
- 6 - 1d3 Electric Eels
- 7 - 2d6 Barracudas
- 8 - 1d8 Bull Sharks (LL p. 95)
- 9 - 2d4 Giant Piranhas (LL p. 75)
- 10 - Giant Sturgeon
- 11 - Sea Serpent (LL p. 94)
- 12 - Giant Sea Turtle (AEC p. 139)

**Barracuda** - Swim 300' (100'); HD 1-1; AC 6; Bite 2d4; ML 9; AL N; XP 6.

At the edges of the room, what appeared to be an endless hazy horizon resolves into a wall of sparkling water reaching up and overhead, curving inwards. This marks the edge of the elemental Plane of Water. It allows two-way passage but those visiting the elemental plane might get swept up in the currents or attract attention from the denizens, who will likely follow them back into the sanctum.



**8A - DOOR** - Leads toward **7**. Freestanding stone archway. Works the same way from either side. Marble flagstones mark the path towards **8B**.

**8B - QUEEN'S PAVILION** - 100' square - A solid slab of marble rises 20' above the sand, accessed by broad staircases on two sides. Tables, chairs and silk patio umbrellas.

On one table rests a set of Queen's Lorgnettes\* (glasses held with a handle instead of fitting over the ears) in a black leather case. Rimmed with gold, the lenses are almost completely black.

**8C - YACHT** - A brilliant white catamaran with deep red sails is docked at a stone wharf. 50' long, low in the water, overbuilt and slow, its prow carved as a rampant eagle. The fully roofed deck is laid out with couches and silk curtains. At the rear is a kitchen, metal oven with chimney and a fully stocked bar.

Fresh pomegranates, grapes and figs are laid out on china dishes. The ancient liqueurs at the bar are drinkable but an acquired taste, spiced with herbs from long ago. Eight of the bottles are still sealed (400 gp apiece to aficionados if left unopened). Tucked amongst the other bottles are a *potion of levitation* and *potion of water breathing*.

The ocean is too calm to use the sails. Normally the cloud butlers would create winds to propel the boat. Without their help, operating this impractical craft will require at least four rowers once oars are obtained.

**8D - DOOR** - Leads toward **10**, the storm is audible here. Freestanding stone archway. Works the same way from either side. Marble flagstones lead away in two directions (**8E**).

**8E - PATH OF GRAVES** - Loosely spaced trail of flagstones loops around the island. Each stone has a name and date engraved, sometimes with an epithet.

They are the capstones of cramped 7'x3' tombs buried in the sand. Each contains a charred or mangled corpse buried head downwards. There is no treasure. They are in chronological order from 'Year 1' to 'Year 50.' There are hundreds. A few of note:

Queen Fulvah. Year 1. Talis mater, qualis filia. The corpse wears a gold five-pointed crown, finely worked into sun and moon motifs. It seems worth a fortune (8,000 gp) but an expert eye reveals it for a fake made of fool's gold.

King Wakelinus. Year 39. In time, even this will be forgotten. Empty.

Sir Remilio. Year 45. Not even my love could save you. Several others stones bear this phrase also.

Favian Jehannot. Date is blank and tomb empty.

**8F - BATHS** - This rocky island rises to a plateau in the center where mineral hot springs bubble. Marble benches and tables are set for guests with towels, soaps and oils.

The springs are hot but invigorating. Bathing for 30 minutes heals 1d6 hp and grants resistance to fire (-1 dmg per die, minimum 1) for 24 hours.

In the springs' very center, the water rises from a 10' wide vent. It is deep, getting progressively hotter until 80' when a chilly current begins to tug. At 100' depth, the rip takes hold and without magic or preternatural swimming ability, divers are sucked downwards in the icy current and spat out of the waterfall in **13A**.

**8G - CORAL REEF** - 50'-100' deep - Visible from the surface. A maze of alien colours and shapes confounds the eye. Schools of tiny fish glitter, crabs dart back and forth, sea anemones pulse. The riot of underwater life is so intense, characters are surprised on 1-3 while exploring the reefs except by very large creatures.

Searching reveals 1-2 large oysters per turn. Roll to see what's inside (%). There are 240 of these oysters scattered throughout the reefs:

**01-50** – Empty

**51-85** – Pearl (size varies, 1d10×100 gp)

**86-90** – Black Pearl (small, 1,200 gp)

**91-95** – Ultraviolet Pearl (small, glows blue as a light spell, 2500 gp)

**96-98** – Antimony (fist-sized silvery metal, like a ball of tinfoil. Resistant to fire, used in alchemy and magic item creation. 5,000 gp)

**99-00** – Orpiment (walnut sized brownish-golden rock. Highly poisonous, casual handling requires a save vs. poison or suffer 1 hp/day that can't be healed until the poison is cured. 500 gp to alchemist or sage, 2,000 gp to assassin).



Cross is replaced during this time, the shaking subsides with no further problem. If not, the rumbling continues for 1d6 hours until the sanctum begins to fall apart. At that point, 1d6 turns remain to escape before it crumbles and falls out of the sky!

What happens after that depends on where the sanctum is located in your game world, but the PCs are likely in mortal danger! Zarmuun can survive almost any fall, and will go on to wreak havoc throughout the world.

**13 - JUNGLE CAVES** - 600'x400' cavern, 50' ceilings - Green and black rock walls. Exotic fruit trees, ferns, orchids, hanging mosses crowd close. Warm, humid and covered in dew. Smell of vegetable rot. Visibility is only 15' and getting lost is easy.

Packs of **firebirds** roam the jungle, appearing if a random encounter check comes up. Small falcons, tropical red and blue with a crest of red feathers atop their heads. Their distinctive cawing can be heard throughout the area.

**(1d6) Firebirds** - Fly 480' (160'); HD 2; AC 8; Beak 1d4; AL C; ML 7; XP 29; immune to fire, breathe 50' jet of flame for 2d6 dmg every 3 rounds.

**13A - WATERFALL** - Icy fresh water cascades from a crevice in the rocks. Steam and mist rise from the pool beneath. 50' deep, pitch-dark and so frigid that swimming in armour is impossible without magical protection.

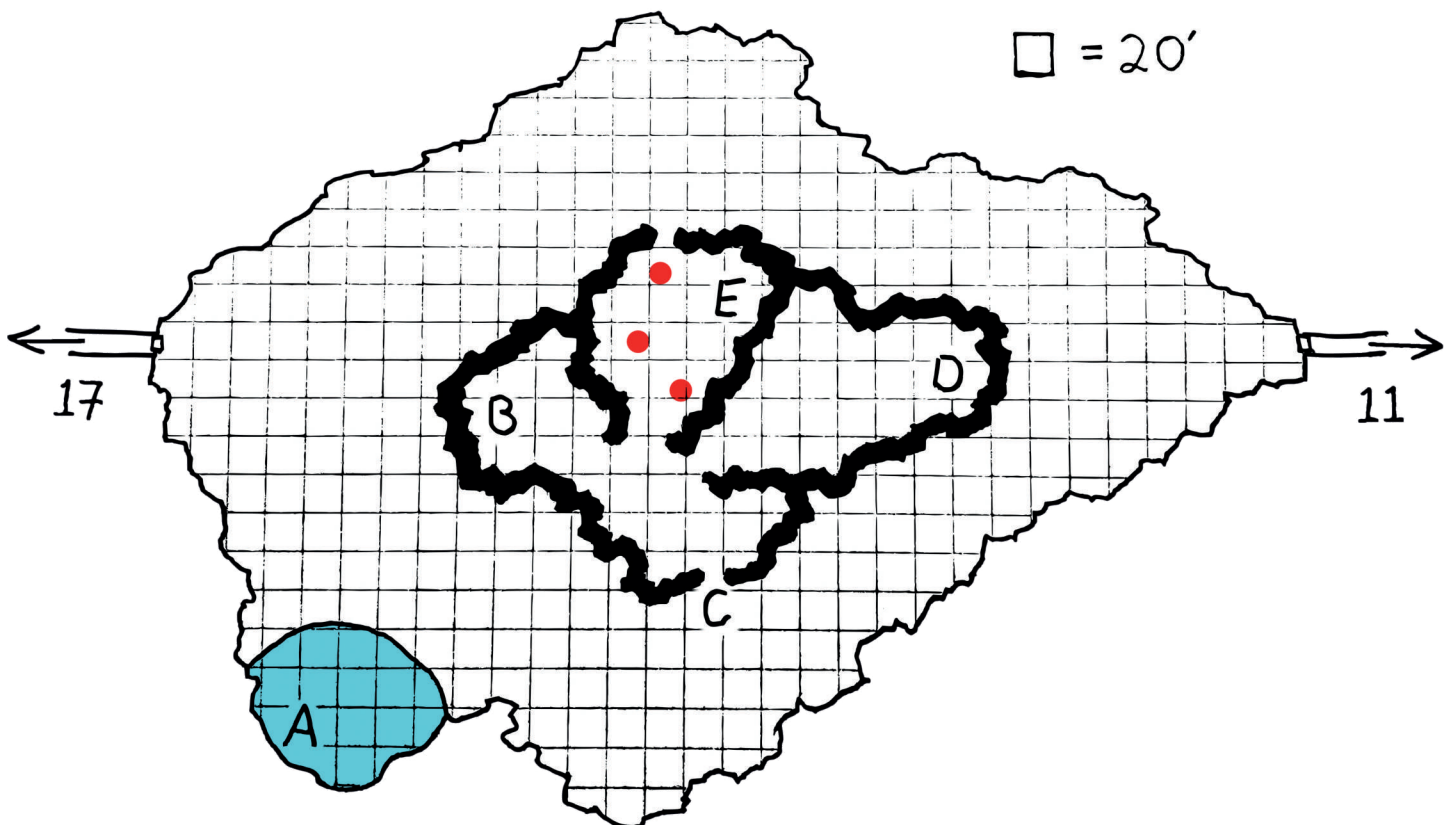
In the mud and tangled grasses at the pool's bottom is a tarnished, ancient suit of Scale Mail +2. Searching blind has only a 25% chance per turn to discover it.

**13B - BIRD BATH** - Close in amongst the undergrowth is an old stone fountain carved in the shape of a huge eagle with wings outstretched, covered with sulphurous guano. 2d6 firebirds roost here.

The fountain's basin is usually dry, but fills with jungle dew before dawn every day. If carefully collected, one morning's harvest functions as 1d4 potions of extra-healing, or Xur-Gonath will buy it for 1,000 gp per dose (it is used in his alchemical work).

**Firebirds** - Fly 480' (160'); HD 2; AC 8; Beak 1d4; AL C; ML 7; XP 29; immune to fire, breathe 50' jet of flame for 2d6 dmg every 3 rounds.

**13C - VENUS FLYTRAP** - A vicious, oversized carnivorous plant lurks just outside the cave mouth, snapping at anything that moves.



**Venus Flytrap** - HD 6; AC 5; Bite 1d10 or spit poison 30'; AL N; ML 12; XP 570; 50% damage from fire; poison - save or paralyzed for 2d6 turns.

**13D - NEST** - Back 40' of this cave cleared of trees. On a bed of moss rests the *Primordial Egg*\*. 4' high, warm to the touch, pulsing and throbbing with an inner orange light.

A shambling mound formed from rotted plants lies in wait. It can be heard moving through the undergrowth from anywhere in this room. It guards the *Egg* and rarely ventures far unless it is stolen.

**Shambling Mound** - Move 60' (20'); HD 9; AC 0; Fists 2d8/2d8; AL N; ML 12; XP 1820; grab and smother in 2d4 rounds; 50% damage from weapons and cold; immune to fire; gains 1 HD from lightning attacks.

**13E - PIT TRAPS** - 10' wide, 20' deep - Lined with wooden spikes (locations indicated on map). Covered by thin branches, ferns and mosses. Those heavily laden have a 4/6 chance to fall in, lightly encumbered 3/6. Falling in deals 3d6 damage.

The middle pit has a trapped **marble courtesan** inside. It is resigned to its fate and will punish the first interloper it sees unless they can talk their way out of it (+2 to reaction rolls).

**Marble Courtesan** - Mv 60' (20'); HD 5; AC 3; fists 2d6/2d6; ML 11; AL L; XP 650; immune to electricity, half damage from cutting/piercing weapons; color spray dust 15' radius on destruction.

**14 - LESSER ENTRANCE** - Frescoes of the Queen cover the walls. Pointing, her throne pulled by legions of servants straining under the whip. Dressed in an ornate gown, dismissing a crowd of suitors. Haughtily scattering coins to grateful, crying beggars.

Pure white light is visible around the edges of door to **15**.

**4 bolt-kin** frolic here, playing tag and watching the storm.

**Bolt-Kin** - Mv 150' (50'); HD 1; AC 6; shock touch 2d6; ML 6; AL C; XP 19; ignores AC from metal armour; magical weapons to hit; if struck by a metal weapon they discharge their attack for the round automatically.

**15 - DAY** - Pure white light can be seen around the edges of the doors. The room is filled with a white mist radiating intense light, burning the eyes of anyone who looks inside.

Save vs. paralyzation upon opening the door. Fail and blinded for 1d6 days. Succeed for 20 minutes of agonized, teary-eyed blinking (-4 to hit and AC). Undead exposed to this light are instantly destroyed. Free-willed undead get to save vs. spells and take 2d6 damage/round if successful.

**16 - NIGHT** - Pitch blackness. Slimy walls, puddles on the floor, water dripping from the ceiling. *Continual light* doesn't reach more than 5', true seeing or similar is required to see further.

**7 worthless remains** lurk here, waiting for prey. They have no problem navigating in the dark. They like to creep close to intruders and wait for the miasma to finish them off.

In the NW corner lies an adventurer's skeleton. In the crumbling backpack is a silver holy symbol, some spoiled rations and a *potion of undead control*.

**Worthless Remains** - Mv 120' (40'); HD 2; AC 7; rusty weapons 1d6; ML 10; AL C; XP 47; rotting miasma 10' radius 1d6 dmg/round, berserks on morale failure (+1 to initiative, hit and dmg), undead immunities.

**17 - STAIRS** - A leads up to 24A. B leads down to B1A.

**18 - SUMMONING** - The sounds of armed struggle are audible from outside this room along with sinister, hollow cackling.

An ornate dodecagon (12-sided shape) carved into the floor and embellished with mystical runes and glyphs takes up most of the room. **8 worthless remains** are amusing themselves by trying to push each other into it. When one crosses the line and gets trapped, the others laugh with a cruel, hollow rattling sound. 2 are stuck inside right now.

The dodecagon is a permanent protection from evil circle used for containing demons and other summoned creatures, and could still be utilized by a magic-user with a little work.

**Worthless Remains** - Mv 120' (40'); HD 2; AC 7; rusty weapons 1d6; ML 10; AL C; XP 47; rotting miasma 10' radius 1d6 dmg/round, berserks on morale failure (+1 to initiative, hit and dmg), undead immunities.

**19 - STORAGE** - Dusty and disused. Crates of food gone to slime, crumbling cloth and rusted sundry equipment are piled everywhere.

The secret door to **9** is easily found if the boxes against the back wall are moved. Entering from that side is difficult if the boxes aren't cleared first: STR 15 is required to push the crates away from the wall with a

crash, likely alerting the worthless remains across the hall in room 18 or causing a random encounter check.

## SECOND FLOOR

**20 - STAIRS DOWN** - Lead to **1A**.

**21 - STATUE** - 10' statue of the queen in pure white stone. Elaborate robes and a seven-pointed crown. Expertly carved to showcase her beauty in life. Holds out one hand with three fingers extended, the other grips a curved dagger. Inscription on plinth reads "The Incandescent Queen."

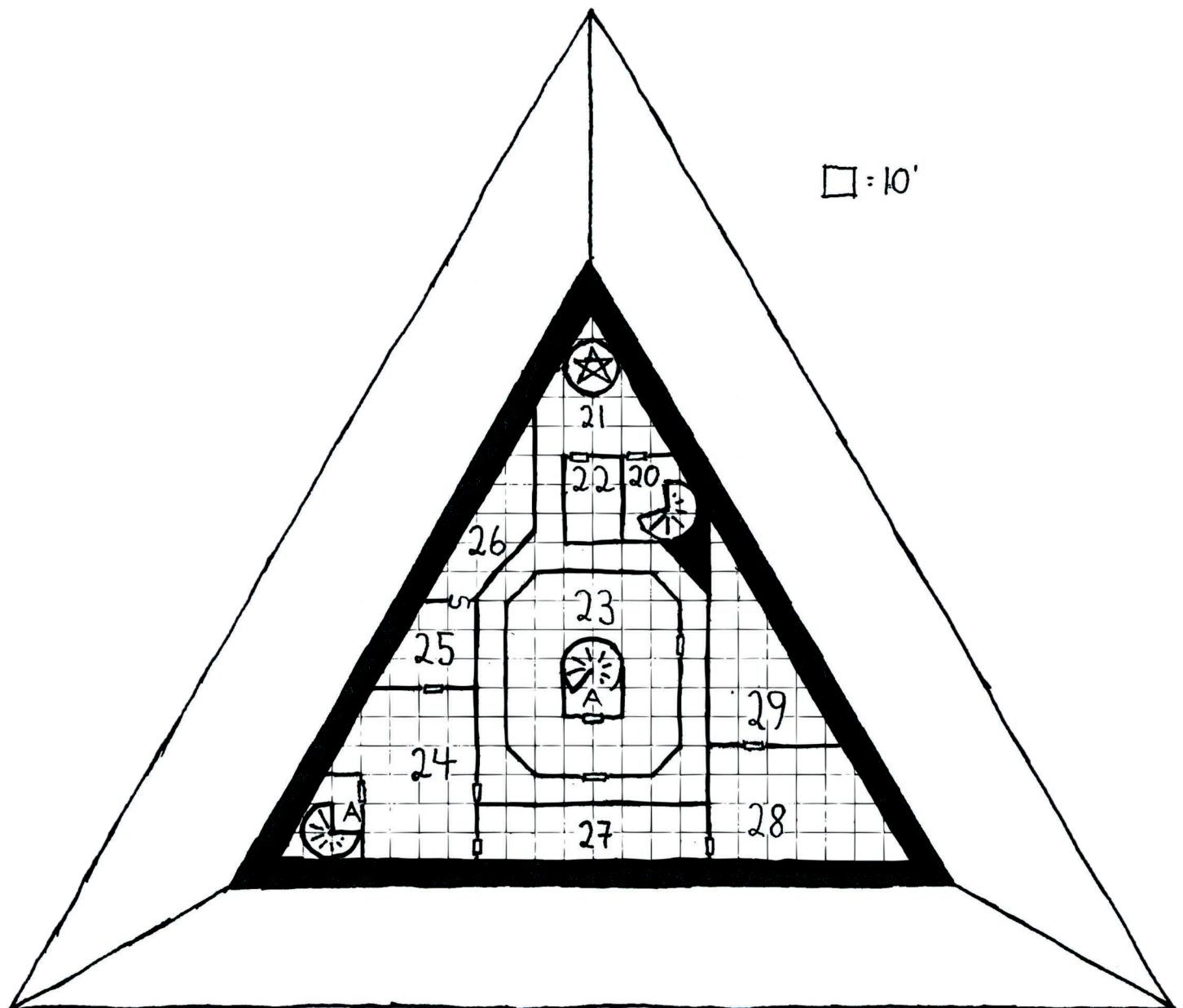
**22 - TELEPORTER** - 10' diameter circle of runes in the floor glows a soft orange. Quiet and still.

The passphrase "All Purification comes from Putrefaction" (Purah, Jehannot, the butlers and courtesans

know it) transports anyone inside the circle to one of the Queen's ancient holdings elsewhere.

This could be a way for PCs to return home or lead to a new adventure of the GM's devising. After the teleporter activates, it stops glowing and becomes non-functional for 1d6 rounds. Giving the wrong passphrase three times (or having a conversation inside the circle) shuts it off for 1d6 turns.

**23 - PREPARATION ROOM** - Tables of statues, trinkets, knickknacks, fetishes and odd relics from across the planes. Every holy symbol or icon imaginable. Two dozen corpses sit around the central pillar, burned and withered beyond recognition. The door to **A** is carved "To The Highest Sphere."



The corpses are all adventurers. They have an assortment of basic gear but no weapons or valuables.

If the group has come to the sanctum looking for a special item, this is a good place for it. A thorough search shows no holy symbols of the PCs' faiths. Purah has been waiting to add to her collection...

**23A - STAIRS UP** - Leads to **30**.

**24 - WORKSHOP** - Glittering dust covers every surface. Huge lumps of unworked marble. Work table with mallets, chisels, polishing tools of every type. Yellowing anatomical drawings stuck to the walls. A partial statue half-chiseled from a marble block.

"*In Love and Dreaded Memory*" carved into north door to **25**.

Fast or vigorous activity here (combat, running, knocking over a block) kicks up white alchemical dust. Anyone breathing it in must save vs. petrification or fall down coughing and choking, unable to act until the dust settles (2d4 rounds after activity stops). If incapacitated for more than 8 rounds, save vs. poison or die of suffocation.

**24A - STAIRS DOWN** - Leads to **17A**.

**25 - MOCK TOMB** - Smell of incense. Elaborate stone sarcophagus rests along the north wall. Carved into the lid is the sleeping queen, dagger in one hand and mask in the other, five-pointed crown on her head. Garlands of dried flowers scattered on floor.

Inside is the **false queen** - an embalmed woman decked out in the finest robes and jewelry. She rises to attack immediately as a mummy:

**False Queen** - Move 90' (30'); HD 7+3; AC 3; Touch 1d12 + mummy rot; ML 12; AL C; XP 1700; fear aura (save vs. paralyzation or frozen); harmed only by magic weapons, spells and fire attacks.

Wears a diadem of white gold set with three bloodstones and two onyx (2,200 gp), a jade ring carved with a triangular seal (400 gp). Grips a gold-chased, pearl-handled dagger (250 gp).

There is a **false bottom** to the sarcophagus - a wooden panel artfully finished with plaster to resemble plain stone. Behind it is a short, narrow tunnel into **26**.

**26 - VAULT** - Unfinished grey stone walls. The slanted ceiling looms low and close. Several items stored here:

- Jade statuette of a coiling snake poised to strike (1,650 gp)

- Tin hip-flask engraved with a madly dancing man - *Flask of Curses*

- Kite shield lacquered with a bouquet of red roses on a white field - *Shield +1*

- 2 scrolls and 2 potions in a balsa-wood case: *Protection vs. Undead*, *Protection vs. Magic*, *Potion of Fire Resistance*, *Potion of Longevity*

- Porcelain urn with the same red flower motif, filled with 5 doses of *Potion of Sweet Water*

- Blackened silver hammer with a long handle - *Polearm +1*, *Life Drinker* (as the sword), 5 charges left

- A *Pearl of Wisdom* in a small blue jewellery-box decorated in a paisley pattern

**27 - QUEEN'S BATHS** - Smells of lavender and mint. Four great marble tubs recessed into the floor along the north wall, gold and silver fixtures everywhere. Fresh towels and soaps are always ready. The tubs fill automatically by magic.

**4 marble courtesans** wait here as statues, ready to attend guests.

**Marble Courtesans** - Mv 60' (20'); HD 5; AC 3; fists 2d6/2d6; ML 11; AL L; XP 650; immune to electricity, half damage from cutting/piercing weapons; color spray dust 15' radius on destruction.

**28 - READING ROOM** - Bookshelves line three walls. Overstuffed reading chairs, ottomans, dark wood furniture, brass lamps and candle holders. A pile of notes rests on a side-table.

A weathered **map** on the wall shows Purah's kingdom as it once was. Its extent depends on the GM's world, but this is the place to leave clues to further adventure.

The **books** mainly pertain to statesmanship, the natural world, philosophy and science. Written in languages both living and dead. All tremendously old and despite good maintenance, some crumbling with age. A few of special interest:

- *Invocations of the Red Cross* - Catechisms, parables and rules for the forgotten religion of Purah's long-dead empire. Includes prayers to activate *The Bleeding Cross\** (**12**). Outlines moral precepts and a monk-like life for adherents (everything in **How The Stairs Work**).

- *Nine Rotations* – Spellbook. The cover is a nine-sided figure embossed in gold. The first page is trapped with a variant *explosive runes* that sprays acid for 6d4+6 damage.

**Spells:** 1st - *aqua fortis* (like burning hands but deals acid damage in 5' radius), *identify*, *spider climb*. 3rd - *blink*, *suggestion*, *haste*. 5th - *stone shape*, *magic jar*, *call the cast-offs* (50' range, summons 2d6 worthless remains who attack all nearby starting with living beings).

- *The Last Opus* – Explains many alchemical operations but each has some hidden flaw. A magic-user has a 2% chance per level and point of INT to notice these mistakes. If they are not spotted, the book appears to reduce potion-making costs and time by 50% if its methods are followed. Every potion made with these techniques has a 5% chance of being poison, otherwise it is simply useless.

- *Primacy* – A book on number theory. Lists all the prime numbers up to 100 and explains some basic properties of primes, mixed in with speculation regarding the 'harmonies of celestial spheres,' 'cosmic proportions,' etc.

- *Beyond Good and Evil* – The cover is embossed with images of cavorting women and satyrs. This is a *Book of Chaotic Wisdom*.

- notes – Scribbled shorthand, mostly faded or unreadable. Some phrases stand out: "*The True Form is Liquid Fire*," "*All Purification Comes From Putrefaction*," "*Darkness Flies From Me*" and "*V.I.T.R.I.O.L.*"

If the collection were taken and sold completely, its value would be incalculable: only a king, emperor or pope could possibly afford it. Historians would fight for access, religions would rethink creation dates, adventurers would venture out to find more relics of Purah's kingdom. Hopefully all this trouble would balance out the tremendous wealth gained!

**29 - QUEEN'S CHAMBER** - Massive canopy bed, wardrobes and closets, two makeup tables with vanity mirrors - one cracked and old, the other new.

**Old cracked mirror.** The phrase "*To The Fairest Go The Spoils*" inscribed around the frame. If anyone utters this phrase, the mirror activates. Everyone reflected in the mirror ages by one year, except the fairest (highest CHA) person who gets one year younger. 10% of the time it backfires: the fairest instead ages by 1d20 years.

**The new mirror** rests on a table with **5 porcelain masks** of different expressions: sneering, rage, sadness, laughter and completely blank. Each is beautiful and fragile (worth 1,200 gp) except the blank mask, which is cursed: it mutes the wearers' emotions, renders them impartial and judgmental, changing their alignment to Lawful and reducing CHA to 5. It requires *remove curse* or similar magic to remove.

**The wardrobes** are filled with elegant ball-gowns in bizarre outdated styles. Fifteen are intact enough to be sold and each could fetch 500 gp from a collector or antiquarian.

## THIRD FLOOR

**30 - STAIRS DOWN** - Tetrahedral room comes to a peak 50' above. Hexagonal double-doors of dull lead inlaid with gold and silver in a braided pattern.

**31 - THRONE ROOM** - Floor is a stark black and white checker-board. Columned hall has no walls or ceiling. Vast sky visible in every direction. The **golden stairs** reach up and up out of sight into the blinding glare above. Green and white throne on a dais. Corpses litter the edges of the room.

The **throne** is made of nephrite jade, carved with images of naked humans sporting with animals. The backrest depicts a sunburst. It weighs 13,000 pounds (about 6 metric tons) and is worth 75,000 gp intact, or 25% of that (18,750 gp) for the raw jade in pieces.

The corpses are **12 worthless remains** scattered amongst the pillars. They're playing dead and ready to attack at an opportune moment. Their miasma is still active.

**Worthless Remains** - Mv 120' (40'); HD 2; AC 7; rusty weapons 1d6; ML 10; AL C; XP 47; rotting miasma 10' radius 1d6 dmg/round, berserks on morale failure (+1 to initiative, hit and dmg), undead immunities.

**Purah, the Witch-Queen** waits here. Skin withered and cracked beneath her finery. Desiccated hands tipped with sharp lacquered nails. Wears a sequined white evening-gown of antique style, armfuls of jangling golden bracelets and a jeweled porcelain mask, imperious and mocking.

She might be playing dead, shambling about her room, sitting on the throne contemplating the stairs, or hiding somewhere in ambush. She might even wait for the PCs to try out the stairs, then conscript any failures to her cause against whomever is left. (see **Factions and NPCs**)

**Purah** - Mv 120' (40'); HD 12; AC 4; claws 1d8+1/1d8+1; ML 9; AL C; XP 4400; rotting miasma 20' radius 1d8 dmg/round, berserks on morale failure (+2 to initiative, hit and dmg for the rest of the combat), undead immunities, -1 to opponent's morale checks, absorbs electricity.

**Spells:**

1st - *shield, spider climb, charm person, aqua fortis* (acid spray 5' radius, 12 dmg, no save)

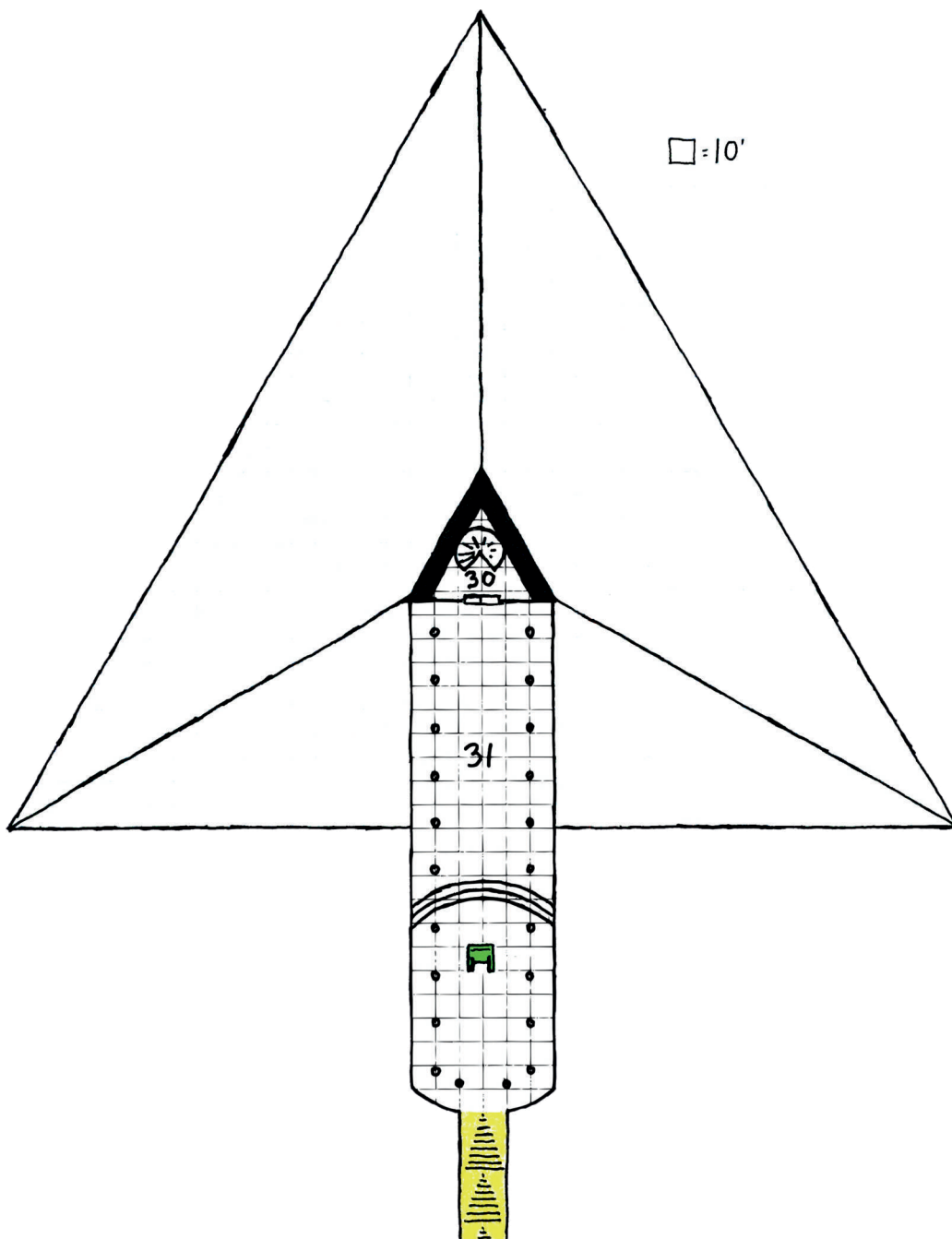
2nd - *phantasmal force, scare, invisibility*

3rd - *blink, dispel magic, suggestion*

4th - *butler's bell* (summons 2 cloud butlers who serve until destroyed)

5th - *stone shape, call the castoffs* (summons 2d6 worthless remains who attack anyone nearby, starting with the living)

Wears the *Mask of the Incandescent Queen\**, gown (500 gp intact), bracelets (3200 gp), carries the *Copper Bug\**.





## How The Stairs Work

If someone steps on the stairs: allow the character a single save vs. spell (bonuses for high WIS apply) to recognize what's happening and pull back. If this is failed, he or she is put to the test. Anyone taking a second step is fully committed – no save allowed.

The good parts of the character's being are drawn up towards the sun, returning to the source of life itself. All that is base, weak and evil is left behind. Use the following list of modifiers to determine a number for the character based on his or her decisions. Consult the chart below – DMs are free to add their own modifiers, but try to stay within the spirit of the list.

Thunder and lightning are no danger here. The storm seems impossibly far below from this vantage point.

Lawful alignment +2

Married and faithful +1

Chaste +2

Follower of a Lawful deity in good standing +1

Carries the *Bleeding Cross*\* +2

Total wealth less than 10 gp value +1

Has in the last year:

- Tithed at least 10% of income to a church +1
- Tithed 50% of income or more +2
- Tithed 90% of income +3
- Faced danger or death for no tangible reward (money, items, titles, etc) +1
- Not uttered a falsehood +1
- Not stolen anything (spoils of war are OK) +2

Neutral alignment -1

Chaotic alignment -2

Not a virgin (and unmarried) -1

Ever killed in cold blood or for expediency's sake (warfare and honorable combat are OK) -2

Bargained with a demon -3

**Less than 0 – Complete Corruption:** Transformed into one of the **worthless remains**. Become undead but retain all class levels, abilities (where possible) and free will. The player may elect to continue playing in this new form, or retire the unfortunate character.

**0 – Partial Corruption:** Transformed as above. Alignment changes to Chaotic and character becomes an NPC, maddened and hungry for destruction.

**1-6 – Splitting:** The higher nature ascends to join the sun, while the lower remains here to act out its evil desires. The character splits into two beings with the same statistics but half the HP, class levels/hit dice and abilities (a level 6 fighter becomes two level 3 fighters, and so on).

One half becomes **worthless remains** as per 0 above and is now an NPC.

The other half climbs upwards as 7-9, but does not necessarily get a choice: save vs. spells with a -4 penalty (bonuses for high WIS apply) or Gone Forever. If the save succeeds, the halved character is offered full information and may choose from the two options as below.

**7-9 – Ascension:** Racing up the stairs in a flash of light and fire, the purified self joins the source of life. The character may, with effort, turn away from this divine bliss and return to his duties in the mortal realm. Give the player all the following information so an informed choice can be made:

**Gone Forever:** The character leaves his old life behind, but may impart a fragment of cosmic awareness to his friends before departing. The player may ask the DM one question about the game world. No matter how obscure or complicated or integral to the story, it must be answered truthfully for all to hear. Give them time to think about it.

**Return:** The character has briefly merged with the Source of Life and will never be the same again.

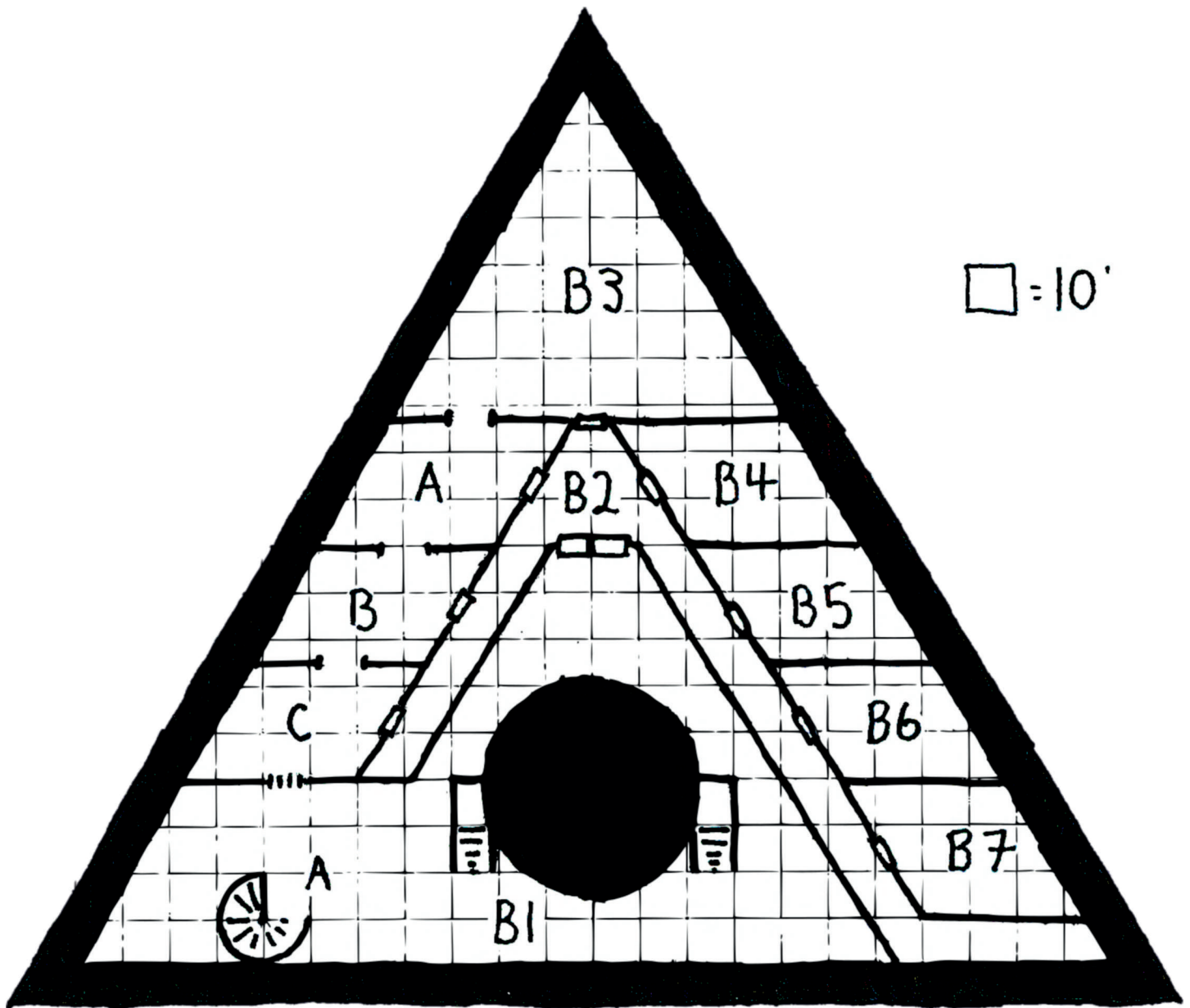
**1** – WIS and CHA increase by 2 each, to a maximum of 20.

**2** – The character no longer needs food, water or sleep.

**3** – Greed, lust and other cravings are almost completely eliminated. From now on the character will gain only 10% experience from any treasure not donated to a church, charity or worthy cause. If any material benefit accrues, it doesn't count (no "donating" to your friend's castle-building project – work-arounds and technicalities are precisely the opposite

of the point here). Carousing, if you do that in your game, no longer provides any benefits either.

**10 or more – Nothing:** So pious that no temptation works. Can run up the stairs endlessly, but will never get anywhere and can turn around any time.



**BASEMENT**

**B1 - THE GREAT SCALES** - Vaulted ceilings peak at 70'. A black pit yawns in the middle. Set of giant copper merchants' scales hang from the ceiling. Streams of blood run from carved snarling lions in the south wall, trickling along the floor and into the pit.

North double-doors are 10' high, silver and octagonal, covered in strange and ominous glyphs. They only open for Purah or someone who has passed the Test of The Scales.

The **scales** are sized to weigh humans. A platform on each side allows climbing up onto the pans. Seven golden weights lie on the east platform, discs numbered in an antique script (700 gp each).

A hole in the ceiling near the NW wall leads through a smooth, melted tunnel to **4B**.

The **pit** is suffused with misty darkness. Deep inside, filling the entire bottom quarter of the sanctum (an inverted pyramid over 180' high) is **Zarmuun, Eater of Hearts** – a colossal black horned serpent. Hundreds of feet long, with a head big enough to swallow a man whole. It devours those who fail the test or pilfer the golden weights. Otherwise, it stays in the depths.

**Zarmuun** - Move 180'(60'); HD 15; AC 3; Bite 1d20; ML 12; AL L; XP 6900; +2 or better weapons to hit; 50% from fire, cold and lightning; immune to poison and gases. Breath weapon: 60' long cone, 30' wide at the end (poison cloud, save or die) every third round  
Gaze attack: 80' range as ray of enfeeblement.

**B1-A - STAIRS UP** - Lead to **17B. Xur-Gonath (B3)** may address visitors from behind the bars in **B3-C** when they arrive – in any case, the piles of coins in that room are visible from here.

**B2 - CELL HALLS** - Dusty marble, the servants no longer come here.

Cell doors are hexagonal and made of steel. Covered in runes and symbols, barred from the outside and nearly indestructible, but not locked. Each has a small slot at eye level. The double-doors back to **B1** can be opened from this side by anyone.

**B3 - LABORATORY** - Desks and workbenches piled high with beakers, retorts, calcinators and every other imaginable apparatus of alchemical or scientific use. Most filled with bubbling liquids, smokes and colourful powders. A huge furnace roars in the north corner, bathing the room in orange light and oppressive heat.

Most of the equipment is incomprehensible to the untrained. A magic-user with the proper knowledge can make use of this laboratory to create potions for 75% of the time and cost.

**Xur-Gonath** might be here working, lounging in **B**, or looking through the bars at **C**.

**Xur-Gonath (Glabrezu)** - Move 90'(30'); HD 10; AC -4; Claws 2d6/2d6/1d3/1d3, Bite 1d4+1; ML 9; AL C; XP 3100; 50% from fire, cold and electricity; telepathy; at-will powers: *teleport without error*, *darkness 10' radius*, *fear as the wand*, *levitate*, *polymorph self*, *pyrotechnics*, *telekinesis* (400 lbs), *gate a vrock*, *hezrou* or *glabrezu* with 35% chance.

It is unable to open any door (or make a teleport) that would bring it closer to an exit, but can move freely throughout the palace otherwise (if it gates other demons, they are similarly restricted). If the PCs open the doors it can walk right out. It might leave without a fight if the PCs aren't too annoying, or kill them all just for the sake of it. Might free the Mercurial Knight (**B7**) for a laugh either way. (see **Factions and NPCs**)

**B3-A - STORAGE** - Crates full of lead, tin, bronze and iron ingots stacked to the ceiling. Narrow 5' path between the archways is the only clear space, the cell door is totally blocked.

**B3-B - LOUNGE** - Horrid burnt smell. Luxurious upholstered chair, ottoman and side-table. On the table is a box of large foul-smelling cigars, one is in the ashtray half-finished. Singed and ashy carpets woven in abstract geometries draw the eye around the floor.

The box contains 9 *Abyssal Cigars*\*. Three carpets, each 80 lbs worth 400 gp.

**B3-C - PRODUCT** - Mounds of gold and silver coins in every corner. Loose coins roll around the floor. A set of bars in the south wall allows unobstructed view of the stairs at **B1-A**.

There are 70,000 each of gold and silver coins here. They show Queen Purah's living face on one side, and a coiling snake wearing a mask with the words "XUR-GONATH" on the other.

**B4 - MONK'S CELL** - **Ernas** rests here. A middle-aged man in ragged robes with a long, unkempt prisoner's beard. Sits against the wall perfectly still with eyes closed. Seems dead until shouted at or shaken awake. Speaks in verses and parables that make sense only to him. Tells the PCs what he knows if they seem of good character and haven't let out Xur-Gonath, which he counsels strongly against. Heard of the Mercurial Knight (**B7**) but never seen it. Can easily pass the test of the scales and survive the stairs, but will only demonstrate if the PCs' need is great and they have proved themselves worthy in his eyes.

**Ernas** - Monk 5; Move 180'(60'); AC 6; Fist 1d10; STR 12, DEX 15, WIS 19, CHA 14; ML 12; AL L; XP 350; Reaction neutral; does not require food, water or sleep, does not age.

**B5 - TRAP CELL** - Sparkling dust covers every surface. The shattered remains of a marble courtesan litter the floor. A crude hole melted in the ceiling leads up to **4A**.

**B6 - CELL** - The greening bones of a monstrously large six-armed, two-headed humanoid fill the cell. Heavy manacles chain all arms and legs. They are still in great condition and withstand up to 19 STR.

**B7 - KNIGHT'S CELL** - This cell's door has no porthole and forms an airtight seal. Inside, a puddle of silvery reflective liquid covers the floor. If disturbed or spoken to it coalesces into a gleaming 7' tall armoured figure brandishing a sword and shield. No human features are visible through its closed helm.

The **Mercurial Knight** never speaks. It seeks out the toughest opponent it can find and challenges them to single combat. If it defeats its foe (dead or uncon-

scious), it will bow cordially and challenge the next-toughest opponent it can see.

If it knight sees no opponents, it wanders the sanctum. When checking for random encounters, a 6 on the die now indicates the mercurial knight.

**Mercurial Knight** - Move 120'(40'); HD 8; AC 1; Sword 1d8+3; STR 16, DEX 16; ML 12; AL N; XP 2060; regenerates, 50% damage from slashing, immune to piercing.

If defeated, melts into a silvery puddle and regenerates 1 hp/round. When it reaches full HP it reforms into a knight again. Should multiple combatants join the fight, it can divide itself to match their numbers. Each new knight is identical to the first. Only if they are all defeated or the extra combatants flee do they reform.

## The Test of the Scales

The scales judge the personality of whoever stands on them. The nobler the measured person is, the heavier, and more weights are required to balance the scales. Use the same modifiers as the stairs **(31)** to find the character's "spiritual weight" and determine what happens next.

The scales move slowly and steadily: adding and removing weights (even standing on the scales with no counterweight at all) is unlikely to throw a character. The measuring weights are about 7 pounds each and solid gold, but effects on the scales are unrelated to their real weight.

When the proper number of weights are placed and the scales are balanced, there is a space of **one round** for the character to jump off, move the weights or otherwise delay judgment. After that moment of stillness, Zarmuun renders its verdict.

**Less than 0:** Rises from the pit and attacks full-force, attempting to devour the unworthy and any who assist him.

**0:** Exhales its breath weapon up out of the pit, then sticks its head up 1-6 rounds later to see if anyone is around. Bodies to eat satisfy it, otherwise it presses the attack.

**1-3:** Scrutinizes the character from below. The feeling of every flaw, every mistake and petty evil in the character's life being examined is almost unbearable. Save vs. spell at -3 or contract a random insanity. Zarmuun's hunger is palpable.

**4:** Gaze is piercing, but less critical. Save as above at +2. After a tense moment, the doors open.

**5:** The doors open.

**6:** Doors open, healed for 10 hp and gain 1d6x500 experience as a sense of well-being pervades.

**7 or greater:** There is no scrutiny, as Zarmuun fears to look upon such a pious mortal. The doors open, healed for 20 hp, blessed for 1 hour and gain 1d6x1,000 experience.

**Zarmuun** - Move 180'(60'); HD 15; AC 3; Bite 1d20; ML 12; AL L; XP 6900; +2 or better weapons to hit; 50% from fire, cold and lightning; immune to poison and gases.

Breath weapon: 60' long cone, 30' wide at the end (poison cloud, save or die) every third round

Gaze attack: 80' range as ray of enfeeblement.

## Special Items

**Abyssal Cigars** - When lit, a cloud of noxious smoke expands in a 5' radius. Inhaling deals 1d3 damage per round as the lungs are scorched with devilish fumes. However, the smoke blocks out all other gases or inhaled effects, displacing them for the duration (1d10+10 rounds).

Xur-Gonath loves these and flies into a rage if they go missing, especially if it is still captive at the time. If the Gilded Ones smell these they'll come running to attack, expecting the forces of Hell.

**The Bleeding Cross** - A glowing, pulsing red cross of unknown material. It constantly oozes blood as if from a serious wound and soaks anything used to carry it in short order.

For a Lawful cleric who knows the correct prayers (looked up in 28), the dripping blood can cure moderate wounds 3/day or provide nourishment as create food and water 1/day. Once per week, the blood can cure disease.

Every time it is used there is a cumulative 1% chance of the forgotten deity in whose name it was made taking notice of the user. The details of that ancient faith are left to the DM but involve penitence, tithes, blood sacrifice and the re-igniting of ancient grudges.

**Copper Bug** - Heavy, warm, palm-sized statuette of a beetle. It will absorb any electrical attacks suffered by its owner. Keep track of the damage absorbed. If the bug ever absorbs more than 100 total hp it begins leaking energy: every round it releases a burst of electricity doing 1d100 points of stored damage in a 20' radius (save vs. spell for half) until all energy has leaked out. It can still absorb attacks during this time, but will continue to leak until all is gone.

If the bug remains under 100 stored damage, it disperses harmlessly at the rate of 1 point/day.

With this item Purah might make a last-ditch escape attempt through the clouds or jump off her throne room down to the balcony, confident that she can survive at least one lightning strike.

**Mask of the Incandescent Queen** - Purah's smooth, perfect porcelain mask trimmed with white howlite is set in a condescending laugh. How the witch-queen can see while wearing it is unclear, since it has cat's-eye gems where eye-holes would normally be.

It shakes the confidence of foes: all opponents who can see the mask-wearer have their morale scores reduced by 1. The mask's mocking tone makes relations with strangers difficult: the wearer suffers a +1 penalty on reaction rolls when meeting someone for the first time (let the players deduce this on their own). Neither of these effects works on undead, even those that check morale or make reaction rolls.

**Mr. Halls' Plate** - Made of gold distilled from the essence of the sun. Bulky, fluted and fearsome suit of plate without a helmet. It functions as plate +3 but is unbelievably heavy, weighing twice normal. Any encumbrance penalties are doubled while worn.

**Mr Halls' Staff** - Smooth blue lacquer tipped with gold. Functions as a magical quarterstaff +2. When activated by its owner, it fights on its own similar to a dancing sword for 2d6 rounds, then it must return to its owner's hands and recharge for twice that time.

**Mr. Waits' Bow** - A greatbow made of smooth ivory glowing with a dim fluorescence, strung with an almost invisible golden wire. The bow's draw is so heavy that STR 16 is required to use it, but for someone so endowed it works as a composite longbow and can fire arrows of any size. In the hands of a Lawful user it can launch an arrow of burning light once per day with no range penalties, dealing 3d6+3 damage against undead or 2d6+2 against other targets.

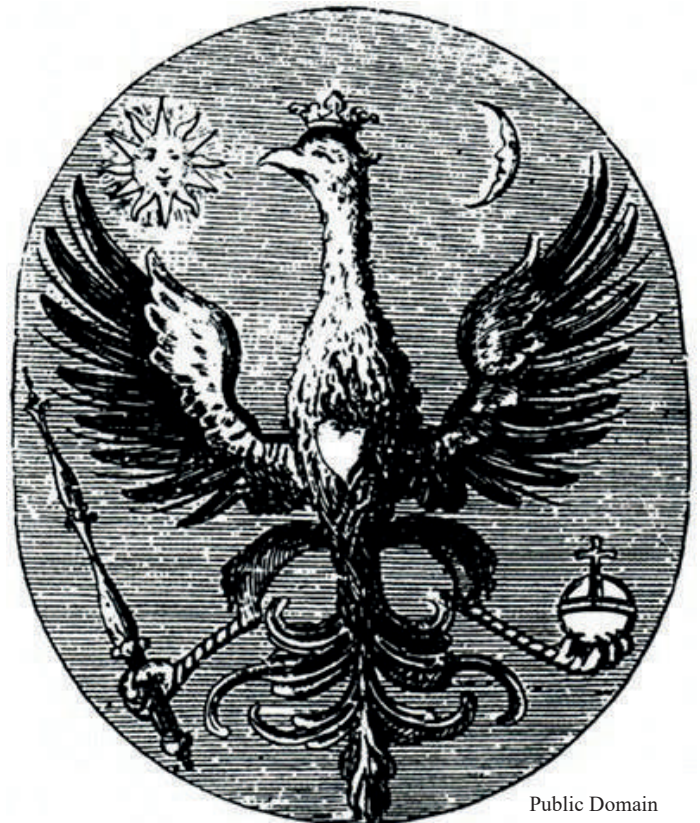
**Primordial Egg** - This smooth 4' white egg is warm to the touch and throbbing with inner orange light. It is heavy (60 lbs) and fragile, easily cracked or shattered by dropping or any solid blow. If broken before hatching, a wave of fire erupts (as a 7d6 fireball).

If it is incubated in high heat (a furnace, forge, etc) continuously for 7 days it hatches a 13' long, shiny black horned serpent like a miniature Zarmuun. It is intelligent and understands language but cannot speak. If fed a steady diet of blood or living beings it can be trained to fight. Over hundreds or thousands of years, it may even grow as large and terrifying as Zarmuun itself!

**Primordial Serpent** - Move 90'(30'); HD 5; AC 4; Bite 1d10; AL L; ML 10; XP 800; +1 weapons to hit; 75% from fire and cold; immune to poison and gases; Cure Moderate Wounds 1/day.

**Queen's Lorgnettes** - These shaded, gold-rimmed spectacles are held with a long handle instead of sitting over the ears and nose like most eyeglasses.

In normal light they are useless and cannot be seen through. Against bright lights (light spells, room 15, staring at the sun, etc) they can protect the wearer's eyes from damage, granting +2 to saves and reducing effect lengths by half while worn - of course this will occupy one of the user's hands for the duration.



Public Domain

## LEGAL

**Product Identity:** The following items are designated Product Identity, as defined in Section 1(e) of the Open Game License Version 1.0a, and are subject to the conditions set forth in Section 7 of the OGL, and are not Open Game Content: all trademarked items, all artwork and diagrams, dialogue, plots, storylines, locations, characters, logos, and trade dress. Items previously designated as Open Game Content or are in the public domain do not fall under this designation of Product Identity. For all adventures included in Footprints #25, the adventure background, all place names and descriptions, all new monsters, all NPC names listed in the text when used in any context, are product identity. All artwork, maps, logos, and presentation are product identity, with the exception of artwork used under license. The name Dragonsfoot and Footprints are product identity. OSRIC is product identity. Labyrinth Lord is product identity.

**Open Content:** Except for material designated as Product Identity (see above), the game mechanics of this game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

### OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

#### 1. Definitions:

- (a) **"Contributors"** means the copyright and/or trademark owners who have contributed Open Game Content;
- (b) **"Derivative Material"** means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted;
- (c) **"Distribute"** means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute;
- (d) **"Open Game Content"** means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity.
- (e) **"Product Identity"** means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content;
- (f) **"Trademark"** means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor
- (g) **"Use"**, **"Used"** or **"Using"** means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content.
- (h) **"You"** or **"Your"** means the licensee in terms of this agreement.

#### 2. The License

This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

#### 3. Offer and Acceptance

By Using the Open Game Content You indicate Your acceptance of the terms of this License.

#### 4. Grant and Consideration

In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

#### 5. Representation of Authority to Contribute

If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

#### 6. Notice of License Copyright

You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

#### 7. Use of Product Identity

You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

#### 8. Identification

If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

#### 9. Updating the License

Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

#### 10. Copy of this License

You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

#### 11. Use of Contributor Credits

You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

#### 12. Inability to Comply

If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

#### 13. Termination

This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

#### 14. Reformation

If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

#### 15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

**System Reference Document** Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson. Modern System Reference Document Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker. OSRIC™ copyright 2006-08 by Stuart Marshall, adapting material prepared by Matthew J. Finch, based on the System Reference Document, inspired by the works of E. Gary Gygax, Dave Arneson, and many others. Labyrinth Lord™ © 2007-2009 Goblinoid Games; Author Daniel Proctor Labyrinth Lord™ Advanced Edition Companion © 2009-2010 Goblinoid Games; Author Daniel Proctor  
END OF LICENSE