The DRAGON CRY

Periodical

d20 system

The Dragon Cry Periodical

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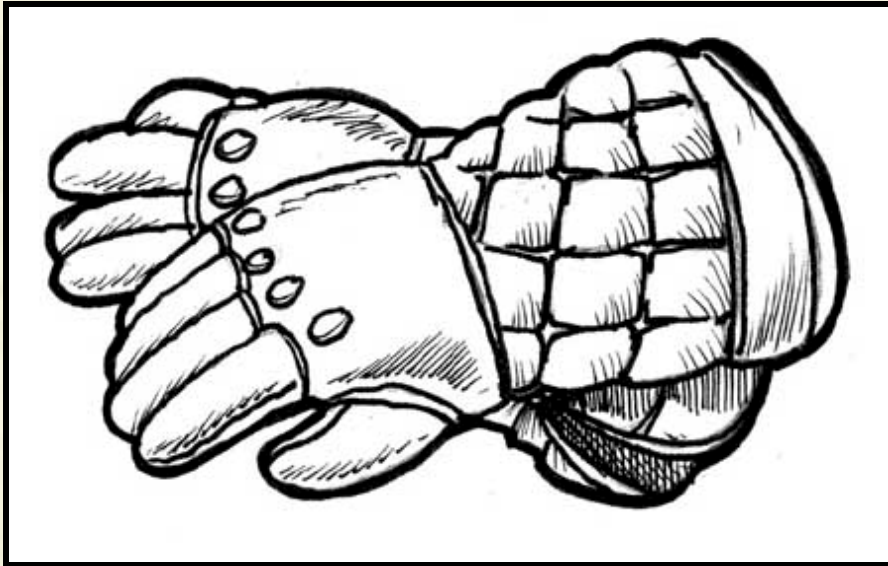Mongoose Publishing

Articles by
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Contents

by John C. Walborn

Ever looked into the official rules for turning dragon hide into armor? Ever noticed those rules aren't particularly good? Well, they're not, but there's an easy solution. Within this article, you'll find a sensible, balanced method of allowing PCs and NPCs to turn dragon scales into armor…

CRAFT

To begin the process of crafting dragon armor, one needs an available dragon hide. This hide must be at least one size category larger than the armor one intends to create from it. For each size category greater than that, the number of suits that can be created doubles. Thus, a Huge hide can create 2 Medium suits of armor and a Gargantuan hide can create 4 Medium suits of armor.

With that in mind, the first thing you should do is calculate the "Hide Factor" for the dragon hide in question. To do that, divide the "Natural" AC bonus of the Dragon from which the hide came by 3, rounding down (never less than 2). Thus, a gold great wyrm hide would have a "Hide Factor" of 13, a copper adult would be 6, and a white wyrmling would be 2.

The next step is to calculate the base market value of the potential armor based on the available hide. For that, multiply the Hide Factor by 500 and refer to the following table for a modifier based on dragon color. *(See FIGURE 1 below…)*

FIGURE 1	TYPE	COLOR	MODIFIER
	CHROMATIC		
		BLACK	Multiply by 1.1
		BLUE	Multiply by 1.5
		GREEN	Multiply by 1.25
		RED	Multiply by 2
		WHITE	No modifier
	METALLIC		
		BRASS	Multiply by 1.2
		BRONZE	Multiply by 1.5
		COPPER	Multiply by 1.5
		GOLD	Multiply by 2.5
		SILVER	Multiply by 2

Now that you have the base market value for crafting purposes, it's time to calculate the skill DC based on the hide you're working with. For that, add the Hide Factor to a base of 15. A successfully crafted suit of dragon armor is automatically considered Masterwork, so there's no need to build a secondary component for that.

RESULT

Using different parts of the dragon, the craftsman creates a suit of full Dragon Armor. The wearer may then choose to wear all or part of that suit, depending on what level of protection they are seeking and how much they can afford to be encumbered. *(See FIGURE 2 to the right…)*

In addition to the effects listed above, dragon armor also bestows special benefits based on the color of the dragon and the Hide Factor of the armor. *(See FIGURE 3 below…)*

FIGURE 2

TYPE	ARMOR	AC BONUS	MAX DEX	ARMOR CHECK	ARCANE FAILURE	30 FT	20 FT	WT
LIGHT								
	Dragon Skirt	HF *	+1	-5	25%	20 ^	15 ^	45
MEDIUM								
	Dragon Breastplate	66% HF *	+2	-4	20%	20	15	30
HEAVY								
	Dragon Armor (Full)	33% HF *	+4	-2	10%	30	20	20

* - HF = Hide Factor, round fractions up.
^ - When running in heavy armor, you move only triple your speed.

FIGURE 3

TYPE	COLOR	MODIFIER
CHROMATIC		
	BLACK	Acid DR equal to half Hide Factor, rounded down
	BLUE	Shock / Lightning DR equal to Hide Factor; +1 Charisma *
	GREEN	Acid DR equal to Hide Factor
	RED	Fire / Heat DR equal to Hide Factor x 1.5, rounded up; +2 Charisma *
	WHITE	Frost / Cold DR equal to half Hide Factor, rounded down
METALLIC		
	BRASS	Fire / Heat DR equal to half Hide Factor, rounded down
	BRONZE	Shock / Lightning DR equal to Hide Factor; +1 Charisma *
	COPPER	Acid DR equal to Hide Factor; +1 Charisma *
	GOLD	Fire / Heat DR equal to Hide Factor * 1.75, rounded up; +3 Charisma *
	SILVER	Frost / Cold DR equal to Hide Factor * 1.5, rounded up; +2 Charisma *

* - Situational modifier. When dealing with dragons, the modifier is doubled. When dealing with dragons of the type from which the hide came, the doubled bonus is converted to a penalty of equivalent value.

VALUE

The value of any one suit of dragon armor is highly subjective based on need, economy, and effect. The base value, as determined in the "CRAFT" section of this article, gives a generic idea of how much the armor is worth from an armorsmith's perspective, but it should not be construed as a "retail price".

The higher end dragon armor suits are almost exclusively enchanted with powerful magic, further muddying the effort to put an exact pricing system in place. On the opposite end of the spectrum, low end dragon armor may sit on the shelf for years at a price of 50GP just because its protective value isn't worth its encumbrance.

As a rule of thumb, the base value can be construed as approximately accurate for dragon armor of medium benefit, Hide Factor 6 to 9. Suits above and below this number will climb or fall in value dramatically toward the extreme low and high ends.

For instance, whereas the base value of dragon armor made from the hide of a gold great wyrm is 16,250GP, the actual value to a buyer could exceed ten times that value with or without enchantment. Conversely, a suit of halfling-sized armor made from the hide of a young white dragon may only fetch a fraction of its 1,000GP base value and may only be valuable as a novelty.

All told, the entire matter is in the Game Master's hands. As it should be, dragon hide is exceptional and rare. Allow it into your game with caution.

OPTIONS

- *(CRAFT)* If the crafter only wishes to create the Dragon Skirt or Dragon Breastplate, reduce the base cost by 40%. The craft DC remains the same. This does not decrease the amount of hide needed, since different parts of the hide are used for these two pieces.

- *(CRAFT)* With every suit of dragon armor made, there is enough hide left to make a matching shield. This shield functions as a normal shield of any type the crafter wishes, Tower Shield excepted. Its only effect is that it matches the armor.

- *(RESULT)* To prevent extreme min-maxing, the finest suits of dragon hide are assumed to have an inherent magical bonus equal to their Hide Factor minus 8. Thus, armors from Hide Factor 9 to 13 have inherent bonuses from 1 to 5. This prevents the layering of magic on top of already exceptional armor to make it overpowered. (May need some adjustment if they're only wearing the skirt or breastplate.)

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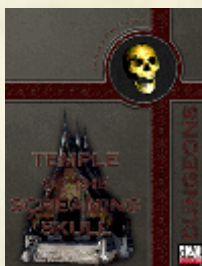
Temple of the Screaming Skull
http://www.rpgnow.com/product_info.php?products_id=2708&src=DDGGDCP1

The minions of Vurfel, god of decay, await their next meal. You wouldn't want to disappoint them, would you? The first of the **Dungeon Series** modules from **Dungeon Dwellers' Guild Games**, this module takes the PCs into a cursed temple writhing with all manners of evil. Equal parts traditional adventure and plot-based twists, **Temple of the Screaming** skull was written specifically to be a harrowing journey for beginning characters but can be scaled to fit parties up to 3rd level.

by The Le Games

Amongst the peoples that revere the tree, or at least live with them daily, the tree Warden is to be found. Dedicating themselves to the protection and understanding of these great plants, the tree Warden lives among in the forests, patrolling them and protecting them from unnatural threats. Highly tuned to the spirit of the forest, tree Wardens are gifted with a number of abilities with which to aid their leafy friends. Tree Wardens prefer to use cunning and guile to prevent threats to their trees, but will use their spells and weapons, and even the power of the trees themselves to deal with these same threats should they need to.

Adventures: Tree Wardens know full well of the inherent hardiness of trees, and are willing, on some occasions, to leave their forest home for whatever reasons they deem important. Tree Wardens will go to great lengths to hunt down those that they feel have wronged the forest in some way or another. Tree Wardens will go out of their way to preserve the balance between nature and man, working with settlements to ensure that trees are planted for those felled and that the forest is not over harvested.

Characteristics: The Tree Warden is patient and watchful, willing to spend hours in the form of a tree to observe the forest in all it's splendor. When danger threatens however, the tree Warden is vengeance personified, hunting his prey with the patience of the trees she protects. Lawful tree Wardens will tend to work with local authorities to punish interlopers, provided the locals have the good

of the forest in mind. Good tree Wardens will try to prevent and inform before resorting to violence. Chaotic tree Wardens are just that, and can respond one way one time, and another the next. Evil tree Wardens will torment and harass those they see as a threat before going in for the kill.

Alignment: Tree Wardens, like nature itself, must maintain some amount of neutrality. Where nature might be benign one day and angry the next, so are tree Wardens one from the next. Some tree Wardens tend towards good over evil, or the opposite, depending on their upbringing and experiences. Others tend towards chaos or law, usually depending on their closeness to civilization and their experiences with nearby settlements.

Religion: Tree Wardens generally revere nature and trees above all and receive their spells and abilities from nature itself. Some tree Wardens hold a place for nature deities and worship them as such, but even these tree Wardens keep these deities second to nature.

Background: Tree Wardens are trained and often raised by older tree Wardens who teach them the tricks of the trade and to revere nature. Sometimes however, people enamored with the forest will go off to live among nature and eventually find the path of the tree Warden themselves.

Races: Tree Wardens are somewhat common among elves, with their closeness to nature. Human tree Wardens are actually more dedicated,

Tree Warden

due to the races general tendency to take nature for granted, which leads humans walking the path with greater fervor. Gnome and half-elf tree Wardens are uncommon, but not unheard of, whereas dwarf and halfling tree Wardens are almost unheard of. There are no records of half-orc tree Wardens.

Other Classes: Tree Wardens come into contact with rangers more often then the other classes, and get along with them better then they do the rest, due to the ranger's respect of nature and self-reliance. Tree Wardens generally look down on barbarians as brash and unreliable, although they generally agree with their reverence of nature. Tree Wardens respect clerics and paladins for their healing powers, if not for their relations to civilization. Indifferent to bards and rogues so long as they don't pose a threat to the forest, tree Wardens generally distrust wizards and sorcerers, seeing them as power hungry and a threat to the balance of nature.

Abilities: Wisdom is of great importance to a Tree Warden, as it determines if the Tree Warden gets any bonus spells, as well as the highest level spells the Tree Warden can cast. In order to cast spells, the Tree Warden must have a Wisdom skill equal to 10 + the spell's level to cast it. Dexterity is also an important ability to Tree Wardens, due to their limited armor choices.

Alignment: Lawful Neutral, Chaotic Neutral, Neutral, Neutral Good, Neutral Evil.

Hit Dice: d8

Class Skills
The Tree Warden's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (nature) (Int), Listen (Wis), Profession (Wis), Spellcraft (Int), Search (Int), Spot (Wis), Survival (Wis), Swim (Str).

Skill Points at 1st Level: (4 + Int modifier) x 4
Skill Points at Each Additional Level: 4 + Int modifier

Weapon and Armor Proficiency: Tree Wardens are proficient with the following weapons: club, dagger, quarterstaff, short bow, shortspear, sling, and spear. Tree Wardens may become proficient in other weapons, but may never wield mechanical weapons, or weapons made out of metal. Tree Wardens are proficient with light and medium armor, but cannot wear armor made from metal. This limits them to padded, leather and hide armor. Tree Wardens are also proficient with shields (except tower) but these must be made of wood as well. Any Tree Warden that uses or wears prohibited weapons, armor or shields loses all supernatural or spell-like abilities for 24 hours.

Spells: The Tree Warden casts spells as a Druid of the same level. The Tree Warden uses the same spell progression chart as the Druid. See PHB.

Nature Sense (Ex): At 1st level, a Tree Warden gains Nature Sense, just as a Druid would.

Woodland Stride (Ex): At 1st level, a Tree Warden gains the Woodland Stride ability, which works exactly the same as the Druid ability of the same name.

Speak with Plants (Su): At 2nd level the Tree Warden may use Speak with Plants for free once per day, as per the Druid spell. Use the Tree Warden's level as the caster level to determine duration. At 6th level the Tree Warden may use this ability twice per day, at 10th level the ability may be used three times per day, and at 15th level the ability can be used four times per day.

Trackless Step (Ex): At 3rd level the Tree Warden gains Trackless Steps as a Druid would.

Barkskin (Su): At 4th level, the Tree Warden may cast Barkskin on herself for free once per day, as per the Druid spell. Use the Tree Warden's level as the caster level to determine duration and effect. At 7th level the Tree Warden may use this ability twice per day, at 14th level she may use it three times per day, and at 18th level she may use it four

Tree Warden

times per day.

Tree Shape (Su): At 5th level the Tree Warden may use the Tree Shape ability for free. Treat this as the Druid spell. The Tree Warden may use this ability any number of times per day, up to an umber of hours equal to her levels in Tree Warden. Thus a 6th level Tree Warden can spend a total of six hours as a tree. The Tree Warden may take the form of any tree she knows of.

Tree Stride (Su): At 8th level, the Tree Warden gains the ability to use Tree Stride for free once per day. Treat the ability as the Druid spell, using the Tree Warden's level as the caster level to determine duration.

Tree Shape Heal (Su): At 11th level, the Tree Warden regains 3d4 hit points for each full hour spent in tree form.

Tree Fight (Su): Starting at 12th level, a Tree Warden using Tree Shape may move about and fight while in tree form. The Tree Warden may move at her normal move rate, and cannot run. The Tree Warden gets one attack per round at her highest base attack bonus and may only make one melee attack per combat round. The Tree Warden has an effective Dexterity of 0 while in tree form, and thus gains no Dexterity bonus to AC and cannot use feats such as Dodge or Mobility that require minimum Dexterity scores. The Tree Warden gains a +10 AC bonus (as

per Tree Shape) and gains +5 to his Strength score while in tree form.

Tree Song (Su): At 15th level, the Tree Warden can use the Tree Song ability while in tree form. Tree Song allows the Tree Warden to communicate with any tree of the same type as his form within 50 feet/level. So a 15th level Tree Warden assuming the form of an oak can communicate with any oak within 750 feet. All trees maintain a form of telepathy with all other trees of their type within range, communicating basic information. For example, if a party of Dark Elves were to pass by an oak within 750 feet of the Tree Warden, it would communicate this information to her. Trees recognize creatures that they have encountered before, but in the case of things they haven't seen before they will only communicate the general size and number, equating it to something they do recognize.

Tree Shape Extended (Su): At 17th level the Tree Warden gains the ability to stay in tree form for longer, allowing her to use Tree Shape for 1.5 hours/level.

Tree Shape Huge (Su): At 20th level, the Tree Warden may use Tree Shape to assume the form of a huge tree instead of a large tree as per the spell. As a huge tree, the Tree Warden gains a +15 AC bonus and +7 to her Strength score. All other effects remain the same.

PROGRESSION

LEVEL	BASE ATK	FORT	REF	WILL	SPECIAL
1st	+0	+2	+0	+2	nature sense, woodland stride
2nd	+1	+3	+0	+3	speak with plants (1/day)
3rd	+2	+3	+1	+3	trackless step
4th	+3	+4	+1	+4	barkskin (1/day)
5th	+4	+4	+1	+4	tree shape
6th	+5	+5	+2	+5	speak with plants (2/day)
7th	+6/+1	+5	+2	+5	barkskin (2/day)
8th	+6/+1	+6	+2	+6	tree stride
9th	+7/+2	+6	+3	+6	
10th	+8/+3	+7	+3	+7	speak with plants (3/day)

A talk with Mitchell

by The Le Games

Every other issue, we'll get inside the average RPG gamer to see what makes them tick. Through these interviews we find out what they are really made of. What's their favorite RPG game? What do they like to buy? Why do they hate DMs? You know, the usual. For our first interview with a PC, we have Mitchell Poirier.

Q: Who are you?

Mitchell: I'm Batman...err Spider-Man...err...wait, what was the question?

Q: How long have you been playing RPGs?

Mitchell: Off and on since 1982...roughly 22 of my 30 years on this particular planet. Probably only about 10 years continuous, if you were to add it all up.

Q: What RPGs have you played?

Mitchell: Only D&D, AD&D, D&D 3e, and D&D3.5 in terms of significant pen and paper play time. Occasional dalliances into several computer rpgs.

Q: Your favorite RPG, and why?

Mitchell: D&D3.5 is my favorite at the moment, simply because there are near limitless options in terms of what kind of character I can play...subject to DM's approval of course. Especially when you throw in all of the d20 compatible material out there. My own tastes lean more towards a Tolkien-esque kind of fantasy, with dwarves and elves etc. so it's all around a good fit.

Q: What is your least favorite aspect of D&D?

Mitchell: That 3.5e bards got the shaft? Just kidding... In terms of actually playing the game, it's really hard to say, everyone plays it a little bit differently. In terms of the rules themselves, the economic system is by far my biggest pet peeve. It's one thing to say that it's not a realistic system, but it'd be nice if it was at least one that worked in the game itself.

Q: What kinds of custom rules do you use for D&D?

Mitchell: Well, a big one is that we kind of ignore how the in game economy would really affect most npcs, but that really doesn't come up in game play all that much. Most of the custom stuff is more removing bits of rules that we feel don't work, rather than adding new stuff in, but there have been new spells, or altered core book spells; new monsters, templates, classes, races, etc. Nothing is really sacred except that we have fun.

Q: Your least favorite RPG?

Mitchell: Diablo probably...the computer game wasn't a great RPG, but they based a pen and paper version off it? Sheeeesh....

Q: What Computer RPGs have you played?

Mitchell: I don't remember all of them. But here's a list off the top of my head: Ultima VIII; Dark Sun - Wake of the Ravager; Betrayal in Antara; AD&D - Birthright; Baldur's Gate I & II & TotSC; Icewind Dale I & II; Neverwinter Nights; Diablo I & II; Planescape: Torment; and....Leisure Suit Larry!!! ;)

Q: What RPG do you absolutely refuse to play?

Mitchell: Pokeman. Because it's Pokeman.

Q: What do other players do that annoy you?

Mitchell: Argue with the DM. Just make your point and let it go, even if you're right. The game isn't about that, there's no fun in it for anyone. Leaving the game area to do something else in the middle of the game is another one. It's one thing to have to take a washroom break, but calling up some friends to make plans is something that could be done when you're not in the middle of a gaming session.

Q: Tell me about the worst DM you ever had...

Mitchell: Ok, his name is Joki Fsad...just kidding. The worst DM I ever had didn't know he was a DM, he thought he was a player. He wanted to be in the spotlight. His NPCs could do anything and everything. There was no use for any other character. So now there aren't any other characters in his game. ;)

A talk with Mitchell

Q: What makes a good DM to you?

Mitchell: Being prepared is always a good start. Nothing worse than sitting down for a gaming session only to wait half an hour while the DM writes up the adventure, or breaks the seal on the adventure and starts reading it for the first time. Knowledge of the rules is a good thing, but less important. Being able to tell a story, and preferably a good story, and be good at telling it. Being able to breath a little life into each NPC, if only to make sure we're paying attention.

Q: When you buy role playing game books, what compels you to buy it?

Mitchell: Rules for certain, flavor so I get an idea on how to use the rules, images to help me picture those ideas. Reviews to some extent, if everyone has nothing but bad things to say about a product I'll stay away even if it seems to have those other things - assuming I don't look over the product myself. Quality of the product is important too, in terms of how it's made I mean. If it looks like it won't survive the trip home, never mind extended usage (because it is such a good product, otherwise I wouldn't have bought it :P), it goes back on the shelf.

Q: D&D is clearly the market leader for role playing games. How do you feel Wizards of the Coast has done with D&D in general?

Mitchell: I think they've done an awesome job just in terms of opening it up with d20 and open gaming licensing. TSR was often criticism for flooding the market with products no one was really interested in, and to some extent that happens with d20/D&D3e/3.5. But now it's more because anyone can make a product to cater to any niche they can think of, rather than TSR throwing what they think we should play at us.

Q: What is your favorite campaign setting for D&D/D20?

Mitchell: Eberron, the new setting from *WotC*. Frankly because it is new. There's no one to bombard me with their expertise on the setting, no vast volume of history and established dogma to burn through to get my enjoyment out of it.

Q: What is your least favorite campaign setting for D&D/D20?
Mitchell: Surprisingly not Forgotten Realms, even though I picked on it in the last question. I'd have to say Dragonlance, in part for the reasons listed above, but mostly because it gave birth to Kenders...

Q: What is your favorite D&D/D20 race/class combo?

Mitchell: Halfling sorcerer. Simply the funnest character, in the wildest campaign, I have ever played.

Q: What is your favorite D&D/D20 race?

Mitchell: Elves are my favorite race. I think I was over-exposed to them when I first started playing...so they have that nostalgic place in my heart.

Q: What is your least favorite D&D/D20 race and or class?

Mitchell: Kenders, never seen anything so annoying... though gnomes are a close second. And wizards, but I don't really have any reason for not liking them, I just don't find them as interesting or fun as other classes.

Q: What's the strangest character you've ever played?

Mitchell: Well, in this one gaming IRC channel, I play this fox see....

Q: Final Comments/rants about RPGing in general?

Mitchell: I think that a lot of non-RPGers have a misconception about RPGing. I remember talking to someone that was asking me basically how to play an RPG. My response was basically: any time you play make believe, pretend to be something or someone other than who and what you are or act something out for someone, you're role-playing. The "game" part is just agreeing upon a set of rules. Everyone role-plays (yes, even rollplayers) at some time in their life.

Personalities on the fly

by John C. Walborn

Stereotypes. Everyone hates them, especially your players. But you've got enough to do without planning out unique personalities for every NPC your characters meet, right?

This month, it's **DDG Games** to the rescue with a personality generator for your NPCs that is powerful enough for comprehensive results but simple enough for on-the-fly use.

WORLD VIEW

The first element of personality is "World View". Roll or pick an original result from the World View chart. ***Optional:*** Add 1 for female NPCs and/or subtract 1 for males.

BASE NATURE

On the World View chart you'll find a modifier to "Base Nature", which is the second element of the NPCs personality. While World View represents one's personal take on things, Base Nature is the way the NPC comes across to others. Roll on the Base Nature chart, applying the appropriate bonus.

MOTIVATION

With the World View and Base Nature results, your NPC's personality should begin to take shape. We now know how they think and how others view them, but there's one piece missing. "Motivation" is an important part of a character's personality. Roll on the Motivation chart to finish the process.

POLISH

With the application of a little interpretation and personal creativity, you now have a fully realized personality for your NPC. While this is bound to be little more than a sideline for most NPCs, it is possible for the results to be severe or interesting enough to change the NPC's storyline significance entirely.

After you've used and become familiar with this simple system, it should be easy enough to use "on the fly" for those times when you need to layer a personality behind a character into which you had not put much previous thought.

(See charts below…)

D20 ROLL	WORLD VIEW	DESCRIPTION
Up to 02	Defeatist	Perpetually hopeless and downtrodden. -6 Base Nature.
03-04	Pessimist	Extremely negative, often depressed or angry. -4 Base Nature.
05-06	Cynic	Tends toward negativity, hates faith structures. -3 Base Nature.
07-09	Realist	Operates on base logic and little emotion. -2 Base Nature.
10-12	Balanced	Sees value in both perspectives. +0 Base Nature.
13-14	Hopeful	Relies on hope and faith more than average. +2 Base Nature.
15-16	Idealist	Believes all things work out in the end. +3 Base Nature.
17-18	Optimist	Finds the silver lining in everything. +4 Base Nature.
19 or greater	Dreamer	Operates entirely on hope and blissful ignorance. +6 Base Nature.

WORLD VIEW

D20 ROLL	BASE NATURE	DESCRIPTION
Up to 01	Aggressive	Forceful and easy to anger.
02-03	Outcast	Anti-social and distant, wary of others.
04-05	Depressed	Perpetually solemn and downtrodden.
06-07	Introvert	Timid, wary of strangers.
08-10	Guarded	Reasonably confident, yet quiet and reserved.
11-13	Polite	Politely social, but guarded as necessary.
14-15	Extrovert	Outgoing, socially forward.
16-17	Sanguine	Confident and assured, usually charismatic and mildly bold.
18-19	Animated	Excitable, excessively bold.
20 or greater	Zealot	Dauntless, pushy, audacious to a fault.

BASE NATURE

D20 ROLL	MOTIVATION	DESCRIPTION
01-03	Power	Desires raw power over others.
04-06	Justice	Demands fairness and justice as they perceive it.
07-10	Wealth and Fame	Pursues personal riches and notoriety above all else.
11-14	Comfort and Security	Seeks security and comfort for self, family, and/or people.
15-17	Love and Acceptance	Wants to be loved by a person, a deity, or by everyone.
18-20	Drunkard or Addict	Relentlessly pursues the object of addiction.

MOTIVATION

Tome of the Ancients

http://www.rpgnow.com/default.php?manufacturers_id=465&src=DDGGDCP1

Do you live for the storylines? Are you tired of products that only offer prefab content and no original ideas on how to make your game or campaign come alive?

The **Tome of the Ancients** series was developed to combat exactly that problem. Each volume contains a unique generation system and a horde of practical examples.

by The Le Games

Common Name: Lurker's Prizm

Total Items: 3

Description: These artifacts are unique, even for Synergy Artifacts, as they offer different abilities and enchantments based on the wearer. They consist of a brooch, hooded cape, and a dagger.

This brooch is small, easily fitting in the palm of a human hand. It is diamond shaped brooch made of a glass-like substance with a small red ruby in the middle. On the back of the brooch is a small groove indentation allowing it to easily snap onto a small button.

The hooded cape is made of a fine smooth cloth and is dark blue in color. On the front of the cape is a button allowing the wearer to easily wear the cape and secure it around herself. The button is the perfect size for the brooch to fit onto.

The Dagger looks and feels like white ivory, and is said to be sharper than the sharpest blade and more dangerous than a drunk dwarven mother-in-law. The handle of the dagger is smooth to the touch, but is grooved to be easily secured in the hand of the wielder.

Each of the Sundry Artifacts offers special abilities to the wearer, based on different characteristics such as race. If the wearer fulfills more than one requirement, the effects will stack together.

For Synergy bonuses, the dagger may be in one's inventory and need not be wielded.

Artifact: Brooch
Common Name: Lurker's Brooch

When the brooch is worn (snapped onto a button), it will change in color based on the wearer, and will offer special powers onto the wearer. The brooch will always grant a +1 bonus to AC to anyone who wears it. Each Aura effects the wearer, as well as anyone else specified.

The brooch will also grant Blessed Aura abilities to the wearer based on race. The auras granted by the brooch always lasts for 3 rounds and requires one full round to activate. These Auras may be activated once per day unless otherwise noted. If the wearer is multi-raced then she may activate any Aura that applies to her, but may still only active one Aura once per day.

Human - **Aura of Fire**: If the wearer of this brooch has human blood within her, the brooch retains its clear glass-like shell, but the embedded gem will turn green. The human wearer may activate an Aura of Fire within a 50-foot radius. Any ally within this aura will have his weapon deal an additional 1d4 fire damage. This additional damage is increased by 1d4 for every 10th level of the wearer.

Dwarf - **Aura of Resistance**: If the wearer of this brooch has dwarven blood within her, the brooch's embedded gem will turn purple. The dwarven wearer may activate an Aura of Resistance within a 50 foot radius. If any ally within this radius is targeted by a non-ally spell, he may make a Will Save (DC 15 + Spell Caster Level) to negate the spell for no effect. At 10th level (of the Brooch wearer) and every five levels thereafter, this DC is reduced by 1.

Elf - Aura of Range: If the wearer of this brooch has elf blood within her, the brooch's embedded gem will turn clear. The elven wearer may activate an Aura of Range within a 100 foot radius. Any ally within this radius automatically gains a +2 bonus to ranged attacks rolls. At 10th level and every five levels thereafter, this aura grants an additional +1 bonus to ranged attack rolls.

Gnome - Aura of Earth: If the wearer of this brooch has Gnomish blood within her, the brooch's embedded gem will turn brown. The gnomish wearer may activate an Aura of Earth within a 50 foot radius. Any ally within this radius gains a +2 to melee attack rolls against non-flying targets. At 10th level and every five levels thereafter, this aura will grant any ally an additional +1 bonus to melee damage against all non-flying targets.

Orc - Aura of Damage: If the wearer of this brooch has orc blood within her, the brooch will turn green while the embedded gem will remain red. The orcish wearer may activate an Aura of Damage within a 50-foot radius. Any ally within this radius gains a +1 to attack and damage rolls for melee attacks. If the wearer is 8th level or higher, the aura will increase any ally's critical threat range by 1. At 10th level and every five levels thereafter, the aura grants an additional +1 bonus to ally attack and damage rolls for melee attacks.

Halfling - Aura of Defense: If the wearer of this brooch has Halfling blood within her, the brooch's embedded gem will turn yellow. The halfling wearer may activate an Aura of Defense within a 50-foot radius. Any ally within this radius gains a +1 bonus to AC. Furthermore, when an ally within this radius is attacked by an opponent, the ally will gain a circumstantial +2 bonus to AC if the opponent is of Huge size or larger. At 10th level and every five levels thereafter, the aura grants an additional +1 bonus AC to allies.

Weight: < 1 lb

Artifact: Hooded Cape
Common Name: Lurker's Cape
This hooded cape will always grant a +1 bonus to AC to anyone who wears it.

The cape grants Cursed Aura abilities to the wearer based on race. Auras granted by the cape last for 3 rounds and requires one full round to activate. These Auras may be activated once per day unless otherwise noted. If the wearer is multi-raced then she may activate any Aura that applies to her, but may still only active one Aura once per day.

Human - Aura of Weakening: If the wearer of this cape has human blood within her, she will be able to activate an Aura of Weakening within a 50-foot radius. Any enemy within this radius will be slightly weakened and therefore receives a –2 penalty to all saves.

Dwarf - Aura of Frailty: If the wearer of this cape has dwarven blood within her, she will be able to activate an Aura of Frailty within a 50-foot radius. Any enemy within this radius is penalized with a –2 to AC.

Elf - Aura of Fog: If the wearer of this cape has elven blood within her, she will be able to activate an Aura of Fog within a 100 foot radius. Any enemy within this radius will have a difficult time seeing far distances, and therefore will be penalized –3 to all ranged attack rolls.

Gnome - Aura of Sand: If the wearer of this cape has Gnomish blood within her, the cape will turn black and the wearer will be able to activate an Aura of Sand within a 50-foot radius. Any enemy within this radius will gain a –2 penalty to all melee attack and damage rolls.

Orc - Aura of Anger: If the wearer of this cape has Orcish blood

within her, the cape will turn green and the she will be able to activate an Aura of Anger within a 100-foot radius. Any enemy within this radius will be befuddled and have a difficult time casting spells. Enemy spellcasters must make a successful Will save (DC 16) every round this is in effect or be unable to cast spells for that round.

Halfling - **Aura of damage**: If the wearer of this cape has Halfling blood within her, the cape will turn brown she will be able to activate an Aura of damage within a 30-foot radius. Any enemy that is within the radius must make a successful Fortitude save (DC 10) every round or take 1d4 +1 magical damage. At 10th level and every 10 levels thereafter, this DC is increased by +3, and this damage is increased by an additional 1d4.

Weight: 1 lb

Artifact: Dagger
Common Name: Lurker's Edge

The Sundry Dagger is magical dagger dealing 1d4 +2 damage, with a critical threat of 19-20 (X2). Melee damage caused by this dagger will always bypass *any* damage reduction the target may have. At 6th level and every six levels thereafter, the dagger gains a magical +1 bonus and the critical threat range is increased by 1.

When wielded however, the wielder may make a Magic Ray attack once per day.

This ability may only be activated if the wielder gives up all other actions for the round. Activating this ability uses up all the wielders actions for the round and requires a successful ranged attack of up to 50 feet on any living target. The wielder gains a +5 to attack rolls for this Magical Ray. On a critical hit that resulted on a natural 20, any damage caused by the Magical Ray is doubled. If the wielder of this

dagger is 15th level or higher, a critical hit on a natural 20 will triple the damage rather than double.

If the wielder is multi-raced then she may activate any Magical Ray that applies to her, but may still only active one Ray once per day.
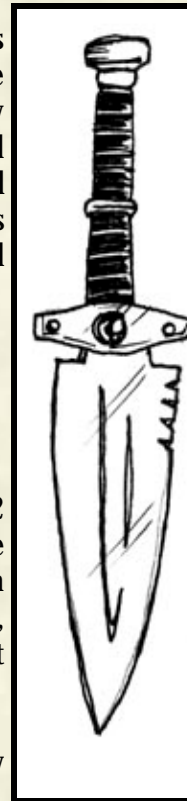
Human - **Ray of Disenchant**: If the wielder of this dagger has human blood, she may make activate a Ray of Disenchant. On a successful attack, the target takes 1d4 +1 magical damage and must make a successful Will Save (DC 16) or lose all enchantments that may active on him. Furthermore, on a failed save, the target may not cast enchantments on himself for 1 day. At 10th level and every six levels thereafter, this DC is increased by 1 and the damage caused by the ray is increased by 1d4.

Dwarf - **Ray of Fire**: If the wielder of this dagger has dwarven blood, she may activate a Ray of Fire. On a successful attack, the target takes 1d4 +1 fire damage and must make a successful Reflex Save (DC 15) or be penalized −2 to AC for five rounds. At 10th level and every six levels thereafter, this DC is increased by 2, and the fire damage is increased by +1d4.

Elf - **Ray of Heaven**: If the wielder of this dagger has elven blood, she may activate a Ray of Heaven. On a successful attack the target takes Xd4 +1 magical damage if it is evil, where X is equal to the half wielder's level (rounded down). The target may make a reflex save (DC 13) for half damage. This is only effective against evil creatures. If the target is good, then the Ray of Heaven will instead *heal* him for Xd4 hit points. At 10th level and every six levels thereafter, the DC for evil creatures is increased by 1. This Ray has no effect on neutral beings.

Gnome - Ray of Clumsiness: If the wielder of this dagger has gnomish blood, she may activate a Ray of Clumsiness. On a successful attack, the target takes 1d4 +1 magical damage, and must make a successful Reflex Save (DC 16) or is knocked down. If the target is of Huge size or larger, this DC is increased by +2. At 10th level and every six levels thereafter, this DC is increased by 1 and the damage is increased by +2.

Orc - Ray of Fury: If the wielder of this dagger has orc blood, she may activate a Ray of Fury. On a successful attack, the target takes 1d4 +1 magical damage, and is effected by a befuddlement for one hour -- all spells cast by the target will have it's caster level reduced by five. Furthermore, on a successful attack, the target will be affected by a psychic cloud for five rounds -- at the beginning of each round the effected creature must make a successful Will Save (DC 15) or take 1d4 magical damage. At 10th level and every six levels thereafter, this damage is increased by +1.

Halfling - Ray of Cold: If the wielder of this dagger has halfling blood, she may activate a Ray of Cold. On a successful attack, the target takes 1d4 +1 cold damage, and must make a successful Will Save (DC 13) or be effected for five rounds by Magical Numbness – the target may only make 1 attack per turn, loses the ability to fly, loses invisibility, and will be penalized with –1 to AC. At 10th level and every six levels thereafter, this DC is increased by 2 and the cold damage is increased by +1.

DAGGER SYNERGY:

If the wielder of the Sundry Dagger also wears the Sundry brooch and/or Sundry hooded cape, all Magic Rays generated by the dagger will deal an additional +1 magical damage. Furthermore, all DC saves needed by enemies hit with a Magical Ray is increased by +1. This does not stack if both the Brooch and Cape are worn.

Weight: 1 lb

SYNERGY (2-items)

Wearing/wielding any 2 items of the Sundry Artifacts increases the duration of all Auras by +1 rounds, and the wearer may activate any known Aura one additional time per day. The wearer will also gain a +1 bonus to AC.

SYNERGY (all 3 items)

Wearing/wielding all three items of the Sundry Artifacts grants the wearer and additional +1 bonus to AC, and will grant the user the ability to activate any Aura one additional time per day, even Auras that apply to other races. The duration of all Auras is increased by an additional +2 rounds.

The Cape will also begin to generate additional abilities. If the wearer dons the hood over her head, she gains Dimension Door as a spell-like ability twice per day (caster level 20th), gains Darkvision up to 100 feet, and may cast invisibility (caster level 20th) on herself once per day. If the hood is every taken off her head, these effects end.

Furthermore, the wearer may now activate Magical Rays even if the Sundry Dagger is in her inventory – it does not need to be wielded.

History: in year of the Rat, 1320, trans-dimensional creatures known only as the Lurkers invaded the twelve kingdoms of The Garn continent. After one and a half years of constant combat the alchemist Johan Krogan made a great discovery: the Lurkers heart were a source of great magical powers. Tapping into great Necromancy magic, Johan used the hearts of fallen enemies to create the Sundry Artifacts. Utilizing these new weapons, the remaining three kingdoms presented a concentrated counter attack. After eight months the campaign succeeded and the Lurkers were driven off forever.
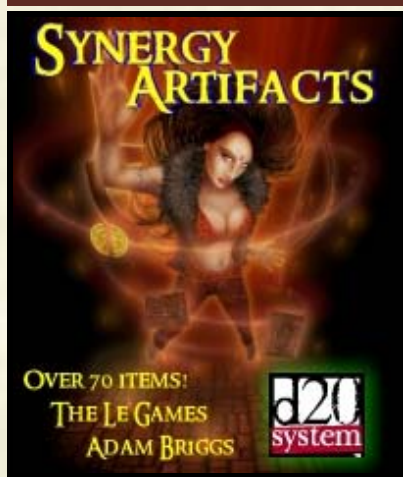
Synergy Artifacts

This 50-page d20 sourcebook contains over 70+ Artifact items for all character levels. The items in **Synergy Artifacts** come in sets -- and as a character wears more items from the same set, the more powers and abilities will be granted to him! Furthermore, many of the items in this book are scalable -- they become more powerful as the wearer becomes higher in level!

This zip file contains two primary versions of Synergy Artifacts: a Landscape PDF version for easy online reading and a Portrait PDF version for easy printing. Both versions have been bookmarked for easy navigation.

Rune Stryders

Rune Stryders is a new direction in fantasy roleplaying brought to you by Politically Incorrect Games and the creator of Ninja Burger™.

The game introduces Stryders, towering war machines (think mecha) brought to life through runic magic and guided by skilled pilots. These Stryders come in varied forms, from the steel-clad behemoths of the Confederated Nations to the living, walking trees of the Kantarin. The Sivatagi of the northern deserts control giant insects with runes, while the primitive Draslander augment their scavenged Stryders with bones and skulls.

Civil war within the Confederated Nations threatens to engulf the world of Rhun, and the Outcast Nations wait impatiently for their chance to strike back at the countries that have enforced their exile for so many years. Who will stand against the tide of chaos?

Includes:

- Extensive Background Information
- Character Templates to assist in creating characters. There are no classes - anyone can use magic or swing a sword.
- Stryder Templates to assist in building and customizing Rune Stryders.
- The versatile and easy-to-learn system utilizing 10-sided dice is optimized for tactical play.
- *Over 240 pages. The contents of this PDF edition are identical to that of the softcover, printed edition.*

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