



The
DRAGON CRY

Periodical

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The DRAGON CRY

Periodical



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Unorthodox Rogues

The Backstabber

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by The Le Games

The Backstabber is a Rogue who specializes in dagger, able to use his skills to maximum efficiency. Backstabbers are rarely in front lines, preferring to stay in the shadows and striking to catch their opponents off guard.

Hit Die: d6.

To qualify to become a Backstabber, a character must fulfill all the following criteria.

Alignment: Any

Skills: Hide 8 ranks, Move Silently 8 ranks.

Special: Sneak attack +1d6

Class Skills

The Backstabber's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier.

All of the following are Class Features of the Backstabber prestige class:

Weapon and Armor Proficiency: A Backstabber gains proficiency with all simple weapons and the shortsword.

Daggercraft: At 1st level the Backstabber is able craft wooden daggers at the rate of 1 dagger per 3 hours, with a maximum 2 daggers per day. Daggers created this way require the correct type of wood and preparation (binding, steaming, etc) and once completed are perfectly balanced for use in close combat or as ranged weapons (1d3 dmg[s], 1d4 dmg[m], critical 19-20/x2, range increment 15 ft, piercing/slashing, 1lbs). Creating a dagger requires a Craft (wood) check at DC 10 – Backstabber level and 5gp of material. The Backstabber may also look around to find the correct material on his own with a Search check (DC 15).



Wooden daggers made by Backstabbers are very sharp and perform as well as an metal dagger. Unlike metal daggers however, wooden daggers dull very quickly resulting in a –1 to damage for a given dagger after every 20 points of damage the wooden dagger deals (do not factor in Sneak Attack Damage for this). This penalty is cumulative per every 20 points of damage it deals. The Backstabber may spend 10 minutes with a dull

wooden dagger to bring it repair it and it up to its original high quality.

Wooden Daggers automatically break and become unsalvageable on a critical miss. A thrown wooden dagger may be retrieved but suffer a –1 to damage rolls afterwards due to dullness – the Backstabber may repair it.

Dagger Superiority: At 1st level and 2nd level, the Backstabber may select an ability from the Dagger Superiority list below:

· **Dagger of Death:** The Backstabber gains a circumstantial +1 to all attack and damage rolls with a dagger. Furthermore, if a Backstabber makes a successful *Sneak Attack* with a dagger, the damage dice will be d8 rather than d6.

· **Dagger of Piercing:** The Backstabber may quickly analyze a single foe for weak points as a free action. If he makes a successful intelligence check (DC20 – Backstabber's Wis bonus) then he has found a weak spot and may attempt a *Sneak Attack* with a dagger, which will bypass the foe's Damage Reduction if it is successful. The Backstabber is penalized a –3 to his attack roll for this type of attack. At 2nd level and every Backstabber level thereafter, this penalty is reduced by 1. Every round the Backstabber may analyze a new foe or the same foe. Each time he uses this ability on the *same* foe, the DC is decreased by a 2 (this is cumulative).

· **Dagger of Flurry:** The Backstabber may attempt to may a flurry of attacks with his dagger as a full round action. The Backstabber may take a 5-foot step to attempt one melee attack against a target with his highest attack modifier, but with a –1 to attack and damage rolls. Upon a successful hit, he may make another attack for free against the same target, but at receives another –1 to attack and damage rolls – this stacks. He may continue to do this after every successful attack, but the penalties stack after each attack (example: by the 4th strike the Backstabber suffers a –4 to attack and damage rolls). This flurry of attacks ends when the Backstabber misses an attack. If the Backstabber misses his *Dagger of Flurry* on the first attack, it generates an attack of opportunity. Sneak Attacks cannot be used for this attack, and critical hits are ignored. Damage is rolled after each attack and totaled together at the end of the flurry.

· **Dagger Bludgeoning:** The Backstabber has become so adept with daggers, that his able to use the flat side of a dagger to deal damage. Whenever the Backstabber uses dagger, he can have it deal bludgeoning damage.

Dagger Reach: At 2nd level the Backstabber has become adept at throwing daggers. When using daggers for throwing, the range increment is 25 feet.

Sneak Attack bonus: At 3rd level, the Backstabber's *Sneak Attack* deals an additional 1d6 of damage. This stacks with *Sneak Attack* bonuses gained from other sources.

Dagger Mastery: At 3rd, 4th, and 5th levels, the Backstabber may select an ability from the Dagger Mastery list above, or the Dagger Mastery list below:

· **Uncanny Spite:** Once per round when an adjacent opponent misses a melee attack against the Backstabber, the Backstabber may respond with an attack of opportunity against that opponent. The Backstabber may only use his dagger for this free attack. The Backstabber may respond with *Dagger of Flurry* for this free attack, but may only do so once per encounter.

· **Critical Stab:** Should the Backstabber score a critical hit with a *Sneak Attack* with his dagger, the total damage (including the *Sneak Attack Damage*) is multiplied by x2 (normally critical hits are ignored with *Sneak Attack*).

· **Dagger Range:** The Backstabber can throw his own wooden daggers with great accuracy. He is granted a circumstantial +2 to attack rolls when throwing a wooden dagger he created with *Daggercraft*. Throwing a wooden dagger this way has a range increment of 35 feet. This stacks with the +1 bonus

Unorthodox Rogues

The Backstabber

granted from *Dagger of Death*.

Dagger Drain. If the Backstabber studies his victim for 1 round and then makes a *Sneak Attack* with a dagger that successfully deals damage the *Sneak Attack* has the additional effect of possibly dealing strength damage. The victim must make a successful Fort save (DC 13 + Backstabber's level + Backstabbers Dex modifier) or else it takes 1d2 of strength damage. This damage is temporary and restores itself of 1 point every hour. If the Backstabber misses the attack, it is considered botched and generates an attack of opportunity.

Shadow Jump (Su): At 4th level the Backstabber gains the ability to travel between shadows as if by means of a *dimension door* spell.

The limitation is that the magical transport must begin and end in an area with at least some shadow. A Backstabber can jump up to a total of 40 feet each day in this way; this may be a single jump of 40 feet or four jumps of 10 feet each (or any combination in-between, with a minimum of 10 feet). At 5th level the Backstabber may do this twice per day, but only once per encounter.

Defending Dagger. At 5th level the Backstabber that is wielding a dagger may choose to fight defensively. As a free action, the Backstabber may transfer some or all of the dagger's enhancement bonus to his AC as a bonus that stacks with all others. He must do this at the start of his turn before using the dagger, and the effect to AC lasts until his next turn.

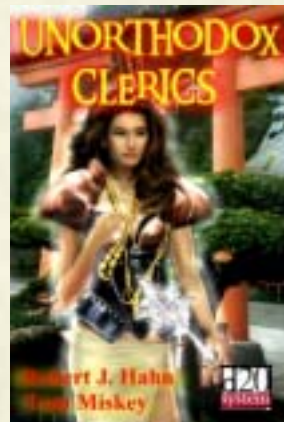
PROGRESSION	Level	Base Attack	Fort Save	Ref Save	Will Save	Special
	1st	+0	+0	+2	+0	Dagger Superiority, Daggercraft
	2nd	+1	+0	+3	+0	Dagger Superiority, Dagger Reach
	3rd	+2	+1	+3	+1	Dagger Mastery, Sneak Attack
	4th	+3	+1	+4	+1	Dagger Mastery, Shadow Jump
	5th	+3	+1	+4	+1	Dagger Mastery, Defending Dagger

The Unorthodox Series

http://www.rpgnow.com/default.php?manufacturers_id=507&src=DDGGDCP1

The prestige class above was taken from **Unorthodox Rogues** from **The Le Games**, one book of an entire series presenting new and unique approaches to both core classes, prestige classes, and class types.

Pick up one, two, or the whole series!



Treasure Chest

Magic Weapons

4

by John C. Walborn

In the first article of this new, recurring series, **Dungeon Dwellers' Guild Games** brings you 10 unique magical weapons you can add to your game with a minimum of effort. Each weapon includes a name, a physical description, and details on its enchantments:

► Unblessed Scythe of Reaping

Description: This scythe seems to be little more than a simple, rusted farm tool—hardly a masterwork weapon. If not for the orcish runes, a psalm to the orc god Gamsch, along an unusually sharp blade, there would be nothing at all extraordinary about this weapon's appearance.

Enchantment: Though not traditionally magical, this weapon has been imbued with a dark blessing by the orc god himself. This grants the seemingly ordinary wood and metal weapon an inherent +3 bonus.

► Woodsman's Stave

Description: This gnarled walking staff is carved from walnut and lightly stained to bring out its natural grain. A hollow portion at the top of the staff appears to be made to host some kind of charm, but is currently empty.

Enchantment: The staff acts as a +1 weapon as well as granting the wielder a +10 to Wilderness Lore checks and Search checks in forested areas if the skills are used with the staff in hand.

► Obsidian Greatsword

Description: This exceptionally wide bladed sword, crafted of pure

obsidian, appears to have been made as a standard sword for a large wielder, though it can be used as a greatsword by standard, medium-sized folk. Deeply embossed letters run the length of the blood groove, forming the cryptic phrase "*Nimar will be avenged.*"

Enchantment: The sword carries a +2 bonus as well as the Keen property, extending its critical threat range to 17—20.

► Skull Flail

Description: This dire flair is made from a black iron rod with dull chains and gray stones, carved to resemble human skulls, on either end. Runes in an old dialect of common adorn each end of the haft, spelling the name "Kralic al Ornan." Close inspection and / or touching the flail reveal that it is very cold with a faint blue mist rising from the two, skull-shaped heads.

Enchantment: The flail carries a +1 bonus as well as the Frost property, causing 1d6 extra damage to targets struck with either of its heads.

► Wildbrand Bow

Description: This extraordinarily thin longbow is made from an exotic variety of aspen and bleached to be nearly white in color. All along the bow, an intricate pattern of sylvan symbols is burned (branded) into the wood. Its lithe build and exceptional craft speak of an elven creator.

Enchantment: This is a +1 weapon for any wielder. When in the hands of an elf, however, the bow grants two more effects: First, it enchants all arrows fired from it as if they were +2 arrows. Second, if the target is an orc, the bow becomes a +3 weapon and it deals an additional d6 damage.

Treasure Chest

Magic Weapons

► Mongel's Axe

Description: This brutal looking greataxe bears a single, sweeping head of cold iron, looking very much like a headsman's tool. The dark oak haft is fixed at the bottom with a spiked sphere. Lettes along the blade, written in the Old Tongue, read "For My Mongrel, Lay Them Waste."

Enchantment: In the hands of any wielder, the axe is a +1 weapon. Used by an evil aligned wielder, the base enchantment increases to a +2 and the axe deals an additional d6 fire damage with each successful hit.

► Quickblade

Description: This thin rapier is made from mithril with a hilt and pommel of gold. In the round pommel, an inset ruby bears the elven rune for "speed".

Enchantment: The +2 weapon is exceptionally quick, allowing the user an additional attack at their highest bonus, provided they are willing to suffer a -4 to all attacks in the round.

► Gladius Immortalus (*Blade of the Exile*)

Description: This shortsword is made from an exceedingly rare material called Siluvenium, or Divine Silver. Its broad blade and ancient style mark it as a weapon of historic origin. The unique, sweeping designs along the hilt further narrow its identity as the storied *Blade of the Exile*, the sword *Durche sem Gard*, a demigod and dragonlord, carried until being struck down by the gods for a forbidden affair with a mortal.

Enchantment: The base enchantment of this item is a +4, but that

is only the beginning. It also bestows upon its wielder +2 enhancement bonuses to Strength and Dexterity and use of the Improved Initiative feat.

Special Note: Given the history of this blade and the power of its enchantments, a great many powerful entities seek it. Anyone carrying this blade attracts a great deal of attention, both positive and negative.

► Piercer's Arbalest

Description: This heavy crossbow is made from black stained ash and brightly polished iron. The ends of the bow are crafted to look like sharp eagle claws.

Enchantment: The arbalest is a +1 crossbow with the Armor Piercing property, giving it an additional +2 to hit against worn or natural armor with an armor bonus of +6 or greater.

► Fool's Dagger

Description: This thin dirk is ridiculously conspicuous with a handle painted in a swirling pattern of bright yellow, red, and green, and a crystal blade enchanted to glow brightly (as a torch). Embossed writing on the sheath reads "Fool's Dagger".

Enchantment: The primary enchantment, and the only effect an Identify spell is able to detect, is a +2 enchantment. The secondary and tertiary effects are masked. First, the dagger emits a magical aura, drawing all evil creatures within 120' to the wielder. Second, evil creatures who see the dagger (must physically see it), are prone to hate the wielder (Will DC 18 if they wish to resist), receiving a +2 circumstance bonus to hit him. These additional effects may only be detected using a Wish, Miracle, or equivalent magic.

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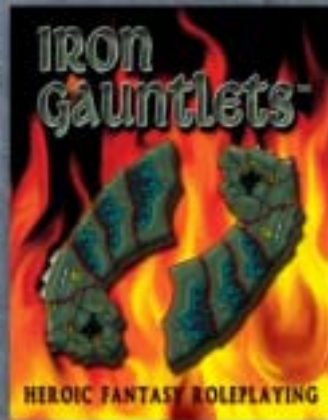
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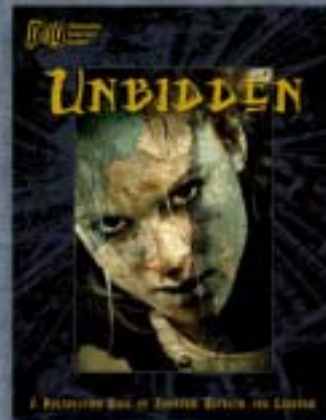
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"The diceless mechanics are surprisingly solid, given that past exercises in the technique have often been maddeningly hazy"

Interview with a DM

The Human Target Speaks

by *The Le Games*

This month we interview a relatively new Dungeon Master, who only wants to be known as "The Human Target". He asked that we keep his identity confidential.

Q: How long have you been DMing?

A: I've been an active DM since the summer of 2001. I was a player for about a year before that. In that relatively short time I have become the main DM for my gaming group.

Q: What games have you DMed?

A: Mostly 3.0 and 3.5 Dungeons and Dragons games using the Forgotten Realms Campaign Setting or various homebrew settings I created. Also some D20 Modern games with heavy fantasy/horror content. I've dabbled in Mutants and Masterminds.

Q: What do players often do that annoys you?

A: I hate it when players make characters that are really unplayable in a group because they are either super lone wolfs or just hate everyone in general. Then they get mad when you tell them to roll something else up. I also can't stand people who never attempt to learn the basic rules no matter how long they play with you.

Q: What is the worst thing you have ever done to a player, because he/she was annoying you?

A: Exile from the group. The harshest DM punishment of all.

Q: What is the worst thing you have ever done to a player, simply because you could?

A: I've done some really nasty things to players for no reason other than good drama. I've gouged out eyes, destroyed favorite homes, and even had a player's love interest turn out to be a member of a were-raven flock.



But my all time favorite worst thing happened when my PCs left a safe house they had been staying at to parley with a villain at an inn. The meeting went south fast (of course) and erupted into a fight with a gnome wizard and a vampire. After the long and bloody battle the group returned to their "safe house" outside of town to find the manor and it's inhabitants charred and in disarray. They searched the building for the companion they had left behind (a much beloved half-elven bard PC I had been running who stayed behind due to injury) and found him staked to his bedroom wall with the symbol of their arch nemesis (the sorcerous leader of a magic worshipping cult) etched into his chest. The PCs were horrified especially the groups' wizard who was the dead member's uncle and the reason he was with the party in the first place. I couldn't help but be pleased at the pain on the players' faces as they pulled the body off the wall and tried to figure out what to tell the bard's

mother. It was priceless.

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

Interview with a DM

The Human Target Speaks

A: I like a balance of flavor and rules. If the game doesn't work mechanically then why would I bother with it? If I think the concept is lame I'm not going to shell out thirty plus dollars for a book.

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

A: I love to DM campaigns in the *Forgotten Realms*® settings because of the magnitude of material that exists for me to draw from as well as the vast and eclectic nature of the settings' races and regions. Plus who doesn't love a setting with lots of dark elves?

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

A: I'm not a big fan of *Greyhawk*® because I feel it can be too generic in places.

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

A: I'm partial to the Bard and the Wizard as classes. A Bard is useful in almost any situation and proves to be the Swiss army knife of classes. I enjoy the Wizard for much the same reason. One morning you can wake up and be a powerhouse of damage, the next you can be a master of stealth, and on Friday you can party with the best of them.

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

A: Definitely the Fighter. I don't see how lots of feats and high attack bonuses can keep people happy. I prefer a class with more distinct abilities and at least a little bit of magic.

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

A: I love them all but I'm going to say 3.5 Halflings. They're just so neat and little. Plus they make really good Bards and Wizards(see above.)

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

A: Illithids. Not because they aren't cool, but because they really

freak me out. Never trust someone with face tentacles (i.e. mindflayers, Doctor Zoidberg and.... well I guess that's it.)

Q: Final Comments/rants?

A: I actually like DMing more than playing a character. Call me a freak but I just like to be the one in charge who gets to make the most stuff up and be responsible for the whole show. But don't tell my players because then I'd have to stop my frazzled plight of the DM routine and wouldn't get any free pity or free Pepsi.

If you wish to be interviewed as a Player or a PC, please email The Le at: TheLeGames@yahoo.com

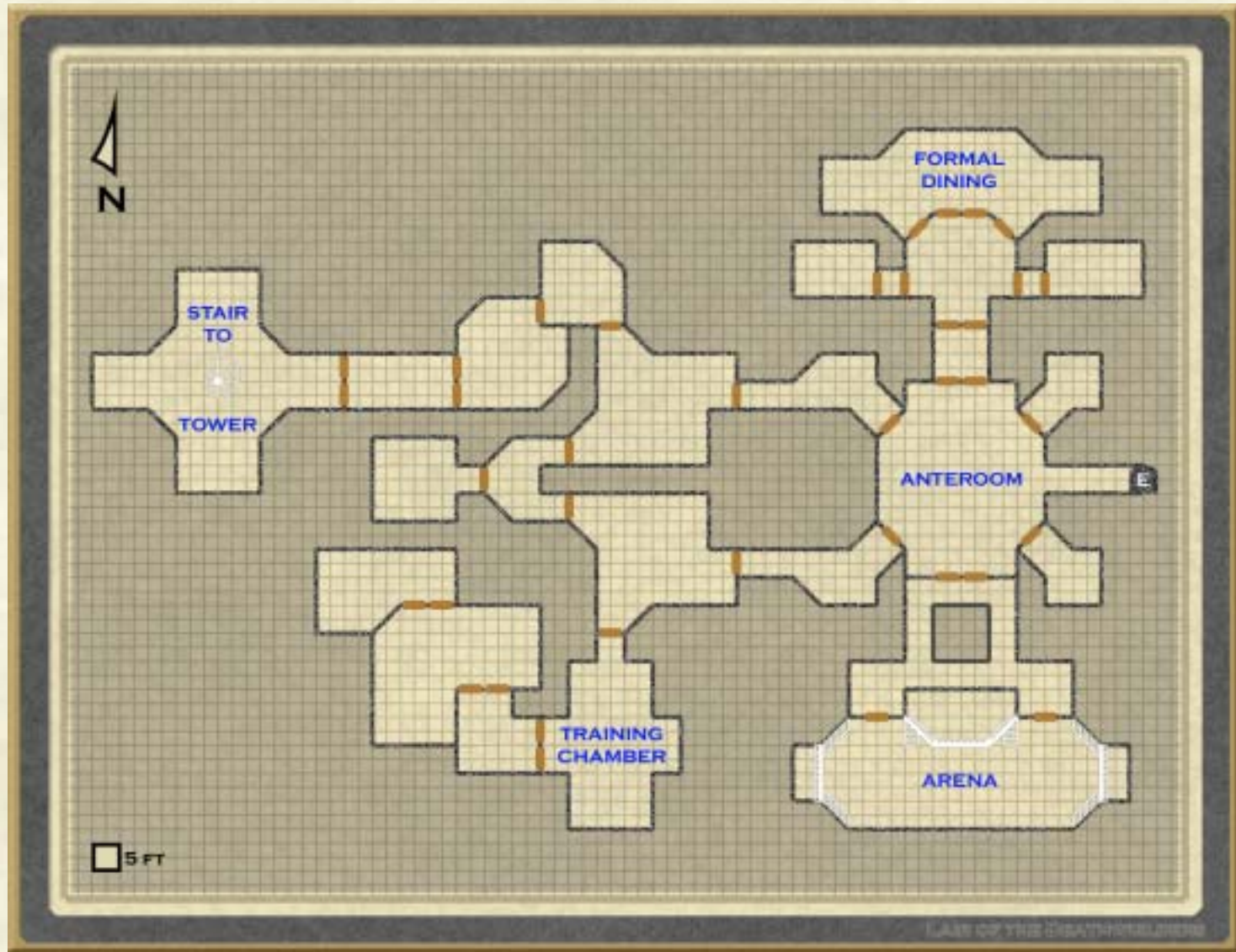


Killer Maps

Enter the Dragon

by John C. Walborn

On the following pages, we present to you a fully mapped dragon lair. The first, smaller map can be given to the players as part of a treasure map or similar discovery. The second map is for the Dungeon Master. All that's left to do is add the baddies!

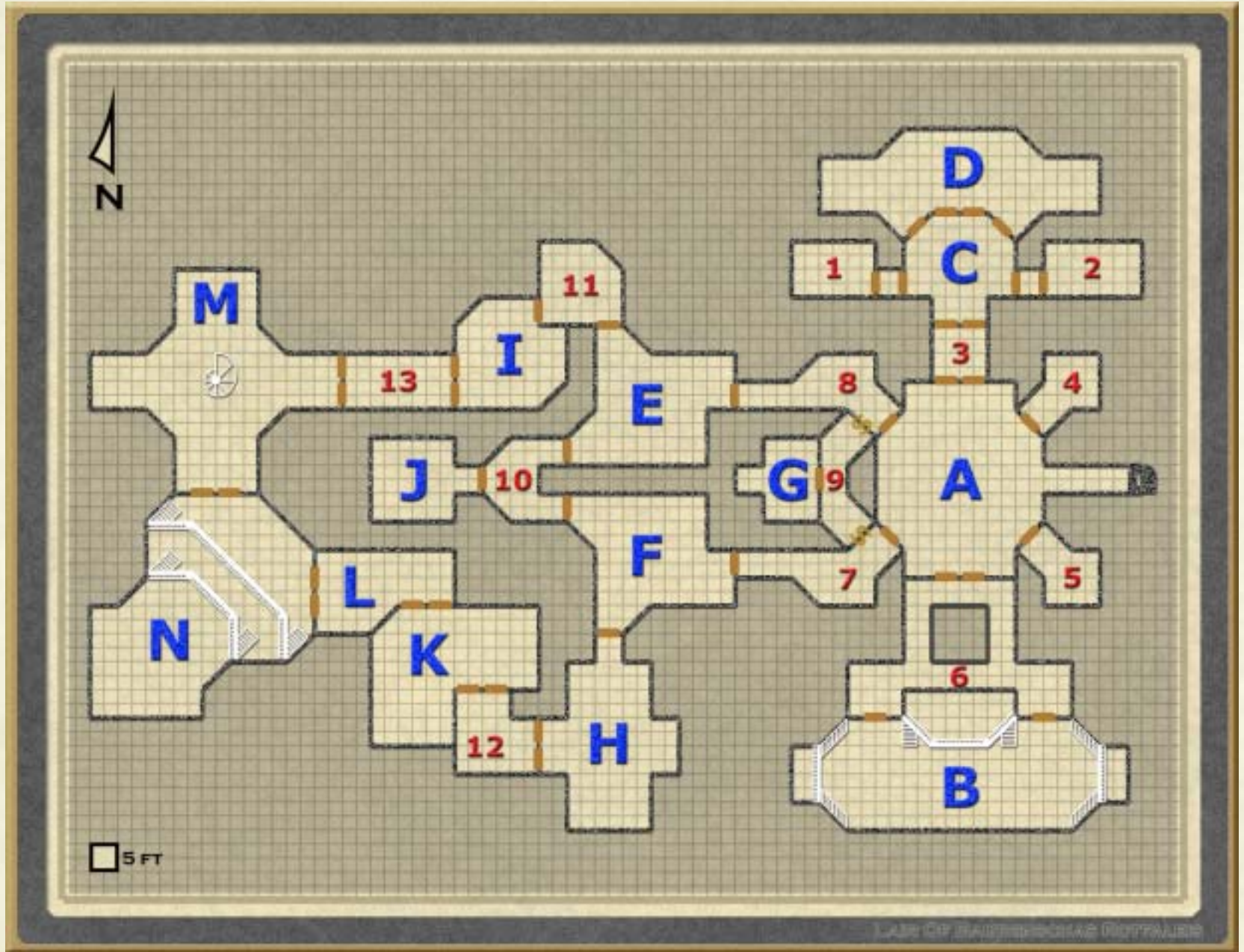


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Killer Maps

Enter the Dragon



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Freelancer Spotlight

Bradley K. McDevitt

by The Le Games

The recurring Freelancer Spotlight will feature artists and writers who work as freelancers in the RPG industry. Our first online interview focuses on the artist Brad McDevitt:

Q: Welcome to the **Dragon Cry**. Thank you for taking up this interview with me.

A: Thanks for choosing to spotlight me.

Q: How long have you been in the gaming industry as a freelancer?

A: I started as a freelancer doing a cover for Stellar Games all the way back in 1986, which I also did the writing for. The book was called "It Came from the Late, Late, Late Show", which saw publication in '89. I consider that the real start of my career as a freelancer.

Q: That is an interesting title. So you wrote it and illustrated it. What is it about?

A: Late Show is about movies that WANT to be as good as Z-grade. It's all about the actors - the PC's - being encouraged to act as badly as possible. It uses percentile dice for all their decisions, so the system can be learned in minutes... about the life expectancy of the first extra, usually. Of course, bad decisions are encouraged, like going out to the shed alone after all your neighbors have been turned into lumber.



Q: Very cool. So, what companies have you freelanced for?

A: Well, that is a long list...lol.. and way too many of these companies have gone out of business, which is one reason I try not to think back on the list too often. But here goes... TSR/WOTC, GDW, FASA, AEG, Pinnacle Entertainment, Steve Jackson Games, Goodman Games, Visionary Entertainment, Stellar Games, Tri Tac Games, Hot Tub Dragon Games, jeez, the list goes on and on.. lol. The past year, I have also done a lot of internet work for companies like FanPro, Blue Devil Games, Ancient Awakenings, and www.bionictROUT.com, a German video game company.

Q: Which specific books do you have images in?

A: Too many to even begin.... last time I had the hubris and time to count, I had something like two hundred publishing credits. With a 15 year history in this crazy business, and as busy as I seem to keep, I have hard time keeping track. Just few months ago I got paid for a job for Goodman

Games that I had done -- I had been so busy that I had forgotten I had done work for them (it was a nice "surprise"). I try to keep myself as busy as possible, so as soon as one project is done, I begin work on my next job immediately to meet its deadline.

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Freelancer Spotlight

Bradley K. McDevitt

Q: Which book image are you the most proud of?

A: I guess I would highlight my work in Visionary Entertainment's "Book of the Fantastic", but in truth... I would say I am most proud of the Lich picture I highlighted on the page here. What I am most proud of, even after all this time, is my writing contributions to the gaming industry: "NightLife", which ended up being the very first urban/monster game, and "It Came from the Late, Late, Late Show", which has been translated into Japanese and German. It is fun to look at a book you wrote and which saw publication, and realize "Gee, I can read my name in the credits, and NOTHING ELSE HERE!"

Q: Do you game? If so, what do you enjoy playing and why?

A: I no longer game, sad to say....the games I can find locally are not games I am interested in playing, and with a wife and a full time job, it is too hard to find time, anyhow. So the games I find myself playing are typical board and card games: Uno, Monopoly, etc. the only "Business" game I still play is Third World Games' "Battle of the Bands". I used to play Shadowrun religiously., and, of course, NightLife.. hey, it was game concept I liked so much I wrote the darned game.. of course, I still play it when I can.

Q: What kinds of sources do you use for inspiration?

A: Hmmmm.... do you mean artists that inspired me? I would have to say looking at the art of Virgil Finlay always inspires me to try harder at my craft. Beyond that, I am a sponge: I draw inspiration from everything: anime, comics (anything by George Perez), music (especially the Ramones and the Grateful Dead), movies (Clive Barker's Hellraiser, and too



many others to begin listing) And I seek specific inspiration for specific jobs. I once did a job for Valkyrie magazine..a pseudo-cyberpunk job.. that a significant portion of the illustration was inspired by a piece of junk circuitry I found out walking one day. I scanned the circuit board, and it ended up becoming a significant part of the final design.

Q: What are you working on now?

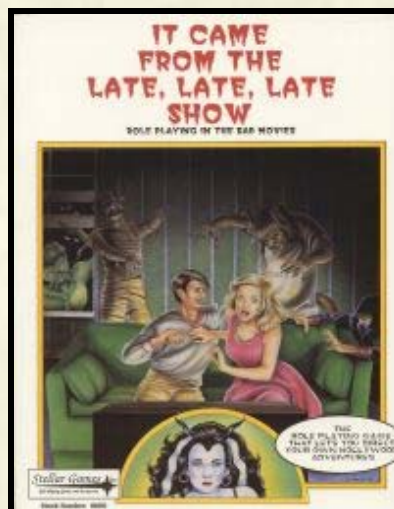
A: I just finished a job for FanPro at www.Battlecorps.com. I am now working with Ronin Arts for their D20 Future Alien Races and Prestige Classes PDF series, a logo for Dark Quest Games, and some advertising work for a local photography studio.

Q: Final thoughts about the freelancing industry in general?

A: I hope to see gaming regain its position as a great and inexpensive form of entertainment... and by gaming, I mean actually getting together with friends around a table with your favorite game, a pizza and a six pack of your favorite beverage, of the fermented variety or not. As for the industry.. it is great... a little bit of fame, a little bit of money... a lot of stress. On the other hand. as I commented to a co-worker at my day-time job, boredom with my life is NEVER a problem. And that, I think, even more than the money, is why I keep doing it.

Brad McDevitt's portfolio and contact information can be found at www.bradleykmcdevitt.com. He is available for freelancing work.

If you wish to be part of the FREELANCER SPOTLIGHT in a future issue, please contact me at TheLeGames@yahoo.com



Classic Adventure

Green Eggs in Hamh

A Dungeons & Dragons 3rd Edition adventure for any size party of any level. There is the potential that low level characters, if they misstep, could die.

BACKGROUND

The village of Hamh has been comfortably nestled against the Hornsea for nearly three centuries. It is a quiet place, hundreds of miles from the King's city, its only neighbor a tiny hamlet named Ashur. The ninety people of Hamh are simple folk, eaking their living by tilling the soil and raising all forms of livestock to sell at market in some of the larger cities. It is all the life they care to know.

Approximately six months ago, during the winter months when food is rashed and the people struggle for survival, a wizard arrived in Hamh. He called himself "Byfar", an elf of indeterminate age with a perpetual sneer. He was on a quest to find a particular book, he told them, one that might have fallen into the hands of the village at some point in history. They knew nothing of it, nor did they care to assist the ill-tempered, pointy eared stranger.

Byfar was angry. They treated him badly and refused to offer shelter. Byfar was able to provide his own shelter, of course, but it was the principle of the thing. In a rage, he vanished. But he returned several months later, a week before the adventure begins, and cursed the town of Hamh.

There, in the graveyard shared by Hamh and Ashur, Byfar invoked a spell he found in his travels. "The Midnight Scourge" it was called, crafted by a man named Cipram. Byfar was not absolutely sure what

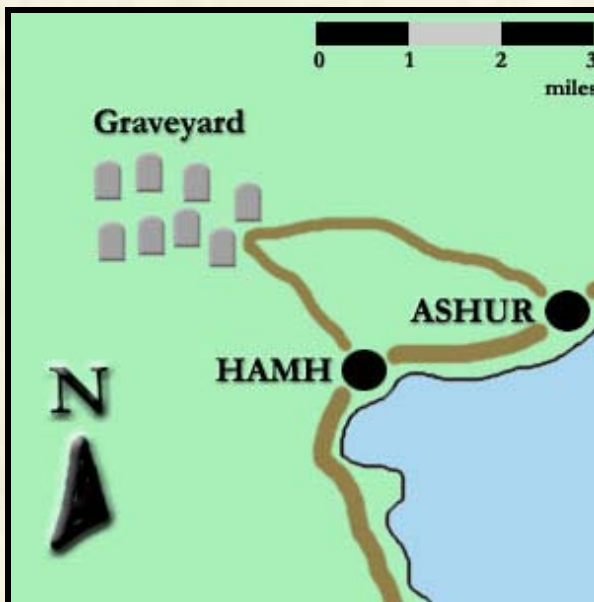
havoc the powerful spell would bring about, and he did not care. Once he was done, he teleported back to the King's city and his home, leaving Hamh to deal with the evil they, he reasoned, had brought upon themselves.

THE MIDNIGHT SCOURGE

Once invoked upon hallowed grounds of burial, the Midnight Scourge lies dormant. Its magical energy seeps into the ground and waits. Then, on the following midnight and every midnight until the spell expires (one week for every caster level, 14 weeks in Byfar's case), a green and noxious mist rises from the ground of the graveyard.

Anyone caught in the graveyard during this event must make a saving throw versus Fortitude, DC 18. If they miss the save, they become violently ill and must save again on each consecutive midnight. If they miss three times in a row, they die. If they make the save and are not exposed to the poison again (see below), they will recover in a week.

The curse, however, does not stop there. At about half-past midnight, the mist settles on the ground of the graveyard, leaving droplets of moisture on the ground that look almost exactly like dew (with an ever-so-slight green tint, DC 30 to spot if looking at the droplets specifically) and a faint odor of death. If anyone walks in this dew (inevitable if entering the graveyard) before 6 AM, when it finally vaporizes, their shoes are poisoned and will, upon the next midnight, emit tiny wisps of green vapor. These vapors are barely visible (DC 20 to spot) and will not harm adults, but infants and small livestock may be affected.



Green Eggs in Hamh

THE VILLAGE OF HAMH

The people of Hamh are distraught. Their chickens have been infected with a strange disease, causing them to lay green, poisonous eggs. Additionally, though they have not linked the two, there has been a suspiciously high rate of infant illness and death within the village.

Fetzweld, Male Gnome (N/G)

Fetzweld is the town mayor. Has been for two score. Unfortunately, the town does not need a mayor, so he is left to his own devices. Fetzweld is practically blind and wears thick spectacles, a device most of the towns folk have never seen. Even with them, however, the poor, old gnome can barely see. To make matters worse, his mind has begun to slip in recent years, leaving him to live with his imagination as his friend. He would have starved to death by now, except that a sympathetic farmer's wife leaves food on his table every afternoon.

Borek, Male Human (L/N)

Borek, a retired soldier from the King's prestigious First Army, is the smartest person in town. He's built the largest farm and makes the best use of it, making him also the wealthiest person in town. Though he's been instrumental in organizing a militia when wolves encroached upon the village, for the most part his gruff manner keeps the neighbors at bay. As if that wasn't bad enough, he has been in a particularly foul mood since the death of his infant daughter a few days ago.

Gentry, Male Human (N/G)

Gentry fills many roles in the town. He is a farmer and also a

carpenter. Thus, it falls to him to make coffins for the dead of Hamh. Part of his service as coffin maker includes travelling to the graveyard in the early morning and digging a hole just deep enough for the shallow coffin. He was the first to return to Hamh with tainted boots and it was his chickens that first developed the mysterious illness. A few days later, the first baby died. The baby's early morning burial, complete with a dozen mourners, compounded Hamh's problem.

Laethe, Female Human (L/G)

Laethe's husband died just after the plague began. He was weeping at his newborn daughter's grave when the mists took him. Now, Laethe is left with no husband and six children. The two youngest, one-year-old twins, are deathly ill.

THE PROBLEM

The town, now in the summer months, is in serious trouble. The lack of usable eggs and the rampant illness is having a grave impact on the village's efforts to stock up food for the winter. With the curse's expiration date well into fall, they cannot afford to wait for a cure. They have little (that they know of), but will give anything if a solution can be found.

THE QUEST

If questioned, the people can tell the party that Gentry's farm was the first infected. They have not yet associated that fact with his job as coffin maker and grave digger. In fact, they have not associated the illness with the graveyard at all. That is something the party will have to figure out. Eventually, if they are not able to pinpoint the graveyard on their own, the party should be allowed to see the vapor rising from a pair of boots or some similar hint.

Classic Adventure

Green Eggs in Hamh

14

THE SOLUTION

Infected boots will have to be burned. Extensive handling of the boots (at any time of day) will require a saving throw as if the person was caught in the mist at the graveyard. As far as the graveyard, there are two possible solutions. First, the graveyard could simply be avoided. If someone is watching, they will notice in fourteen weeks time that the curse has ended. Second, the graveyard could be sprinkled around the edges with holy water and blessed by a priest / Cleric. This would have to be done each day or the plague will return on the next. Remember, though, that the town cannot be infected unless someone enters the graveyard and takes the poison back with them.

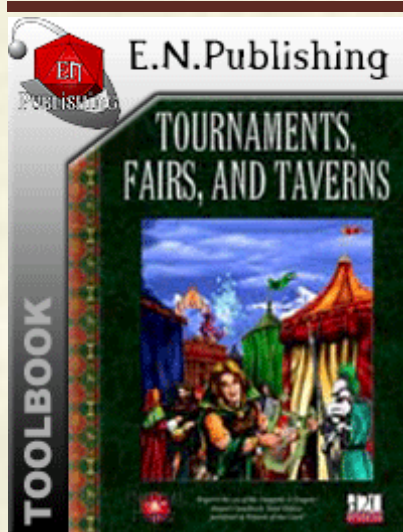
THE REWARD

If the PC's rid Hamh of its curse, the people will be eternally grateful. In fact, they will try to throw a huge party in their honor... It is all the reward they can offer. If the PC's do not attend for whatever reason, the quest is over and there is no reward. If the PC's attend the party, the gnomish mayor, in a moment of clarity, will show up and award them with a book and two gems (of random value, at least a total of 100 GP).

He will explain that they were found a century ago in an abandoned house not far from the town, clutched to the chest of a skeleton. The book is quite old and is called "The History of Kalan". It has no apparent significant value. But a lore master or historian would pay up to two thousand gold pieces for it, as it proves the existence of Kalan, a legendary city concealed in the mists of the Grey Peaks.

If the party keeps the book and studies it closely for a month or more, they will gain enough information to find the kingdom... But I will leave that for another day.





Tournaments, Fairs, and Taverns

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Need rules for a card game or a fairground contest for your game? Need a quick archery tournament, or rules for arm-wrestling? Then this is the book for you! Also includes a sample tournament, fair and tavern making full use of these rules and plenty of new uses for old skills. This book also includes brand new d20 rules for drinking, a new system for the resolution of opposed skill and ability checks over time, a simple system for running competitions involving hundreds of competitors and much more.

Now your PCs can engage one another in a battle of wits, compete in an jousting tourney or a national poker competition. You can run exciting races and chases, indulge in a game of strategy or a magical duel. 29 games and contests of all different types, including martial contests, magical contests, common games of chance or skill and various fairground games. Plus three sample plug-in locations - a tournament, a fair and a tavern, making full use of these rules.



Biplane Barmy

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Now with New Demo Rules!

Biplane Barmy is a game of World War I fighter combat. This is not a detailed simulation of aerial warfare between the allies and central forces; it is designed to be fast and playable. Players control one or more planes each and secretly choose maneuvers each turn, then move all planes simultaneously and resolve firing. The game is fast and furious, typically playable in around 15 minutes, and is intended for those days when you finish role-playing early and want a quick diversion.

- 38 pages
 - Complete World War I Slang dictionary
 - 102 counters
 - Map grids
 - Maneuver charts
- 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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