

The

DRAGON CRY

Periodical



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Periodical



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Treasure Chest

Enchanted Garb

by John C. Walborn (Dungeon Dwellers' Guild Games)

In the second issue of this recurring series, **Dungeon Dwellers' Guild Games** brings you a selection of magical clothing for use in your d20 fantasy game. Each item includes a physical description, a unique name, and enchantment details:

● Black Widow Mask

Description: This black mask is woven from spider's silk and is painted on the forehead with a red figure in the shape of an hourglass. The mask was looted from the crafter's corpse and carried off by goblins who gave it to their shaman. The shaman wears it to this day.

Enchantment: The mask provides a +10 circumstance bonus to Disguise.

● Doublet of Pockets

Description: This Human sized, fur lined leather doublet is stitched together with extra fine thread, implying that it was crafted by halflings. The man who ordered its making died long ago and his heirs stuffed all of his clothing, the doublet included, into a large crate and stored it in a wine cellar.

Enchantment: The front of the doublet has two broad, square pockets where the Holding enchantment allows the

wearer to carry 30 pounds of belongings without looking bloated or being weighed down.

● Bark Belt

Description: This wide belt was crafted by a Brownie for his own use. It is made out of a fibre of sorts, the product of processed wood bark.

Enchantment: He enchanted the belt with Perception (+5 to Spot and Listen) and wore it until he died of old age. When his corpse disappeared, the belt fell into the branches of the tree in which he died. It still hangs there, unnoticed due to its striking resemblance to the tree its self.

● Bride's Gown of Beauty

Description: To ensure that the royal bride is always the best looking woman at the wedding, this wedding gown was crafted. For 12 generations it was worn by every female of the royal family at her wedding. Two weeks ago, however, the young princess Wendlin, on the very morning of her wedding, disappeared. The princess, who had just put on her wedding gown in preparation for a last minute fitting, is believed to have been abducted. There has been no report of her gown, nor has there been a ransom note as of this date.

Enchantment: The gown's effect is achieved by way of a

Treasure Chest

Enchanted Garb

+4 bonus to Charisma as long as it is worn and clearly visible.

• Modin's Durafat Girdle

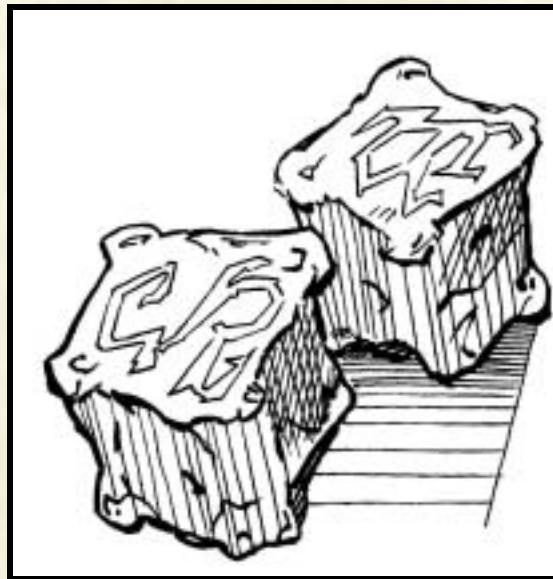
Description: As a joke, a halfling tailor created this "weight control" girdle from leather and bound it with iron strips, painting a bright red oval on the front with the word "DURAFAT" in large, white, common letters. He presented the girdle to a High Priest of Modin to be relayed to the god himself, announcing loudly that he believed every gift should be given out of necessity. As a return joke, a bright red bolt of lightning streaked down from the roof of the temple, cutting the belt and the halfling into two pieces. The split girdle now contained a new message. The left piece read "HALF" and the right read "LING". The broken item is stored in the temple to remind the Priests of Modin's wrath.

• Cirotaen's Dragonward Tunic

Description: The elven bard Cirotaen was deathly afraid of dragons. He had never seen one, but he heard all about their terrible, poisonous breath and feared that someday, in his travels, he would encounter one. So he paid a clothier

vast sums of money to make a white silk tunic that he could sleep in and wear under his clothing, a tunic that would protect him from Dragons.

Enchantment: The clothier took the finished tunic to the Wizard's Guild where it was enchanted with Resistance, bestowing on its wearer a +4 to all Saving Throws. The Elf



took delivery of the tunic and wore it for years until he no longer feared Dragons. He sold the tunic and was killed the next week, on his way to the King's city, by a raging Dragon. The merchant who later purchased the tunic is having troubles finding a buyer for such an item, marketing it as per its name, and will let it go for half its worth.

• Avatar's Crystal Belt

Description: This belt was made from a single piece of quartz crystal by Modin's half-mortal son, Hammadin Ironsmelter. After constructing it, he gave it as a gift to Modin's Avatar to help him blend with the mortal Dwarves. The avatar now walks among the Dwarves freely. Still using the belt, he travels completely unrecognized.

Enchantment: The powerful belt carries a +20 competency bonus to Disguise.

Seeds of Evil

Pact & Ready

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by Postmortem Studios

Abridged excerpt from '100 Horror Seeds'...

Description: Jeramiah Holmes has been successful for the majority of his life, since his teens; rich, powerful and with beautiful women practically at his beck and call. He seemed to come out of nowhere, full of interesting ideas that went against conventional financial wisdom and yet secured his fortune. As he aged however, Holmes became 'peculiar' and eccentric. Spending a fortune on a fortress like home in the desert and retreating into it in his mid 60's never emerging, communicating with the outside world via electronic means.

Now, however, the characters have received an unusual invitation from the man himself, asking them to attend him at his desert home. The fortress is an occult stronghold protected by the best the worlds of pseudoscience and religion can offer. Holmes made a pact in his teens for wealth and power for his threescore-and-ten. Tonight is his 70th birthday and the devil is coming to take his due.

Twist #1: Holmes' fort is slowly turned against those trapped inside as the anniversary of his birth comes. Sigils twist into unnatural shapes, crosses invert, walls bleed, the heating ramps up and up as time goes on, holy water boils and 'things' begin to slink through the shadowed halls and cavernous chambers hunting for Holmes and due.

Twist #2: Holmes is an insane old bastard and his home is

an absolute death trap. Why? Well, either he is an insane old coot who believes he made a pact with The Devil or he did make a pact with The Devil. Either way he believes that part of the deal is that he can be spared if he can offer up souls in his place. The character's souls will do nicely and the torturous method of killing that he has chosen is simply a reflection of the tastes of hell.

Epilogue: Having been exposed to the characters directly, The Devil has some idea of their weaknesses and temptations and, given their interference in his actions, he decides to try to drag their souls down to hell. Their lives enter a time of trial, temptations and threats and supernatural activities plaguing them as imps and possessions are put before them and their lives are ruined and turned upside down. A cessation to these activities offered if they will but all sign their souls away to him, seeking to sow dissent amongst their friendships by turning them against any one of them that might hold out.

Idea: The feel of this adventure would be improved by more of an atmosphere of The Exorcist than a Hammer Horror style devil with moustache twisting, grandstanding and flowery rhetoric, a Devil who owes more to The Prophecy than to black and white silent movie villains.

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Classic Adventure

The Lost Boy Scout

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by John C. Walborn (Dungeon Dwellers' Guild Games)

Background

Deurn Throm, graduate of the prestigious Pellor's Adventurer Guild warrior's school, worked years to be accepted into the Emperor's Service as a Mounted Archer in the Red Cavalry. His primary peacetime duty was to patrol the road and adjacent forest Northeast of the city in command of a small group of scout footmen.

One night, approximately a week ago, Deurn spotted a strange silhouette at the perimeter of the forest and took his group to investigate. They ventured into the heavily undergrown wood and found themselves among a half dozen Kobolds, killing two of them before they could react. The remaining four darted away through thicket and bramble, using their size to their advantage as they easily maneuvered through the thick forest.

Deurn realized his footmen could not keep up with the nasty little beasts, so he gave the order to stand down and pursued the creatures on his horse, confident he would need no help in dispatching the survivors. He chased them through a particularly heavy hedge and out onto a small dirt road where he picked up the pace, tracking them by watching the bushes shake as they moved through.

Unfortunately, in the darkness of night and with the fact

that he was not watching the road on which he was riding, neither Deurn nor his horse saw the large boulder meant to mark the ending of the path. The horse collided with the heavy stone, breaking both front legs instantly and tumbling over the top of the rock, throwing Duern thirty feet through the air and into a patch of thorns.

While he lay dazed, the kobolds seized their opportunity to overwhelm him. Deurn tried to draw his short sword, but his arm was painful and useless. The last thing he saw was a small mace like weapon impacting the bridge of his nose.

Deurn's men, too far to hear or see the calamity, waited for some time before returning to the city to report the incident. Another scouting group was sent out at daylight when Deurn still had not returned. They tracked him to the spot where he fell. His horse was still alive, but too mangled to save. The only traces of Deurn himself were a large, tacky pool of blood and his broken short bow.

Bug's Kobolds

Bug is a Kobold Fighter who's decided to start his own clan. He's had marginal success so far, recruiting sixteen followers from the dregs of other clans and staking a small camp in the canyons mere miles from the Imperial City, barely outside of the City's patrols.

Recently, Bug sent out a small group to scout the Astur

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Classic Adventure

The Lost Boy Scout

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Road, a major trade route following the Eastern Continental coast and running smack through the center of the City. He instructed them to look for decent places to ambush the road where it runs closest to the forest and to stay as close to the canyons as possible to avoid the city's road patrols.

You might have already guessed, it was this same group that ventured too close to the city and was confronted by Duern and his men. When they heard the calamity that befell their pursuer, their curious nature and instinctive greed drove them to investigate. Duern was conscious when they approached, and they almost fled again, but his badly broken right arm prevented him from immediately defending himself.

So one of the bolder Kobolds stepped forward and struck the human square in the bridge of the nose, knocking him cold. The boy's bright red jerkin with a black, embroidered horse on the front made him look important to the enterprising, though not too bright, creatures. Surely, they thought, Bug could think of a profitable use for this youngster.

So they dragged him all the way back to their camp.

Events of the Week

Bug was furious when his scouting group returned to their camp with a Horseman from the Emperor's Service.

For one, they dragged the human the entire way, which he knew would leave tracks. For two, he suspected the Emperor would be furious and send half of his armies to retrieve the boy. At the same time, however, he's been considering the various ways to profit from the situation.

So he had the six scouts drag the boy into a narrow section of canyon he'd been exploring and charged them with keeping him well. If the human died, they died, Bug threatened. He sent another group to retrace the drag marks and brush over them with tree branches to cover their tracks.

It's been just over a week and Bug's seen nothing of the armies he feared would come to Duern's rescue. He's beginning to seriously consider the upsides of the situation, formulating plans in his mind to demand a healthy ransom.

The Kobold Camp

The main camp is a circle of a dozen tiny, simple tents in a particularly rocky section of the canyons, providing a great deal of cover and disguising the existence of the camp until you're on top of it.

The secondary camp goes further into the arm of the canyon and consists solely of six kobolds and their captive. They've been doing everything they know of, which isn't much, to keep Duern alive, but he has not regained



Mountain Road

Kobold Camp

Ashur Road

Imperial City

Coastal Tower

100 yards



Classic Adventure

The Lost Boy Scout

consciousness and his condition is worsening; a fact they've concealed from Bug.

At the main camp, there are always at least 4 Kobolds. During the day, there are $d2+2$ additional Kobolds at the camp and there's a 75% chance Bug will be there as well. During the night, there's a 50% chance of another $d4$ Kobolds at the camp and a 50% chance Bug will be there.

There's supposed to be an additional Kobold standing watch at the mouth of the canyon leading to the camp (see map), but there's a 75% chance he will be asleep and/or away from his post at any time of day. If someone approaches quietly and the watchmen is not there, it would not be too difficult to surprise the group at the camp.

But here's the deadly catch: The members of the second camp will most certainly hear the battle at the first camp. They will not rush to join the battle. Rather, they will scale the sides of the canyon (about 30' high, DC 15 to climb) with their crossbows and attempt to assault the party from above, preferably while the first combat is still in progress. Feel free to scale the Kobold numbers as needed to sufficiently challenge the party.

The Quest

Deurn's father, Emek Throm, a successful textile merchant, is growing increasingly worried and agitated.

He's heard the reports from both scouting groups and he's frustrated with the fact that Deurn's commanding officer Lieutenant Ticer has written the boy off as Orc food and does not plan to send more patrols.

He's tried to pull political strings, but it seems Ticer is quite a popular officer in the Red Cavalry, and he's gotten nowhere. So he's decided to offer a reward of 75GP to anyone who can bring back Deurn's remains and an explanation of what happened. The reward is 150GP if Deurn can be found and retrieved alive. Emek can describe the basic location, as he understands it, of where Deurn left his patrol route on the Astur Road. He can provide a little information on where his pool of blood was found.

It will be difficult to track the kobolds back to their lair. It's been a week, it has rained since then, and the other Kobold group did a decent job of breaking up the drag marks. Two Tracking (Wilderness Lore) checks should be made at DC 12 to follow the tracks to the point where they break off the road (and to know where they break off the road) and two at DC 16 to follow the tracks into the canyons and to the first camp.

If they prefer to wait and try to catch the Kobolds on a return trip so they can follow them back to their camp, they will have to wait two days until Bug himself leads a group of eight close enough to the City to fire a crossbow bolt inside with a ransom note attached. (If the party gets an

Classic Adventure

The Lost Boy Scout



opportunity to see the note, make up some ludicrously high demands and keep in mind the kobolds have no idea who it is they've taken as a prisoner.)

Through one method or another, the party should eventually find the camp. If the quest takes more than 3 days to complete, Deurn is dead. Otherwise he is barely alive and comatose.

Loot and the Hook

Aside from the agreed upon price for quest completion, Bug, if they encounter him, will be using a heavy, broad-bladed Dwarven dagger with razor sharp blade. It is a masterwork weapon.

Also, in the first camp, the party will find 2 bags containing a total of 19 copper and 34 silver pieces. The crude Kobold crossbows are worth approximately 10GP each. Their spears and armor are worth next to nothing.

If you want to tie this quest into something larger, then, along with the dagger, Bug is wearing a heavy, gold, dwarven signet ring around his neck with a bit of twine as a chain. The ring is molded with the symbol of a forge hammer with a Dwarven "H" at the head. There is a tiny bit of blue wax wedged in the smaller crevices of the emblem.

The ring is worth 10GP. With some research, the party

should be able to learn that this ring probably belonged to a Dwarf named Hamol of the Clan Silversmelt, not a group that frequents the area of the Imperial City.

With deeper research, they may discover that he visited the City not quite six months ago to speak with the Emperor, but was turned away without an audience. We'll leave the rest to your imagination.

Usage and Customization

You may want to make a simple map of the Kobold camps in case battle takes place there. For play-testing, I mapped the first camp and the debris surrounding it on the fly using a whiteboard that serves as our battle map.

This adventure could be adapted to use familiar names, if you want, and could be placed in just about any coastal city. You will probably want to change the name of the city and other campaign specific details to fit your game.

The adventure took approximately three hours in play-testing, using the numbers given in the module and with five first-level PC's doing the Kobold-smashing. It could very well have taken longer except the party did well at picking a few Kobolds off at a time instead of facing the whole group at once.

Happy gaming!

Interview with a GM

Picking Bynws Brain

by *The Le Games*

Welcome to Confessions of a GM! Forget about all those interviews with publishers, RPG makers, and other people who are too smart for their own good. Here we interview the real people behind the industry -- the players! This month we are interviewing Bynw, founder and master of Psionics.net

Le: Heya. Thanks for taking these interview questions. So, how long have you been DMing?

-A: I've been DM-ing for about 15+ years. I prefer to use the term GM though as I'm not strictly a Dungeons and Dragons gamer.

Le: Good call. so what games have you GMed?

-A: It might be easier to list what games I haven't GM'ed or played than those that I have. But just to name a few Dungeons and Dragons (Basic, Advanced and now Third Edition), the original Gamma World, Star Wars, Star Trek, Boot Hill, Star Frontiers, World of Darkness (Vampire, Mage, Werewolf), GURPS and many others ... At least once.

Le: That is an impressive list. So which system is your favorite to GM?

-A: By far my favorite system is the d20 system. I have a

special bias towards it. Back in the mid 80's I was playing around with designing my own system to remove the "flaws" I had seen in AD&D and other games that I was playing in and running. I wish I still had my notes on that because I could show the d20 elements that I had created ... 20 years before d20 was out.

Le: I am quite fond of the d20 system myself. Conversely, what game system do you absolutely refuse to play?

-A: That I can answer with ... En Nomine (or however its spelled) the Angel/Demon game put out by Steve Jackson Games. Just never was able to get into it. There are a few spiritual objections I have to it and a few others that I wont mention in a potentially international publication.

Le: International... yes... we may reach that "New Jersey" someday with our publication. Speaking of annoying things, what do players often do that annoys you?

-A: Not knowing the basics. You give them the PHB and house rules information and they don't read it. Or refuse to read it and always ask you what something is that they can easily look up. And keep asking that same thing over and over again.

Le: I can understand that frustration, and as a GM I am certain you have the power to put them in line. What is the worst thing you have ever done to a player, because he/she

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Picking Bynws Brain

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was annoying you?

-A): The worst thing I've ever done was killed their character off in a horrible manner and kicked them out of my game permanently. But fortunately very few players ever get that treatment.

Le: On that note, what is the worst thing you have ever done to a player, simply because you could?

-A): I don't ever due anything out of spite really. I'm a nice GM and easy to get along with and I have a very dynamic and living campaign world.

Le: Fair enough. What compels you to buy it a particular game book?

-A): The rules. I.e. the crunchy bits I can adapt to my own game. I'm not one for flavor text, if you go to my game's website at <http://www.teara-adan.com> you will find very little flavor text for the house rules and other unique items and aspects of the world. The rest (images and layout) are just icing and sometimes up the price too much. But then the price doesn't bother me too much either. If I want the book for the bits it has. I will have the book.

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

-A): WoTC has been a lifesaver to the game. We had our doubts at first but hell anything was better than that witch Lorraine Williams who hates gamers in the first place (apologies to all those that practice witchcraft). May she burn in hell.

Le-Note: For those of you unfamiliar with this particular witch (alleged), and how she single handedly ruined Dungeons and Dragons (allegedly), check out PC Gamer's excellent "history of D&D". <http://pc.gamespy.com/articles/538/538848p1.html>

Le: What is your favorite campaign setting for D&D / d20?

-A): My favorite campaign setting for d20 (D&D) is my own homebrew. Four of us gathered together back in High School, tired of the few settings that existed then we hashed out our own. This was back in the fall of 1983 and the world of Teara Adan was born. Since then we have gamed on Teara Adan, in it's past and future and present for any game that we have ever played. Teara Adan was the backdrop for our Gamma World game, our space exploration game and everything inbetween. And that's what has made the d20 system even better ... We can use it now in any time period, no more converting :-)

Teara Adan is unlike any other campaign world I've ever seen or played in. It does have elements from others but it is

Interview with a GM

Picking Bynws Brain

still uniquely its own. It can be summed up in this short statement: Sixguns, Sorcery and Psionics. These 3 items represent the 3 powers that be (Magic, Psionics and Technology) ... And on Teara Adan ... They intermix and are not in competition with one another. Also Teara Adan's main D&D setting is set in the far future rather than the distant past. There is a timeline and even game logs available on the campaign's website at <http://www.teara-adan.com> its based off a message board structure for ease of editing and navigation.

Le: Wow. I can see what that is your favorite. On the other side of that question, what is your least favorite campaign setting for D&D / d20?

-A: I would say the Forgotten Realms.

Le: Wow. I get that answer alot for favorite or least favorite. Why is Forgotten Realms your least?

-A: Well I think it's named properly and it should be forgotten. The PC's are not the mover's and the shakers. Ol' Elminster and the others like him, can come in and save the day or change your plans on you, and the PC's don't have the power to stop him.

Le: What is your favorite D&D / d20 class?

-A: That would be the mentalist, my own version of the Psion or psionist. Almost identical to that of the Psychic put out by Green Ronin. There is more information on that on my campaign's website.

Le: ...And your least favorite?

-A: Wotc's Psion. Psionics are not magic, should not be treated as magic. Wotc doesn't get that point very often.

Le: Interesting point. On to races. What is your favorite D&D / d20 race?

-A: The Deryni by Katherine Kurtz (www.deryni.net) they are a branch of humans that have hereditary psionic ability. There is an adaptation of them on my campaign's website.

Le: Thank you very much for your time.

That concludes our interview for this issue.

If you are a player or GM and are interested in being interviewed for a future issue, please email TheLeGames@gmail.com with the subject "Dragon Cry"...

Good gaming all!

Unorthodox Clerics

The Inquisitor

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by The Le Games

The Inquisitor is a church's secret weapon. She serves her faith with one unending purpose, to discover the truth and destroy those who do not understand the truth as her church does. The Inquisitor is a brutal and malicious person willing to go to any means to accomplish her goal. She is the bane of her enemy's nightmares and the light in the dreams of the faithful. She is blessed by her god with powers not granted to the other members of her order and she is expected to use them to her god's benefit. Within her burns the fire of uncompromising, unquestioning faith.

Adventurers: Inquisitors rarely make good adventurers as they dedicate their skills to the service of their god. Inquisitors work best in adventuring parties when on long quests in the service of their church, or when undercover gathering information about the other party members for their church. Some Inquisitors occasionally feel an urging from their god to adventure. While they know not why they have been chosen, they cannot afford to ignore the call of their god.

Characteristics: Inquisitors are best known for their "my god's way or else," attitude. They are uncompromising in

their belief of what is right and wrong, and hold everyone they meet to their standard. A charismatic Inquisitor may choose to see an "infidel's" actions in the best possible light, for instance an Inquisitor of the god of peace might say "I understand that you draw your sword not in anger, but in defense of your honor. Still the Path of Serenity teaches us

that '...to draw a weapon is to use a weapon...' Are you sure you want to have your weapon drawn?"

The opposite Inquisitor may simply punish those that transgress her beliefs, understanding that pain and punishment teach far better than words. Inquisitors walk amongst the common man and people part before her. None stand in her way, few contradict what she says, and those that do find themselves locked away in a dungeon, shunned by the neighbors or even worse, scheduled for execution. .

Alignment: Inquisitors are an odd breed.

They are almost all fanatically lawful as regards their religion and god. However they are willing to break any and all laws to defend their religion. Murder in defense of their religion does not cause them to blink an eye. Children who are blasphemers are no better than adults, all must be punished. Kings and queens hold no sway over an



Inquisitor that believes she is in the right.

Religion: Inquisitors are devoted to the letter of the law, followers of their given religion. They rarely make friends within the church structure other than other Inquisitors and even other clerics and Priests are afraid of their Inquisitor brethren. They process their faith through their words and deeds, and expect others to follow in their step.

Background: Inquisitors join the church with a chip on their shoulder. Maybe they are of noble birth and believe that they are superior to others. Perhaps they have a long family history of service in the church and feel that only they understand the true teachings of their god. None-the-less, one thing all Inquisitors have in common is a glorious religious experience. Somewhere in their lives, the Inquisitor has been in dire need of help, and to her eyes, her deity has come to her rescue. From that day forward they have pledged their whole heart to their god.

Races: Humans are best known for having Inquisitors, although dwarven Inquisitors are known for their unique forms of 'questioning'. Elves rarely have Inquisitors within the ranks of their priesthoods and halfling deity's are often too carefree to care whether or not their followers practice doctrine perfectly. Half-elves and half-orcs see the path of the Inquisitor, as one of power over those who have terrorized them.

Other Classes: Inquisitors rarely get along well with clerics, especially those who believe in another faith. Paladins of the same faith get along well, but sometimes question the Inquisitor's methods. Druids and rangers keep far away from Inquisitors as do most rouges. Wizards with a willingness to entertain the Inquisitors beliefs can often get along, although a few ranks of Knowledge (religion) does help. Most other classes depend on their outlook regarding the Inquisitor's religion.

Game Rule Information

Abilities: Most Inquisitors focus on Wisdom and Charisma. Wisdom dictates the power of the Inquisitor's spells and her ability to Sense Motive, while Charisma helps with the Inquisitor's social skills, including Intimidate. A good Constitution represents the stomach an Inquisitor needs to practice her 'questioning'. A high Intelligence allows the Inquisitor a wider range of skills.

Alignment: An Inquisitor's alignment must match her deity's.

Hit Die: d4.

Class Skills

The Inquisitor's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int),

Unorthodox Clerics

The Inquisitor

Disguise (Cha), Gather Information (Cha), Heal (Wis), Intimidate (Cha), Knowledge (any) (Int), Perform (Cha), Profession (any) (Wis), Search (Int), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at 1st Level: (4 + Int modifier) x4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the Inquisitor.

Weapon and Armor Proficiency: Inquisitors are proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff, but not with any type of armor or shield. Inquisitors forgo martial training in order to focus on the powers of the divine.

Aura (Ex): An Inquisitor of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the *detect evil* spell for details). Inquisitors who don't worship a specific deity but choose the Chaotic, Evil, Good, or Lawful domain have a similarly powerful aura of the corresponding alignment.

Bonus Languages: An Inquisitor's bonus language options include Celestial, Abyssal, and Infernal (the languages of good, chaotic evil, and lawful evil outsiders, respectively). These choices are in addition to the bonus

languages available to the character because of her race.

Spells: An Inquisitor casts divine spells, which are drawn from the cleric spell list. However, her alignment may restrict her from casting certain spells opposed to her moral or ethical beliefs; see Chaotic, Evil, Good, and Lawful Spells, below. An Inquisitor must choose and prepare her spells in advance (see below).

To prepare or cast a spell, an Inquisitor must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against an Inquisitor's spell is 10 + the spell level + the Inquisitor's Wisdom modifier.

Like other spellcasters, an Inquisitor can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: The Inquisitor. In addition, she receives bonus spells per day if she has a high Wisdom score. An Inquisitor also gets one domain spell of each spell level she can cast, starting at 1st level. When an Inquisitor prepares a spell in a domain spell slot, it must come from one of her domains (see Deities, Domains, and Domain Spells, below).

Inquisitors meditate or pray for their spells. Each Inquisitor must choose a time at which she must spend 1 hour each day in quiet contemplation or supplication to

Unorthodox Clerics

The Inquisitor

regain her daily allotment of spells. Time spent resting has no effect on whether an Inquisitor can prepare spells. An Inquisitor may prepare and cast any spell on the cleric spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

Deity, Domains, and Domain Spells:

An Inquisitor's deity influences her alignment, what magic she can perform, her values, and how others see her. An Inquisitor chooses one domain from among those belonging to her deity. An Inquisitor can select an alignment domain (Chaos, Evil, Good, or Law) only if her alignment matches that domain.

If an Inquisitor is not devoted to a particular deity, she still selects one domain to represent her spiritual inclinations and abilities. The restriction on alignment domains still applies.

The domain gives the Inquisitor access to a domain spell at each spell level she can cast, from 1st on up, as well as a granted power. The Inquisitor gets the granted powers of any the domain selected.



At tenth level the Inquisitor gains access to a second domain. With access to two domain spells at a given spell level, an Inquisitor prepares one or the other each day in her domain spell slot. If a domain spell is not on the cleric spell list, an Inquisitor can prepare it only in her domain spell slot.

Chaotic, Evil, Good, and Lawful Spells:

An Inquisitor can't cast spells of an alignment opposed to her own or her deity's (if she has one.) Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions.

Detect Good/Evil (Sp): At will, a good Inquisitor can use *detect evil*, as the spell, while an evil Inquisitor can use *detect good*, as the spell. A neutral Inquisitor must choose either *detect evil* or *detect good* the moment he/she becomes an Inquisitor.

Skill Focus: An Inquisitor excels at certain skills. At 2nd level the Inquisitor gains the Skill Focus (Sense Motive) feat as a bonus feat. At 6th level the Inquisitor gains the Skill Focus (Intimidate) feat as a bonus feat.

Admonish Blasphemer (Su): An Inquisitor can use the

admonish blasphemer special ability a number of times per day equal to the amount noted in the Inquisitor Progression Table plus her Charisma modifier (At 4th level, this is 1/day + charisma modifier). She may use these *admonish blasphemer* attempts to accomplish the following:

Attempts

Used	Effect
1	+2 DC to a spells saving throw
1	Empower Spell
2	Automatically fail save
2	Maximize Spell
3	Automatically overcome SR

Note: The Extra Turning feat can be taken to gain additional *admonish blasphemer* attempts.

Any spell enhanced through use of *admonish blasphemer* increases its casting time as though spontaneously casting a spell with a metamagic feat. No spell can be enhanced more than once through use of *admonish blasphemer*.

Question (Ex): Once per day, beginning at 5th level, through the use of torture (both physical and mental) the Inquisitor can force a captive to answer her questions truthfully. Use of this ability requires 1 hour during which the Inquisitor uses various methods of torture to soften the captive up. At that point the Inquisitor makes an Intimidate

check and subtracts the captive's Will save modifier. Compare the result to the following chart to determine the number of questions the captive answers truthfully and fully.

Check Result	Number of Questions
0 or less	0
1-5	1
6-10	2
11-15	3
16-20	4
21-25	5
Etc.	Continue Progression

The Inquisitor may do this one additional time per day at 9th, 15th, and 19th levels

Aura of Fear (Su): At 11th level, the Inquisitor begins to exude an Aura of Fear. Any creature that attempts to approach the Inquisitor (even with a melee attack) will be too afraid to approach the inquisitor unless it makes a Will Save (DC equal to Inquisitor level + Inquisitor's Charisma modifier). Due to their faith, this DC is halved for any Cleric or Paladin (rounded down). This Aura only effects creatures that can visually see the Inquisitor. Blind creatures or creatures that cannot see the Inquisitor are immune to this effect.

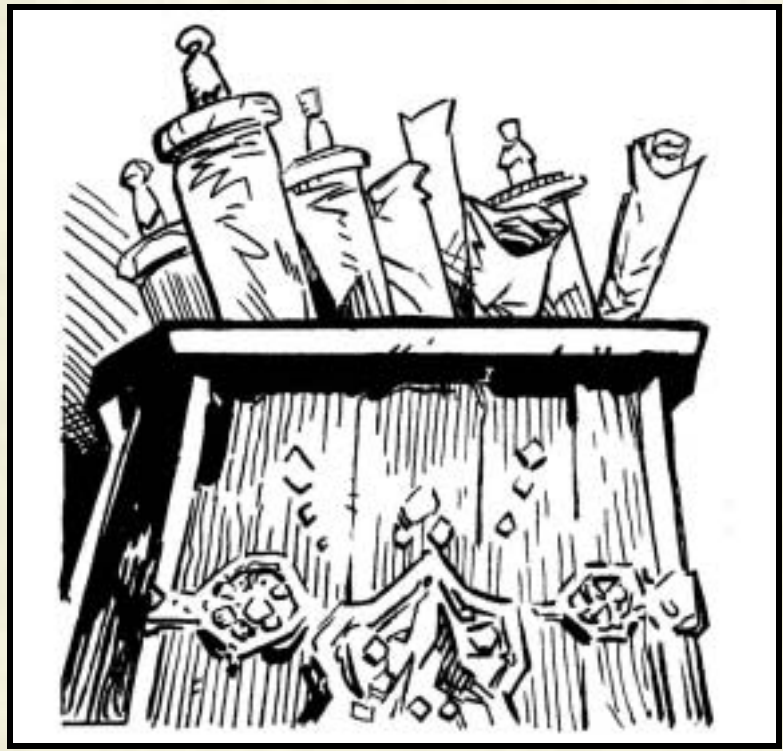
Unorthodox Clerics

The Inquisitor

Ex-Inquisitors

An Inquisitor who violates the code of conduct required by her god loses all spells and class features, except for weapon proficiency. She cannot thereafter gain levels as an Inquisitor of that god until she atones (see the *atonement* spell description.)

*The full version of this abridged article can be found in **Unorthodox Clerics** by The Le Games...*



PROGRESSION

LVL	BA	FRT	REF	WIL	SPECIAL
1st	+0	+2	+0	+2	Domain, Detect Good/Evil
2nd	+1	+3	+0	+3	Skill Focus (Sense Motive)
3rd	+1	+3	+1	+3	
4th	+2	+4	+1	+4	Admonish Blasphemer 1/day
5th	+2	+4	+1	+4	Question 1/day
6th	+3	+5	+2	+5	Skill Focus (Intimidate)
7th	+3	+5	+2	+5	
8th	+4	+6	+2	+6	Admonish Blasphemer 2/day
9th	+4	+6	+3	+6	Question 2/day
10th	+5	+7	+3	+7	Second domain



Off The Wall

A Look at the Moon Knight

by The Le Games

The periodic "Off the Wall" series will bring you content you would not normally see in *The Dragon Cry*, covering topics from video games to novels and fiction to material for RPG's outside of the d20 fantasy genre.

This first "Off the Wall" article will talk about one of my favorite superhero games: Heroclix! This month I am reviewing one of the more underused characters of the Marvel Universe -- Moon Knight. This is a review of the Rookie, Experienced, and Veteran version of Moon Knight from the Critical Mass expansion.

ROOKIE (18 pts)

Level: Rookie		Number: CM025	
Rarity: Common 1		Point Cost: 18	
Range: 4		Team Ability:	
	8	8	7
	8	7	7
	15	14	14
	2	2	1
	5	6	6
	KO	KO	KO
	KO	KO	KO
	KO	KO	KO
	KO	KO	KO
	KO	KO	KO
	KO	KO	KO

With 5 clicks of life, his starting click boasts stealth, willpower, and 2 damage, for a measly 18 pts. The Range is nothing to write home about (4, 1 attack), but for the cost you are left with a great Nightwing-wannabe. His defense (15) and attack value (8) starts off with some average values, and stays very consistent (if not low). Stealth and Willpower on the first click is a wonderful thing -- I hate it when you

push on your second turn just to lose it. Looking past that, he loses Stealth for Leap/Climb, which is great for running away or getting in close. He still has will power on this second click, which is by far my favorite power. Overall a pretty good piece for 18 points.

EXPERIENCED (27 pts)

Level: Experienced		Number: CM026	
Rarity: Common 2		Point Cost: 27	
Range: 4		Team Ability:	
	10	9	8
	9	8	7
	15	14	14
	2	2	1
	6	6	6
	KO	KO	KO
	KO	KO	KO
	KO	KO	KO
	KO	KO	KO
	KO	KO	KO
	KO	KO	KO





For 9 more points, we see a huge boost to Moon Knight. His Movement starts at 10 rather than 8, his defense starts at 9, and gains more of everything (life, willpower, Leap/climb), but everything else is the same. Or is it? Moony now starts with 2 clicks of Super Strength (SS) and the Avengers Team Ability (TA). All for 9 more points! SS with Leap/Climb(L/C) is great, because your movement does not stop when you move adjacent to an enemy -- which means Moony can grab the object out from under the enemy. Batman on a light object causing problems? Send in Moon Knight to take the object away. And since he has a range of 4, he can end his movement away from the enemy and throw it the next turn. L/C with SS is a wonderful thing. Oh

Off The Wall

A Look at the Moon Knight

yes. Oh yes. And don't forget that Avengers TA. Free movement every turn is great as you can easily move into position or run away; not to mention it works perfectly with SS. Oh and don't forget that wonderful Willpower to keep him going two out of 3 turns. This is an excellent piece.

VETERAN (34 pts)

Level: Veteran							Number: CMD27					
Rarity: Uncommon 3							Point Cost: 34					
Range: 4							Team Ability:					
	10	9	8	7	6	6	KO	KO	KO	KO	KO	KO
	9	9	8	7	7	6	KO	KO	KO	KO	KO	KO
	16	15	14	14	13	13	KO	KO	KO	KO	KO	KO
	2	2	2	2	1	1	KO	KO	KO	KO	KO	KO

The veteran takes an interesting step in a different direction, for 7 points more. The combat values are ever so slightly increased (defense now starts at a respectable 16), the Avengers TA is lost, Super Strength is gone, but it is now replaced now with 2 clicks of Incapacitate. The loss of the Avengers TA is sad, but is true to the comic book. However, having incapacitate now makes him a bigger threat, especially to expensive figures. The Invulnerability that Hulk has means nothing with a well placed Incapacitate blow. He is still a second line attacker, but is far more useful in delicate situations thanks to the incapacitate. Still an excellent piece.

FINAL VERDICT

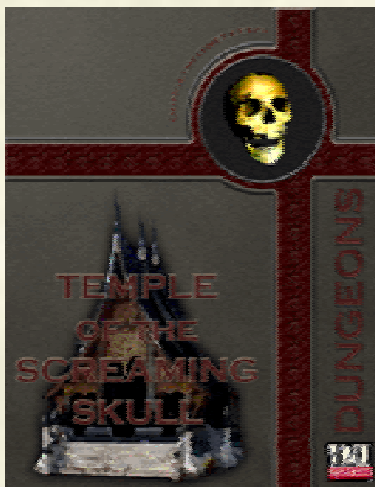
A great figure all around. All versions cheap and bring something different to the table. For the cost, I would say that all three are well worth it, depending on your strategy, with the rookie version being the least versatile. Moon Knight works as a great secondary attack piece and/or tie-up piece to drive your opponent crazy. The rookie is a great cheap piece, but the 9 point upgrade to Exp is well worth it. The additional 7 point upgrade for the Vet is also worth it when the stakes are higher, so whether to go with Exp or Vet is really a toss up. I personally would take the Exp version for the Avengers TA, since I like to have lots of figures on my team rather than fewer big ones (and for wildcard figures), but it is still a toss up.

Images taken from Comixfan.com and Wizkidsgames.com.

What did you think of this article? I want to hear from you! TheLeGames@gmail.com



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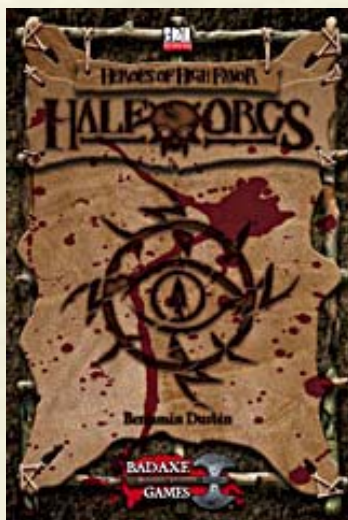


Temple of the Screaming Skull

http://www.rpgnow.com/product_info.php?products_id=2708&src=DDGGDCP4

- Designed for 4 to 6 characters levels 1 to 3
- Built-in sidetracks and hooks for further adventure
- 3 full color maps + separate map key for ease of use
- Packed with illustrations for inspiration

Even if you've played a "cursed temple" style module before, we think you'll find **Temple of the Screaming Skull** a refreshing and original module that your players will enjoy immensely. At the very least, it's worth the price for the ideas and illustrations, even if you don't plan to use it "as is". Most of the details could be easily ported into your own, custom designed adventure.



Heroes of High Favor: Half-Orcs

http://www.rpgnow.com/product_info.php?products_id=4236&src=DDGGDCP4

They are the orphans of savage wars, drifting back into the territories of yet-unconquered people, a reminder of the constant struggle against the forces of chaos. Shunned by humanity, the half-orcs have learned to survive on their own, through savage barbarism: What is not freely given must be taken by force. The half-orc does not seek pity nor compassion, but fear and respect.

Each HEROES OF HIGH FAVOR book contains a toolkit of additional feats, skills, concepts, and prestige classes to explore your race's favored class. HALF-ORCS features background information and role-playing tips for ten unique half-orc prestige classes, as well as new feats and new uses for old skills specific to barbarians. New Craftsmanship rules detail savage weapons and armor as well as quick-and-dirty "shoddy craftsmanship," so you can arm your horde in a hurry. New Handle Animal rules allow comprehensive (yet simple) cross-breeding of fantastic guardian beasts, and you'll find additional uses for your Intimidate and Wilderness Lore skills as well.

This 80-page PDF contains the complete text (and color cover) from the original print version.

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