Roll d∞

Multi-Platform Game Supplement

Volume #2: Lost Treasure

COMPOST HEAP
Self-Standing
Card Game

Four
Treasure-
Hunting
Prestige
Classes

Digital Dice
Electronic
Game Boards

Cthulhu Live 3E
Magic of the
Old West

Cooper's
Corrected
*Summon
Monster IV*

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

OGL
3.5 SYSTEM COMPATIBLE

MUTANT FUTURE
COMPATIBLE PRODUCT

The Lost Interview with
D&D's Gary Gygax

The Prop Room
Treasure on
the Cheap

City Builder
The Byzantine
Bank

Mysterious
Relics
Temple Objects
& Furnishings

Multimedia
Character
Caricatures

Plus, miniatures,
monsters, spells,
stats, 'Basic'
system rules,
and much
more!

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d∞ ("d-Infinity")

Editorial
Lost Treasure

Treasure of various sorts is, by all accounts, one of the most iconic elements in fantasy and sci-fi gaming, art, and literature, and the acquisition of it is a motivating factor for most adventuring parties and the object of many games.

All of the items in this edition of d∞ tie in somehow with the concept of treasure, especially that which has been hidden or retrieved. A number of the items in this issue fall into the category of rediscovered treasure themselves, in that they were items of value that remained hidden and unused for some time and have only now been brought to light.

∞ Foremost among the items of this sort that appear here is an interview with *Dungeons & Dragons* creator Gary Gygax from 2000 that is appearing here for the first time ever. A series of circumstances led to this taped interview not being published or even transcribed until just before the release of this publication, and it contains a number of fascinating things about the creative author and the things that influenced him, in his own words, that are not commonly known.

∞ It is sometimes said that one person's trash is another's treasure, and the self-standing card game *Compost Heap* exemplifies this by simulating in an amusing way how kitchen scraps and other refuse can be turned into something useful. While we are not yet prepared to go on the record as saying so, this may be, in fact, the first time a complete, 50-card game has been included among the normal contents of a periodic game publication.

∞ "The Byzantine Bank" is one of more than 50 specific places created as examples of various establishments likely to be frequented by adventurers more than three years ago for *Gary Gygax's Essential Places*, a book being developed for Troll Lord Games. That project never came to fruition, in part because of the demise of the series' namesake, and these terrific write-ups have been waiting since then for a good use. It can either serve as a stand-alone item or a tie-in to Skirmisher Publishing LLC's popular *City Builder*.

∞ Character Caricatures presents a dozen portraits of treasure-seeking personalities from a variety of genres and periods that players and game masters alike can use to illustrate their characters.

∞ "Materials of Ancient Empires" examines two-dozen exotic substances, the products of lost technology or forgotten magic, that can be incorporated into any role-playing game.

∞ Golems, frequently the guardians of treasure and sometimes objects of value in and of themselves, are the subject of one of the "Basic" system articles in this volume, and several interesting new types are presented. This article also has several Cardstock Character™ miniatures that tie in with it and appear on the inside back cover.

∞ "Six Alchemist Spells" looks at how treasure of various sorts can be created through the transformation of less-valuable materials of various sorts.

∞ And we have not neglected the characters that hunt that treasure! This volume also includes two articles with fortune-seeking prestige classes, including the Steampunk Archaeologist, Gimmicker, Tomb Robber, and Tunnel Rat.

∞ "Mysterious Relics," a 4th Edition *Dungeons & Dragons* feature, examines a dozen ancient holy items associated with the classical Olympian deities, along with the furnishings and other items associated with temples and other holy sites. Like most of the items that appear in this publication, we have developed the stat'ed material in this article so that it could immediately be used as-is with a particular rules system, in this case the latest incarnation of D&D. The explanatory text and three sidebars can be used for almost any fantasy role-playing game, however, and the rules themselves can be easily adapted or extrapolated from and used in other games altogether.

∞ "Treasure on the Cheap" shows the continued commitment of this publication to both live-action role-playing games (LARPs) and to using fun props even in conjunction with table-top games. The latest addition to our Prop Room department, it is full of great tips for quickly, easily, and inexpensively presenting wealth in your games.

∞ Treasure can come in the form of arcane knowledge as well as coins, and "Magic of the Old West" includes sample spells from some of the many magical traditions that were practiced throughout the newly-settled parts of the Americas over the past few centuries. Its contents are stat'ed for Skirmisher Publishing LLC's *Cthulhu Live* horror LARP but can easily be adapted for use with Chaosium's *Call of Cthulhu* (for which the aforementioned game is a licensed live-action version) or other games, even those from other genres or set during other periods.

And those are just some of the many great features that could fit in Volume #2 of d∞! There are also a number of items that tie in with this edition at the online supplement to the publication, at http://roll-d-infinity.blogspot.com. We very much hope you enjoy them all and that they will help to enhance your appreciation for the roll of treasure in your own games.

Michael O. Varhola, Editor-in-Chief, d∞

BRACE YOURSELF!

A CASTLE KEEPS GUIDE

THE CASTLE KEEPERS GUIDE FACILITATES THE ROLE PLAYING EXPERIENCE. PACKED WITH TONS OF USEFUL DATA THE BOOK PROMISES TO BE A STAPLE AT THE GAMING TABLE. IT COVERS A BREADTH OF SUBJECTS RARE IN MODERN RPG BOOKS, FROM HIGH LEVEL ADVENTURES, TO WEATHER; FROM CAVERNOUS DEEPS TO SETTING A HALBERD FOR A CHARGE; NPC ROLE PLAYING GUIDELINES BECOME EASY IN A MULTI-CHART SYSTEM THAT ALLOWS THE CK TO QUICKLY TRACK THEIR REACTIONS; MOVEMENT OVER ROADS IS SIMPLE BUT EXPANSIVE, ALLOWING THE CK TO DETERMINE SPEED AND DISTANCE BY THE TERRAIN, MOVEMENT RATE, AND WEATHER; ALTERNATIVE MAGIC SYSTEM AND HOW TO DEAL WITH CHARACTER DEATHS.

COMPOST HEAP

BY MICHAEL O. VARHOLA, WITH ILLUSTRATIONS BY SHARON L. DAUGHERTY

Composting is the practice of collecting organic refuse — such as fruit and vegetable scraps — into heaps where it can rot and, once decayed, be used for such things as fertilizer, potting soil, and the like. "Compost Heap" is a quick-play card game designed for use by two to four players that simulates this worthwhile activity. It is intended to be fun, mildly humorous, and moderately educational.

OBJECT

To develop the biggest compost heap! The player to gain 20 counters first wins.

COMPONENTS

50 Cards (27 Good Stuff, 11 Bad Stuff, 12 Incidents)
30 Compost Heap Counters (twelve 1-pointers, twelve 2-pointers, six 3-pointers, and four 10-pointers)

PLAY

Shuffle the cards, deal three to each player, and then place them face down in a spot where all players can conveniently reach them.

The youngest player gets to go first. Play proceeds clockwise thereafter.

Each turn you may generally perform two actions, including any of the following a maximum of once each, in any order you desire:

∞ Add one Compost Heap Counter to your heap
∞ Draw a card
∞ Play a card (a few of these require both your actions to play)
∞ Discard a card (and thereby add one Compost counter to your heap)

Alternately, you may remove one Bad Stuff card from in front of yourself in lieu of any other actions.

As cards are discarded, start a face-up pile of these cards next to the draw pile. If the draw pile becomes empty, shuffle the discard pile, turn it over, and use it as the new draw pile.

As you add counters to your heap, which you accumulate in front of you, be sure to swap them out for the largest ones you can (e.g., a single 3-point counter rather than three 1-point counters). Also, be sure they are displayed so that both you and your opponents can easily see how big your heap is.

CARDS

There are three sorts of cards in Compost Heap — Good Stuff, Bad Stuff, and Incidents — and a total of 50 cards in this introductory version of the game. These cards have been set up on the following pages so that they can easily be printed out or copied onto cardstock or blanks for homemade business cards (e.g., Avery 5882 Two-Side Printable White Color Laser Clean Edge Business Cards). And, while it is perfectly acceptable to use the cards with plain backs, there is also a page of reverse sides that can be printed or copied onto them.

GOOD STUFF (27)

Good Stuff cards are played on oneself and sit on the table in front of you and are generally not removed unless the instructions on an Incident dictate they should be.

These are cards that you play on yourself. Once played, they sit in front of the players in question until removed due to the instructions on another card. If one of these is removed from play for any reason, also remove 1 counter from the player's heap in addition to any other penalties specified in the instructions on a relevant card.

Some Good Stuff cards are marked as being "Brown" or "Green" to indicate that they are good Brown compost (i.e., good sources of carbon, and generally dry) or Green compost (i.e., good sources of nitrogen and generally wet), respectively.

Good Stuff cards with underlined titles cannot be removed except by a specific card calling for their removal by name.

BAD STUFF (11)

Bad Stuff cards are played on other people and remain in play until the instructions on an incident dictate they should be removed or a player removes it as the sole action of their turn.

These are cards that you play on other people. When any Bad Stuff card specifies that one or more counters should be removed from a heap, this means the heap of the person against whom the card was played, not the heap of the person playing it.

Once played, they sit in front of the players in question until removed by them as the sole turn of their action or due to the instructions on another card. A player may add 1 counter to their heap any time one of these is removed from play in front of them.

Set these off a bit from your Good Stuff cards and cluster them near each other so that both you and your opponents can keep track of them.

INCIDENTS (12)

Incidents are resolved immediately and then placed in the Discard pile. Good/Bad Stuff cards somehow removed from play are placed in the Discard pile. Cards placed in the Discard pile in this way DO NOT generate extra compost counters for players; only cards discarded from the hand and never put into play have this effect.

These are cards you generally play on other people. Once you have played them, place them in the discard pile. Many incidents can only come into play if specific conditions are met. In some cases, there is a note that some number of counters should be added or subtracted under certain conditions (e.g., +2, -1). These numbers are cumulative. So, for example, two +1 effects have a net of +2, while a +2 and a -1 have a net of +1.

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GOOD STUFF:
Bokashi Compost
COSTS BOTH ACTIONS TO PLAY. This method uses an active culture to help break down kitchen scraps. Add 4 counters to heap when played.

GOOD STUFF:
Composting Worms
Helps break down organic matter! Add 2 counters to heap when played.

GOOD STUFF (Green):
Coffee Grounds
Add 2 counters to heap when played.

GOOD STUFF (Brown):
Corn Cobs
Add 2 counters to heap when played.

GOOD STUFF:
Cutting Up Coffee Filters and Tea Bags
Play only if you already have the Coffee Grounds or Tea Bags Good Practices in play. This will help them to decompose faster. Add 2 counters to heap when played.

GOOD STUFF (Brown):
Eggshells
Add 2 counters to heap when played.

GOOD STUFF (Green):
Feathers
Add 2 counters to heap when played.

GOOD STUFF (Brown):
Fresh Sawdust
Add 2 counters to heap when played.

GOOD STUFF:
Good Mix of "Brown" Compost
Play only if you have at least two of the following Good Stuff cards in play: Leaves, Hay/Straw, Paper, Cardboard, Woody Prunings, Eggshells, Tea Bags, Corn Cobs, and Fresh Sawdust. Add 1 counter to heap per Brown content card in front of you when played.

GOOD STUFF:
Good Mix of "Green" Compost
Play only if you have at least two of the following Good Practices in play: Vegetables/ Fruit, Grass Clippings, Coffee Grounds, Young Hedge Trimmings, Seaweed, Feathers, Plant Cuttings, and Hair. Add 1 counter to heap per Green content card in front of you when played.

**GOOD STUFF (Green):
Grass Clippings**
Add 2 counters to heap
when played.

**GOOD STUFF (Green):
Hair**
Add 2 counters to heap
when played.

**GOOD STUFF (Brown):
Hay/Straw**
Add 2 counters to heap
when played.

**GOOD STUFF (Brown):
Leaves**
Add 2 counters to heap
when played.

**GOOD STUFF (Brown):
Shredded Paper**
Add 2 counters to heap
when played.

**GOOD STUFF (Green):
Seaweed**
Add 2 counters to heap
when played.

**GOOD STUFF (Green):
Plant Cuttings**
Add 2 counters to heap
when played.

**GOOD STUFF (Brown):
Woody Prunings**
Add 2 counters to heap
when played.

**GOOD STUFF (Brown):
Tea Bags**
Add 2 counters to heap
when played.

**GOOD STUFF (Green):
Young Hedge
Trimmings**
Add 2 counters to heap
when played.

BAD STUFF:
Sawdust from Pressure-Treated Lumber
Remove 1 counter from the heap when this card is put into play.
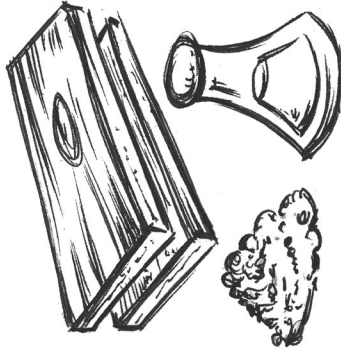
GOOD STUFF:
Pee
Urea adds vital nitrogen to a heap! Add 2 counters to heap when played.

GOOD STUFF:
Snazzy, Store-Bought Composter
COSTS BOTH ACTIONS TO PLAY. Yeah, it costs a bit, but it's worth it! Add 4 counters to heap when played.
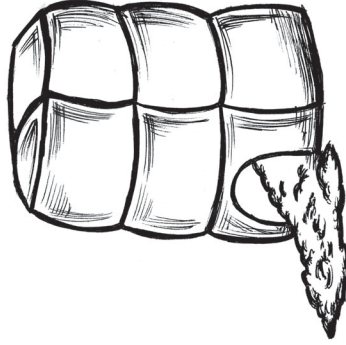
GOOD STUFF (Green):
Vegetables
Add 2 counters to heap when played.
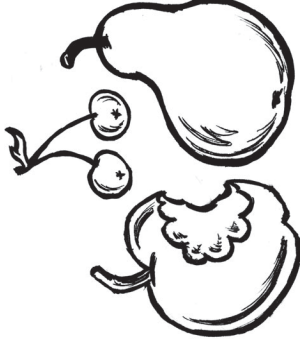
GOOD STUFF (Green):
Fruit
Add 2 counters to heap when played.
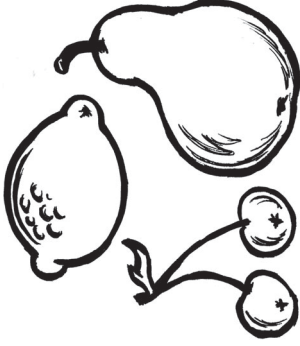
BAD STUFF:
Vacuum Cleaner Bags/Contents
Hey, don't do that! It is not a good idea. Remove 2 counters from the heap when this card is put into play.

BAD STUFF:
Won't Add Water
This reduces the rate at which compost forms and increases the chance a heap will catch on fire. Remove 1 counter from the heap when this card is put into play.

GOOD STUFF (Brown):
Shredded Cardboard
Add 2 counters to heap when played.

GOOD STUFF (Green):
Vegetables
Add 2 counters to heap when played.

GOOD STUFF (Green):
Fruit
Add 2 counters to heap when played.

BAD STUFF:
Bones
Remove 1 counter from the heap when this card is put into play.

BAD STUFF:
Dairy Products
Remove 1 counter from the heap when this card is put into play.

BAD STUFF:
Diseased Plants
Remove 1 counter from the heap when this card is put into play.

BAD STUFF:
Fish
Remove 1 counter from the heap when this card is put into play.

BAD STUFF:
Gypsum Board Scraps
Remove 1 counter from the heap when this card is put into play.

BAD STUFF:
Heap Prohibitively Far From House
Sometimes it's easier to just throw the stuff away . . . Remove 2 counters from the heap when this card is put into play.
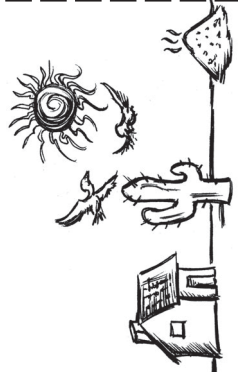
BAD STUFF:
Meat Scraps
Yuck! This doesn't help. Plus, it is likely to attract your neighbor's dogs. Remove 1 counter from the heap when this card is put into play.

BAD STUFF:
Poo
No, this is not a good idea! Amongst other things, it attracts flies and spreads disease. Remove 1 counter from the heap when this card is put into play.

INCIDENT: Rainstorm Washes Away Stuff!
Remove up to two Good Stuff cards from in front of another player (and two counters from their heap).

INCIDENT: Clean Out Refrigerator!
Add two counters to your own heap. You may also put a Fruit and/or Vegetable Good Stuff card into play and add 2 additional counters to your heap for each if you do.

INCIDENT: Fire!
Play this on anyone whose heap has 10 or more counters in it (+2 if "Pee on Heap" is in front of them, -2 if "Won't Add Water" is in front of them). Remove half their counters, rounded down, and up to three Good Stuff cards from in front of them.

INCIDENT: Neighbor Complains to County
Play this on someone else to remove "Pee on Heap" from in front of them (and 1 counter from their heap). Play this on anyone, including yourself, to remove the "Poo on Heap" card from the person it was played on and 2 counters from their heap.

INCIDENT: Neighbor's Dog Chows Down
Remove 1 Good Stuff card (and 1 counter) from another player's heap, +1 of each if they have "Meat Scraps on Heap" in play.

INCIDENT: Snake Seen Lurking Around Heap!
Remove 2 Good Stuff cards (and 2 counters) from another player's heap while they work up the courage to start adding to it again.

INCIDENT: Spouse Decides Compost is "Unhygienic"
Remove 1 Good Stuff card (and 1 counter) from another player's heap, plus 1 counter if they have "Poo on Heap" play, plus 1 counter if they have "Pee on Heap" in play.

INCIDENT: Spouse Pitches Bunch of Good Stuff
Remove 1 Good Stuff card (and 1 counter) from another player's heap, plus 1 if they have either of the "Good Mix" Good Stuff Cards in play.

INCIDENT: Spouse Thinks Fruit Flies Cause Malaria!
Remove one counter from another player's heap, plus 1 for each of the Fruits and/or Vegetables Good Stuff cards if they have either in play. Then, remove up to one of those two cards.

INCIDENT: Unsustainable Heap
Remove one counter from another player's heap for each Bad Stuff card they have in front of them.

INCIDENT: Wild Animals Pillage Heap
Remove 1 Good Stuff card (and 1 counter) from another player's heap, +1 of each if they have any two or more Good Stuff in play.

INCIDENT: Spouse Has Been Dumping Kitty Litter Box on Heap!
Remove two counters from another player's heap.

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Interview
D&D Creator and Gamer Gary Gygax

By Michael O. Varhola

I met Gary Gygax for the first time at the short-lived but ambitious Alti-Egos Con in Virginia Beach, Virginia, on Easter weekend of 2000, eight years before he died and when he was 61 years old. During that weekend, I had the pleasure of chatting with him a number of times and learning about some of the things that motivated him to create Dungeons & Dragons, the first, debatably the greatest, and certainly the most well-known role-playing game in the world.

Gary was the son of a Swiss immigrant with the surname Gygax (which Gary emphasized to me was properly pronounced "Zhee-gax"), a violinist who had come to the United States in the 1880s and was 57 when Gary was born in 1938. Through his mother he was descended from the early Colonial Burdick family, which came from Europe to Rhode Island in the 1640s. His maternal ancestors eventually migrated to upstate New York and then Wisconsin, where they settled in 1836. Many of them fought thereafter for the Union in the Civil War. Gary was born in Chicago, grew up during World War II, and was the seventh generation of the family to live in the vicinity of Lake Geneva, namesake of the Gen Con game convention.

In the time I spent with Gary both during the weekend and over the quick years that followed, I found him not just to be as creative, imaginative, and quirky as one might expect, but to also be both very generous of spirit on the one hand and strangely irascible on the other. He was Gary Gygax. I will let him tell you more about himself in his own words.

d-Infinity: When did you start playing games and which of them influenced you in your ultimate decision to create the *Dungeons & Dragons* role-playing game?

Gary Gygax: Well, I learned to play cards when I was five. And I played chess — badly, as I do now — at age six. I was just fascinated with games.

And fantasy is something that I was quite taken with also as a little boy. My father started telling me bedtime stories; many of them he would make up, about a magic ring, a wish ring, a magic cloak of invisibility. He was an excellent storyteller. And I have some cousins, older than I, who would say, "It's just a shame your father never wrote those stories down!" Because he had the most marvelous stories. So, I think maybe some of my fantastic imagination, as it were, definitely came from my father.

My mother would read me Grimm's fairy tales, Andrew Lang, *Jack and Jill* magazine, stories about Baba Yaga and her hut on chicken legs. So, when I couldn't

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cozen somebody into telling me a story, or reading a story to me, I'd say, "I've got to learn to read …" I remember a set of books called "Book Trails," which went from young children's stories through probably high school, a set of eight or 12 books, I don't remember. But they had pictures of pirates, and the prince trying to climb the glass mountain, and all those things. God, I liked that stuff!

One Christmas, I got a Flash Gordon city with little spaceships and rubber-band guns to knock the guys over. Science fiction is clearly future fantasy, and particularly Flash Gordon and Buck Rogers … And I just took to that and my little toy soldiers.

Someone asked me, "Do you do any live-action role-playing?" I said, "Gee, I haven't since I used to play cowboys and Indians!" That's absolutely live-action role-playing. You just didn't have the structure, the rules, and that's the big difference.

When I was nine, the cousin of my friend John Rasch lived next door, and his name was Jim Rasch. Jim got rheumatic fever and was confined to the house and had to rest a lot. And we'd say, "Hey, Jim, would you make us some identification, we're going to be playing detectives." So, he took over and he actually became a game master. This was while I was nine, so it would have to be 1947.

It was the genesis of the role-playing game but I didn't know it then. We would call them "realistic games,"

Interview: D&D Creator and Gamer Gary Gygax
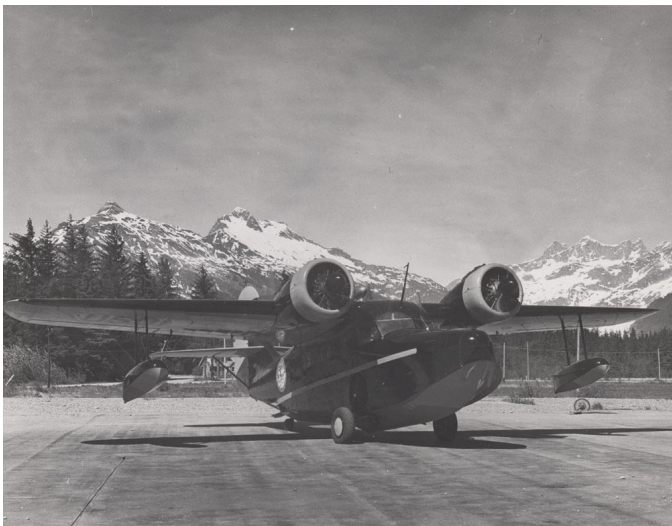
A Grumman Widgeon, a five-person, twin-engine amphibious aircraft used by the U.S. Navy and other services during World War II, was one of the imaginary props used by young Gary Gygax in his early live-action role-playing game sessions.

because he would play roles. He would be the bank teller if we were robbing a bank, be a cop, whatever ... He really set the stage but we got to choose what it was.

d-Infinity: Did you use any sorts of props in these games?

Gary Gygax: Yes, we had props that were unbelievable! Jim had dashboards for a Piper Cub and a Grumman Widgeon. And the neat part was that when you would step on the rudder pedals, the dashboard would tilt.

Bob Sanger had a jigsaw, and so we had darn good copies in wood of pistols — mostly automatics, we used capguns for revolvers — rifles, knives, anything we could cut on a jigsaw. We used to play things like "Casey the Crime Photographer." Jim was interested in cameras and had a bunch of old cameras, so we had real cameras. In 1938, there was a turkey auction somewhere around Lake Geneva, and at it Jim had gotten all of these "worth $1" bills, and written on them in India ink, you know, $1, $5. So, we had bills up to $50,000! We had old jewelry if we were doing a gem heist. It was just great.

And the saloon was in the basement, along with the automobile dashboard and the two airplane instrument panels. And down there, there were a couple of nail kegs and a crude little wooden table, and we had a bottle of water and shot glasses — that was the saloon when we were playing cowboys. And the cowboy guns were easy.

The worst part about it was, of course, was that Jim, like many a game master today, was always trying to kill off the kids, because he could then send them home. So, the "realistic role-playing" was, if you got killed or sent to jail, you had to go home. There were no rules saying you couldn't do something, but if you drew a gun foolishly, it was "That's it, BANG, you're shot, you're dead!" "Oh, no, I don't want to go!" "Shut up and go home."

d-Infinity: So then D&D was an outgrowth of your interest in fantasy, folklore, and mythology and this early live-action role-playing game?

Gary Gygax: Yes. And in the '60s I was also very active in board wargaming, and founded the International Federation of Wargaming with two other chaps. And then I got into military miniatures more and more, thanks to Don Featherstone over in the United Kingdom.

d-Infinity: What sorts of board wargames were you mostly interested in?

Gary Gygax: Oh, I played all of them! I started with

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Gettysburg, the first one, with the squares. And then I picked up *Chancellorsville*, and then I picked up *D-Day*, and then I picked up *Stalingrad*, and *Waterloo*. … We even had *Tactics II*.

And then we started our own group within the IFW, the Lake Geneva Tactical Studies Association. And I co-wrote the *Tractics* World War II miniatures rules with Mike Reese and Leon Tucker.

I was the editor at Guidon Games in the late '60s and early '70s, and it did *Ironclad*, which Don Lowry wrote.

d-Infinity: How were you earning a living throughout this period?

Gary Gygax: Well, up until 1970 I was an insurance underwriter. I was an unusual risk underwriter and I did group life, group health, longterm disability, I worked with a lot of Lloyds things … But I was bored stiff. So, when I found out that I wasn't going to be able to dream up new insurance policies and so forth, I said "I've got to get out of here!"

Lee Tucker, who was a member of the Lake Geneva Tactical Studies Association and co-author of *Tractics*, would come over at lunch and we would play games up in our lunchroom. He was teaching statistical analysis at

Gary Gygax, at left, chats with some fans during Gen Con 2007.

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one of the schools there. I was working on some chess variants and things like that, and the more I said, "Gee, I could do a good book on chess variants, but there are so many books on chess variants and no one buys them anyway."

Interview: D&D Creator and Gamer Gary Gygax

In 1970, I was working for Fireman's Fund America Insurance Companies. There were two people up for the head of this department and I was one of them. Another guy won and he canned my butt right away. (They were moving up to San Francisco.) He said, "You're out! You could have had this job, but you just didn't show enough enthusiasm." And I said, "I've been waiting for this moment! The only reason I stayed on was because my wife said, 'Wait until they fire you!'"

It was 1970. It's easy to remember, because my son Luke was born in November 1970. So, the upshot is, I got fired two days before he was born. I said to my ex-wife, "Now I'm going to do it, I don't care what you say to me, I'm going to be a writer, I'm going to be a game designer. I'm going to write books and design games."

d-Infinity: So getting fired from your day job is what allowed you to begin pursuing game design professionally?

Gary Gygax: Yes. I went to work for Guidon Games as their editor. They knew who I was and had seen my game designs. I made royalties and 60 cents a page for typing … I starved. I couldn't make a living at it. So, I also bought some shoe-repair equipment, put it in the basement so I could work at home, had somebody teach me how to do it; the guy who'd sold it to me spent three weeks with me,then said "You're pretty good, go for it." So, I was running a shoe repair business out of my basement and whenever I wasn't having to repair a shoe I could be writing up game stuff.

But, even before this had happened, of course, I had started the Lake Geneva Tactical Studies Association … You know, I had a sand table in my basement, which had to come out when the shoe repair equipment went in. So, on that sand table, we'd also put a flat board across it if we wanted … I didn't like the *Column, Line, and Square* Napoleonic rules that much, but we would play some of it. And then Rick Crane did a set of rules called *Tricolor* that we used and I was the original editor of that; that was done under Guidon Games originally. And I selected that; that was one of my jobs; I said, "Yes, this is a set of good Napoleonic rules, I really like it, we'll play it."

So, Guidon originally did *Tractics*, they did *Tricolor*, they did my game *Alexander the Great*, with the little elephants and chariots, which eventually Avalon Hill picked up. And it's probably impossible to find now, but I did one called *Classic Warfare*, which was the ancient period 1500 B.C. to A.D. 500. And I said I felt pretty good, even though there were mistakes, about packing it into one rulebook. Then I wrote medieval rules with *Chainmail*.

So, I was already writing games, and I was designing add-ons for Avalon Hill Games. They had a game called *Stock Market* I think, and I did their solo version for them. I playtested Jim Dunnigan's *Italy* game against what they came out with. I liked Dunnigan's better. So, I was a big name, I knew every board wargamer who was around then … I knew almost all the board wargame and mili-

tary miniatures game designers back in around '70. But then I was sort of drummed out of the ranks because of fantasy.

d-Infinity: And that followed publication of *Chainmail*?

Gary Gygax: Right. Jeff Perrin in '67, or '68 I think, brought over some Elastolin plastic 40mm Medieval and Renaissance miniatures and I got hooked on them. And he brought over a set of rules that was good for 1:20, but I wrote 1:1 and jousting rules. But everybody was getting tired of playing and didn't want to play anymore; ancients, they didn't want to play anymore, Medieval they didn't want to play anymore, World War II they didn't want to play anymore. So, I created fantasy stuff to throw in there.

I had written *Chainmail*, which was originally done without a fantasy supplement, and was first published as the Lake Geneva Tactical Studies Association Medieval miniatures rules in the "Domesday Book," which was the newsletter of the Castle and Crusade Society, which I was running, around '68. Then I beefed up the rules and in '69 and '70 and *everybody* in the world was playing and loved them! I made a dragon from a stegosaurus. I found some cheap dime-store Indians that were about 60mm and said, "These are trolls," and painted them up. I used little sets of plastic monsters and made up names for them, "This is a Rust Monster, this is a Bulette." The little rubbery things, one looked sort of like water and was a Water Elemental, or a fire elemental, and so forth.

Everybody just loved it. We would have six or eight people in a good military miniatures game, but for this I'd get the basement packed, couldn't get everybody around the table.

So when Don Lowry (head of Guidon Games) decided to move to Belfast, Maine, and wanted me to come and work for him there, I said, "No way! I don't want to do that. That's a good place to retire, but I don't think you're going to do a lot of business there," because he was running a magazine and a hobby shop. "You should stay." He'd been in Evansville, Indiana. But they went out there.

I stayed and still was still his editor and I did that kind of work.

"You definitely want to do *Chainmail*, the fantasy, because this is hot," I told him. "It would definitely sell a couple of hundred copies at a show." So 1971 was the first edition of *Chainmail*. You know miniatures players — there are a lot of things they don't write down, and it had a lot of unspoken role-playing rules. If this is your command figure, it's you, and it it's killed you're out of the game. Often when we were playing man-to-man, even with military miniatures, we would say, "This is your command figure, you get three hits, and then he's dead, and here is your sub-commander …" Heroes in the fantasy supplement took four hits to kill, superheroes eight hits, wizards took two hits to kill.

The next big leap was your commander being only you and not leading an army, and starting out as a schlump (laughs), a one-hit-die character.

And the rest, as they say, is history! That combination of a military miniatures game combined with fantasy elements evolved into Dungeons & Dragons, the father of all role-playing games and still being played in all its incarnations four decades after its creation. To read more of Michael O. Varhola's "lost interview" with Gary Gygax, go to the online supplement of d-Infinity *at http://roll-d-infinity.blogspot.com.*

Digital Dice
Character Generators

By Brendan Cass

A lot of downtime is spent first creating and then maintaining characters, be they player characters or NPCs. During those dreaded times when players need to create brand-new characters, the entire process can even take up a whole play session's worth of time. Technology comes to the rescue in these situations in the form of character generators.

Character generators generally take two distinct forms. On the one hand, there are random character generators and, on the other, more feature-rich character management systems. The first variety of character generator is generally more useful to game masters but they can serve to prompt players with ideas for their own characters. The second sort is extremely useful when dealing with forgetful players and when maintaining characters over long campaigns. Random character generators really tend to shine in those awkward situations when players want to know more about — or engage in combat with — an NPC that was only intended to have a fleeting role in the adventure.

There are many "Random NPC Generators" available online, most of which function by generating a random statistics block for a character of a specified race, level, class, etc. Some are more robust than others, and will handle loot, equipment, and prepared spells — and these are the generators to look out for, as it is easier to remove information in a pinch than to add it.

Of equal value, however, and often overlooked, are random personality and background generators. In many social encounters, a NPC's statistics have far less bearing on their motivations in a conversation than their personalities would. Some of these generators are "trait" generators that generate descriptors — such as nervous ticks or speech impediments — and these tend to be of limited use. Look instead for personality generators that place a character's motivation on a scale (e.g., between greed and altruism). Personality generators like these are far more useful in determining how an NPC may react to players, and makes GM decisions for that NPC far less arbitrary.

An excellent resource of this variety can be found at www.roleplayingtips.com/tools/npc_personality.php. Having a background story for an NPC gives the option for potential adventure hooks in the event that such a character becomes more important to an adventure than originally planned. Keep an eye out for generators that give more general descriptors of a character's background, as opposed to those which provide a paragraph. The paragraph-style generators only substitute a few words into a limited number of templates, and therefore
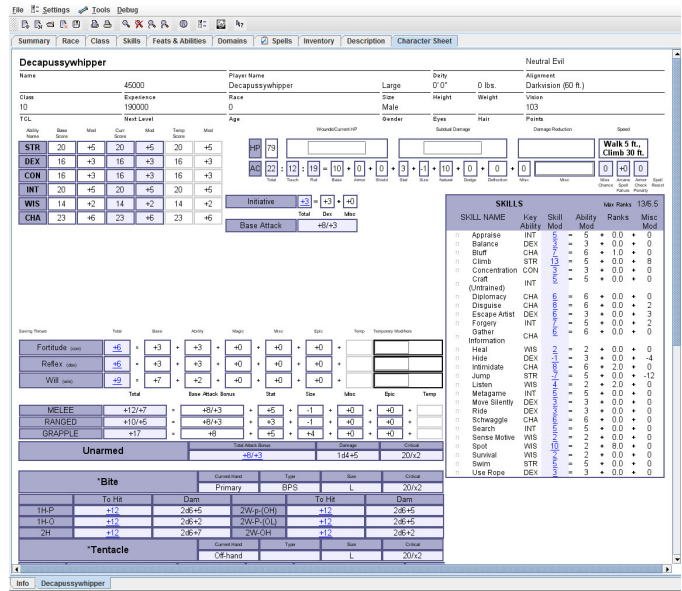
This is a screenshot of a character sheet produced by the PCGen character generator. This application supports many game systems (e.g., Pathfinder) and supplements them, including the popular Skirmisher Publishing LLC book Nuisances.

provide limited variance. Players will only have patience for so many orphan NPCs of noble birth who have sworn vengeance on their murderers.

Also of use to players and GM's are character management applications, which handle all of the bookwork for GMs and players. Ideally, generators of this variety will be backed by a database that contains a specific game's rule system.

PCGen is an excellent application of this kind. It has support for many game systems, including PathFinder and D&D 3.5e, and even has support for Skirmisher Publishing's 3.5 supplement *Nuisances*. PCGen assists in the character-creation process by making sure requirements are met when picking feats, automatically fills in the correct number of skill points a character receives, has readily available descriptions for everything, and even manages spell selection. After characters have been created, a GM can plug experience points into a party of characters and it will handle leveling up as well. Finally, when characters are ready for use, PCGen automatically generates character sheets for print. All in all, a system like PCGen cuts down on a lot of the tedium of character maintenance.

There are generators for most games out there, so search the Web and you may very well find one that does what you are looking for. And, if you do, chances are that it will save you some time.

The Prop Room
Treasure on the Cheap

By William T. Thrasher

They've crawled through a crumbling castle foundation, waded neck deep in the blood of decadent cultists, and then gutted a demonic monstrosity that lashed them down to their last hit point. Did they do it for glory, honor, and justice?

No! They did it for the hoard of gold and precious gems stashed under the demon's throne. So, you rattle off an impressive sounding sum with many zeroes, divide it by the number of players, and sit back in satisfaction as they adjust their current gp. Congratulations! You've just reduced enough treasure to make Midas blush and Solomon weep.

This is treasure, the wealth from which kings and empires are made, and you owe it to your players and your game to make it something more than a number on a chart. Unless you are filthy rich, you cannot give your players real gold pieces to pick through but, with a few cost-effective physreps — an old live-action role-playing (LARP) term for physical representation — you can turn your monthly tabletop campaign or LARP into a game where dividing up the loot is a moment to remember.

Cheap Chests

Where does gold come from? In the case of fantasy adventure games, it comes from chests. A stylish wooden box can go a long way toward improving loot presentation, and there is nothing quite like picking up a heavy box, feeling the weight of what is inside, then lifting back the lid to catch the first glimpse of what lies within.

Most craft stores carry a variety of decorative wooden boxes, many in the style of an archetypal pirate's treasure chest. These widely range in size and cost, from small $1 boxes barely large enough to hold a pink eraser, to $30 chests large enough to hold one-and-a-half cubic feet of goods.

A $5 chest, about six inches wide, is probably all you need. It is large enough to look interesting, but not so large as to be cumbersome or take up too much space when laid in the middle of your gaming table. But it is not enough to merely look interesting, we want our treasure chest to look *good*. Normally, that would mean sanding, finishing, and multiple treatments with wood polish, all of which become time-consuming and expensive.

With a little brown paint and water, however, you can vastly improve the look of your chest. Just mix one part brown paint (you should not need more than a dollop) with one-to-two parts water. The paint will be thick enough to stain the wood a pleasing shade of brown, but thin enough to leave the grain of the wood exposed,

making it look more weathered and authentic. Brown is not your only choice of color, of course, just the most obvious one for a wooden chest.

Cost-Effective Coins

You've got your chest, so now it's time to fill it. When your players are handed a real treasure chest, they are going to expect it to contain more than a handwritten note reading *I.O.U. 3,000 gp, signed, GM*. That means it is back to the craft store for a bag of unfinished wooden discs or the dollar store for a cheap bag of poker chips. A quick dusting of gold acrylic or spray paint and you have a collection of coins fit to please any court treasurer.

Many fantasy games make a big deal about specific monetary denominations, and many GMs do not like to round up silver pieces to gold for the sake of easy bookkeeping. If your campaign demands prop coinage in specific denominations, the first thing you should *not* do is try to paint your coins in specific metallic colors from copper to platinum. If you do, you will find yourself buying up a lot of paint you will likely not re-use and, unless you have a keen eye and really know your metallic paints, the difference between silver and platinum becomes difficult to detect on painted wooden coins.

Rather than go through the hassle of selecting specific paints as described above, simply take the time to mark each coin to indicate its denomination (e.g., "c" for copper, "s" for silver, etc.) using the same watered-down brown paint used to finish the treasure chest. The

The Prop Room: Treasure on the Cheap

touch of brown suggests an embossed image tarnished by the ravages of time. Ambitious GMs with a deft hand can go so far as to sketch out a royal seal or heraldic animal on the coin's reverse side.

Other sources of ersatz coinage include foil-covered chocolate coins (which, being edible, can be used to reward players on multiple levels) and plastic coins that can often be purchased at places like discount stores, especially those with the word "Dollar" somewhere in their names.

For more modern games, fake banknotes can also sometimes be found at discount stores and old games like Monopoly can sometimes be pillaged for such purposes. Also, a number of companies currently produce various sorts of fantasy and sci-fi currency for gaming purposes or defunct types of currency, such as Confederate banknotes, for reenactors or history buffs.

Cut-Rate Crystals

Minted coins are not the only thing adventurers loot from conquered foes. Gems, both mundane and magical, are prized rewards for dungeon delvers. You can make virtually any precious mineral using nothing more than a sharp craft knife, some paint, and polystyrene foam. Any sturdy polystyrene foam will do, from the pink insulation foam used by many wargame terrain makers, to the chunky Styrofoam cushioning used to protect electronics in shipping.

Take a chunk of polystyrene slightly larger than the gem you intend to make, or at least large enough to fit comfortably in you hand, and whittle away at the foam with your craft knife, cutting the foam down into the desired shape. For fine-cut gems, some attempt at symmetry must be made. For raw gems and minerals, cutting away at more chaotic angles is more appropriate. The goal is to create an angular object suggestive of a gem.

Once you have cut your polystyrene gem into shape, it is time to give it some color. The right color makes the type of gem instantly recognizable to your players (unless you are the kind of GM that calls for Appraise skill checks to spot the real emerald amongst the pieces of green beryl).

Painting your gemstone requires two steps, starting with the basecoat. Simply paint your gem in an appropriate color (red for rubies, blue for sapphire, etc.) Once the basecoat is dry, it is time to bring out the details with the second step: drybrushing.

A technique that should be familiar to miniature painters, drybrushing involves painting with a brush that is essentially dry, with a minimum of paint applied to the brush. By drybrushing your gem in a lighter shade of paint you will bring out a tremendous amount of detail, creating the impression of a cut stone.

For enchanted gems, drybrush with a color complementary to the basecoat (orange over blue, purple over yellow, etc.). The intense contract between the colors will make the resulting gem seem charged with otherworldly power.

With a few variations on the techniques mentioned above, you can create more than gems. Apply some metallic paint to your cut polystyrene to create an ingot of precious metal. Hack away at your foam or press it into a rough surface you create a stone texture appropriate for gold nuggets and uncut crystals.

Not all gems are faceted, of course, and the techniques described above can also be applied to objects like smooth pebbles to produce different sorts of precious stones.

Many sorts of fake gems, variously made of plastic and glass, are also available from a variety of sources, especially the aforementioned craft stores.

Cheap Tricks

Your treasure physreps do not have to be limited to the riches themselves. With a few cheap tricks, you can also represent some of the hazards of treasure hunting, keeping the players on their toes and injecting tension to the moment when the players are expecting that big payoff.

Paint a handful of cotton balls black or green and toss them into the treasure chest over the loot. The first player to open the chest finds their character hit with a poison gas trap. Similarly, a slip of paper with the word "BANG" scrawled in red threatening letters makes an excellent stand-in for an exploding trap, while a few toothpicks with the tips painted green indicate poison darts. Physreps for any number of treasure traps can be devised by a clever GM. The important thing is to remind players that it is never too late to check for traps, and to reveal these traps in a creative way.

Finally, GMs who are not afraid of whimsy can tape a pair of googlie eyes to the inside of their treasure chests. The result: instant Mimic!

Cthulhu Live 3rd Edition

Magic of the Old West

By Tim and Pat Ewick

Six-Gun Horror, a new sourcebook for the *Cthulhu Live 3rd Edition* live action role-playing game, focuses on the American West of the 19th Century. It is a time when technology is booming and political beliefs are polarized. There are territory skirmishes, racial conflict, and Civil War. And always, there is westward expansion. The 1800s bring an influx of other cultures — and other magic — to the West and the Native Americans who inhabit the land. Immigrants from China, Europe, Mexico, and Central America and African slaves bring their religious and spiritual practices with them. Geographical isolationism, other cultures, and the country's powerful, nearly raw, magic alter many rituals and practices, making them uniquely American.

Six Gun Horror introduces a number of new magic traditions and new mechanics for spells — rituals, components, fast casts, and visible effects — to give players a three-dimensional feel for the magic of the old West.

If a spell requires a ritual, for example, it takes a bit of preparation to cast. In game terms, a player may need to set up some things or an area in advance. Some spells also require either simple or exotic components, requiring some advance planning with the Keeper or some role-playing to gather materials without being noticed by others. Some spells may be fast cast in combat, some are time consuming. A slow spell may still be cast while combat is taking place but, as it takes some time to finish doing so, it may not be practical. Another important factor for players to consider is whether a spell's effects are visible or are undetectable. *Six-Gun Horror* provides a quick reference grimoire for each influence to assist both Keepers and players.

This article provides a sample spell from each of the new magical influences presented in *Six-Gun Horror*.

Native American Shamanism

Native Americans — those tribes who had inhabited the American West for centuries before the arrival of settlers from Europe — are well-versed in the strength and power of their native land. Much of their beliefs are based on the land, its spirit, or the spirits of their ancestors. Native American magic relies on the strength of one's spirit and their connection to their ancestors. Although every person and every living thing is thought to have this connection, the shaman, or "medicine man" (a term coined by the white settlers), has an even more significant role.

Ghost Shirt

MP	Sanity Test	Difficultly	Ritual	Component	Fast	Visible
5+	Green	35	Yes	Yes	No	Yes

A ghost shirt is a protective magical cloth that is said to repel even bullets. It was created and used by tribes that warred with white settlers. The shaman invests 5-15 MPs into the round dance. This spell summons the ancestors from the Spirit World, who infuse part of their own spiritual energy into the clothing of the participants. At the completion of the ritual, all participants' clothing becomes a mystical armor that will reduce physical and magical damage by two for every 5 MPs invested (up to 15 MPs). This ritual takes one hour per 5 MPs.

Central American

Central American magic takes many forms. Certainly there is much blood bagic. The ancient Aztecs and Mayans recognized the blood and the heart as being the life force of a person, just as the sun was the life force of the land. Therefore, many rituals involved the sacrifice of blood or hearts. Contrary to the beliefs of the conquering Europeans, however, these rituals were usually with good intentions. Because the gods sacrificed themselves to make the earth and all its inhabitants, mankind offered sacrifices of its own lives as payment. So, to ask for fertile crops or good health or protection from evils, a person must make a blood offering in exchange.

Cthulhu Live 3rd Edition: Magic of the Old West
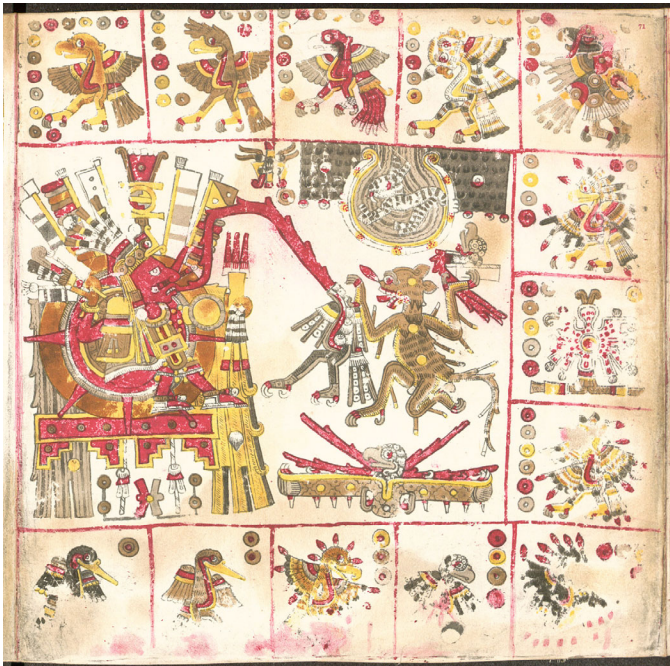
Slow the Setting Sun

MP	Sanity Test	Difficultly	Ritual	Component	Fast	Visible
25	Orange	26	Yes	Yes	No	Yes

This Central American spell draws upon the life force of a sacrifice and bestows it upon the caster. The ritual requires the heart of the sacrifice to be cut out and devoured while beating. This allows the caster to delay his own death and regain a year of life. It may also restore health to a more youthful state; if the caster is dying from a consumptive disease, the caster's body reverts to its state of health one year before. Multiple ceremonies result in a multiple number of years restored. If an immortal heart is consumed, however, the caster will have devoured too much power and will die.

Granny Magic

Granny Magic, like most of the magic in America — and like America herself — is a combination of several different types of magic. The Cherokee belief, for example, that each person has a connection with a greater power and may use that power, is an important part of Granny Magic. But those Native American beliefs might also be mixed with some German folk magic or Irish rituals.

Crossroads

MP	Sanity Test	Difficultly	Ritual	Component	Fast	Visible
15	Orange	11	Yes	Yes	Yes	Yes

Crossroads are nexuses of spiritual power. Demons are known to watch and influence travelers at these points. A crossroads spell may be any spell that requires the assistance of a powerful spirit. The spell is cast by bury-ing a small box at a crossroads and calling upon the demon who watches that intersection. Demons almost always grant wishes with strings attached, and negotiations with a Crossroads Demon will usually end badly for the wisher.

Lay Christianity

Like the Granny Magic practitioners in Appalachia or the Sin-Eating communities in Europe, many communities in America are isolated at least somewhat from the mainstream church by the vast openness of the country. In some instances, spiritual practices are continued by members of the community in the place of ministers and priests. This lay Christianity — rituals that take place outside the supervision of the clergy — is based on very literal interpretations of Biblical text. They refer to themselves as "Them That Believe" or "The Church of the Signs That Follow," from Mark 16:17-18.

Laying on Hands

MP	Sanity Test	Difficultly	Ritual	Component	Fast	Visible
3	Yellow	18	Yes	Yes	Yes	Yes

Lay healers have the power to heal by faith alone. A healer can be anyone whose faith is strong enough to channel the healing power of God and who then becomes a conduit to divine power in order to heal the faithful. As a conduit, there is little limit to the healing of tumors, injuries, or natural diseases. Those worthy of God's healing are energized by the healing. This prayer will fail utterly if used on an evil or possessed being.

Cabalism

The Sixth and Seventh Books of Moses are grimoires, detailed descriptions and instructions of how to perform the spells from the Bible — miracles — such as the spells Solomon used to enslave demons and build the temple, or the spells Moses used to create the Ten Plagues of Egypt or to part the Red Sea. They are an addition to the Pentateuch, or first five books of the Old Testament, and include powerful exorcisms, conjurations, seals, and curses, as well as a reservoir of knowledge of all things occult, and are sometimes referred to as the Mystery of Mysteries.

Plague

MP	Sanity Test	Difficultly	Ritual	Component	Fast	Visible
8	Green	18	Yes	No	Yes	No

The caster makes a resistance test against the POW of a target within 72 feet. During the first combat resolution phase, the target feels waves of chills and nausea. During the second phase, the target's skin burns and itches, as festering boils form on all parts of the skin, inflicting 2 Wound Points. On the third combat phase, there is a

disabling, wracking pain throughout the victim's body, which causes the victim to fall to the ground in pain and vomit and writhe uncontrollably. The victim suffers 2 more WPs and loses consciousness. No further damage is suffered, but the victim will not begin to recover for one hour. Anyone touching the victim or vomit may potentially become infected. The plague takes on a life of its own and will make resistance tests against the target's POW as if the plague were the caster. This continues until the plague is dispelled, or until it burns through potential victims, even if the original caster dies.

Pennsylvania Dutch

The Pennsylvania Dutch also use a grimoire of powerful spells, not only in the practice of their religion, but in their everyday life. *Long Lost Friend*, a book of undetermined origin, contains spielwerk of a practical, day-to-day-nature. Included among potions to cure sick cattle or children are charms to protect the wielder from witches, demons, and spirits.

As with most other American magic, the beliefs and traditions of these German immigrants have been syncretized with other local cultures. Like the Granny Magic of Appalachian communities, the Pennsylvania Dutch have adopted some Native American practices and merged them with their own to create something that is both familiar and unique.

The Pennsylvania Dutch have ample opportunity to observe local Indian culture and draw upon it for inspiration. The Pow-Wow, for example, is used by Native Americans to invoke blessings on the entire community. The Pennsylvania Dutch version, though the specific rituals are decidedly different, is conducted for the same reason. The similarity of purpose is perhaps the reason these settlers borrowed the Native American name for their own ceremony.

The Devil's Letter (Curse)

MP	Sanity Test	Difficultly	Ritual	Component	Fast	Visible
15	Yellow	18	Yes	No	No	No

This mark is reserved for evil men or women. It represents a revoking of God's protection. If used upon a heavenly being or righteous person, it will utterly fail. The caster marks a person with a sign that attracts dark forces, which will seek to torment or kill the marked individual. The Devil's Letter is invisible to normal means of detection.

Chinese Magic/Eastern Magic

Chinese magic bears strong resemblance to some of the other magic used in the old West. Like the Native Americans, Chinese shamans, or wushi, often call upon ancestors or spirits to assist them. Like the European transplant practitioners, wushi utilize symbolism and potions. Like the vodun, some Chinese wugu magic is used to create zombies, facilitate possession, and to curse with symbolic dolls. Unlike the magic of the west, however, Chinese magic also uses chi, a life force that circulates through all people.

A person who had learned to circulate his/her chi well could channel it into all forms of Chinese magic — divination, longevity, protection, and healing. Most people cultivate chi usage to some degree through prayer, exercise, and meditation; a wushi is one who can expertly use chi. Wugu, sometimes referred to as Chinese Black Magic, involves sorcery, conjuration, and possession.

Wugu

MP	Sanity Test	Difficultly	Ritual	Component	Fast	Visible
8	Yellow	18	No	Yes	Yes	Yes

The caster creates a fetish or Wugu doll of the intended target. The caster makes a POW resistance test; if successful, the caster takes control of the target. The controlled victim is aware of his actions but unable to resist the control of the caster. The caster maintains control of the targeted victim as long as he possesses the Wugu. If the Wugu is stolen or the caster is killed, the spell is broken and the doll loses all of its power over the victim.

Voodoo/Hoodoo

Although Voodoo and Hoodoo are similar in background and origin, it is important to recognize that they are, in fact, two very different things. Voodoo, or Vodou, is a syncretistic religion based on several African faiths and the Catholicism of the European-descended white men.
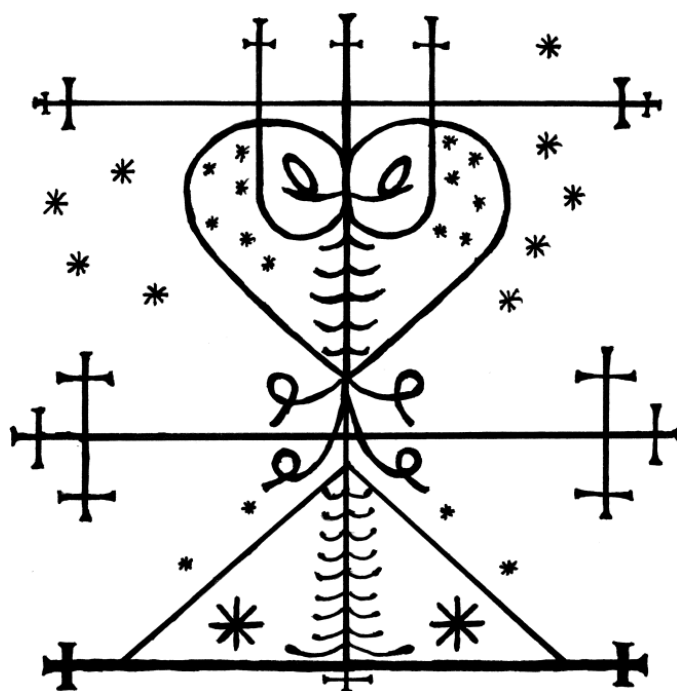
It may or may not incorporate magic into its practice. Hoodoo is a magic based on Vodou practices, but may or may not have a religious element.

Voodoo and Hoodoo are both founded on a strong belief in the human soul and its connection to the gods. With the power of the gods, magic is drawn from the soul; charms, healings, and curses are placed upon the soul. So, whether the magic was good or evil depends more on the intent behind it, rather than the practice itself.

Mark of Love/Mark for Hate (Voodoo)

MP	Sanity Test	Difficultly	Ritual	Component	Fast	Visible
Varies	Blue	18	Yes	Yes	No	No

The caster calls upon Erzile, the goddess of love and luxury. The caster takes a personal item from each of the two intended lovers and an offering to the goddess of her favorite perfumes, sweet drinks, food offerings, or mild tobacco, and places them all into a ceramic jar with a Mark of Love — usually a heart or two intertwined rings. This will cause the intended lovers to fall in love with each other. Conversely, if the caster wishes to split up two lovers, he takes personal items from both, combined with an offering of musk, bitter drink or spoiled milk or food, and harsh tobacco and places them into a ceramic jar with a Mark of Hate — a crossed-through heart or an X. This will cause a bitter hatred between the two. If a controlling jar is shattered, however, all effects are immediately lost and both victims become aware of the caster's deceit.

Infest (Hoodoo) (Curse)

MP	Sanity Test	Difficultly	Ritual	Component	Fast	Visible
Varies	Blue	18	Yes	Yes	No	No

This spell requires pus and urine to be placed along with a personal item of the intended victim into a clay jar, which is then buried in a cemetery or grave. The caster can apply any number of MP points he wishes. The caster makes a resistance test against the victim's POW. If successful, the target is afflicted with a feverish illness. The victim will start feeling chilled and nauseous. The victim will continue to feel worse each hour for the next 24 hours. If the caster uses twice the number of MPs as the victim's WP, then the sickness turns deadly and he will die within a few hours. Retrieving and burning the buried object or appropriate counter magic breaks spell.

The Byzantine Bank

By Michael O. Varhola and Jim Clunie, with illustration by Amanda Kahl

The practice of tendering short-term loans in exchange for items of collateral is known as "Byzantine Banking" in many communities throughout the Mediterranean, and the most prominent pawnbrokerage in the island city of Kos is, in fact, known as the Byzantine Bank. Local laws governing the operations of such establishments are predicated on the idea that one of their main functions must be to benefit the poor. In practice, however, most local pawnshop treat this prerequisite as little more than a nuisance to be circumvented.

Kos' Byzantine Bank is located in a large, well-built townhouse in a strip of the city familiar to many adventurers, the zone where the mercantile and slum quarters meet. This establishment is indeed very popular with adventurers, along with people from all other walks of life, many of whom periodically need more cash than they have on hand or are seeking good deals among unredeemed items. The building it is located in was, in fact, used as collateral for a large loan that was never repaid, an event that was a windfall for the Byzantine Bank and allowed it to expand its operations.

Proprietor of the shop is Megara of Byzantium, a lean, not-unattractive woman of middle age who spent a number of years in the city for which she is named but is actually a native of Kos. Her staff include her common-law husband Rolf, a former mercenary who oversees security for the place (and whose equipment includes a serviceable set of plate mail and a battle axe); Gringleswag, a Gnome accountant who also verifies apprais-

als on high-value items; and a pair of former slave girls, Melanie and Xanthie, who she purchased and then freed in exchange for indenturement that eventually became employment.

Customers have free access to a showroom that is essentially a large cage, the door to which can be locked or unlocked from within the secure part of the shop; items for sale are displayed on racks and shelves outside the cage and can be passed through it or moved up to its edge for inspection. A wooden screen in one corner of the showroom, adjacent to a desk on the other side of the cage, provides privacy for customers to have items appraised (an operation that is performed for a small fee that is forgiven if the customer decides to pawn the item).

Security measures other than the cage include barred windows, reinforced doors throughout, and doors leading to staff-only interior areas that are always kept locked and barred from within. Very valuable, portable items like gems and jewelry are kept in a vault in the basement at night. Pledges that are not yet for sale are kept in a series of rooms in a subbasement that is cut from the limestone bedrock of the island and which was used to store inventory by the trading house that previously owned the building. Megara and her staff live in the two-and-a-half upper levels of the townhouse and are thus also able to easily keep an eye on the place when it is not open.

Special items currently on display for sale at the Byzantine Bank include a carved ivory tusk, a silver cup, a crystal decanter (grossly overpriced), a jade ring (under-

priced), a dagger with a jeweled scabbard, a fur-trimmed cape, three blank vellum books, a gold-and-silver belt, a set of masterwork thief's tools, and an iron box that contains a lockable secret compartment. There is a base 20% chance per week that any other standard sort of weapon, armor, or adventuring gear is currently available.

Megara is interested in all of the standard sorts of items generally accepted as pledges by pawnbrokers, to include weapons, armor, and other adventuring gear. She has a special agreement with the Züringer Bank of Kos, which helps her make large loans against very expensive items and then secures them at their facility. Items too large to fit into her establishment that she wishes to accept as pledges she stores at the Turanan Industries Warehouse Complex at the port. While Megara will not do much to determine whether an item is hot or not, she will not knowingly accept stolen goods and will not do business with customers who are obviously using her to fence things.

By law, the pawnbrokerage is required to loan 25 percent of the appraised value of items that it accepts as pledges. While this guideline is hard to enforce, Megara is generally good about adhering to it, largely because the prices for which she subsequently sells items must be based on the amounts for which she acquired them, namely an amount not to exceed 75 percent of the appraised value. Default terms — which can be negotiated in exceptional cases or when very valuable items are involved — are that items can be redeemed anytime within a year of pawning and that the amount required to do so is equal to the amount of the loan plus simple interest of 5 percent per month or portion thereof (i.e., 60 percent per annum). Thus, for example, a character could pawn at the Byzantine Bank a set of full plate armor worth 1,600 gold pieces for 25 percent of this value, or 400 gold pieces. If he wished to redeem this item from one to 30 days later, he would have to pay 420 gold pieces for it, and if he waited an entire year he would have to pay 640 gold pieces for it. And, if he waited more than a year, the shop would move the set of armor into its showroom and sell it for 75 percent of its appraised value, or 1,200 gold pieces.

Adventure Hooks

∞ While characters may sometimes find good deals at pawnshops, those who have failed to redeem items at such establishments might sometimes resent those who subsequently purchase them. Former owners of items unwilling to accept their loss for some reason (e.g., sentimental value, secrets associated with them) might go to any ends to retrieve them, including stalking, theft, and perhaps even violence.

∞ An item for sale at a pawnbrokerage at a very attractive price might, unknown to the pawnbroker, carry a magical curse. Perhaps the item is stolen property, or the former owner has decided to pawn the item at less than its monetary value and default on the loan as a way to rid himself of it, evading a restriction that forbids the item from being either given away or sold.

∞ A very valuable item pledged to the Byzantine Bank was recently stolen and the establishment needs to hire a party of competent adventurers to retrieve it for them as soon as possible. Otherwise, they will be liable for paying the customer 100 percent of the value of the item, minus the amount of the loan but without consideration for any interest. Twists might include the item being stolen by the party who pawned it or transported it outside of the city.

"The Byzantine Bank" is a rules-free description of a place that might be found in many different sorts of communities and cultures and was written as a specific example of a Pawnshop, one of the more than 70 places described in the Skirmisher Publishing LLC book City Builder: A Guide to Designing Communities. *It is intended to stand by itself or serve as bonus content to that volume. (For additional bonus materials, go to the online supplement to d∞ at http://roll-d-infinity.blogspot.com.)*

Both this article and City Builder *overall are intended to be compatible with the needs of almost any ancient, Dark Ages, Middle Ages, Renaissance, fantasy, or other role-playing milieu. It was developed by Michael O. Varhola, Jim Clunie, and the Skirmisher Game Development Group.*

City Builder *is available both in hardcopy ($27.95; 174 pages; SKP 1001) and as a PDF download ($19.99; 174 pages; SKP E 0925) from online sales venues that include DriveThruRPG and the Skirmisher Game Store; hardcopy versions are also available through game stores and Amazon.com. This comprehensive, fully-illustrated manual is specifically designed to help guide Game Masters through the process of creating exciting and compelling urban areas and other sorts of communities and places within them for their campaigns.*
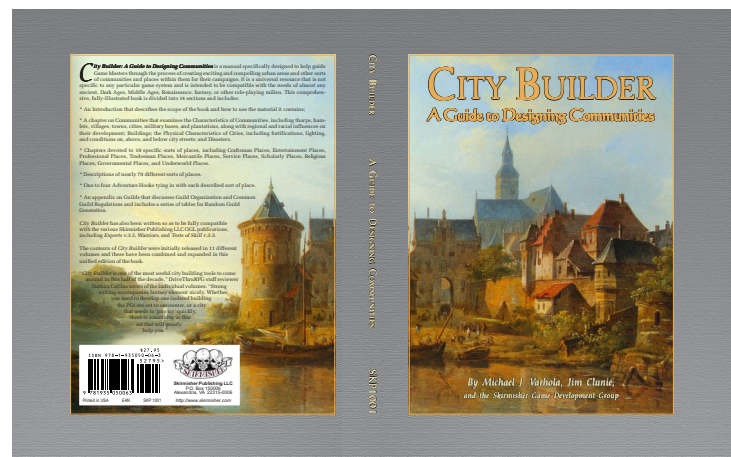
Character Caricatures
Twelve Treasure Hunters

By Amanda Kahl

Following are a dozen thematic treasure hunter character illustrations, suitable for use with a wide variety of genres and periods, that players and game masters alike can use to illustrate characters, NPCs, random encounters, and almost anything else in their role-playing games.
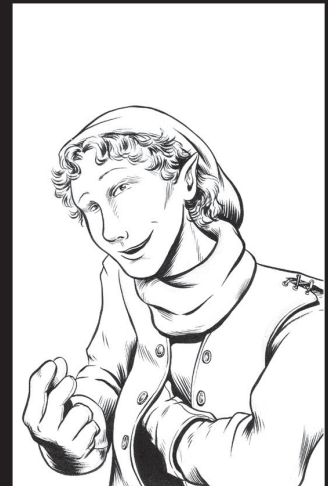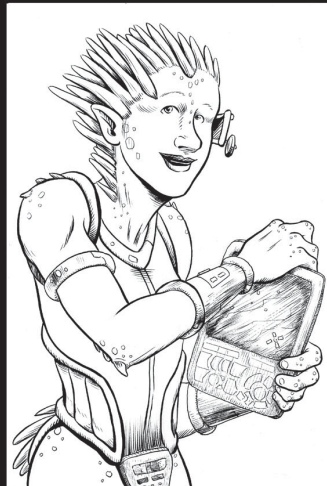
Materials of Ancient Empires

By Derek Holland, with illustration by Bradley K. McDevitt

The idea of long-lost cultures that were technologically or magically superior to those of the current era of a game setting is fairly common in both fantasy and science fiction. Following are two dozen materials that were developed by ancient societies but which can no longer be created without the assistance of powerful magic or technology.

This article ties in with the Six Alchemist Spells that appears on pages 35-36 in this volume of *d-Infinity* and the price given for each sort of material is based on the *Light to Mass* spell that appears there. All stats are for Labyrinth Lord or other "Basic" system games but can be easily converted to any game system. Many of the materials can also fit in soft science-fiction settings.

Prices for someone with the proper resources and abilities to create a certain amount of the materials in question are listed in parentheses, but cost for a third party to purchase such materials might be substantially higher (e.g., twice as much).

2D Steel (9,000 gp per square foot)

More a novelty than a useful material these days, 2D steel has only two dimensions. It is almost impossible to handle it safely without magic and, if anyone does so, they suffer 6d6 points of damage and must save versus death or lose d4 fingers. If a piece hits the ground at an angle, it cuts into the depths of the earth and eventually ends up in the planet's core. Some have turned small pieces of 2D steel into blades of magical weapons and the base damage from these is multiplied by 10.

Ablative Steel (25,000 gp per pound)

This metal reforms itself after taking damage. Even if turned to gas, it will retake its original shape after the heat or magical effect is gone. Armor made from ablative steel takes damage for its wearer and never has to be repaired. Every time the wearer is hit with physical or energy attacks, reduce damage by four points to a minimum of one. The downside of using ablative steel is that it adheres to other pieces of ablative steel. As soon as they touch, the pieces are effectively glued together. To pull them apart requires *Telekinesis* spells cast at the 11th level or higher or similar magic.

Alchemy Stone
(3,000 gp per gallon affected per day)

This odd mineral was created to make transformations a bit easier and usually affects water. If placed into water, a typical stone turns the water into acid. If it is left in the acid a full day or is placed into a container of acid, it turns the liquid into a base. If left in the base for a day or placed in a container of base, it turns the liquid into water. Rarer forms of alchemy stones reproduce materials they touch or turn water into specific reagents.

Coil Sword (900 gp)

This was not developed as a weapon but rather as a way of transporting wire. If the grip is squeezed, the sword extends to 20 feet. The wielder can make attacks on everyone in a line 20 feet long by a half-inch wide, inflicting damage of d12. If attacked, the blade of the sword has an armor class of -2 and ten hit points. If the sword takes 10 or more points of damage, it simply breaks at the point where it received it. Many swords in use today are shorter than 20 feet and thus have reduced range (although their damage remains the same).

Copper Siphon (3,000 gp per pound)

This treated metal draws liquids through its mass and ejects it forcefully. While the siphons were made for fountains and aqueducts, small pieces can nonetheless be turned into weapons. A two-pound chunk the size of a short sword can throw one gallon per round to a range of 50 feet and inflict d4 points of damage to a single target. Much larger pieces, weighing as much as a ton, can be used to destroy drawbridges by drawing water from a moat or other reservoir and usually do 4d6 points of damage out to a range of 500 feet.

Endurance Steel (600 gp per pound)

This metal was used mostly in the form of horseshoes by the culture that created it. It somehow reduces the need for rest by those creatures that are in contact with it, as well as weighing half as much as normal steel. Those wearing endurance steel armor need half as much sleep and can march twice as far before needing rest.

Eternal Silver (900,000 gp per ounce)

Created as a luxury item, eternal silver does not corrode or break. It is always found as jewelry and some spellcasters use it as holy symbols or to create magical items.

Flame Mirror (3,000 gp per pound)

This polished metal reflects all heat directed at it. It was used in building construction but the interiors were either too cold initially or built up enough heat over time

Basic System: Materials of Ancient Empires

to cook the inhabitants. A shield of flame mirror gives a +4 to saves versus fire and heat attacks. Flame mirror armor provides immunity but will kill the wearer in an hour or so.

Homing Glass (300 gp)

This strange transparent material is physically drawn to a specific location, usually the city where it was created. It is almost always found as beads and in sacks of heavy cloth. If freed, the beads move so fast that they are lost. Beyond finding lost cities, homing glass is commonly used as a compass for those who travel in the wilderness or underground.

Hound Snuff (30 gp per pinch)

A powder that draws canines, hound snuff's most common use these days is to identify werewolves and help combat other canine monsters. It also is used as bait for wolves and other normal canines. Any canine creature, including werewolves in any form, must save versus poison or be drawn to the location a pinch of hound snuff as been employed. A canine will detect snuff and be affected by it at a range of up to 100 feet on a calm day.

Human Bane (12,000 gp per pound)

Not all ancient empires were friendly to humanity. This mineral was created to kill human graverobbers by emit- ting radiation or some magical effect. Any human within 100 feet of a pound of human bane takes 3d6 points of damage. A save versus poison reduces this damage by half. This effect is and ongoing and the save must be made every round the human is in range of the effect.

Light Block (60 gp per cubic foot)

This material is not a material, but rather permanent visual illusions that can be moved by force of will. It is easy to reshape but very difficult to alter its color. To do so, one needs a *Polymorph Other* spell or similar magic. Light blocks can be of any size and can look like just about anything. To move a block, the user must make a save versus wands a +6.

Lightning Line (600 gp per yard)

A superconductor, lightning line is currently used in defense of locations. If set in conjunction with an electrical spell, it extends the range to however long the line is and can increase the area of effect up to three times normal.
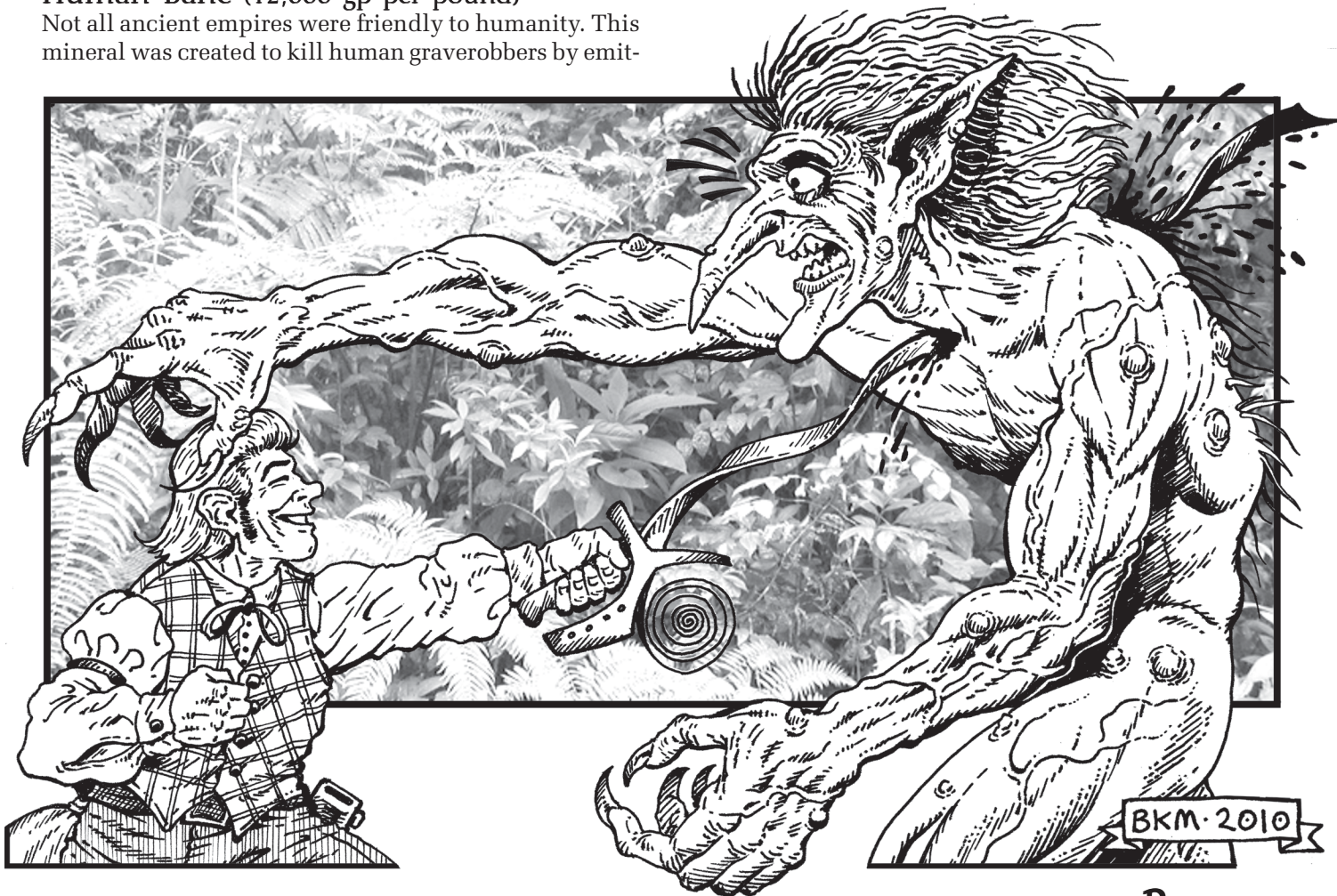
Basic System: Materials of Ancient Empires

Liquid Air (12,000 gp per pound)

A deadly material, liquid air hardens with kinetic energy. It cannot be broken but can be lost through evaporation if allowed to sit for a long time. Weapons made of liquid air do double damage and armor provides a +3 bonus. All items weight 1/10th their standard amount.

Neptune's Bane (900 gp per pound)

Societies that have access to stones made of Neptune's bane can alter their destiny by redirecting their water resources. The stone repels water, each pound forcing water to stay five feet away. If set correctly, a group of stones can even force a river up and over a river bed rather than be diverted to one side. Underwater explorers can carry Neptune's bane to bring along a bubble of air, which stays fresh for six hours per pound of stone.

Parrot Glass (60 gp per ounce)

This material soaks up sound like a sponge and releases it six hours later. Only an ounce of parrot glass is needed to collect the sounds of a large room.

Putty Wood (120 gp per pound)

Almost always found in hot locations, putty wood has an odd reaction to temperature. The warmer it is, the harder the material. At the freezing of water, it is a soft, clay-like material and at 100 degrees it is as hard as steel.

Salt Stone (1,200 gp)

Not usually carried by adventurers, salt stones were created to prevent soil degradation from irrigation. Each pound takes an hour to draw the salt from an acre of soil or acre-foot of water. It can be used to purify salt water for drinking and thus most ships try to keep a stone or two. If treated correctly, the stones can also release all the salt they have collected. This may be a bad idea for stones discovered in ruins, as they may hold many tons of salt. Each salt stone weighs 10 pounds.

Spell Sponge (9,000 gp)

Meant to stop magic-using graverobbers, spell sponge is a nasty material that sucks the magic out of living things and sends it to specially-created golems. These golems can be of any type (see the article on golems in this volume for new types that can be used in conjunction with spell sponge). Every 10 minutes a magic user is within 50 feet of a chunk of spell sponge, he must make a save versus spells or lose one random spell. Lost spells end up being used by a golem found within 500 feet. If the golem is destroyed, the spells are still drained and the sponge eventually overloads and explodes upon taking 20 levels of spells, doing 12d6 points of damage to everything within 60 feet. A spell sponge weighs a pound.

Thirsting Paper (6,000 gp per piece)

This material is found in one of two conditions: used and unused. If a living creature touches an unused piece, the paper inflicts one point of damage and turns the color of the creature's blood. It is now set for its primary function. If the creature is slain and the body is lost, casting *Raise Dead* on the paper has the normal chances of bringing the dead back to life. The paper is consumed in the casting. If the spell is cast when the creature is still alive, the paper does not react. What makes this material so powerful is that it keeps the blood fresh; it does not matter if the creature has been dead for 10,000 years, the spell will still work.

Vampire Cloth (3,000 gp per yard)

Hunters like this material if they can afford it, as it drains the color from any object it touches and can thus be used for camouflage. The downside is that the object drained turns white. There are many other uses for vampire cloth, from the silly (parties where they try to steal each others' colors) to the deadly (assassins hiding in plain sight).

Warp Stone (12,000 gp/60,000 gp)

This mineral bends space and occasionally time. It is used in buildings and dungeons were security is vital. Depending on how they are placed, warp stones can completely confuse a cartographer. For example, a simple hallway that appears to be straight might actually make a 45-degree turn, or a walk that seems like five minutes might really take three hours; a GM is only limited to his imagination in how warp stone changes the topography of a dungeon. Space-warping stones cost 12,000 gp and those that warp space and time cost 60,000 gp.

X Material Rot (N/A)

Even ancient cultures had their economic wars and this is one result. There are many forms of rot and each turns a specific material, from gold to diamonds to sugar, into mush. It takes less than a minute for the rot to infest and destroy one ton of the target material. Unlike all the other materials here, it costs nothing to make, as the rot reproduces itself. Buying rot is a different story and, as it is banned in almost every nation, a few ounces of rot can cost as much as 10,000 gp.

Youth Stone (Blue Brick) (3,000 gp per pound)

The ancient empire that made this material did not know the full extent of its power. It is an abnormally strong brick (triple hit points), but has slowly eroded over the centuries. As the particles have entered the soil, they have been taken up by the plant life, and the plants and the animals that eat them have a lifespan that is doubled. As the material is diluted, this amount is likewise reduced. These days, people living in affected areas (as well as the monsters that eat them) live 25 percent longer. A pound of blue brick is enough to double the lifespan of 10,000 people if its power were known.

New Golems of the Labyrinth

By Derek Holland, with illustrations by Phillippe St. Gerard

O f all the creatures found guarding hoards of lost treasure, golems — constructs created by powerful spell casters from specific sorts of materials — are among the most interesting and dangerous. Some might even constitute treasure in and of themselves.

In the "basic system" Goblinoid Games' *Labyrinth Lord* role-playing game, the four standard sorts of golems are made of amber, bone, bronze, and wood, while those made of clay, flesh, stone, and iron are familiar to the players of a number of its cousin systems. These are, however, just a tiny sampling of the possible sorts of constructs that might appear in a game. Following are 10 new sorts of golems, all of them are very different from the basic models and some of them pretty weird, that GMs may find useful in making their campaigns more interesting and unpredictable.

The following new golems are stat'ed so as to be compatible with any games using the sorts of basic fantasy roleplaying game rules developed starting in the 1970s and, as such, can be used as-is with games like *Labyrinth Lord* and can be easily modified and expanded for use with successor systems like OGL or other games altogether.

Cerebral Golem

Number Encountered:	1 (1)
Alignment:	Neutral
Movement:	90' (30')
AC:	4
HD:	8
Attacks:	1 (fist)
Damage:	2d6
Save:	F4-F8
Morale:	12
Hoard Class:	none

Made from brains, cerebral golems are one of the few intelligent constructs. They look like eight-foot-tall, humanoid-shaped brains. The brains that make them up can be from any source and the intelligence of the donors determines the intelligence of the golem, what spells it can cast, and its saving throw stat. Even those based on primitive brains — such as giant insects and fish — have access to magic. The weakest golems have a single 1st-level magic user spell they can use once per day. The most advanced golems, made with the brains of gold dragons or brain lashers, are equal to 12th-level magic users. The actions of the golem are based on the creator's instructions and the how the golem interprets them. They will use their magic as the situation requires.
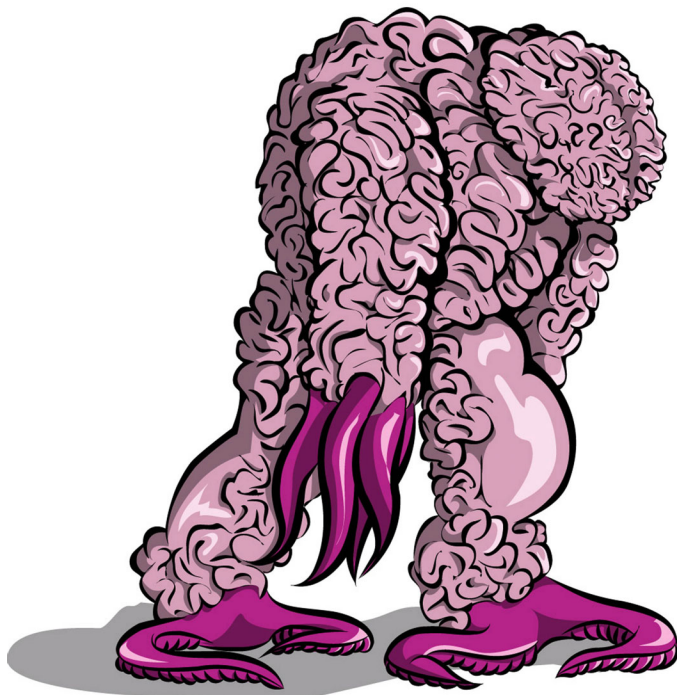
Ectoplasm Golem

Number Encountered:	1 (1)
Alignment:	Neutral
Movement:	Fly 240' (80')
AC:	-4
HD:	18
Attacks:	1 (aging touch)
Damage:	3d6 hit points + d4 years
Save:	F9
Morale:	12
Hoard Class:	none

Ectoplasm golems are the most difficult to create, as each requires the destruction of a dozen ghosts and the collection of their essence. But all the time and money spent on creating such golems are worthwhile because of their

See d-Infinity Volume #1 for a Cardstock Character™ based on this illustration for the Cerebral Golem! It is a variation on one of the larger miniatures in Phillippe St. Gerard's "Forbidden Monsters of Foree: Brainlashers."

amazing abilities. They look like ghosts but with features that change from moment-to-moment. Ectoplasm golems can pass through all non-living material, including armor, their touch ages objects and creatures, and they can sense the living from 50', making it almost impossible to hide from them. Unlike most golems, it takes a +3 or better magical weapon to hit them and magical armor under +3 does not hinder their attacks.

Flesh-and-Blood Golem

Number Encountered:	1 (1)
Alignment:	Neutral
Movement:	180' (60')
AC:	4
HD:	8
Attacks:	2 (fists)
Damage:	2d4/2d4
Save:	M6
Morale:	special
Hoard Class:	none

Flesh-and-blood golems are suits made from living tissue that meant to extend the lives of their wearers. They only function for their creators and provide several benefits. They extend lifespan by 100 percent (i.e., double

it), heal 2d6 hit points three times per day, have an armor class of 4 that can be enhanced with magical items, and eliminate the need for sleep and food. The wearer cannot remove the golem, as it binds to his flesh. Even after death, removing the caster from the suit takes days of careful cutting and the resulting body is severely mutilated in the process.

Gas Metal Golem

Number Encountered:	1 (1)
Alignment:	Neutral
Movement:	Fly 90' (30')
AC:	-2
HD:	12
Attacks:	contact
Damage:	2d8+16
Save:	F6
Morale:	12
Hoard Class:	none

These constructs are made from special alloys heated to the point where they turn to gas and stay in such a state. Gas metal golems are 30' in diameter and everything within them takes damage. They burn everything they come into contact with, so few magic users make them for anything but guardians. Gas metal golems can have different properties depending on the metals that make them up. Many are magnetic and receive a +2 bonus to hit against those in metal armor. Some store electrical charges and inflict an additional d8 points of damage to those vulnerable to such attacks. A rare few are cold and do double damage to elves and other fairy peoples.

Leaf Golem

Number Encountered:	1 (1)
Alignment:	Neutral
Movement:	90' (30')
AC:	6
HD:	4
Attacks:	1 (vines)
Damage:	2d6
Save:	F2
Morale:	12
Hoard Class:	none

Leaf golems are created by clerics and magic users to enhance their herb gardens for healing or alchemy. They look like eight-foot-tall stumps covered with several vines but can form legs if they need to move. All plants, including treants and other plant creatures, within 50' of the golem grow twice as fast and heal four times as fast as normal. Leaf golems are very defensive of their charges and will kill intruders (i.e., those who the caster has not designated as friend). Because of this, most creators of leaf golems keep their gardens behind fences or walls.

Lightning Rod Golem

Number Encountered:	1 (1)
Alignment:	Neutral
Movement:	30' (10')
AC:	-2
HD:	12
Attacks:	1 (fist)
Damage:	3d6 + special
Save:	F6
Morale:	12
Hoard Class:	none

These constructs are meant to defend camps, forts, villages, and the like (*see the Shield Golem, below, for those wanting a more mobile defense*). They are 12-foot-tall humanoids made from iron. Every time a hostile spell is cast within 500' of the golem, no matter who casts it or where it is aimed, the spell is drawn into the golem and provides it with an electrical charge. For every level of spell absorbed, the golem's next attack deals an additional d6 of electrical damage. There is a cap of 10d6, and if the golem collects more than that, it shorts out for d4 rounds, and cannot move, attack, or absorb spells while shorted. If struck with an electrical spell, it heals the damage instead of absorbing it and the spell provides no charge. The golem has no effect on dragon breath and other non-spell supernatural powers.
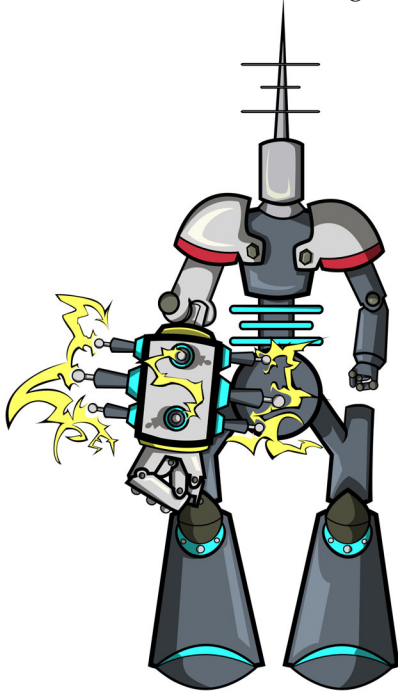
Magic Golem

Number Encountered:	1 (1)
Alignment:	Neutral
Movement:	Teleport 240'
AC:	0
HD:	8
Attacks:	1 (touch)
Damage:	variable
Save:	F6
Morale:	12
Hoard Class:	none

If magic users and clerics can make golems from matter and energy, why not magic? Magic golems, six-foot-tall humanoids made of light, are weaker than most types because the knowledge for making them is still fairly primitive. Attempts to give them more hit dice, stronger spells, or intelligence almost always results in an explosion that vaporizes the lab, caster, and everything else within a few hundred yards.

The most common sort of magic golem has three different spells, selected at the time of its creation, of no more than third level each that they can apply by touch. Some casters create magic golems for non-combat purposes and imbue them with spells useful for research. Clerics can replace all of the spells to allow the golem to turn undead as an 8th level cleric. Magic golems do not move in any normal fashion and teleport short distances. They are too expensive for most to make as house servants and other golems can fill that role better.
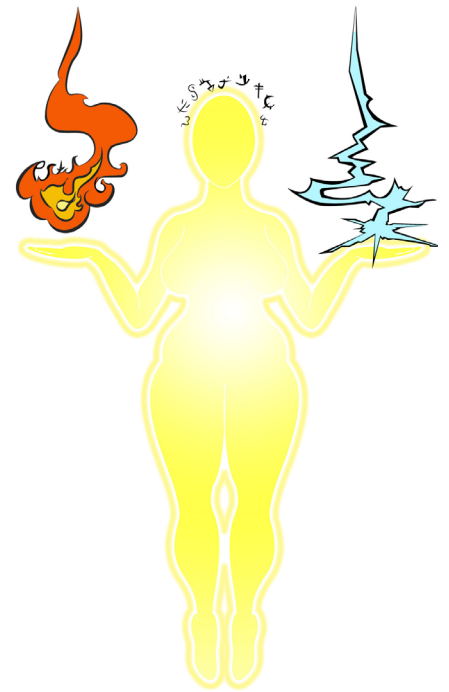
Particulate Golem

Number Encountered:	1 (1)
Alignment:	Neutral
Movement:	Fly 150' (50')
AC:	0
HD:	10
Attacks:	contact
Damage:	2d6+1d6 energy
Save:	F5
Morale:	12
Hoard Class:	none

A weaker form of gas metal golems, particulate golems are usually made from fly ash, a mixture of ash, metals, and alchemical reagents from burning treated coal. They are thus much cheaper to create and significantly weaker because of their makeup. All particulate golems are immune to heat and can hide in plain sight as piles of ash or dust. The cloud body of a particulate golem is 10' in diameter and everything within it takes suffocation damage as well as additional damage based on the golem's composition. Most inflict heat damage but some store electrical charges or even do sonic damage by vibrating.

Basic System: New Golems of the Labyrinth

Shield Golem

Number Encountered: 1 (1)
Alignment: Neutral
Movement: 120' (40')
AC: 2
HD: 10
Attacks: 1 (bite)
Damage: 3d4
Save: F8
Morale: 12
Hoard Class: none

Shield golems are for defense while moving (*see the Lightning Rod Golem for those meant to defend a stationary location*). They are four-foot-tall dogs made from wood and metal.

Shield golems produce a variant of *Wall of Force* that deflects ranged weapons and hostile magic. It does not stop most creatures from entering — the undead being the exception — nor outgoing weapons and magic. Everyone within the field, which is 50' in radius, has -6 to armor class and +6 to saving throws against hostile magic cast from outside the field. The golems themselves are powerful enough to engage in melee and most casters use them as bodyguards.
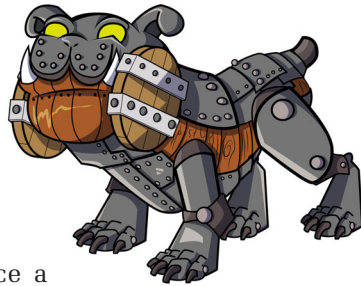
Water Chariot Golem

Number Encountered: 1 (1)
Alignment: Neutral
Movement: 90' (30')
                       Swim 300' (100')
AC: 2
HD: 16
Attacks: 1 (slam)
Damage: 3d8
Save: F8
Morale: 12
Hoard Class: none

Water chariot golems are vehicles and bodyguards for aquatic peoples who want to visit land. They are huge, at 50' in diameter. If the creator is not within it, one of those inside the golem must wear an amulet that provides control over its actions. If this amulet is destroyed, the golem goes wild and rampages until it is destroyed or the creator speaks to it.

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Six Alchemist Spells

By Derek Holland

Alchemists are magical practitioners who specialize in transforming one sort of thing into another. While many fantasy games refer to characters of this sort, few actually put their abilities into game terms or do not go beyond spells like *Polymorph Any Object*. With that in mind, following are six spells to help those game masters and players who wish to create magic users with alchemical abilities. Some are very powerful but are also time-intensive and expensive. A couple may have significant impacts on setting designs as well.

Note that these spells are formatted so as to be compatible with any games using the sorts of basic fantasy role-playing game rules developed starting in the 1970s. They can be used as-is with games like Goblinoid Games' *Labyrinth Lord* and *Mutant Future* and can be easily modified and expanded for use with successor systems like OGL or other games altogether.

Alter Physical State
Level: 6   **Duration:** Permanent   **Range:** 10'

With this spell, a spellcaster can change up to five pounds of matter from one state to another (e.g., gas or liquid rather than solid). In all other ways, the material retains its traits. Thus, for example, gaseous wood remains flammable, liquid iron conducts electricity, and solid air is effectively without weight. Material can be directly transformed from one state to another without passing through an intermediate state (e.g., from solid to gas without becoming liquid in between).

A particular alchemist, for example, might want liquid iron so as to form an item using a mold. She casts *Alter Physical State* and five pounds of iron becomes a non-molten, room-temperature liquid. After pouring the iron into the mold, she casts the spell again and the iron then becomes a solid (or, at her option, a gas).

This spell works on any non-living material and can affect corporeal undead monsters, although they receive a save versus spells to negate the effect. Each casting costs 1,000 gp in reagents and takes two days.

This is a campaign-changing spell. It is not as powerful as *Fuse Matter*, but the ability to alter almost any material into different forms will have an impact on what expensive items are made of. An unbreakable metal, for example, can be turned into a liquid and then shaped into doors on the one hand, or effectively destroyed if turned into a gas on the other.

Alter Toxin
Level: 3   **Duration:** Permanent   **Range:** 5'

A caster can use this spell to make a poison more or less deadly. Strengthened lethal poisons recieve a -2 to saves against them; weakened save-or-die poisons cause 25 points of damage on failed saves and 0 points of damage on successful saves. Other toxins have their durations increased or decreased by 25% or their saves receive a -2/+2 penalty or bonus, as per the caster's wishes.

This spell can also be used to alter how it can affect the target (from ingestion to contact) or break up a toxin so that it requires two or more substances to be in the target's body before affecting him. Each casting costs 150 gp in reagents and takes one day.

Fuse Matter
Level: 8   **Duration:** Permanent   **Range:** 5'

The caster of this spell can use it to fuse two different materials and take the best attributes of each for the resulting mass. Only one pound per caster level of fused material can be created (up to two pounds per caster level of source materials). Any sort of non-living materi-

Basic System: Six Alchemist Spells

al can be fused.

A caster could, for example, fuse some metal armor and a wooden log, making the armor as light as wood but just as conductive and hard as steel. Or, he could merge the armor with air, making it effectively weightless but retaining its ability to conduct electricity.

Likewise, a necromancer could improve his undead creations by fusing them with materials stronger than flesh. This simply decreases their armor class by a bonus related to the hardness of the fused material. Wood, for example, might decrease the undead creatures' armor class by -1 or -2, while steel would reduce it by -6.

Each casting of this spell costs 3,500 gp in reagents and takes one week. *Fuse Matter* can be cast multiple times upon a single object. Doing so may, in fact, be required to completely affect large objects, such as armor and ships.

This is a campaign-changing spell. Many fused items and materials will appear if the existence of the spell is widely known. As one of the fused materials effectively vanishes, there could be the reduction or loss of rare minerals (regionally or setting-wide).

Know Composition
Level: 1   **Duration:** Instant **Range:** 100'

With this spell, a magic user can instantly know what materials went into making a specific object or substance. This does not reduce the cost of replicating it but does negate any need for research.

Light to Mass
Level: 9   **Duration:** Permanent   **Range:** 5'

This spell allows a specllaster to convert light into any material that he knows the composition of, including potions. It is not cheap to cast and requires six times the standard cost of the material. Only five pounds of material per caster level can be created per spell. The casting time is one month.

This is a campaign-changing spell. With enough money and time, a magic user could make almost any mundane object in existence. This spell might even be used to develop new materials if the GM allows.

Ultramagnet
Level: 5   **Duration:** 6 hours **Range:** Touch

With this spell the caster changes a small rod of metal into a magnet that it can draw one specific substance to itself. Unlike a usual magnet, this substance does not have to be metal and can include flesh.

An ultramagnet can draw a maximum of 5 pounds to a distance of 10 feet. When used in groups, they increase the mass drawn but not the distance. Most alchemists use one or more ultramagnets to separate out reagents that can be reused or the final product from a vat or cauldron.

OGL System
Cooper's Corrected *Summon Monster IV*

By John Cooper, with illustrations by William T. Thrasher

elcome to this second preview of the *Summon Monster* series of PDFs! This practical series has taken all of the drudge work out of using the *summon monster* spells, as I've done all of the stat-block modifications necessary to ensure the summoned monsters are ready for play as-is.

This article contains about half of the monsters listed in the spell *summon monster IV*, all of them except the various elemental mephits. Each of these creatures has two sets of stat blocks: a "standard" set and one that shows the "augmented" creature that results from using the Augment Summoning feat (which gives summoned creatures +4 to Strength and Constitution, affecting attacks, damage, saving throws, and skills). Modifications to the these monster stat blocks include:

∞ Corrections to mistakes that appear in the v.3.5 SRD (as per my *Cooper's Corrected Creature Compendium*, a four-volume work that does this for the entire SRD and beyond).

∞ Application of the "celestial" and "fiendish" templates as appropriate.

∞ Skill and feat selections appropriate to vermin — giant insects and arachnids — suddenly finding themselves possessing Intelligence scores.

Whether you are a player with a spellcasting PC, a Game Master wanting to easily run summoner NPCs, or even a publisher wanting to ensure that the summoned monster

stats you use in your game products are up to snuff, I hope you get a lot of use out of this preview and the associated product line. I know I had a lot of fun going through the stats — especially the templated vermin!

Summon Monster IV
Conjuration (Summoning) [see text]
Level: Brd 4, Clr 4, Sor/Wiz 4
Components: V, S, F/DF
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

This spell summons one or more extraplanar creatures (typically outsiders, elementals, or magical beasts native to another plane). They appear where you designate and act immediately, on your turn. They attack your opponents to the best of their ability. If you can communicate with the creatures, you can direct them not to attack, to attack particular enemies, or to perform other actions.

The spell conjures one of the creatures from the accompanying Summon Monster table (see below), 1d3 creatures of the same kind from the 3rd-level list, or 1d4+1 creatures of the same kind from a lower-level list. You choose which kind of creature to summon, and you can change that choice each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Arcane Focus: A tiny bag and a small (not necessarily lit) candle.

Summon Monster
4th Level

Archon, lantern	LG
Celestial giant owl	LG
Celestial giant eagle	CG
Celestial lion	CG
Mephit (any)	N
Fiendish dire wolf	LE
Fiendish giant wasp	LE
Fiendish giant praying mantis	NE
Fiendish shark, Large[1]	NE
Yeth hound	NE
Fiendish monstrous spider, Large	CE
Fiendish snake, Huge viper	CE
Howler	CE

[1] May be summoned only into an aquatic or watery environment.

OGL System: Cooper's Corrected *Summon Monster IV*

ARCHON, LANTERN (AUGMENTED)

	Small Outsider
	(Archon, Extraplanar, Good, Lawful)
Hit Dice :	1d8+2 (6 hp)
Initiative :	+4
Speed :	Fly 60 ft. (12 squares) (perfect)
Armor Class :	15 (+1 size, +4 natural), touch 11, flat-footed 15
Base Attack/Grapple :	+1/-6
Attack :	Light ray +2 ranged touch (1d6)
Full Attack :	2 light rays +2 ranged touch (1d6)
Space/Reach :	5 ft./5 ft.
Special Attacks :	Spell-like abilities
Special Qualities :	Aura of menace, damage reduction 10/evil and magic, darkvision 60 ft., immunity to electricity and petrification, low-light vision, magic circle against evil, teleport, tongues
Saves :	Fort +4 (+8 against poison), Ref +2, Will +2
Abilities :	Str 5, Dex 11, Con 14, Int 6, Wis 11, Cha 10
Skills :	Concentration +6, Diplomacy +4, Knowledge (the planes) +2, Listen +4, Sense Motive +4, Spot +4
Feats :	Improved Initiative
Environment :	A lawful good-aligned plane
Organization :	Solitary, pair, or squad (3–5)
Challenge Rating :	2
Treasure :	None
Alignment :	Always lawful good
Advancement :	2–4 HD (Small)
Level Adjustment:	—

Lantern archons appear as floating balls of light that glow about as brightly as a torch. Only their destruction can extinguish the glow, though they can try to hide it.

COMBAT

A lantern archon has little reason to get within melee range. It usually hovers just close enough to bring the enemy within its aura of menace, then blasts away with its light rays. Lantern archons prefer to concentrate on a single opponent, seeking to reduce enemy numbers quickly.

Light Ray (Ex): A lantern archon's light rays have a range of 30 feet. This attack overcomes damage reduction of any type.

Spell-Like Abilities: At will—*aid, detect evil, continual flame.* Caster level 3rd.

Aura of Menace (Su): A righteous aura surrounds lantern archons that fight or get angry. Any hostile creature within a 20-foot radius of a lantern archon must succeed on a DC 12 Will save to resist its effects. The save DC is Charisma-based

ARCHON, LANTERN

	Small Outsider
	(Archon, Extraplanar, Good, Lawful)
Hit Dice :	1d8 (4 hp)
Initiative :	+4
Speed :	Fly 60 ft. (12 squares) (perfect)
Armor Class :	15 (+1 size, +4 natural), touch 11, flat-footed 15
Base Attack/Grapple :	+1/−8
Attack :	Light ray +2 ranged touch (1d6)
Full Attack :	2 light rays +2 ranged touch (1d6)
Space/Reach :	5 ft./5 ft.
Special Attacks :	Spell-like abilities
Special Qualities :	Aura of menace, damage reduction 10/evil and magic, darkvision 60 ft., immunity to electricity and petrification, low-light vision, magic circle against evil, teleport, tongues
Saves :	Fort +2 (+6 against poison), Ref +2, Will +2
Abilities :	Str 1, Dex 11, Con 10, Int 6, Wis 11, Cha 10
Skills :	Concentration +4, Diplomacy +4, Knowledge (the planes) +2, Listen +4, Sense Motive +4, Spot +4
Feats :	Improved Initiative

and includes a +2 racial bonus. Those who fail take a –2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the lantern archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same lantern archon's aura for 24 hours.

Magic Circle against Evil (Su): A magic circle against evil effect always surrounds a lantern archon (caster level equals the lantern archon's Hit Dice). (The defensive benefits from the circle are not included in the lantern archon's statistics block.)

Teleport (Su): Lantern archons can use *greater teleport* at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of objects.

Tongues (Su): All lantern archons can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

CELESTIAL GIANT OWL

	Large Magical Beast (Extraplanar)
Hit Dice:	4d10+4 (26 hp)
Initiative:	+3
Speed:	10 ft. (2 squares), fly 70 ft. (average)
Armor Class:	15 (–1 size, +3 Dex, +3 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+4/+12
Attack:	Claw +7 melee (1d6+4)
Full Attack:	2 claws +7 melee (1d6+4) and bite +2 melee (1d8+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Smite evil
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., resistance to acid 5, cold 5, and electricity 5, spell resistance 9, superior low-light vision
Saves:	Fort +5, Ref +7, Will +3
Abilities:	Str 18, Dex 17, Con 12, Int 10, Wis 14, Cha 10
Skills:	Knowledge (nature) +2, Listen +17, Move Silently +8*, Spot +10
Feats:	Alertness, Wingover
Environment:	Any good-aligned plane
Organization:	Solitary, pair, or company (3–5)
Challenge Rating:	4
Treasure:	None
Alignment:	Always lawful good
Advancement:	5–8 HD (Large); 9–12 HD (Huge)
Level Adjustment:	+2 (cohort)

CELESTIAL GIANT OWL (AUGMENTED)

	Large Magical Beast (Extraplanar)
Hit Dice:	4d10+12 (34 hp)
Initiative:	+3
Speed:	10 ft. (2 squares), fly 70 ft. (average)
Armor Class:	15 (–1 size, +3 Dex, +3 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+4/+14
Attack:	Claw +9 melee (1d6+6)
Full Attack:	2 claws +9 melee (1d6+6) and bite +4 melee (1d8+3)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Smite evil

Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., resistance to acid 5, cold 5, and electricity 5, spell resistance 9, superior low-light vision
Saves:	Fort +7, Ref +7, Will +3
Abilities:	Str 22, Dex 17, Con 16, Int 10, Wis 14, Cha 10
Skills:	Knowledge (nature) +2, Listen +17, Move Silently +8*, Spot +10
Feats:	Alertness, Wingover
Environment:	Any good-aligned plane
Organization:	Solitary, pair, or company (3–5)
Challenge Rating:	4
Treasure:	None
Alignment:	Always lawful good
Advancement:	5–8 HD (Large); 9–12 HD (Huge)
Level Adjustment:	+2 (cohort)

Celestial giant owls are nocturnal birds of prey, feared for their ability to hunt and attack in near silence. They are intelligent, and though naturally suspicious, sometimes associate with good creatures. A typical celestial giant owl stands about 9 feet tall, has a wingspan of up to 20 feet, and resembles its smaller cousins in nearly every way except size.

Celestial giant owls speak Common and Sylvan.

COMBAT

A celestial giant owl attacks by gliding silently just a few feet above its prey and plunging to strike when directly overhead.

A celestial giant owl's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Smite Evil (Su): Once per day a celestial giant owl can make a normal melee attack to deal 4 points of extra damage against an evil foe.

Superior Low-Light Vision (Ex): A celestial giant owl can see five times as far as a human can in dim light.

Skills: Celestial giant owls have a +8 racial bonus on Listen checks and a +4 racial bonus on Spot checks. *When in flight, celestial giant owls gain a +8 bonus on Move Silently checks.

TRAINING A CELESTIAL GIANT OWL

Although intelligent, a celestial giant owl requires training before it can bear a rider in combat. To be trained, a celestial giant owl must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly celestial giant owl requires six weeks of work and a DC 25 Handle Animal check. Riding a celestial giant owl requires an exotic saddle. A celestial giant owl can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Celestial giant owl eggs are worth 2,500 gp apiece on the open market, while chicks are worth 4,000 gp each. Professional trainers charge 1,000 gp to rear or train a celestial giant owl.

Carrying Capacity: A light load for a celestial giant owl is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds. A light load for an augmented celestial giant owl is up to 519 pounds; a medium load, 520–1,038 pounds; and a heavy load, 1,039–1,560 pounds.

OGL System: Cooper's Corrected *Summon Monster IV*

CELESTIAL GIANT EAGLE

	Large Magical Beast (Extraplanar)
Hit Dice:	4d10+4 (26 hp)
Initiative:	+3
Speed:	10 ft. (2 squares), fly 80 ft. (average)
Armor Class:	15 (−1 size, +3 Dex, +3 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+4/+12
Attack:	Claw +7 melee (1d6+4)
Full Attack:	2 claws +7 melee (1d6+4) and bite +2 melee (1d8+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Smite evil
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., evasion, low-light vision, resistance to acid 5, cold 5, and electricity 5, spell resistance 9
Saves:	Fort +5, Ref +7, Will +3
Abilities:	Str 18, Dex 17, Con 12, Int 10, Wis 14, Cha 10
Skills:	Knowledge (nature) +2, Listen +6, Sense Motive +4, Spot +15, Survival +3
Feats:	Alertness, Flyby Attack
Environment:	Any good-aligned plane
Organization:	Solitary, pair, or eyrie (5–12)
Challenge Rating:	4
Treasure:	None
Alignment:	Always chaotic good
Advancement:	5–8 HD (Large); 9–12 HD (Huge)
Level Adjustment:	+2 (cohort)

CELESTIAL GIANT EAGLE (AUGMENTED)

	Large Magical Beast (Extraplanar)
Hit Dice:	4d10+12 (34 hp)
Initiative:	+3
Speed:	10 ft. (2 squares), fly 80 ft. (average)
Armor Class:	15 (−1 size, +3 Dex, +3 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+4/+14
Attack:	Claw +9 melee (1d6+6)
Full Attack:	2 claws +9 melee (1d6+6) and bite +4 melee (1d8+3)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Smite evil
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., evasion, low-light vision, resistance to acid 5, cold 5, and electricity 5, spell resistance 9
Saves:	Fort +7, Ref +7, Will +3
Abilities:	Str 22, Dex 17, Con 16, Int 10, Wis 14, Cha 10
Skills:	Knowledge (nature) +2, Listen +6, Sense Motive +4, Spot +15, Survival +3
Feats:	Alertness, Flyby Attack
Environment:	Any good-aligned plane
Organization:	Solitary, pair, or eyrie (5–12)
Challenge Rating:	4
Treasure:	None
Alignment:	Always chaotic good
Advancement:	5–8 HD (Large); 9–12 HD (Huge)
Level Adjustment:	+2 (cohort)

A typical celestial giant eagle stands about 10 feet tall, has a wingspan of up to 20 feet, and resembles its smaller cousins in nearly every way except size. It weighs about 500 pounds.

Celestial giant eagles speak Auran and Common.

COMBAT

A celestial giant eagle typically attacks from a great height, diving earthward at tremendous speed. When it cannot dive, it uses its powerful talons and slashing beak to strike at its target's head and eyes.

A solitary celestial giant eagle is typically hunting or patrolling in the vicinity of its nest and generally ignores creatures that do not appear threatening. A mated pair attacks in concert, making repeated diving attacks to drive away intruders, and fights to the death to defend their nest or hatchlings.

A celestial giant eagle's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Smite Evil (Su): Once per day a celestial giant eagle can make a normal melee attack to deal 4 points of extra damage against an evil foe.

Evasion (Ex): With a successful Reflex save against an attack that allows a Reflex save for half damage, a celestial giant eagle takes no damage.

Skills: Celestial giant eagles have a +4 racial bonus on Spot checks.

TRAINING A CELESTIAL GIANT EAGLE

Although intelligent, a celestial giant eagle requires training before it can bear a rider in combat. To be trained, a celestial giant eagle must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly celestial giant eagle requires six weeks of work and a DC 25 Handle Animal check.

Riding a celestial giant eagle requires an exotic saddle. A celestial giant eagle can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Celestial giant eagle eggs are worth 2,500 gp apiece on the open market, while chicks are worth 4,000 gp each. Professional trainers charge 1,000 gp to rear or train a celestial giant eagle.

Carrying Capacity: A light load for a celestial giant eagle is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds. A light load for an augmented celestial giant eagle is up to 519 pounds; a medium load, 520–1,038 pounds; and a heavy load, 1,039–1,560 pounds.

CELESTIAL LION

	Large Magical Beast (Augmented Animal, Extraplanar)
Hit Dice:	5d8+10 (32 hp)
Initiative:	+3
Speed:	40 ft. (8 squares)
Armor Class:	15 (−1 size, +3 Dex, +3 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+3/+12
Attack:	Claw +7 melee (1d4+5)
Full Attack:	2 claws +7 melee (1d4+5) and bite +2 melee (1d8+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Improved grab, pounce, rake 1d4+2, smite evil
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., low-light vision, resistance to acid 5, cold 5, and electricity 5, scent, spell resistance 10
Saves:	Fort +6, Ref +7, Will +2
Abilities:	Str 21, Dex 17, Con 15, Int 3, Wis 12, Cha 6
Skills:	Balance +7, Hide +3*, Listen +5, Move Silently +11, Spot +5
Feats:	Alertness, Run
Environment:	Any good-aligned plane
Organization:	Solitary, pair, or pride (6–10)
Challenge Rating:	4
Treasure:	None
Alignment:	Always chaotic good
Advancement:	6–8 HD (Large)
Level Adjustment:	—

CELESTIAL LION (AUGMENTED)

	Large Magical Beast (Augmented Animal, Extraplanar)
Hit Dice:	5d8+20 (42 hp)
Initiative:	+3
Speed:	40 ft. (8 squares)
Armor Class:	15 (−1 size, +3 Dex, +3 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+3/+14
Attack:	Claw +9 melee (1d4+7)
Full Attack:	2 claws +9 melee (1d4+7) and bite +4 melee (1d8+3)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Improved grab, pounce, rake 1d4+2, smite evil
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., low-light vision, resistance to acid 5, cold 5, and electricity 5, scent, spell resistance 10
Saves:	Fort +8, Ref +7, Will +2
Abilities:	Str 25, Dex 17, Con 19, Int 3, Wis 12, Cha 6
Skills:	Balance +7, Hide +3*, Listen +5, Move Silently +11, Spot +5
Feats:	Alertness, Run
Environment:	Any good-aligned plane
Organization:	Solitary, pair, or pride (6–10)
Challenge Rating:	4
Treasure:	None
Alignment:	Always chaotic good
Advancement:	6–8 HD (Large)
Level Adjustment:	—

The statistics presented here describe a male celestial African lion, which is 5 to 8 feet long and weighs 330 to 550 pounds. Females are slightly smaller but use the same statistics.

COMBAT

A celestial lion's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Improved Grab (Ex): To use this ability, a celestial lion must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a celestial lion charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +7 melee (+9 with Augment Summoning), damage 1d4+2 (1d4+3 with Augment Summoning).

Smite Evil (Su): Once per day a celestial lion can make a normal melee attack to deal 5 points of extra damage against an evil foe.

Skills: Celestial lions have a +4 racial bonus on Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +12.

FIENDISH DIRE WOLF

	Large Magical Beast (Augmented Animal, Extraplanar)
Hit Dice:	6d8+18 (45 hp)
Initiative:	+2
Speed:	50 ft. (10 squares)
Armor Class:	14 (−1 size, +2 Dex, +3 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+4/+15
Attack:	Bite +11 melee (1d8+10)
Full Attack:	Bite +11 melee (1d8+10)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Smite good, trip
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., low-light vision, resistance to cold 5 and fire 5, scent, spell resistance 11
Saves:	Fort +8, Ref +7, Will +6
Abilities:	Str 25, Dex 15, Con 17, Int 3, Wis 12, Cha 10
Skills:	Hide +0, Listen +9, Move Silently +4, Spot +9, Survival +2*
Feats:	Alertness, Run, Track[B], Weapon Focus (bite)
Environment:	Any evil-aligned plane
Organization:	Solitary or pack (5–8)
Challenge Rating:	4
Treasure:	None
Alignment:	Always lawful evil
Advancement:	7–18 HD (Large)
Level Adjustment:	—

OGL System: Cooper's Corrected *Summon Monster IV*

FIENDISH DIRE WOLF (AUGMENTED)

	Large Magical Beast (Augmented Animal, Extraplanar)
Hit Dice:	6d8+30 (57 hp)
Initiative:	+2
Speed:	50 ft. (10 squares)
Armor Class:	14 (−1 size, +2 Dex, +3 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+4/+17
Attack:	Bite +13 melee (1d8+13)
Full Attack:	Bite +13 melee (1d8+13)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Smite good, trip
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., low-light vision, resistance to cold 5 and fire 5, scent, spell resistance 11
Saves:	Fort +10, Ref +7, Will +6
Abilities:	Str 29, Dex 15, Con 21, Int 3, Wis 12, Cha 10
Skills:	Hide +0, Listen +9, Move Silently +4, Spot +9, Survival +2*
Feats:	Alertness, Run, Track[B], Weapon Focus (bite)
Environment:	Any evil-aligned plane
Organization:	Solitary or pack (5–8)
Challenge Rating:	4
Treasure:	None
Alignment:	Always lawful evil
Advancement:	7–18 HD (Large)
Level Adjustment:	—

Fiendish dire wolves are efficient pack hunters that will kill anything they can catch.

Fiendish dire wolves are mottled gray or black, about 9 feet long and weighing some 800 pounds.

COMBAT

Fiendish dire wolves prefer to attack in packs, surrounding and flanking a foe when they can.

A fiendish dire wolf's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Smite Good (Su): Once per day a fiendish dire wolf can make a normal melee attack to deal 6 points of extra damage against a good foe.

Trip (Ex): A fiendish dire wolf that hits with a bite attack can attempt to trip its opponent (+11 check modifier; +13 with Augment Summoning) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the fiendish dire wolf.

Skills: A fiendish dire wolf has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks. *It also has a +4 racial bonus on Survival checks when tracking by scent.

FIENDISH GIANT WASP

	Large Magical Beast (Augmented Vermin, Extraplanar)
Hit Dice:	5d8+10 (32 hp)
Initiative:	+1
Speed:	20 ft. (4 squares), fly 60 ft. (good)
Armor Class:	14 (−1 size, +1 Dex, +4 natural), touch 10, flat-footed 13
Base Attack/Grapple:	+3/+11
Attack:	Sting +7 melee (1d3+6 plus poison)
Full Attack:	Sting +7 melee (1d3+6 plus poison)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Poison, smite good
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., resistance to cold 5 and fire 5, spell resistance 10, vermin traits
Saves:	Fort +6, Ref +2, Will +2
Abilities:	Str 18, Dex 12, Con 14, Int 3, Wis 13, Cha 11
Skills:	Spot +13, Survival +5*
Feats:	Ability Focus (poison), Weapon Focus (sting)
Environment:	Any evil-aligned plane
Organization:	Solitary, swarm (2–5), or nest (11–20)
Challenge Rating:	4
Treasure:	—
Alignment:	Always lawful evil
Advancement:	6–8 HD (Large); 9–15 HD (Huge)
Level Adjustment:	—

FIENDISH GIANT WASP (AUGMENTED)

	Large Magical Beast (Augmented Vermin, Extraplanar)
Hit Dice:	5d8+20 (42 hp)
Initiative:	+1
Speed:	20 ft. (4 squares), fly 60 ft. (good)
Armor Class:	14 (−1 size, +1 Dex, +4 natural), touch 10, flat-footed 13
Base Attack/Grapple:	+3/+13
Attack:	Sting +9 melee (1d3+9 plus poison)
Full Attack:	Sting +9 melee (1d3+9 plus poison)
Space/Reach:	10 ft./5 ft.

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Special Attacks: Poison, smite good
Special Qualities: Damage reduction 5/magic, darkvision 60 ft., resistance to cold 5 and fire 5, spell resistance 10, vermin traits
Saves: Fort +8, Ref +2, Will +2
Abilities: Str 22, Dex 12, Con 18, Int 3, Wis 13, Cha 11
Skills: Spot +13, Survival +5*
Feats: Ability Focus (poison), Weapon Focus (sting)
Environment: Any evil-aligned plane
Organization: Solitary, swarm (2–5), or nest (11–20)
Challenge Rating: 4
Treasure: —
Alignment: Always lawful evil
Advancement: 6–8 HD (Large); 9–15 HD (Huge)
Level Adjustment: —

Fiendish giant wasps attack when hungry or threatened, stinging their prey to death. They take dead or incapacitated opponents back to their lairs as food for their unhatched young.

COMBAT

A fiendish giant wasp's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Poison (Ex): Injury, Fortitude DC 16 (DC 18 with Augment Summoning), initial and secondary damage 1d6 Dex. The save DC is Constitution-based.

Smite Good (Su): Once per day a fiendish giant wasp can make a normal melee attack to deal 5 points of extra damage against a good foe.

Skills: Fiendish giant wasps have a +8 racial bonus on Spot checks. *They also have a +4 racial bonus on Survival checks to orient themselves.

FIENDISH GIANT PRAYING MANTIS

Large Magical Beast (Augmented Vermin, Extraplanar)
Hit Dice: 4d8+8 (26 hp)
Initiative: −1
Speed: 20 ft. (4 squares), fly 40 ft. (poor)
Armor Class: 14 (−1 size, −1 Dex, +6 natural), touch 8, flat-footed 14
Base Attack/Grapple: +3/+11
Attack: Claws +7 melee (1d8+4)
Full Attack: Claws +7 melee (1d8+4) and bite +1 melee (1d6+2)
Space/Reach: 10 ft./5 ft.
Special Attacks: Improved grab, smite good
Special Qualities: Damage reduction 5/magic, darkvision 60 ft., resistance to cold 5 and fire 5, spell resistance 9, vermin traits
Saves: Fort +6, Ref +2, Will +3
Abilities: Str 19, Dex 8, Con 15, Int 3, Wis 14, Cha 11
Skills: Hide +3*, Spot +9
Feats: Lightning Reflexes, Weapon Focus (claws)

Environment: Any evil-aligned plane
Organization: Solitary
Challenge Rating: 4
Treasure: —
Alignment: Always neutral evil
Advancement: 5–8 HD (Large); 9–12 HD (Huge)
Level Adjustment: —

FIENDISH GIANT PRAYING MANTIS (AUGMENTED)

Large Magical Beast (Augmented Vermin, Extraplanar)
Hit Dice: 4d8+16 (34 hp)
Initiative: −1
Speed: 20 ft. (4 squares), fly 40 ft. (poor)
Armor Class: 14 (−1 size, −1 Dex, +6 natural), touch 8, flat-footed 14
Base Attack/Grapple: +3/+13
Attack: Claws +9 melee (1d8+6)
Full Attack: Claws +9 melee (1d8+6) and bite +3 melee (1d6+3)
Space/Reach: 10 ft./5 ft.
Special Attacks: Improved grab, smite good
Special Qualities: Damage reduction 5/magic, darkvision 60 ft., resistance to cold 5 and fire 5, spell resistance 9, vermin traits
Saves: Fort +8, Ref +2, Will +3
Abilities: Str 23, Dex 8, Con 19, Int 3, Wis 14, Cha 11
Skills: Hide +3*, Spot +9
Feats: Lightning Reflexes, Weapon Focus (claws)
Environment: Any evil-aligned plane
Organization: Solitary
Challenge Rating: 4
Treasure: —
Alignment: Always neutral evil
Advancement: 5–8 HD (Large); 9–12 HD (Huge)
Level Adjustment: —

This patient carnivore remains completely still as it waits for prey to come near.

COMBAT

A fiendish giant praying mantis's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Improved Grab (Ex): To use this ability, a fiendish giant praying mantis must hit with its claws attack. If it wins the ensuing grapple check, it establishes a hold and makes a bite attack as a primary attack (at its full +6 attack bonus; +8 with Augment Summoning).

Smite Good (Su): Once per day a fiendish giant praying mantis can make a normal melee attack to deal 4 points of extra damage against a good foe.

Skills: A fiendish giant praying mantis has a +4 racial bonus on Hide and Spot checks. *Because of its camouflage, the Hide bonus increases to +12 when a mantis is surrounded by foliage.

OGL System: Cooper's Corrected *Summon Monster IV*

FIENDISH SHARK, LARGE

	Large Magical Beast (Aquatic, Augmented Animal, Extraplanar)
Hit Dice:	7d8+7 (38 hp)
Initiative:	+6
Speed:	Swim 60 ft. (12 squares)
Armor Class:	15 (–1 size, +2 Dex, +4 natural), touch 11, flat-footed 13
Base Attack/Grapple:	+5/+12
Attack:	Bite +7 melee (1d8+4)
Full Attack:	Bite +7 melee (1d8+4)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Smite good
Special Qualities:	Blindsense, damage reduction 5/magic, darkvision 60 ft., keen scent, resistance to cold 5 and fire 5, spell resistance 12
Saves:	Fort +8, Ref +7, Will +3
Abilities:	Str 17, Dex 15, Con 13, Int 3, Wis 12, Cha 2
Skills:	Listen +8, Spot +8, Swim +11
Feats:	Alertness, Great Fortitude, Improved Initiative
Environment:	Cold aquatic on any evil-aligned plane
Organization:	Solitary, school (2–5), or pack (6–11)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral evil
Advancement:	8–9 HD (Large)
Level Adjustment:	—

FIENDISH SHARK, LARGE (AUGMENTED)

	Large Magical Beast (Aquatic, Augmented Animal, Extraplanar)
Hit Dice:	7d8+21 (52 hp)
Initiative:	+6
Speed:	Swim 60 ft. (12 squares)
Armor Class:	15 (–1 size, +2 Dex, +4 natural), touch 11, flat-footed 13
Base Attack/Grapple:	+5/+14
Attack:	Bite +9 melee (1d8+7)
Full Attack:	Bite +9 melee (1d8+7)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Smite good
Special Qualities:	Blindsense, damage reduction 5/magic, darkvision 60 ft., keen scent, resistance to cold 5 and fire 5, spell resistance 12
Saves:	Fort +10, Ref +7, Will +3
Abilities:	Str 21, Dex 15, Con 17, Int 3, Wis 12, Cha 2
Skills:	Listen +8, Spot +8, Swim +13
Feats:	Alertness, Great Fortitude, Improved Initiative
Environment:	Cold aquatic on any evil-aligned plane
Organization:	Solitary, school (2–5), or pack (6–11)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral evil
Advancement:	8–9 HD (Large)
Level Adjustment:	—

These carnivorous fish are aggressive and liable to make unprovoked attacks against anything that approaches them. Large fiendish sharks can reach around 15 feet in length and are a serious threat.

COMBAT

A Large fiendish shark's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Fiendish sharks circle and observe potential prey, then dart in and bite with their powerful jaws.

Smite Good (Su): Once per day a Large fiendish shark can make a normal melee attack to deal 7 points of extra damage against a good foe.

Blindsense (Ex): A fiendish shark can locate creatures underwater within a 30-foot radius. This ability works only when the fiendish shark is underwater.

Keen Scent (Ex): A fiendish shark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

Skills: A fiendish shark has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.
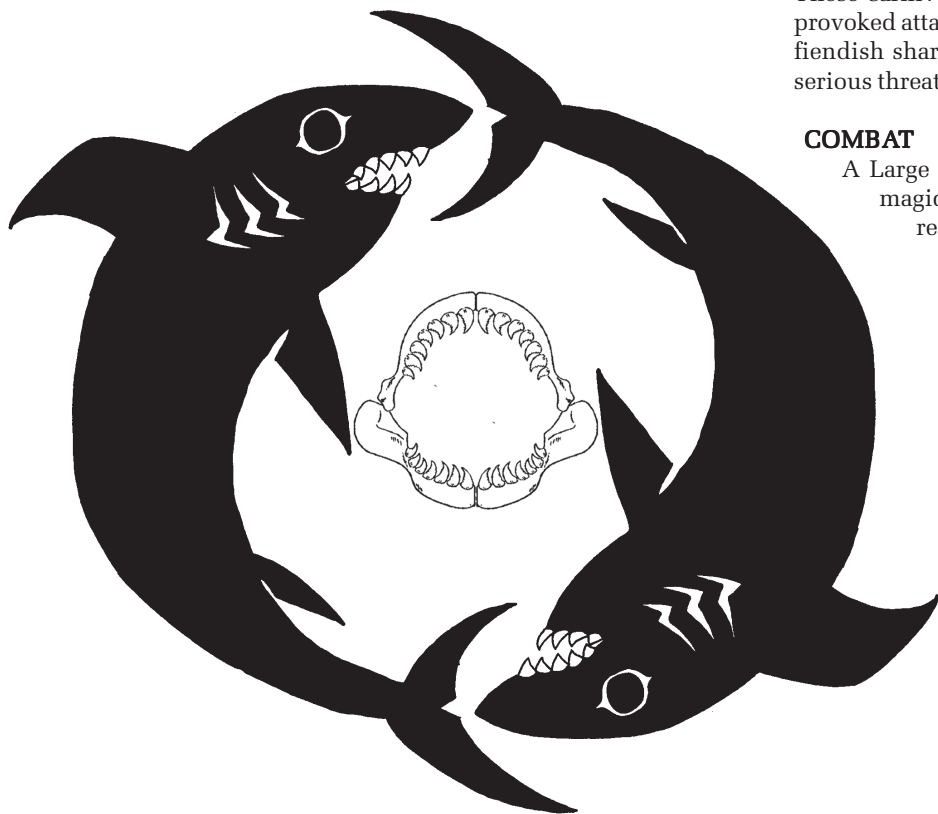
YETH HOUND

	Medium Outsider (Evil, Extraplanar)
Hit Dice:	3d8+6 (19 hp)
Initiative:	+6
Speed:	40 ft. (8 squares), fly 60 ft. (good)
Armor Class:	20 (+2 Dex, +8 natural), touch 12, flat-footed 18
Base Attack/Grapple:	+3/+6
Attack:	Bite +6 melee (1d8+4)
Full Attack:	Bite +6 melee (1d8+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Bay, trip
Special Qualities:	Damage reduction 10/silver, darkvision 60 ft., flight, scent
Saves:	Fort +5, Ref +5, Will +5
Abilities:	Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10
Skills:	Intimidate +6, Listen +8, Move Silently +8, Search +4, Spot +8, Survival +8 (+10 following tracks)*
Feats:	Improved Initiative, Track
Environment:	An evil-aligned plane
Organization:	Solitary, pair, or pack (6–11)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral evil
Advancement:	4–6 HD (Medium); 7–9 HD (Large)
Level Adjustment:	+3 (cohort)

YETH HOUND (AUGMENTED)

	Medium Outsider (Evil, Extraplanar)
Hit Dice:	3d8+12 (25 hp)
Initiative:	+6
Speed:	40 ft. (8 squares), fly 60 ft. (good)
Armor Class:	20 (+2 Dex, +8 natural), touch 12, flat-footed 18
Base Attack/Grapple:	+3/+8
Attack:	Bite +8 melee (1d8+7)
Full Attack:	Bite +8 melee (1d8+7)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Bay, trip
Special Qualities:	Damage reduction 10/silver, darkvision 60 ft., flight, scent
Saves:	Fort +7, Ref +5, Will +5
Abilities:	Str 21, Dex 15, Con 19, Int 6, Wis 14, Cha 10
Skills:	Intimidate +6, Listen +8, Move Silently +8, Search +4, Spot +8, Survival +8 (+10 following tracks)*
Feats:	Improved Initiative, Track
Environment:	An evil-aligned plane
Organization:	Solitary, pair, or pack (6–11)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral evil
Advancement:	4–6 HD (Medium); 7–9 HD (Large)
Level Adjustment:	+3 (cohort)

A yeth hound stands 5 feet tall at the shoulder and weighs about 400 pounds.

Yeth hounds cannot speak, but understand Infernal.

OGL System: Cooper's Corrected *Summon Monster IV*

COMBAT

Yeth hounds hunt only at night. They fear the sun and never venture out in daylight, even if their lives depend on it.

A yeth hound's natural weapons are treated as evil-aligned for the purpose of overcoming damage reduction.

Bay (Su): When a yeth hound howls or barks, all creatures except other evil outsiders within a 300-foot spread must succeed on a DC 11 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same hound's bay for 24 hours. The save DC is Charisma-based.

Trip (Ex): A yeth hound that hits with its bite attack can attempt to trip the opponent (+3 check modifier; +5 with Augment Summoning) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the yeth hound.

Flight (Su): A yeth hound can cease or resume flight as a free action.

Skills: *A yeth hound has a +4 racial bonus on Survival checks when tracking by scent.

FIENDISH MONSTROUS SPIDER, WEB-SPINNER, LARGE

	Large Magical Beast
	(Augmented Vermin, Extraplanar)
Hit Dice:	4d8+4 (22 hp)
Initiative:	+3
Speed:	30 ft. (6 squares), climb 20 ft.
Armor Class:	14 (−1 size, +3 Dex, +2 natural), touch 12, flat-footed 11
Base Attack/ Grapple:	+3/+9
Attack:	Bite +4 melee (1d8+3 plus poison)
Full Attack:	Bite +4 melee (1d8+3 plus poison)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Poison, smite good, web
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., resistance to cold 5 and fire 5, spell resistance 9, tremorsense 60 ft., vermin traits
Saves:	Fort +5, Ref +4, Will +3
Abilities:	Str 15, Dex 17, Con 12, Int 3, Wis 10, Cha 2
Skills:	Climb +12, Hide +5*, Move Silently +5*, Spot +6

Feats:	Ability Focus (poison), Iron Will
Environment:	Any evil-aligned plane
Organization:	Solitary or colony (2–5)
Challenge Rating:	3
Treasure:	1/10 coins; 50% goods; 50% items
Alignment:	Always chaotic evil
Advancement:	5–7 HD (Large)
Level Adjustment:	—

FIENDISH MONSTROUS SPIDER, WEB-SPINNER, LARGE (AUGMENTED)

	Large Magical Beast
	(Augmented Vermin, Extraplanar)
Hit Dice:	4d8+12 (30 hp)
Initiative:	+3
Speed:	30 ft. (6 squares), climb 20 ft.
Armor Class:	14 (−1 size, +3 Dex, +2 natural), touch 12, flat-footed 11
Base Attack/ Grapple:	+3/+11
Attack:	Bite +6 melee (1d8+6 plus poison)
Full Attack:	Bite +6 melee (1d8+6 plus poison)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Poison, smite good, web
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., resistance to cold 5 and fire 5, spell resistance 9, tremorsense 60 ft., vermin traits
Saves:	Fort +7, Ref +4, Will +3
Abilities:	Str 19, Dex 17, Con 16, Int 3, Wis 10, Cha 2
Skills:	Climb +14, Hide +5*, Move Silently +5*, Spot +6
Feats:	Ability Focus (poison), Iron Will
Environment:	Any evil-aligned plane
Organization:	Solitary or colony (2–5)
Challenge Rating:	3
Treasure:	1/10 coins; 50% goods; 50% items
Alignment:	Always chaotic evil
Advancement:	5–7 HD (Large)
Level Adjustment:	—

COMBAT

All fiendish monstrous spiders are aggressive predators that use their poisonous bites to subdue or kill prey.

A fiendish monstrous spider's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Poison (Ex): Injury, Fortitude DC 15 (DC 17 with Augment Summoning), initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Smite Good (Su): Once per day a Large fiendish monstrous spider can make a normal melee attack to deal 4 points of extra damage against a good foe.

Web (Ex): Both types of fiendish monstrous spiders often wait in their webs or in trees, then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size.

Fiendish web-spinners can throw a web eight times per day. This is similar to an attack with a net but has a maximum range

of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the spider. An entangled creature can escape with a successful DC 13 Escape Artist check (DC 15 with Augment Summoning) or burst it with a DC 17 Strength check (DC 19 with Augment Summoning). Both are standard actions. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus.

Fiendish web-spinners often create sheets of sticky webbing from 5 to 60 feet square, depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has 12 hit points, and sheet webs have damage reduction 5/—.

A fiendish monstrous spider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Tremorsense (Ex): A fiendish monstrous spider can detect and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with the spider's webs.

Skills: Fiendish monstrous spiders have a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. A fiendish monstrous spider can always choose to take 10 on Climb checks, even if rushed or threatened. Fiendish monstrous spiders use either their Strength or Dexterity modifier for Climb checks, whichever is higher. *Fiendish web-spinning spiders have a +8 racial bonus on Hide and Move Silently checks when using their webs.

FIENDISH MONSTROUS SPIDER, HUNTER, LARGE

	Large Magical Beast
	(Augmented Vermin, Extraplanar)
Hit Dice:	4d8+4 (22 hp)
Initiative:	+3
Speed:	40 ft. (8 squares), climb 20 ft.
Armor Class:	14 (–1 size, +3 Dex, +2 natural), touch 12, flat-footed 11
Base Attack/ Grapple:	+3/+9
Attack:	Bite +4 melee (1d8+3 plus poison)
Full Attack:	Bite +4 melee (1d8+3 plus poison)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Poison, smite good
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., resistance to cold 5 and fire 5, spell resistance 9, tremorsense 60 ft., vermin traits
Saves:	Fort +5, Ref +4, Will +3
Abilities:	Str 15, Dex 17, Con 12, Int 3, Wis 10, Cha 2
Skills:	Climb +13, Hide +4, Jump +18, Spot +10
Feats:	Ability Focus (poison), Iron Will
Environment:	Any evil-aligned plane
Organization:	Solitary or colony (2–5)
Challenge Rating:	3
Treasure:	1/10 coins; 50% goods; 50% items
Alignment:	Always chaotic evil
Advancement:	5–7 HD (Large)
Level Adjustment:	—

FIENDISH MONSTROUS SPIDER, HUNTER, LARGE (AUGMENTED)

	Large Magical Beast
	(Augmented Vermin, Extraplanar)
Hit Dice:	4d8+12 (30 hp)
Initiative:	+3
Speed:	40 ft. (8 squares), climb 20 ft.
Armor Class:	14 (–1 size, +3 Dex, +2 natural), touch 12, flat-footed 11
Base Attack/ Grapple:	+3/+11
Attack:	Bite +6 melee (1d8+6 plus poison)
Full Attack:	Bite +6 melee (1d8+6 plus poison)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Poison, smite good
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., resistance to cold 5 and fire 5, spell resistance 9, tremorsense 60 ft., vermin traits
Saves:	Fort +7, Ref +4, Will +3
Abilities:	Str 19, Dex 17, Con 16, Int 3, Wis 10, Cha 2
Skills:	Climb +15, Hide +4, Jump +20, Spot +10
Feats:	Ability Focus (poison), Iron Will
Environment:	Any evil-aligned plane
Organization:	Solitary or colony (2–5)
Challenge Rating:	3
Treasure:	1/10 coins; 50% goods; 50% items
Alignment:	Always chaotic evil
Advancement:	5–7 HD (Large)
Level Adjustment:	—

COMBAT

All fiendish monstrous spiders are aggressive predators that use their poisonous bites to subdue or kill prey.

A fiendish monstrous spider's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Poison (Ex): Injury, Fortitude DC 15 (DC 17 with Augment Summoning), initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Smite Good (Su): Once per day a Large fiendish monstrous spider can make a normal melee attack to deal 4 points of extra damage against a good foe.

Tremorsense (Ex): A fiendish monstrous spider can detect and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with the spider's webs.

Skills: Fiendish monstrous hunting spiders have a +4 racial bonus on Hide checks, a +8 racial bonus on Climb and Spot checks, and a +10 racial bonus on Jump checks. A fiendish monstrous spider can always choose to take 10 on Climb checks, even if rushed or threatened. Fiendish monstrous spiders use either their Strength or Dexterity modifier for Climb checks, whichever is higher.

OGL System: Cooper's Corrected *Summon Monster IV*

SNAKE, HUGE VIPER

	Huge Magical Beast (Augmented Animal, Extraplanar)
Hit Dice:	6d8+6 (33 hp)
Initiative:	+6
Speed:	20 ft. (4 squares), climb 20 ft., swim 20 ft.
Armor Class:	15 (−2 size, +2 Dex, +5 natural), touch 10, flat-footed 13
Base Attack/ Grapple:	+4/+15
Attack:	Bite +6 melee (1d6+4 plus poison)
Full Attack:	Bite +6 melee (1d6+4 plus poison)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Poison, smite good
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., resistance to cold 5 and fire 5, scent, spell resistance 11
Saves:	Fort +6, Ref +7, Will +3
Abilities:	Str 16, Dex 15, Con 13, Int 3, Wis 12, Cha 2
Skills:	Balance +10, Climb +11, Hide +5, Listen +8, Spot +8, Swim +11
Feats:	Improved Initiative, Run, Weapon Focus (bite)
Environment:	Any evil-aligned plane
Organization:	Solitary
Challenge Rating:	4
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	7–18 HD (Huge)
Level Adjustment:	—

SNAKE, HUGE VIPER (AUGMENTED)

	Huge Magical Beast (Augmented Animal, Extraplanar)
Hit Dice:	6d8+18 (45 hp)
Initiative:	+6
Speed:	20 ft. (4 squares), climb 20 ft., swim 20 ft.
Armor Class:	15 (−2 size, +2 Dex, +5 natural), touch 10, flat-footed 13
Base Attack/ Grapple:	+4/+17
Attack:	Bite +8 melee (1d6+7 plus poison)
Full Attack:	Bite +8 melee (1d6+7 plus poison)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Poison, smite good
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., resistance to cold 5 and fire 5, scent, spell resistance 11
Saves:	Fort +8, Ref +7, Will +3
Abilities:	Str 20, Dex 15, Con 17, Int 3, Wis 12, Cha 2
Skills:	Balance +10, Climb +13, Hide +5, Listen +8, Spot +8, Swim +13
Feats:	Improved Initiative, Run, Weapon Focus (bite)
Environment:	Any evil-aligned plane
Organization:	Solitary
Challenge Rating:	4
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	7–18 HD (Huge)
Level Adjustment:	—

These creatures range widely in size. They are not particularly aggressive, but will often lash out with a bite attack before attempting to retreat.

COMBAT

Fiendish vipers rely on their venomous bite to kill prey and defend themselves.

A fiendish viper's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Poison (Ex): Injury, Fortitude DC 14 (DC 16 with Augment Summoning), initial and secondary damage 1d6 Con. The save DC is Constitution-based.

Smite Good (Su): Once per day a fiendish viper can make a normal melee attack to deal 6 points of extra damage against a good foe.

Skills: Fiendish vipers have a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus on Balance and Climb checks. A fiendish viper can always choose to take 10 on a Climb check, even if rushed or threatened. Fiendish vipers use either their Strength modifier or Dexterity modifier for Climb checks, whichever is higher. A fiendish viper has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

HOWLER

	Large Outsider (Chaotic, Evil, Extraplanar)
Hit Dice:	6d8+12 (39 hp)
Initiative:	+7
Speed:	60 ft. (12 squares)
Armor Class:	17 (−1 size, +3 Dex, +5 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+6/+15
Attack:	Bite +10 melee (2d8+5)
Full Attack:	Bite +10 melee (2d8+5) and 1d4 quills +5 melee (1d6+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Howl, quills
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +7, Ref +8, Will +7
Abilities:	Str 21, Dex 17, Con 15, Int 6, Wis 14, Cha 8
Skills:	Climb +14, Hide +8, Listen +13, Move Silently +12, Search +7, Spot +13, Survival +2 (+4 following tracks)
Feats:	Alertness, Combat Reflexes, Improved Initiative
Environment:	A chaotic-aligned plane
Organization:	Solitary, gang (2–4), or pack (6–10)
Challenge Rating:	3
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	7–9 HD (Large); 10–18 HD (Huge)
Level Adjustment:	+3 (cohort)

HOWLER (AUGMENTED)

	Large Outsider (Chaotic, Evil, Extraplanar)
Hit Dice:	6d8+24 (51 hp)
Initiative:	+7
Speed:	60 ft. (12 squares)
Armor Class:	17 (–1 size, +3 Dex, +5 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+6/+17
Attack:	Bite +12 melee (2d8+7)
Full Attack:	Bite +12 melee (2d8+7) and 1d4 quills +7 melee (1d6+3)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Howl, quills
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +9, Ref +8, Will +7
Abilities:	Str 25, Dex 17, Con 19, Int 6, Wis 14, Cha 8
Skills:	Climb +16, Hide +8, Listen +13, Move Silently +12, Search +7, Spot +13, Survival +2 (+4 following tracks)
Feats:	Alertness, Combat Reflexes, Improved Initiative
Environment:	A chaotic-aligned plane
Organization:	Solitary, gang (2–4), or pack (6–10)
Challenge Rating:	3
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	7–9 HD (Large); 10–18 HD (Huge)
Level Adjustment:	+3 (cohort)

Howlers live on planes where chaos and evil hold sway. A howler is about 8 feet long and weighs about 2,000 pounds. Although they are surprisingly intelligent, howlers do not speak—they only howl. If there is a language within the howls, as some have suggested, even spells cannot decipher it. Howlers understand Abyssal.

COMBAT

Howlers attack in groups, for they are cowardly and cruel. They prefer to charge into combat, race out, and then charge in again.

A howler's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Howl (Ex): All beings other than outsiders that hear the creature's howling for an hour or longer are subject to its effect, though it does not help the howler in combat. Anyone within hearing range of a howler for a full hour must succeed on a DC 12 Will save or take 1 point of Wisdom damage. The save DC is Charisma-based. The save must be repeated for each hour of exposure. This is a sonic mind-affecting effect.

Quills (Ex): A howler's neck bristles with long quills. While biting, the creature thrashes about, striking with 1d4 of them. An opponent hit by a howler's quill attack must succeed on a DC 16 Reflex save or have the quill break off in his or her flesh. Lodged quills impose a –1 penalty on attacks, saves, and checks per quill. The save DC is Dexterity-based.

A quill can be removed safely with a DC 20 Heal check; otherwise, removing a quill deals an extra 1d6 points of damage.

TRAINING A HOWLER

Although intelligent, a howler requires training before it can bear a rider in combat. To be trained, a howler must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly howler requires six weeks of work and a DC 25 Handle Animal check. Riding a howler requires an exotic saddle. A howler can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: A light load for a howler is up to 460 pounds; a medium load, 461–920 pounds; and a heavy load, 921–1,380 pounds. A howler can drag 6,900 pounds. A light load for an augmented howler is up to 800 pounds; a medium load, 801–1,600 pounds; and a heavy load, 1,601–2,400 pounds. An augmented howler can drag 12,000 pounds.

Monsters presented in this article are a preview of the corrected, modified stat blocks that appear in a series of three separate PDF downloadable books, each devoted to three separate OGL Summon Monster spells and the celestial and fiendish creatures associated with them (the cover for the volume devoted to Summon Monster IV - VI appears at right).

Author John Cooper is noted as an EN World staff reviewer and as the creator of the Cooper's Compendium of Corrected Creatures series of PDF downloads, which present meticulously corrected versions of the hundreds of OGL monster stats that appear in the v.3.5 System Reference Document (SRD).

All four volumes of the CCoCC series, along with some affiliated free samples and Summon Monster publications, are available through a number of online sales venues, to include DriveThruRPG (www.DriveThruRPG.com) and the Skirmisher Game Store (skirmisher.cerizmo.com).
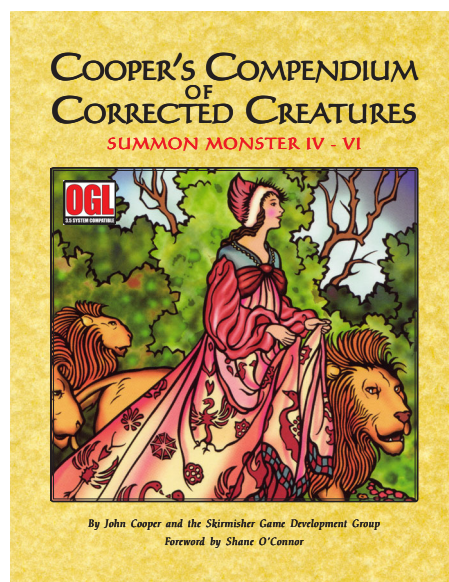
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Pathfinder System: "Steampunk Archaeologist" Prestige Class

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Pathfinder System
'Steampunk Archaeologist' Prestige Class

By Lindsey Bard and Wally Kendall, with illustration by Bradley K. McDevitt

In a grand age of exploration, there are those willing to risk life and limb to bring the treasures of ancient cultures back home for others to see and study. They use scholarly research and high explosives to unearth the wealth of the past, pack it into boxes, and ship it by train and steamboat for display in museums newly built by their wealthy patrons. Some of these adventurers are studious scholars willing to carefully excavate and document their finds, while others are more accustomed to simply breaking their way into the tombs of old. All of them brave curses and ancient, powerful guardians for fame, fortune, and the glory of their patrons. These individuals are the adventuring archaeologists, diving forward where only fools and celestials would tread.

In this world, the cities have grown as industrial production has increased, and nations have begun to take a pride in having the biggest, wealthiest, most cultured and well-versed cities. A cultural arms race has begun and upper-middle-class men and women with good educations and a taste for adventure have taken up the call to arms in this competition. Libraries, museums, and parks are the battlegrounds. They are planned and built with the wealth generated from the booming industries and bragged about in the courts. The newly-formed museums start with the collections that the wealthiest patrons have been showing in their homes for years, but those collections cannot entertain the masses for long. Gathering new artifacts to show the public and allow the upper classes to continue feeling culturally superior to their neighbors is the role of the archeologist.

Bards make up the majority of the ranks of these courageous (or foolhardy) men and women. Their knowledge of ancient cultures allows them a greater chance of knowing the kinds of curses, traps, and guardians that will await them. Rogues follow close behind, as the thrill of finding (and taking) the treasures of old definitely has a way of enticing the more adventurous amongst them. While these are most common, archaeologists can be pulled from all classes, as the dungeon delving tendencies fit nicely with what many found drew them into adventuring in the first place.

Hit Die: d8

Level	BAB	Fort	Ref	Will	Class Features
1	+0	+2	+2	+2	Every Little Bit Helps, Trapfinding
2	+1	+3	+3	+3	Lucky Charm
3	+1	+3	+3	+3	Evasion
4	+2	+4	+4	+4	Wealth of Experience
5	+2	+4	+4	+4	Museum Patron
6	+3	+5	+5	+5	With Help From My Friends
7	+3	+5	+5	+5	
8	+4	+6	+6	+6	Mettle
9	+4	+6	+6	+6	
10	+5	+7	+7	+7	Knowledge is Power

Class Requirements

To qualify to become an archaeologist, a character must fulfill all of the following criteria:

Skills: Knowledge (Dungeoneering) 5 ranks, Knowledge (History) 5 ranks, Knowledge (Geography) 5 ranks.

Feats: Any ONE of the following: Great Fortitude, Lightning Reflexes, Iron Will.

Class Skills

The archeologist's class skills (and key ability for each skill) are Acrobatics (Dex), Appraise (Int), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Int), Escape Artist (Dex), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Survival (Wis)

Points per level: 6 + Int modifier.

Class Features

All of the following are class features of the Archaeologist prestige class.

Exotic Weapon Proficiency: The archaeologist gains the Exotic Weapon Proficiency feat for free in a single weapon of their choice. Archaeologists tend to learn the weapons of the cultures they study the most, and as such most of these weapons tend towards the unique. They often adopt a weapon that is multipurpose and versatile because they understand that tools that are useful last longer.

Every Little Bit Helps(Ex): An archaeologist is nothing without his sidekick, and knows they need his help to survive the dangers they face together. He is capa-

ble of assisting his allies, allowing him to aid another on saves to a single ally that he is adjacent to, even if he is also the target of the saving throw.
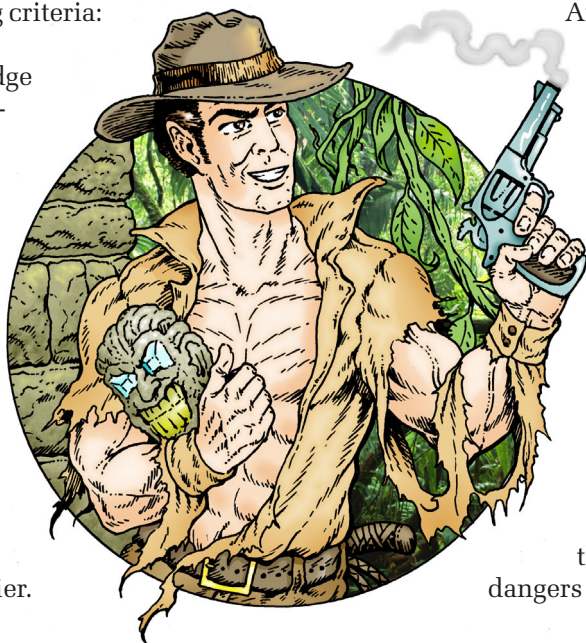
Trapfinding (Ex): An archaeologist adds 1/2 his level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). An archaeologist can use Disable Device to disarm magic traps.

Lucky Charm (Ex): That much time around the ways of ancient cultures tend to rub off on the archaeologist, and even the most scientific of them become a bit superstitious. Many begin to pick a single item that they just don't feel right without – a weapon, a piece of jewelry, or even a specific article of clothing. So long as that item is on their person, the Archaeologist gains a +1 luck bonus to all saving throws, which increases to +2 at level 7. This is not a magical effect, but instead is the incredible self-confidence of the archaeologist.

Should this item be lost, it is not easily replaced. If lost or destroyed, a bit of that self-confidence dissolves, giving the Archaeologist a -1 to all saving throws until he can designate another item. This takes 8 hours of uninterrupted focus once a new item is designated. This may be a like item, or another item that he is as comfortable with.

Evasion (Ex): At 3rd level and higher, an archaeologist can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the archaeologist is wearing light armor or no armor. A helpless archaeologist does not gain the benefit of evasion.

Museum Patron (Ex): An archaeologist quickly makes a name for himself amongst curators and collectors. Contracts to export all art and artifacts discovered to one of the newly-founded museums are offered to ensure they obtain the best collections. Archaeologists that agree to a contract receive 75% resale value on all non-trade goods (rather than the standard 50%), except character-created goods.

Wealth of Experience (Ex): At this point, the type of information that takes others days to find is able to be called up from memory by the archaeologist at a moment's notice. The archaeologist is capable of taking 10 on any Knowledge check, and can make Knowledge skills while rushed.

With Help From My Friends (Ex): The simplest statements from his companions can trigger a series of possibilities to one as learned as an archaeologist of this capability. With a successful aid another check from his companions, an archaeologist can add one half his level (round down) to his skill check. This replaces the +2 aid another bonus.

Mettle (Ex): After enough times being subjected to curses or poisons, one grows jaded to the results. If an archaeologist makes a successful Fortitude or Will saving throw to reduce damage, the archaeologist takes no damage. Only those saving throw entries of "Will Partial," "Fortitude Partial," or similar entries can be negated through this ability.

Knowledge is Power (Ex): The archaeologist's knowledge has reached a superlative point. He's spent years of study to gather a wealth of knowledge which he is now capable of wielding to deadly effect. When faced with an enemy, the archeologist can call upon the knowledge skill for that enemy type to improve his ability to cause harm.

With a successful attack against his opponent, the archaeologist adds his ranks in the knowledge skill to his damage. His skill is so heightened he is able to use this ability a number of times per day equal to one half his archaeologist level.

Archaeologist Adventuring Gear

Following are some of the many sorts of items used by archaeologists in a Steampunk setting. These are in addition to other specialized items, as well as other equipment and weapons appropriate to the period.

Miner's Candlestick
A slender metal spike with a bent upwards tip that can hold a candle or hang a lantern. The spike can be hammered easily into a rock crevice or wooden beam to hold lighting while working in an ancient tomb.

Labeling Kit
Every artifact must be labeled before it is shipped. This kit includes a wax pencil, charcoal stick, ink pen nibs, small vial of ink, and a pocket-sized notebook to make short field notes about the artifacts being labeled all contained within a small, foldable leather satchel.

Photographic Camera
The heavy camera balances on a tripod and requires subjects to remain motionless as the silver-plated copper sheet is exposed to light. In good lighting it takes 3 minutes to create a clear picture. Photographic evidence of an archaeological find is common.

Item	Cost	Weight
Miner's Candlestick	1 gp	½ lb.
Labeling Kit	10 gp	2 lb.
Photographic Camera	100 gp	15 lb.
Silver-plated copper sheet	1 gp/sheet	½ lb.

Pathfinder System
Finders of Fortune
Three Treasure-Seeking Prestige Classes

By William T. Thrasher, with illustrations by Amanda Kahl

Gimmicker

Equal parts con artist and arcane connoisseur, gimmickers are a rare breed of magical incompetents who nevertheless possess a deep affinity with arcane paraphernalia. Typically possessing no arcane abilities of their own, gimmickers use a combination of legerdemain and skill at wielding magic items to pass themselves off as proficient spellcasters.

Role: Gimmickers specialize in granting magically-underpowered adventuring parties an arcane kick and greater mileage and flexibility with the magic items they accumulate.

Alignment: Any.

Hit Die: d6.

Requirements

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

Skills: Appraise 4 ranks, Craft (any) 4 ranks, Knowledge (arcana) 4 ranks, and Use Magic Device 4 ranks.

Special: The character must possess more magic items than they can use at any one time.

Class Skills

The gimmicker's class skills (and the key abilities for each skill) are Appraise (Int), Bluff (Cha), Craft (any one) (Int), Disable Device (Dex), Knowledge (arcana) (Int), Perception (Wis), Sleight of Hand (Dex), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks at Each Level: 4 + Int modifier.

Class Features

The following are class features of the gimmicker prestige class.

Weapon and Armor Proficiency: Gimmickers gain no proficiency with any weapon or armor.

Additional Ring Slots (Ex): starting at 1st level and every other level thereafter (3rd, 5th, 7th, 9th), and then once more at 10th level, the gimmicker gains an additional ring slot, allowing the character to wear and use additional magic rings simultaneously. Each ring must have a unique power. The effects of identical rings, or rings that grant similar bonuses, do not stack.

Conceal Aura (Sp): One of the first skills a gimmicker learns is how best to disguise the true nature of his arcane equipment. The gimmicker can dampen the aura of magic items on his person, making them appear mundane and immune to spells and abilities, such as detect magic. As a standard action, on a successful Use Magic Device check (DC 10 + target item's CL), the target item appears to be non-magical. Any attempt made to identify or detect its true magical nature suffers a penalty equal to the gimmicker's class level. This effect lasts for one hour per gimmicker class level. This ability is the equivalent of a 1st-level spell.

Pathfinder System: Finders of Fortune

Gimmicks (Ex): As they grow in power and skill, gimmickers learn a number of special tricks, or gimmicks, which allow them to make the most of their accumulated magic items. Starting at 2nd level and again every other level thereafter (4th, 6th, 8th, 10th) the gimmicker gains a gimmick. Unless otherwise noted, a gimmicker cannot select an individual gimmick more than once.

Recharge Item (Ex): Once per day, the gimmicker can restore a number of spent charges to a magic item equal to one-half his class level (rounded down).

Bonus Item Slot (Ex): The gimmicker gains an additional neck, ring, or wrist magic item slot. This gimmick and its corresponding bonus slots can be taken multiple times.

Enhance Item (Ex): When using a magic item, the gimmicker adds half his gimmicker class level (rounded down) to the item's CL.

Arcane Weapon/Armor Proficiency (Ex): When using magical weapons and armor (i.e., any weapon or armor with a caster level) the gimmicker may wield them as if he possessed proficiency with weapons or armor of that type.

Force Activation (Ex): The gimmicker gains a circumstance bonus to Use Magic Device checks equal to one-half his class level (rounded down). Once per day, he may choose to reroll a Use Magic Device check. This may be done after the roll is made but before success or failure is determined.

Table FoF-1: The Gimmicker

Level	BAB	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+1	+1	Additional Ring Slots +1, Conceal Aura
2nd	+1	+1	+1	+1	Gimmick
3rd	+1	+1	+2	+2	Additional Ring Slots +2
4th	+2	+1	+2	+2	Gimmick
5th	+2	+2	+3	+3	Additional Ring Slots +3
6th	+3	+2	+3	+3	Gimmick
7th	+3	+2	+4	+4	Additional Ring Slots +4
8th	+4	+3	+4	+4	Gimmick
9th	+4	+3	+5	+5	Additional Ring Slots +5
10th	+5	+3	+5	+5	Additional Ring Slots +6, Gimmick

Tomb Robber

Whenever a king is interred in jeweled raiments, whenever a high priest is entombed with relics of divine power, whenever a sorcerer's mortal remains are sealed away with a trove of thaumaturgical implements and books of lore, there is a tomb robber watching and waiting. The dead possess surprising wealth, and it is the tomb robber's goal to divest the inhumed of whatever fortune they could not bear to part with in death.

Tomb robbers are more than simple thieves with no qualms about disturbing hallowed ground. For every blasphemous scavenger picking through old bones for something of value, there is a scholar unearthing the secrets of the past. For every jilted heir disturbing the bones of his forefathers searching for a scrap of family wealth, there is an opportunist bringing lost antiques into the light of day. For every necromancer snatching material components from old graves, there is a student of the occult seeking the deep wisdom only known to the dead.

Role: Tomb robbers learn quickly that the dead do not easily part with their fortunes or secrets. Adept at outwitting cultists, bypassing defenses, and shrugging off the curses of long-dead priests, tomb robbers spearhead expeditions and raids into hallowed ground.

Alignment: Any non-lawful.
Hit Die: d6

Requirements
To qualify to become a tomb robber, a character must fulfill the following criteria.

Alignment: Any non-lawful.
Skills: Disable Device 3 ranks, Knowledge (dungeoneering) 3 ranks, Stealth 3 ranks.
Special: The character must have successfully stolen something of value from a tomb, crypt, or grave.

Class Skills
The tomb robber's class skills (and the key ability for each skill) are Appraise (Int), Climb (Str), Disable Device (Dex), Knowledge (dungeoneering) (Int), Knowledge (engineering) (Int), Knowledge (religion) (Int), Perception (Wis), Stealth (Dex), and Survival (Wis).

Skill ranks at Each Level: 4 + Int modifier.

Class Features
The following are class features of the tomb robber prestige class.

Weapon and Armor Proficiency: Tomb robbers gain no proficiency with any weapon or armor.

Reading the Bones (Sp): The tomb robber becomes expert at gleaning information from the dusty remains of the long dead. Useable once per day per two class levels (minimum once), this spell-like ability functions as the 3rd-level cleric spell *speak with dead*, except no semblance of life is granted to the target. Any information gathered comes in the form of intuitive understanding.

Bulwark (Ex): At 1st level, a tomb robber selects from the Aberration, Ooze, Undead, or Vermin creature types. He gains a +2 inight bonus to AC against monsters of that type, and a +2 insight bonus to all saving throws made to resist the spells and extraordinary, supernatural, and spell-like abilities from monsters of that type.

At 4th level and every three levels thereafter (7th and 10th), the tomb robber selects an additional creature from the listed types. The tomb robber may select the same creature type multiple times with stacking benefits.

Grave Talents: Starting at 2nd level and again every

other level thereafter (4th, 6th, 8th, 10th) the tomb robber gains a Grave Talent. Unless otherwise noted, a tomb robber cannot select an individual Grave Talent more than once.

Protection from Necromancy (Ex): The tomb robber gains spell resistance equal to 10 + class level versus all spells from the necromancy school. This overlaps (does not stack with) all other forms of spell resistance.

Unhallowed (Ex): The tomb robber gains spell resistance equal to 5 + class level versus divine spells. This overlaps (does not stack with) all other forms of spell resistance.

Grave Walker (Ex): Experience slinking around burial grounds grants the tomb robber a competency bonus to all Perception, Stealth, and Survival skill checks made within graveyards, tombs, burial grounds, and other places closely associated with death equal to ½ her tomb robber CL.

Sense Undead (Ex): A lifetime spent disturbing old bones grants the tomb robber an uncanny ability to sense the presence of the unquiet dead. This ability functions as the 1st-level cleric spell *detect undead* but lasts for 1 round per class level and the tomb robber cannot concentrate to gain additional information. This ability can be used a number of times per day equal to one-half the tomb robber's class level.

Tomb Knowledge (Ex): The Tomb Robber may add his class level as a circumstance bonus to all Knowledge (dungeoneering), Knowledge (religion), and Appraise skill checks.

Hide From Undead (Ex): As the 1st level cleric spell of the same name, the tomb robber may use this ability to hide from the undead a number of times per day equal to ½ her tomb robber CL.

Grave Danger Sense (Ex): The tomb robber may duplicate the effects of one of the following 1st level spells: *detect poison, detect secret doors, detect snares and pits,* and *detect undead*. This effect lasts for 1 round per class level and the tomb robber cannot concentrate to gain additional information. This ability can be used a number of times per day equal to one-half the tomb robber's class level.
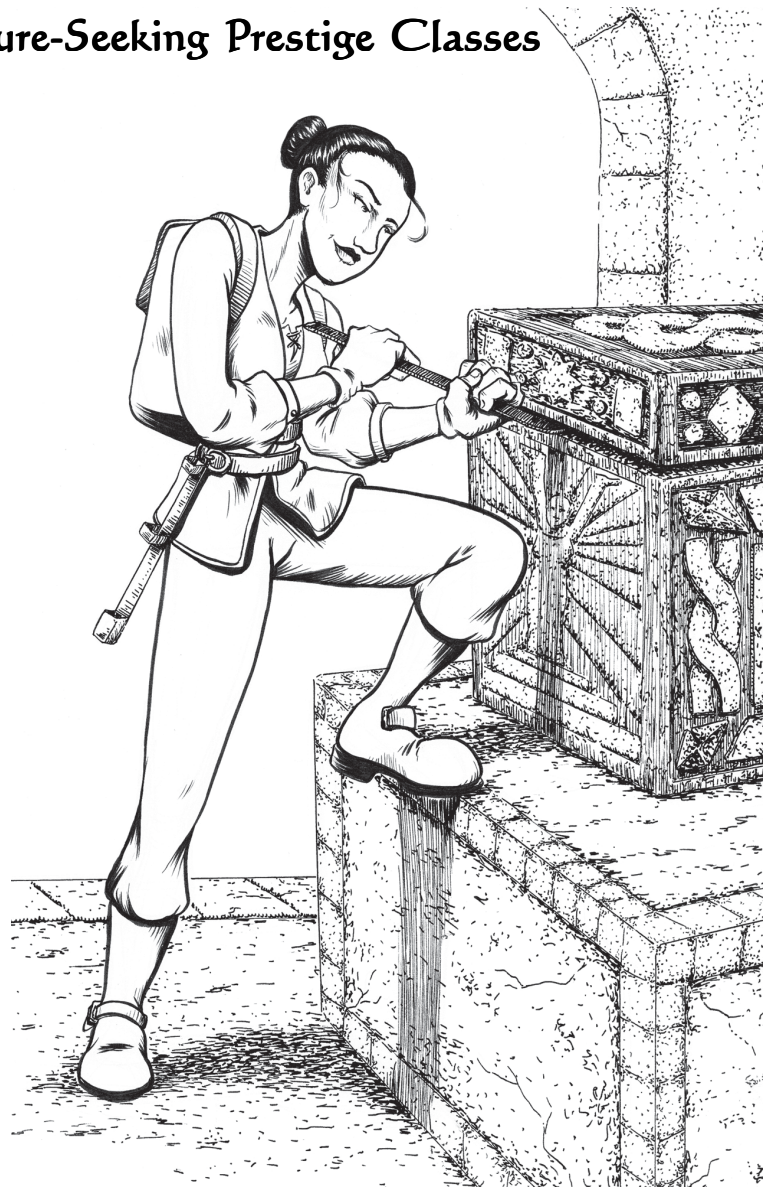
Table FoF-2: The Tomb Robber

Level	BAB	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+1	+1	Reading the Bones, Bulwark
2nd	+1	+1	+1	+1	Grave Talent
3rd	+1	+1	+2	+2	Hide From Undead
4th	+2	+1	+2	+2	Bulwark, Grave Talent
5th	+2	+2	+3	+3	
6th	+3	+2	+3	+3	Grave Talent
7th	+3	+2	+4	+4	Bulwark
8th	+4	+3	+4	+4	Grave Talent
9th	+4	+3	+5	+5	
10th	+5	+3	+5	+5	Bulwark, Grave Talent

Tunnel Rat

From musty catacombs to crumbling sewers, adventurers spend much of their time below ground. For some, the gloomy subterranean world becomes a second home. Within lightless caverns and fiend-infested pits, a rare few develop the talents and skills needed to thrive in the echoing darkness found only beneath the surface of the earth.

Role: Tunnel rats are sappers, saboteurs, and guerilla fighters without peer. Masters of stalking prey and striking from the darkness, tunnel rats prey on other predators.

Alignment: As masters of dirty tricks and at their best when around the corner from sudden death, tunnel rats tend to gravitate toward chaotic alignments, be they revolutionaries fighting for a righteous cause or skulking villains haunting mines and smuggler's tunnels.

Hit Die: d10

Pathfinder System: Finders of Fortune

Requirements

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

Race: Any. While dwarves, halflings, and gnomes excel at tunneling beneath the earth, few elves (drow excepted) will consent to becoming masters of subterranean combat.

Feats: Blind-Fight.

Skills: 4 ranks each of Stealth and Knowledge (dungeoneering).

Special: The character must have spent time stalking and fighting in underground environments (caves, dungeons, sewers, etc.).

Class Skills

The tunnel rat's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Craft (traps), Disable Device (Dex), Knowledge (dungeoneering) (Int), Knowledge (engineering) (Int), Perception (Wis), Stealth (Dex), and Survival (Wis).

Skill Ranks at Each Level: 2 + Int modifier.

Class Features

Weapon and Armor Proficiency: The tunnel rat gains proficiency with all simple light melee and simple one-handed melee weapons.

Tunnel Vision (Ex): Prolonged expeditions in darkness have sharpened the tunnel rat's senses, allowing him darkvision out to 20 feet. For every two levels of tunnel rat after the first, this range increases by 10 feet.

This ability stacks with the darkvision racial ability.

Tunnel Rat Talents: At 2nd level and every two levels thereafter (4th, 6th, 8th, and 10th), the tunnel rat chooses one talent from the Tunnel Rat Talents table.

Booby Traps (Ex): At 3rd level, the tunnel rat gains exceptional affinity with traps, reducing the time taken to craft traps by ½.

Improvised Traps (Ex): At 7th level, the tunnel rat gains the ability to rapidly construct simple traps. Once per day, the tunnel rat can craft a CR 1 mechanical trap from whatever materials are on hand. As the materials used to craft this trap are scavenged from the surrounding environment, no money is spent in the crafting.

Table FoF-3A: Tunnel Rat Talents

Talent	Effect
Sneak Attack	The tunnel rat gains the sneak attack class feature. Additional ranks increase sneak attack damage by 1d6. This talent stacks with existing levels of sneak attack.
Tunnel Tracker	+2 circumstance bonus to Survival and Stealth checks while underground.
Tunnel Runner	The tunnel rat is not hampered by difficult terrain.
Close-Quarters Combat	The tunnel rat takes no penalty for squeezing into or out of tight spaces (see Squeezing in Chapter 8 of the Core Rulebook).
Cavespeak	Gain Aklo, Draconic, Dwarven, Terran, or Undercommon as a bonus language.
Sapper	The tunnel rat adds his class level to all Craft (traps) and Disable Device skill checks.
Spelunker	+2 circumstance to all Acrobatics and Climb skill checks.

Table FoF-3B: Tunnel Rat

Level	BAB	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+1	+0	Tunnel Vision +20 feet,
2nd	+2	+1	+1	+1	Tunnel Rat Talent
3rd	+3	+1	+2	+1	Tunnel vision +30 feet, Booby Traps
4th	+4	+1	+2	+1	Tunnel Rat Talent
5th	+5	+2	+3	+2	Tunnel vision +40 feet
6th	+6	+2	+3	+2	Tunnel Rat Talent
7th	+7	+2	+4	+2	Tunnel vision +50 feet, Improvised Traps
8th	+8	+3	+4	+3	Tunnel Rat Talent
9th	+9	+3	+5	+3	Tunnel vision +60 feet
10th	+10	+3	+5	+3	Tunnel Rat Talent

4th Edition Dungeons & Dragons
Mysterious Relics
Pantheon-Specific Temple Objects & Furnishings

By Jim Clunie and Michael O. Varhola

In addition to religious trappings common to the temples of many lands and gods — like altars and deities' holy symbols — certain objects, furnishings, sacred animals, and other items of a ritual nature might be found only in the shrines of specific deities or pantheons. Depending on their uses, these might either be in plain sight or concealed in special areas. Relics often have very narrow functions and are frequently affiliated with specific cults or sects within a temple (e.g., those that might use the item in question as part of secret rites in hidden areas).
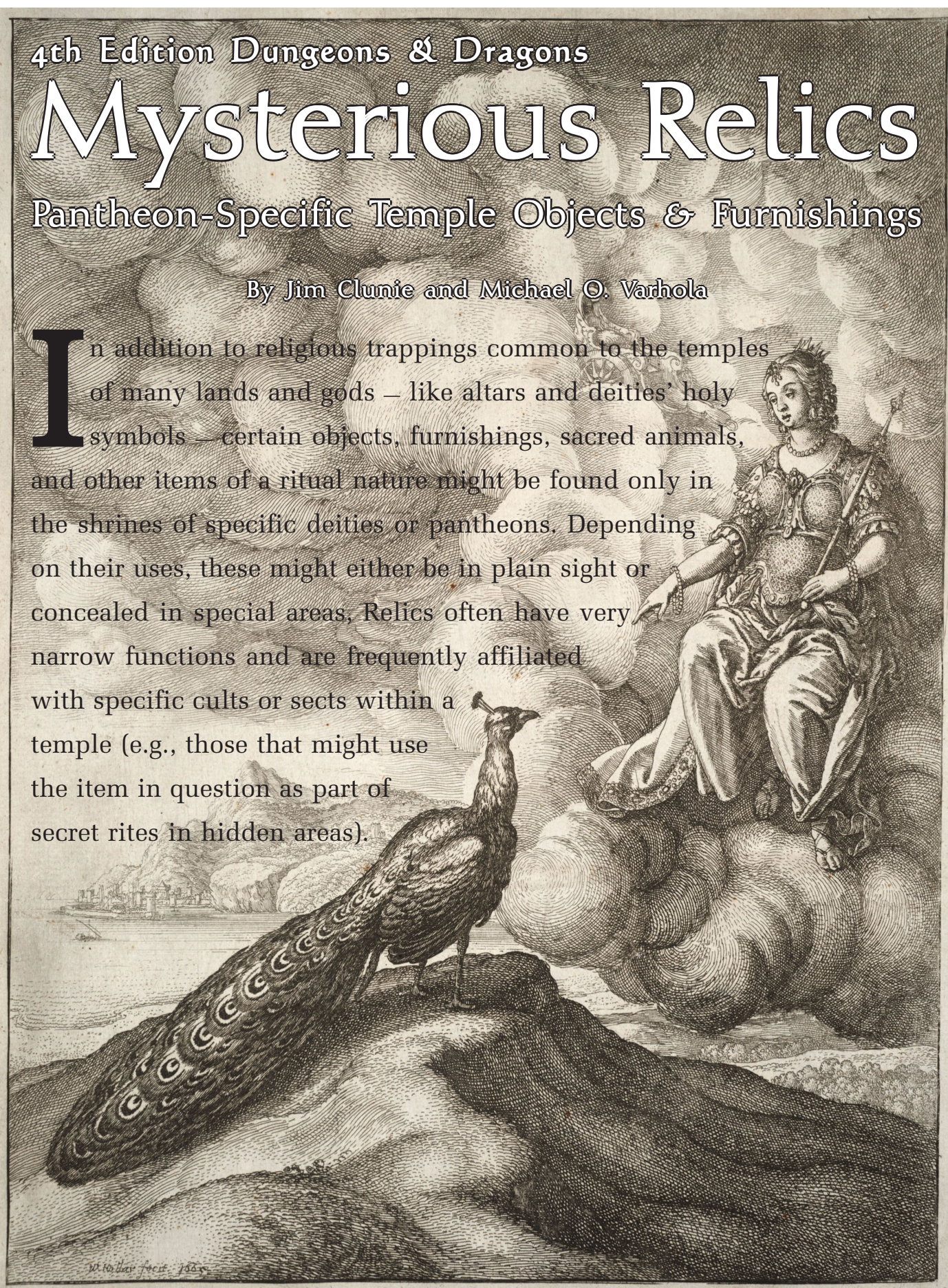
4th Edition D&D: Mysterious Relics

A DM might add an appropriate temple furnishing as an additional feature of an encounter that takes place in a temple — whether the PCs assault enemy worshippers, defend a friendly temple against attack, or investigate strange events within the fane — with any of the following mechanical effects:

∞ The DM could add a magic temple furnishing with full statistics, as given below, that one or more of the NPCs, monsters, or even the PCs can use during a combat or skill challenge. Because the abilities of NPCs and monsters already assume that they wield appropriate magic items for their level, typically a temple furnishing that an NPC uses in an encounter should add only +1 to the attack and damage statistics that the NPC should otherwise have. If the item's level is significantly higher or lower than that of the NPC, see the DUNGEON MASTER'S GUIDE to determine how it adjusts his abilities.

∞ The DM could treat a temple furnishing as a font of power (enhancing a form of attack appropriate to the deity) or a sacred circle, as described in the *Dungeon Master's Guide*. After the conclusion of the encounter, the DM could provide the temple furnishing as a treasure parcel as detailed below, or simply leave the featured effect in place as a possible resource for later encounters at that location.

∞ A captured temple furnishing might provide a treasure parcel if one of the PCs worships the deity in question and would benefit from using the item. If not, the party can still sell the item, but the DM should realize that the PCs will only receive one-fifth of its mormal purchase price.

∞ One of the PCs who knows the Disenchant Magic Item ritual could reduce an unusable temple relic to *residuum.* If this is its most likely disposition, the temple furnishing can provide a treasure parcel in relatively portable form regardless of its apparent bulk. If the temple furnishing is impractical to use or sell and no-one in the party can disenchant it, a DM might instead provide sanctified incense or mystic salves of equivalent value as treasure.

∞ An NPC might ask the party to retrieve or destroy a religious relic as a minor or major quest. This also serves to warn the PCs that its presence might bolster the divine spells of any enemy priests they encounter.

∞ Such an item held in an allied temple could allow NPCs to perform special rituals to assist the party.

Heroic tier relics are mostly images and representations of important items from the myths of their church, consecrated to the service of the gods as Holy Symbols are.

Paragon tier relics are items once actually carried and used by immortal servants, aspects of the deity, and the greatest of divine heroes in their ventures upon the Material Plane and whose supernatural force still lingers in the relics.

Epic tier adventures introduce the true weapons of the gods themselves and remnants of destroyed divinities.

A member of a class using the divine power source who has the same patron deity as a temple furnishing displayed within 5 squares may use the temple furnishing as an implement, adding its enhancement bonus to attack rolls and damage for powers of his divine class or divine paragon path that have the implement keyword, and may use the temple furnishing's properties and powers.

A Religion check (with an easy, moderate, or hard DC

Example: Classical Temple Furnishings

Gamemasters can create their own lists of pantheon-specific temple furnishings in order to give their holy sites more of a unique character. Following are furnishings and objects that might be found in a Classical Greek or Roman temple dedicated to one of the Olympian deities. Deities those items are often affiliated with are listed in parentheses, which can help gamemasters create their own lists of pantheon-specific temple furnishings.

A dozen such items with magical properties are described on the following pages. Note, however, that any of these items could have magical properties, that the properties for those given could be profoundly different, and that the examples given are not any more likely to have special enhancements than the others.

Aegis (shield of Athena)	Bow (Artemis, Apollo)	Sculpture of an infant (Zeus)
Animals	Caduceus (rod of Hermes)	Shroud (Hades)
Deer (Artemis)	Forge (Hephaestus)	Spear (Athena, Ares)
Dog, three-headed (Hades)	Grain (Demeter)	Syrinx (pipes of Pan)
Eagle (Zeus)	Hearth (Hestia)	Talaria (winged sandals of
Horse (Poseidon)	Lion pelt (Hercules)	Hermes)
Ox (Demeter)	Lightning bolts, tin (Zeus)	Thyrsus (pinecone staff of
Owl (Athena)	Mirror (Aphrodite)	Dionysus)
Peacock (Hera)	Pomegranates (Persephone)	Trident (Poseidon)
Ram (Ares)	Seashell (Aphrodite)	Turtle-shell lyre (Apollo)

Pantheon-Specific Temple Objects and Furnishings

for the party's level, depending on the fame or obscurity of the deity concerned) identifies an object as a temple furnishing, the deity to whom it pertains, and the deity's alignment. If the character exceeds the DC by 5 or more, he also knows the legend depicted by the temple furnishing, which might provide a clue to its likely special abilities. A worshipper of the deity in question who is trained in Religion automatically gains all of this information.

A temple furnishing costs 100 gp more than the normal item that it resembles and weighs twice as much.

Magic Temple Furnishings

A temple furnishing often grants abilities that are most useful when displayed in a fixed place of worship or carried on campaign by an army of the deity's adherents. Uses include assisting in rituals and skill challenges, giving benefits that last for an extended duration, or empowering allies as a group.

Magic Temple Furnishing		Level 2+

This finely-crafted votive object represents an inspiring tale of one of the aspects of your god.

Lvl 2	+1	520 gp	Lvl 16	+4	45,000 gp
Lvl 6	+2	1,800 gp	Lvl 21	+5	225,000 gp
Lvl 11	+3	9,000 gp	Lvl 26	+6	1,125,000 gp

Implement (Temple Furnishing)
Enhancement: Attack and damage rolls
Critical: +1d6 damage per plus

Pantheon-Specific Temple Furnishings

Gamemasters can create their own lists of pantheon-specific temple furnishings in order to give their holy sites more of a unique character. Following are a dozen relics with magical properties that might be found in a Classical Greek or Roman temple dedicated to one of the Olympian deities.

Aegis of Athena		Level 4+

This heavy steel shield is emblazoned with the image of a medusa.

Lvl 4	+1	840 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Temple Furnishing)
Enhancement: Attack and damage rolls
Critical: +1d8 psychic damage per plus
Property (Fear): Add the enhancement bonus of this temple furnishing to your Intimidate checks.
Property: When you use this temple furnishing for a power with the implement and fear keywords, add either your Wisdom or Charisma bonus to the attack roll.
Weight: An Aegis of Athena weighs 30 pounds.

Bow of Artemis		Level 5+

The wooden stave of this well-made bow gleams with sap as if fresh-cut from the tree.

Lvl 5	+1	1,000 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Weapon: Any bow
Implement (Temple Furnishing)
Enhancement: Attack and damage rolls
Critical: +1d8 damage per plus, or +1d10 damage per plus if used by a female virgin
Property: A female worshipper of Artemis can use the Bow as a magic weapon.
Power (Healing Surge ✦ Weapon): Free Action. Use this power when you hit with the bow. Add +1d8 to the weapon's damage, or +1d10 if you are a female virgin. If a male attempts to recharge this power by spending a healing surge, he loses four healing surges and fails to recharge the power. *14th level:* +2d8 or +2d10 damage. *24th level:* +3d8 or +3d10 damage.
Weight: A Bow of Artemis weighs twice the usual amount for the type of bow that it appears to be.

4th Edition D&D: Mysterious Relics

Caduceus of Hermes   Level 3+

The finely-crafted implement depicts two serpents coiling around a baton.

Lvl 3	+1	680 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Implement (Temple Furnishing)
Enhancement: Attack and damage rolls
Critical: +1d6 psychic damage per plus
Power (Daily): Minor Action. You can use this power when you wield the Caduceus. Add double your Wis-

dom bonus to Diplomacy checks until the end of the encounter or until you cease to wield this temple furnishing.
Property: If you knowingly tell a lie while holding the Caduceus, you lose three healing surges. All those who can see or hear you may immediately make either an Insight check or a Religion check, each at a +5 bonus, to detect your falsehood.
Weight: A Caduceus of Hermes weighs 6 pounds.

Chariot of Ares
Huge vehicle

HP 90   **Space** 2 squares wide by 3 squares long
Cost *Level 14:* 21,000 gp   *Level 19:* 105,000 gp
AC 4; **Fortitude** 14, **Reflex** 4
Speed creature's speed -2

Aura

If the Chariot's driver is a worshipper of Ares whose class uses the divine power source, enemies of the driver within 5 squares of the Chariot take a -3 penalty to their attack

Temple Objects and Furnishings

Following are examples of the sorts of items that might be found in a temple. Possible uses for some of them are listed in parentheses, but many will have some ritual function. Singular versions are given for many items, but any number might be found within any given temple, depending on their function (e.g., a single tapestry in a temple of Apollo might depict the deity as ultimate patron of the arts, while a dozen tapestries in a temple of Hercules might be used to depict his 12 labors).

Altar	Column	Organ
Altarpiece	Curtain	Paintings
Animals	Dais	Pews
Balcony/Gallery	Drum	Pipes, Musical
Bed	Font (Holy/Unholy Water)	Prayer Wheel
Bell	Fresco	Pulpit
Bench	Frieze	Rail
Book	Ghat	Rug, Prayer
Brazier	Gong	Sacrifice
Candle	Holy/Unholy Books or Scrolls	Screen
Candlestick	Holy/Unholy Inscriptions	Scroll
Cauldron	Holy/Unholy Symbols	Shrine
Chair	Holy/Unholy Treasures	Snuffer, Candle
Chalice	Holy/Unholy Weapons	Sprinkler, Holy/Unholy Water
Chime	Horn, Musical	Stained Glass (windows)
Choir Screen/	Icon	Stand
Iconostasis	Idol	Statue
Cloth, Altar	Incense Burner	Tapestry
	Instruments, Musical	Throne
	Kneeling Bench	Thurible
	Knife (sacrificial)	Tomb
	Lamp	Tower/Spire/Minaret
	Lectern	Tripod
	Magic item	Utensil (e.g., meat fork)
	Mosaic	Votive light
	Obelisk/Pillar	Weapon
	Offertory	Whistle

rolls and Will defenses (save ends). *Level 19:* -4 penalty.

Creature-Drawn
A Chariot of Ares is pulled by four Large creatures or two Huge creatures. The chariot takes a -2 penalty to its speed if one to three Large creatures or one Huge creature pulls it.

Driver, Out of Control, Cover
As for a Heavy Chariot in ADVENTURER'S VAULT.

Load
Six Medium creatures; 600 pounds of gear.

Trample
The Chariot can move through an enemy's space if the enemy is Large or smaller, causing 15 points of damage to that enemy with its sharpened wheel rims. If it ends its movement in an enemy's space, it slides the enemy to the nearest position he can occupy adjacent to the Chariot.

Temple Furnishing
A worshipper of Ares whose class has the divine power source, in the chariot or within 5 squares of it, can add a +3 enhancement bonus to the attacks and damage rolls of his powers with the implement keyword and +3d8 damage to critical hits with such powers. *Level 19:* +4 enhancement, +4d8 damage critical.

Forge of Hephaestus			Level 7+

This metal-working hearth seems archaic in design and crudely built.

Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp
Lvl 17	+4	65,000 gp			

Implement (Temple Furnishing)
**Enhancement:** Attack and damage rolls
Critical: +1d6 fire damage per plus
Property: If you use a magical Forge of Hephaestus as a focus for the Enchant Magic Item ritual, you may create a magic item up to 2 levels above your own. However, the Forge attempts this attack against you:
Attack: Forge's level +5 vs. Fortitude
Hit: Wither the target's legs and reduce its speed to 3. If the target's speed was already 3 or lower, the target is slowed. If the target's class has the divine power source, this effect ends after an extended rest. Otherwise, the target's speed increases by 1 point after each extended rest until restored to its normal value. The Remove Affliction ritual cannot end this effect.
Weight: A Forge of Hephaestus is a fixed structure, 3 squares by 3 squares, comprising difficult terrain that
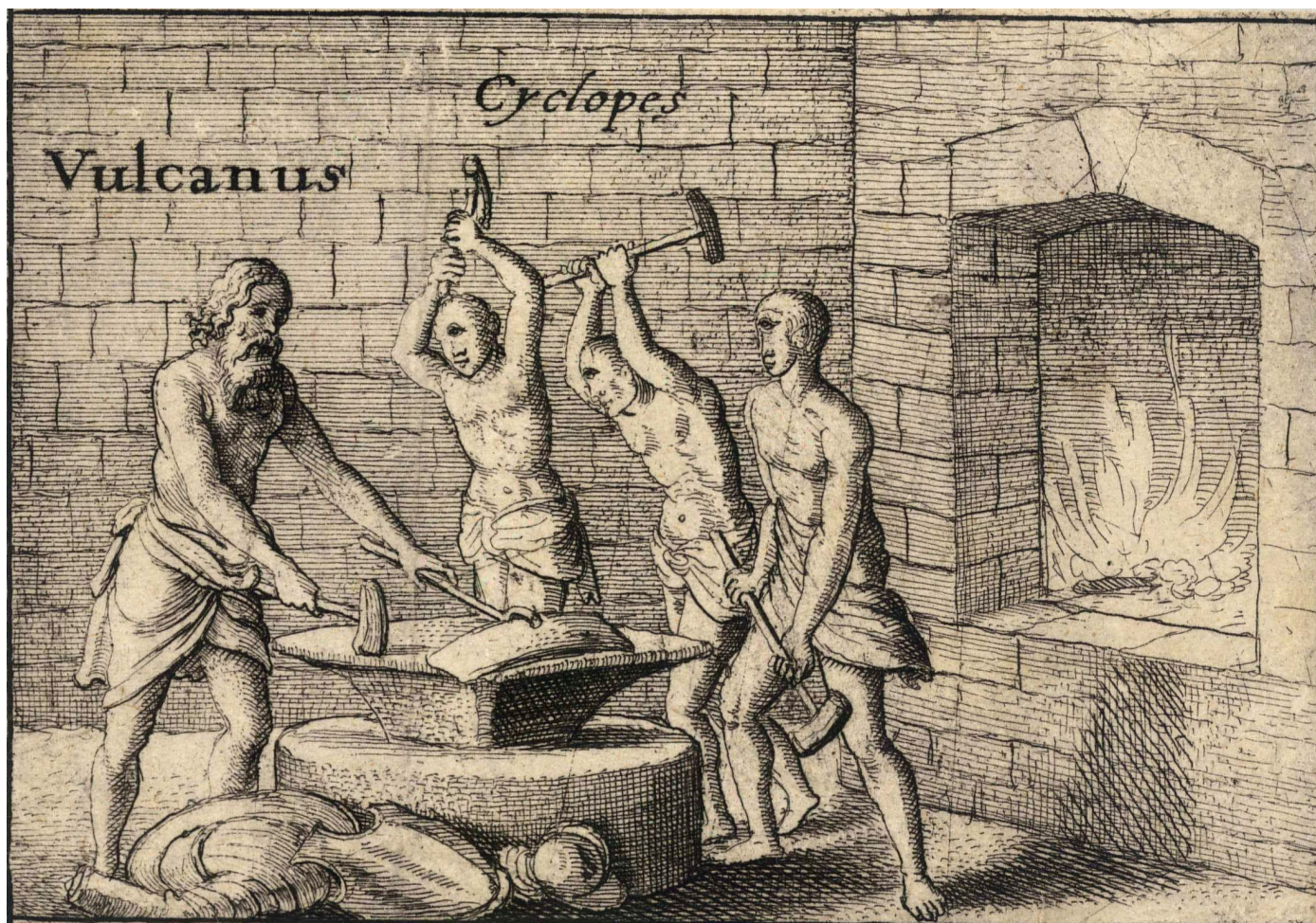
grants cover. When fuelled and lit, the Forge gives off light as described in the DUNGEON MASTER'S GUIDE and any creature that ends its turn in the Forge's space takes 10 points of fire damage. *12th level:* 20 points fire damage. *22nd level:* 30 points fire damage.

Horse of Poseidon — Level 12

This Celestial Charger (MONSTER MANUAL) has a swim speed of 8 in addition to its Zephyr Footing. A worshipper of Poseidon whose class uses the divine power source may treat the Horse of Poseidon as an implement if it is conscious and within 5 squares, adding a +3 item bonus to attack rolls and damage and +3d6 damage on a critical hit for powers with the implement keyword.

Lyre of Apollo — Level 3+

This archaic, stringed instrument is fashioned from a turtle shell.

Lvl 3	+1	680 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Implement (Temple Furnishing or Musical Instrument)
Enhancement: Attack and damage rolls
Critical: +1d6 psychic damage per plus
Property: A bard who worships Apollo can use this item as an implement for bard powers and bard paragon path powers.
Power (Healing Surge): Minor Action. Apply this power to one ally within 10 squares. While the recipient plays an instrument, he gains a power bonus to Diplomacy checks equal to the Lyre's enhancement bonus. This power ends at the end of the encounter or if the recipi-

ent rolls a natural 1 on a Diplomacy check.
Weight: A Lyre of Apollo weighs 4 pounds.

Mirror of Aphrodite — Level 3+

Your reflection in this bronze trinket shimmers with loveliness and promise.

Lvl 3	+1	680 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Implement (Temple Furnishing)
Enhancement: Attack and damage rolls
Critical: +1d6 psychic damage per plus
Power (Daily): Minor Action. Add the temple furnishing's enhancement bonus to all of your Charisma-based skill checks until the end of the encounter.
Weight: A Mirror of Aphrodite weighs 4 pounds.

Peacock of Hera — Level 3+

This life-sized bronze statue of a peacock is sacred to Hera, goddess of hearth and home.

Lvl 3	+1	680 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Implement (Temple Furnishing)
Enhancement: Attack and damage rolls
Critical: +1d6 radiant damage per plus
Property: Add the Peacock's enhancement bonus to the Will defenses and Insight checks of worshippers of Hera within 5 squares. *Level 12:* Fortitude and Will defenses. *Level 22:* AC, Fortitude, and Will defenses.
Power (Daily): Minor Action. Grant one ally within 5

Religious Garb and Accouterments

Priests of the multitudinous religions, sects, and cults present in a fantasy campaign setting may be distinguished in their appearance by a wide variety of different clothing, accessories, and even physical modifications. All such items will have some sort of significance, typically rooted either in the mythology of the deity or the history of the religion itself. Clergy of different levels, functions, and genders within a specific religious organization might also be distinguished by different sorts of garb or accessories, as well as items of different colors, qualities, or materials. Following are terms for many such sorts of religious accouterments.

Armor (usually specific type)	Headdress	Scarification
Badge	Helm	Shaven
Belt	Hood	Shift
Cap/Hat	Jewelry	Studs
Cassock	Kilt	Tattoos
Circlet	Loincloth	Tiara
Cloak	Ornaments	Tunic
Crown	Piercings	Turban
Disfigurement (e.g., notched ear, misshapen head)	Pockets	Vest
	Robe	Vestments
Footwear (e.g., boots, sandals)	Sash	War harness
Gems	Scapular	Wreath

squares a +1 power bonus to all defenses. The power ends when the recipient takes an extended rest.
Weight: A Peacock of Hera weighs 100 pounds.

Sculpture of the Infant Zeus — Level 12+

Only a keen eye picks out the resemblance of this crudely-shaped rock, wrapped in linen swaddling, to an oversized infant.

Lvl 12	+3	13,000 gp
Lvl 17	+4	65,000 gp

Implement (Temple Furnishing)
Enhancement: Attack and damage rolls
Critical: +1d6 damage per plus, or +1d10 damage per plus to creatures with the giant keyword
Property: If you use this temple furnishing as the required focus for the Giant Slayer ritual, apply its enhancement bonus rather than the listed bonus granted by the ritual.
Weight: A Sculpture of the Infant Zeus weighs 300 pounds.

Giant Slayer

This blessing of ancient legend gives you power over the largest of brutes.

Level: 11
Component Cost: 800 gp plus a Sculpture of the Infant Zeus temple furnishing as a focus
Category: Warding **Market Price:** 2,000
Time: 1 hour **Key Skill:** Religion (no check)
Duration: 30 days

The subject gains a +2 bonus to attack rolls and skill checks against creatures with the giant keyword.

Sheaf of Demeter — Level 3+

This facsimile of a bundle of grain is fashioned from the purest gold.

Lvl 3	+1	680 gp		Lvl 12	+3	13,000 gp
Lvl 7	+2	2,600 gp		Lvl 17	+4	65,000 gp

Implement (Temple Furnishing)
Enhancement: Attack and damage rolls
Critical: +1d6 damage per plus
Power (Encounter): Standard Action. When you use this power, any poison in food or drink within 10 squares takes a penalty to its attack equal to the Sheaf's level + 5 until the end of the encounter. If this reduces a poison to an attack bonus of +0 or lower, the poison is destroyed.
Power (Daily): Standard Action. Use this power during a short rest. You feed a number of Medium creatures up to the Sheaf's level + 3 as if they had eaten common meals.
Weight: A Sheaf of Demeter weighs 5 pounds.

Thyrsus of Dionysus — Level 4+

This staff is crafted from a shaft of fennel and topped with a pinecone.

Lvl 4	+1	840 gp		Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp		Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp		Lvl 28	+6	2,125,000 gp

Weapon: Quarterstaff
Implement (Temple Furnishing)
Enhancement: Attack and damage rolls
Critical: +1d6 psychic damage per plus as implement, or +1d10 damage per plus as weapon
Property: A worshipper of Dionysus whose class uses the divine power source can use the Thyrsus as a magic weapon.
Power (Healing Surge ✦ Zone): Standard Action. You create a zone of riotously overgrown grasses, vines, and wild plants that lasts until the end of the encounter as a burst 5 within 10 squares. The zone is difficult terrain. If a creature moves into or starts its turn in the zone, make the following attack:
Attack: Thyrsus's level + 4 vs. Fortitude
Hit: The target is immobilized until the beginning of its next turn.
Level 13: Attack: Level + 6. *Level 23:* Attack: Level + 8.
Power (Daily ✦ Weapon): Minor Action. Gain a power bonus equal to twice the Thyrsus's enhancement bonus to weapon damage rolls with the Thyrsus until the end of the encounter. Gain temporary hit points equal to twice the level of the Thyrsus. Any attacker receives a +2 bonus to attack rolls against you while using this power.
Weight: A Thyrsus of Dionysus weighs 6 pounds.

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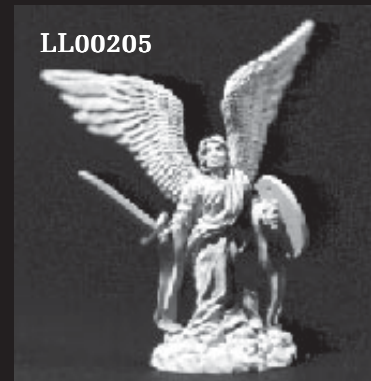
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Pathfinder Compatibility Statement

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See http://paizo.com/pathfinder RPG for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Miniatures and Models
Pass in Review

This section of d-Infinity is devoted to images of the some of the cool miniatures and models that have caught our eye recently! Most of them are new releases but from time-to-time we reserve the right to include something of a more vintage nature. Companies who wish to have their products considered for inclusion in this section of d∞ should send the miniatures or models in question to the address that appears for this publication on page 2. Photos of figures and models in this section are not to scale, but all their respective sizes are provided.

"Kronk the Goblinslayer Leader," 30mm, Dragon Rune Miniatures, www.armorcast.com, sculpted by Felix Paniagua, painted by James Wappel

"Dr. Prudence Goodbody," 28mm, Beaumont Miniatures, www.armorcast.com, Sculpted by Bobby Jackson, Painted by James Wappel

"Bogthrall," 30mm, Baelor Miniatures, www.armorcast.com, sculpted by Clint Staples, painted by Pedro Bedard

"Spinnerette, Dark Elf Poledancer," 28mm, Beaumont Miniatures, www.armorcast.com, sculpted by Bobby Jackson, painted by Enrico Nardini

"Gorgori, Ice Ogre Berserker," 54mm (big!), Armorcast, www.armorcast.com, sculpted by Clint Staples, painted by Pedro Bedard

"Duck Command," 28mm, Skirmisher Publishing LLC, www.Skirmisher.com, sculpted by Steve Lortz, painted by Leslie Anderson
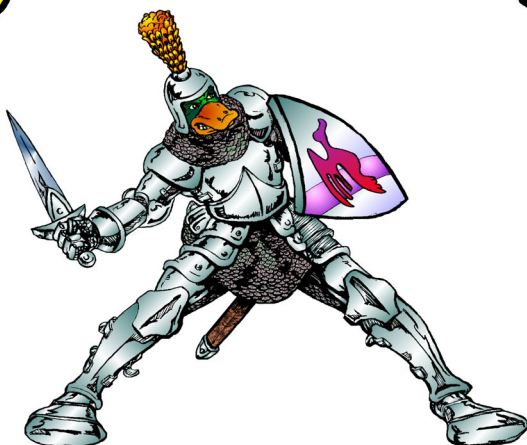
QUACTICA

The "Quactica" line of miniatures consists of 98 figures organized into 27 sets of one to five miniatures each. They include anthropomorphic Ducks of various sorts (*shown above*); Newtlings; Gobblings, small pig men; Porks, big pig men; Dwargs, sturdy anthopormorphic dogs; and the ever-popular Mice. These miniatures were the inspiration for *Quactica: Battles for the Soul of Middle Aesopia*, a set of rules written by veteran game designer Steve Lortz and published by Skirmisher.

For more information about the miniatures and rules, go to the Skirmisher Game Store. at http://skirmisher.cerizmo.com/categories/559—quactica-rules-miniatures

Sample Cardstock Characters™

The facing page contains variant or bonus miniatures tying in with the contents of this volume of *d-Infinity* or various sets of Skirmisher Publishing LLC's Cardstock Characters™ paper miniatures and can be cut out, assembled, and used in a wide range of games. While the figures presented here are associated with existing sets, all are at least slightly different from the miniatures that appear in those sets. These sets are all also very different in character from each other and each is an expression of the artist who created it. Game masters can drop these new miniatures into encounters to shake things up a little, use them in conjunction with the books or articles they appear in, or otherwise use them as they see fit. Notes on the miniatures presented here follow:

Leaf Golem
This large, rampaging miniature was created by artist Phillippe St. Gerard specifically for use with the feature "New Golems for the Labyrinth" that appears on pages 31-34 of this publication. Like the other miniatures associated with this article — and in this section of *d-Infinity* in general — it can also be used to represent any number of other things a game master might throw at his players (e.g., in this case, an undead Treant comes to mind ...).

Lightning Rod Golem
Another one of the "New Golems" illustrated by St. Gerard, this monster is described on page 33 but would be just as at home in Steampunk and sci-fi settings as it is in a fantasy one.

Magic Golem
The arcane nature of this dangerous being created from magical energy is reflected in this cardstock character by St. Gerard.

Shield Golem
As with the Lightning Golem, this dog-like automaton by artist St. Gerard would be as just as likely encountered in the laboratory of a Victorian-era mad scientist as that of a medieval alchemist.

Ace of Diamonds Card Person
Artist Carter Dippold created this Cardstock Character™ as one of 52 — each corresponding to the various cards in a standard poker deck — being released in several sets tying in with Skirmisher Publishing LLC's *Adven-tures in Wonderland* sourcebook. We selected this champion of the Diamond suit because it evoked the treasure theme of this volume of *d-Infinity*.

Young Noble Lion
This is Carter Dippold's concept for a young lion in the pride of Bashta, one of the iconic characters presented in author Lee Garvin's *The Noble Wild*, "An Animal Player's Handbook" available in both OGL and Pathfinder editions. Full OGL and Pathfinder stats for this lion appear in the repsective versions of *The Noble Wild*.

Mimic
This classic fantasy monster has been executed in a fun and animated way by artist William T. Thrasher and can serve as a nasty surprise for a treasure-hungry party of characters.
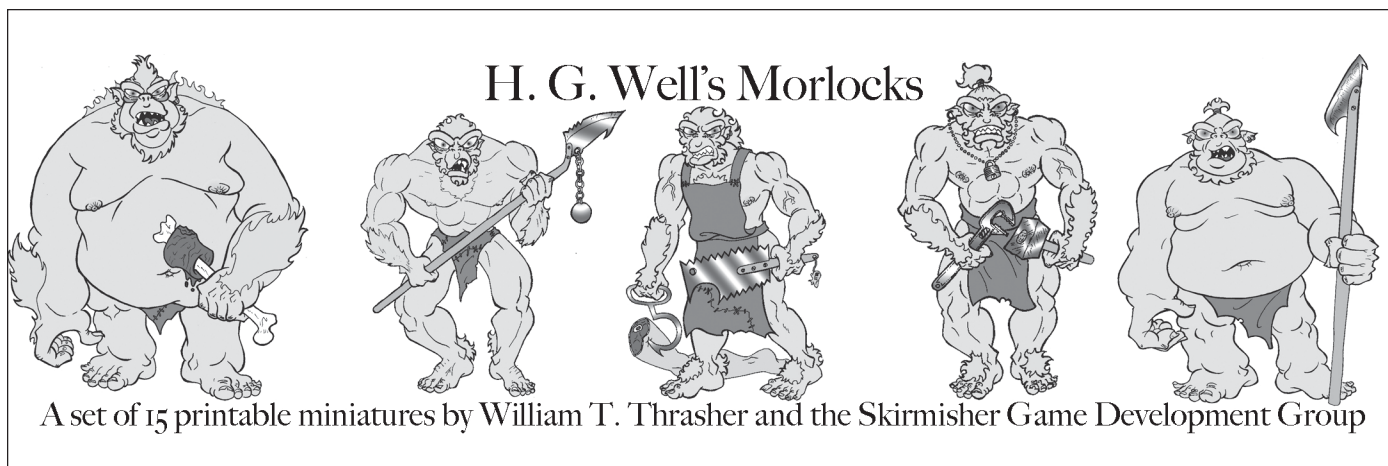
Treasure Chest
This dungeon prop by Thrasher is in keeping with the treasure-oriented theme of this volume of d-Infinity and might be exactly what it looks like and contain all sorts of valuables. It might also be a Mimic in disguise ...

Gold Cthulhu Idol
This creepy golden statue is a variant of the idol that appears in Thrasher's "Sex Cult of Cthulhu" set of miniatures published by Skirmisher Publishing LLC.

Adorned Cultist of Dagon
This voluptuous, gold-clad priestess is a bonus miniature that ties in with Thrasher's "Sex Cult of Cthulhu."

H. G. Well's Morlocks

A set of 15 printable miniatures by William T. Thrasher and the Skirmisher Game Development Group

Leaf Golem				

Shield Golem	**Lightning Rod Golem**			
	Magic Golem			
	Ace of Diamonds Card Person			
	Young Noble Lion			
Treasure Chest	**Mimic**			
	Adorned Cultist of Dagon			
	Gold Cthulhu Idol			

Each quarterly volume of the d∞ ("d-Infinity") multi-platform game supplement will have a different theme to link much of the material it contains. Upcoming volumes and their tentative themes include:

d∞ Volume #3
Children of the Night

d∞ Volume #4
Dark Future

d∞ Volume #5
Full Circle

d∞ Volume #6
Festivals & Holidays

d∞ Volume #7
Beasts with Many Heads

d∞ Volume #8
The Mythos

d∞ Volume #9
Dreamlands

d∞ Volume #10
The End Times

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Roll d∞ — A Multi-Platform Game Supplement — Volume #4: Dark Future

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Roll d∞ — Multi-Platform Game Supplement — Volume #6: Festivals & Holidays