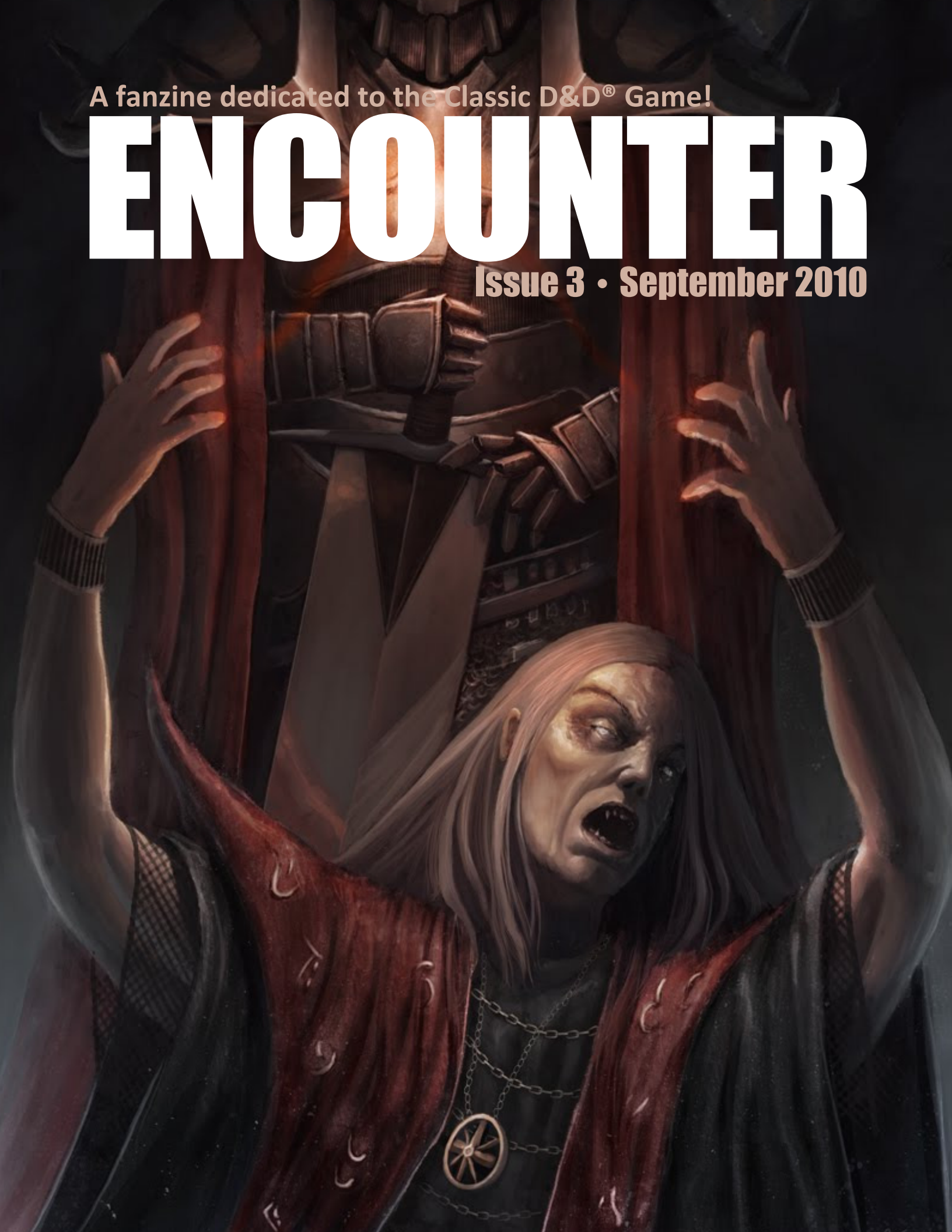


A fanzine dedicated to the Classic D&D® Game!

ENCOUNTER

Issue 3 • September 2010



CREDITS

Editor and Layout • Jesse Walker

Contributors • Andrew Baker, Chris Gilford, Chris Kotalik, Bill Logan, Scott Moberly, Mark Riley, Richard Rittenhouse, Jesse Walker, Mark Zumbuhl

Cover artist • Greg Taylor • www.gregtaylorart.com

Internal artists • Clipart ETC, Martin Koza, Jesse Walker

Letters to the editor • jwalker@tassie.net.au

Online • www.encountermagazine.au2.com

Blog • encountermagazine.blogspot.com

"The DM should always give the player characters a reasonable chance for survival. The emphasis is on 'reasonable'. Although there should be a chance that an unlucky or foolhardy character will die, give the party the benefit of the doubt whenever possible."

B3 Palace of the Silver Princess (1981)

A fanzine dedicated to the Classic D&D® Game!

ENCOUNTER

Issue 3 • September 2010

From the Editor	4
Questions, so many questions...	
Looking Back: B11 King's Festival	5
By Chris Gilford	
Because starting out is hard to do	
Treasure Chest	6
Take a peek at some recent Old School releases	
Wicked Poisons	8
By Richard Rittenhouse	
45 foul new poisons for the <i>Labyrinth Lord</i> ™ RPG	
The Feral Dwarf	14
By Chris Kotalik and Scott Moberly	
A new class for the <i>Labyrinth Lord</i> ™ RPG	
The Oracle of Talena	16
By Jesse Walker	
Visit the ancient forest oracle of the elven-maids	
Monster Traps	20
By Chris Gilford	
Why should Dungeon Masters® have all the fun?	
Den of the Morlock Shaman	22
By Bill Logan	
A colour map for the <i>Labyrinth Lord</i> ™ sample scenario	
Verbum Magicum	23
Compiled by Andrew Baker et al.	
Classic D&D® spell names translated into Latin!	
Truesight	27
Views from the Old School blogosphere	



FROM THE EDITOR

Questions, so many questions...

SINCE LAUNCHING *Encounter* in March earlier this year I have received many and varied question about the 'zine. A not uncommon question, particularly from those who probably wouldn't normally consider themselves to be part of the 'old school' community, has been what *is* Classic D&D®? Although for fans of the classic editions this term is clearly understood, an explanation is probably in order considering that the game is sometimes referred to by other names.

Essentially, *Encounter* regards Classic DUNGEONS & DRAGONS® to be the non-advanced editions, including the Basic and Expert (1981) boxed sets edited by Tom Moldvay, and David Cook with Steve Marsh respectively; the Basic, Expert, Companion, Masters and Immortals sets (1983 - 1990) written and edited by Frank Mentzer; and the D&D® *Rules Cyclopedia* (1991) edited

by Aaron Allston, together with its companion boxed sets such as the *New, Easy to Master D&D® Game*. Some would also include the 1977 set edited by Dr Eric J. Holmes; although, depending on who you ask, it could be characterised as a second edition of the original 'woodgrain' or 'white' boxed set, an introductory set for AD&D®, a part of the Classic D&D® continuum or a stand alone edition. Speaking of the older 1974 'woodgrain' (or later 'white') set by E. G. Gygax and Dave Arneson, it also attracts lively debate about whether or not it falls within the definition of Classic D&D®, especially once the subsequent Supplements are added to the equation.

Of course, there are a number of other common names for the classic editions, and hence the confusion, including 'Basic' D&D®, 'B/X' when specifically referring to the Moldvay/Cook sets, or 'BECMI' when referring to the

series of boxed sets written by Frank Mentzer. *Phew*.

But *why* then is it called the Classic D&D® Game? Not only has the term gained the most common currency among the online old school community, 'The Classic D&D® Game' also happens to be the name given to it by TSR in the game's final in-print incarnations.

There may well be spirited debate about certain terms and definitions, and it wouldn't be the old school community if there wasn't, but *Encounter's* primary focus is on the editions (and clones) from the 1981 sets onwards. But all the non-advanced editions have one important thing in common – elegant simplicity. ■



Jesse Walker

Material herein does not necessarily reflect the opinions of **Encounter** Magazine staff who are not liable for said opinions. All original textual copy or artwork or any other item herein is copyright © of the indicated author / artist (unless otherwise expressly noted) and may not be reproduced (except for personal use) without prior written permission from the said author / artist. Most product names are trademarks owned by the companies that publish those products. Labyrinth Lord is a trademark of Daniel Proctor. Some character names, likenesses and descriptions herein may be trademarks of **Wizards of the Coast, Inc.** Use of the name of any product or character should not be construed as a challenge to such status. Wizards of the Coast, Dungeons & Dragons, D&D, Forgotten Realms, Dragonlance, Planescape, Ravenloft, Birthright, Mystara, Greyhawk, Dark Sun, Spelljammer, Al-Qadim and Dungeon Master are all trademarks of Wizards of the Coast, Inc. Unless otherwise noted this product contains no **Open Game Content**.

LOOKING BACK: B11 KING'S FESTIVAL

Because starting out is hard to do

Written by **Carl Sargent** • Retrospective by **Chris Gilford**

ONE OF THE recurring problems for D&D® is how to introduce new players to the game. Roleplaying games have their own unique challenges, from getting to grips with what they are all about in the first place to understanding their myriad of rules. Then there is the additional and more daunting challenge for someone to become a DM and learn how to create and run their own game. TSR tried a number of different approaches, including the popular Red Box and the much later Black Box containing the so called Dragon Cards. TSR also released a number of different modules for both D&D® and AD&D®, which were billed as 'introductory' adventures. One such module was B11 *King's Festival* written by Carl Sargent.

Released in 1989, B11 seems to be one of those products that's often overlooked and unloved. I have no idea how well B11 sold, but as an introductory product it was worthwhile for me. I came to Classic D&D® not having played any RPGs before. I ran through the short introductory adventure in the Red Box and then read the rest of the rules. After rounding up a couple of

friends who had agreed to play we stumbled clumsily through our first session of the castle Mistamere. Although we had tremendous fun, I struggled with my instant role as DM. Luckily, a month later, I found B11 with 'An introductory module' written across the top of the book in my friendly local game store.

King's Festival is more or less divided into three parts: a DM's Guide to D&D®, a DM's Guide to Karameikos and the adventure itself. As a neophyte DM the information on Karameikos was valuable as an instant mini-setting and became the basis of our campaign. The module's adventure is a fairly simple affair (rescuing a priest from goblin raiders) but contained a few helpful tips and hints, such as reminding the players to set a marching order or for them to add items to their PC sheets.

But the real value for me was the DM's advice section, which ran through many of the basics that veteran players take for granted, ranging from setting up a game and helping players create a character to describing dungeons and running combat. The book also talks novice DMs

through issues like dealing with quiet players, making a mistake as DM and inevitable PC death.

Sometimes I think veteran players forget what it was like to stare blankly at the books and ponder "OK, I think I understand the rules. But how do we *play*?" As for B11, for us older players it might not hold as much interest today and looking back some of the advice now seems trite. But that's the point. DMing only becomes old hat once someone has shown you how to put it on and you've worn it for a while. ■

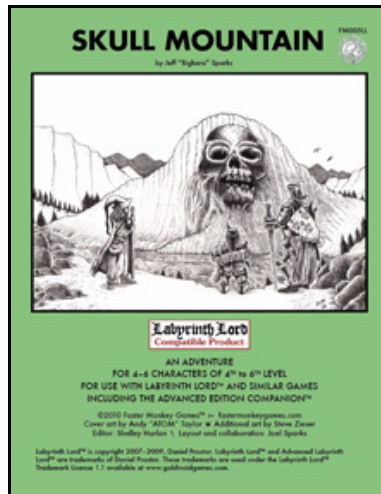


TREASURE CHEST

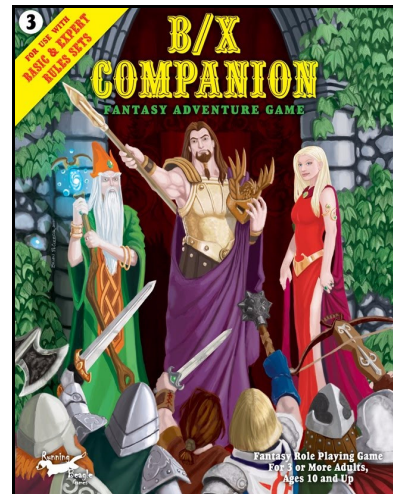
Take a peak at some recent Old School releases



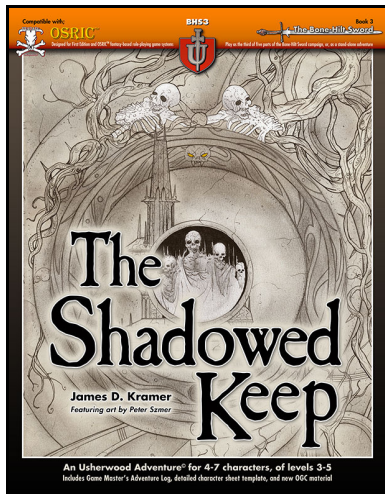
The Bleak Tower, seat of the Margrave, liege of the border province of Blackmarch: the stage is set for a classic dungeon delve, unexpected villains, and a place for adventurers to rest and recuperate, not without its own mysteries. From Ludibrium Games comes *The Sanctuary Ruin*, a fantasy roleplaying adventure for 4-8 characters of levels 1-3. *The Sanctuary Ruin* serves both as a standalone adventure or as the first chapter in the Blackmarch series of adventures – either way the perfect addition to your old-school campaign. To purchase a copy of the adventure visit www.ludibriumgames.com



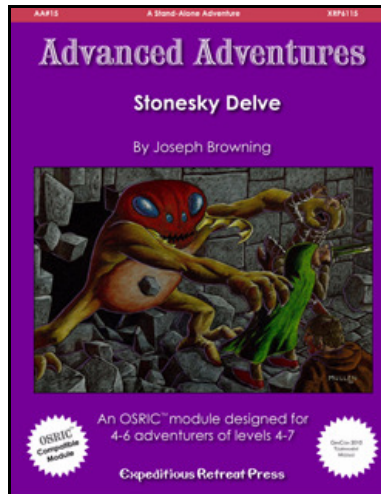
New from Faster Monkey Games is *Skull Mountain*, a *Labyrinth Lord*™ adventure for 4-6 PCs of 4th to 6th level. When a rock formation on an old volcano looks like a human skull, you're gonna get cult activity. Sure enough, a group of unholy bandits called the Obsidian Heart moved in and robbed the countryside blind for their dark god, until Saint Garth smashed them a century ago. But after some recent earthquakes, the cult is back, practicing kidnapping and sacrifice and pretty much demanding to be hunted down. Why now? Who controls them? Just how deep do the tunnels go inside... *Skull Mountain*? To learn more about the adventure visit www.fastermonkeygames.com



The *B/X Companion*, written by Johnathan Becker, takes B/X to the highest levels in the tradition of Moldvay, Cook and Marsh! Inside you will find classes to 36th level, new class abilities, spells to 7th and 9th levels, awesome monsters to challenge the greatest of characters, rules for dominions, mass combat, guidelines for creating high level adventures and wonderful interior illustrations throughout. For more information about the *Companion* or to purchase a copy visit bxblackrazor.blogspot.com



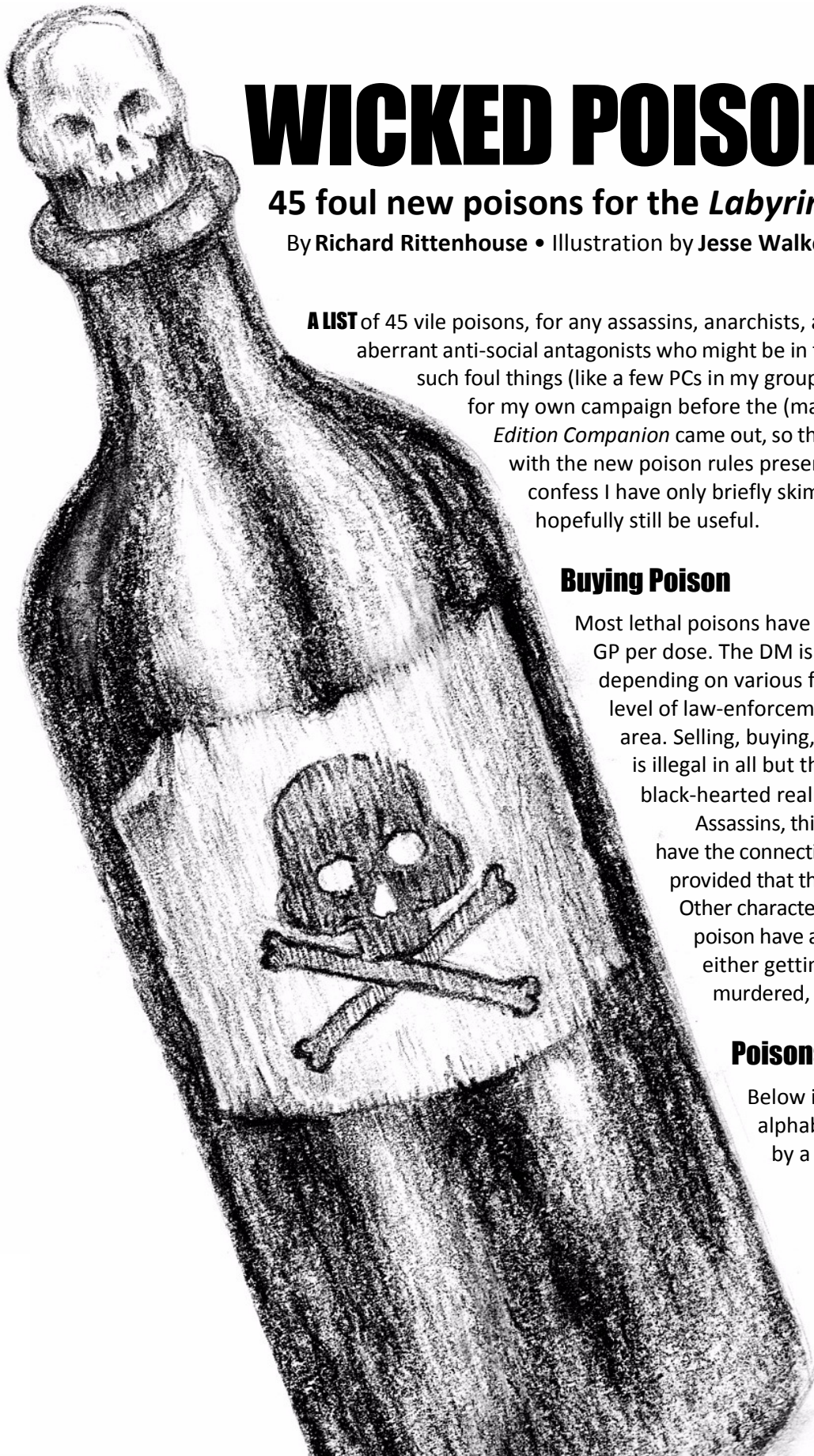
An intrepid band of adventurers brave the frigid wilderness of the vast Northern Territories in search of an evil artifact known as the Bone-Hilt Sword, and some only to satisfy their thirst for wealth and treasure. But will they survive the armies of undead, dragons, and creatures of the cold northern lands? An OSRIC™ adventure for 4-7 characters of 3-5 levels, *The Shadowed Keep* can be played as the third part of the Bone-Hilt Sword campaign, or as a stand-alone scenario. The Usherwood adventure is available for purchase from either Lulu.com, CafePress.com or RPGNow.com



Giant Stonesky Mountain has been a spiritual home for the Dwarves since the first clan received the 4 Pillars of the Underearth from Motsognir. And now, as lamentable dwarven internal conflicts rage on, a new entrance into the Stonesky has prompted an exploratory party. Your mission from the local Hlaford – enter, explore, map, and do not return to the surface until the passing of three days! Who knows what challenges, wonders, and dangers lie ahead? From Expeditious Retreat Press comes *Stonesky Delve*, a GenCon 2010 1E tournament module for 6-10 character, levels 4-7. To learn more about the scenario visit www.xrpshop.citymax.com



If it's in a box they'll talk about it! The Classic D&D® Game is now wired for sound with the July launch of the *Save or Die!* Podcast. Already the *SoD* crew (Vince, Liz and Mike) have several episodes under their belt, discussing a range of Classic D&D® topics from monstrous jellies to campaign lethality, as well as product reviews, three fascinating and informative interviews with former TSR luminaries Tim Kask, Frank Mentzer and Jean Wells, and much more. To listen to episodes of *SoD* and the bonus podcasts visit their website www.saveordie.info



WICKED POISONS

45 foul new poisons for the *Labyrinth Lord*™ RPG

By Richard Rittenhouse • Illustration by Jesse Walker

A LIST of 45 vile poisons, for any assassins, anarchists, anti-paladins, or aberrant anti-social antagonists who might be in the (black) market for such foul things (like a few PCs in my group). I wrote these up for my own campaign before the (magnificent) *Advanced Edition Companion* came out, so they may not fully synch with the new poison rules presented there (which I confess I have only briefly skimmed), but they will hopefully still be useful.

Buying Poison

Most lethal poisons have a base cost of 200 GP per dose. The DM is free to adjust this depending on various factors, including the level of law-enforcement presence in the area. Selling, buying, or possessing poison is illegal in all but the most lawless or black-hearted realms.

Assassins, thieves, and halflings have the connections to buy poisons, provided that they are available.

Other characters that attempt to buy poison have a base 25% chance of either getting ripped-off, murdered, or arrested.

Poisons

Below is the list of poisons in alphabetical order followed by a random poison table:

Balrog's Brew

Slowly Turns blood to molten lead over 1d6 +1 agonizing, helpless rounds. Instant death once transmutation is complete.

B•M•O

Brain-drainer

Helpless agony for 2d6 rounds as victim's brain melts into goo and runs out his ears and nose. Even if countered before death, victim will permanently lose 1d6 INT.

B•U

Devil's Pillow

Victim dies peacefully in sleep 1d6 days after contact.

C•D

Black Toadstool Juice

A favorite of vampire assassins. Victim begins to simply rot alive (-1 CON and CHA per hour, plus cannot heal lost HP). The corpses of those unfortunates killed by this poison quickly (1d6 turns) melt away to black goo, but their souls have a 50% chance of rising as specters.

B•O

Coldheart

An ancient dwarf vendetta poison, seldom seen in the modern world. Victim feels pain in chest for three rounds, then heart turns into a gemstone (1d10 x 1000 GP value). The rest of the body is unaffected. Requires a medusa's venom, gathered in a platinum cup.

I or B•M•S•D

Driftvenom

Magical poison makes victim weightless. He or she simply floats away for 1d4 hours. If the victim is underground or in a building, this is very inconvenient (and possibly fatal, as they will take falling damage when the venom wears off). Outdoors, the victim simply floats off into space and is never seen again. Requires a drop of pegasus milk.

B•D•M•S

Blackleaf's Surprise

Common in dungeon needle traps. Very expensive, but keeps forever and kills almost instantly. Requires a pinch of lich dust.

B•S•U

Dead on Arrival

Lose 1 STR an hour until dead. Cannot be countered by any mundane means, and even magical cures (short of Limited Wish) fail 50% of the time.

I•U

Dryad Arrow Venom

Victim slowly turns into a tree, losing 1 DEX, INT, and CHA every hour as skin turns to bark, hair to leaves, blood to sap, etc. When all three abilities hit zero the victim has completed the transformation, and is as immobile and unthinking as any other sapling.

B•M•O•S

Poison Codes

Code	Type	Notes
B	Blade	Venom applied to blades or needles
C	Contact	+100 GP to cost
D	Detectable	Gives off a faint smell or taste, WIS or less on 1d100 to detect
G	Gas	Gas, fumes, or dust
I	Ingested	Poison must be swallowed or otherwise ingested
M	Magical	Magical poison, need a spellcaster to create, +1d6 x 100 GP to cost
O	Obvious	Strong odor or sinister appearance
U	Undetectable	Undetectable without magic, +1000 GP to cost
S	Special	Rare ingredient needed to make poison, +2d10 x 100 GP to cost

Dust Elf Arrow Venom

Victim tormented by terrifying, distracting hallucinations for one hour (-2 to all attack rolls and saves). Multiple doses “stack” the effect, in both intensity and duration.

B•O

Dwarfbane Dust

All body hair instantly falls out. No other effects.

G•O

Emerald Death

Paralysis for 3 rounds, followed by death. Victim’s dead skin is left a very distinctive shade of green.

C•D

Feral Pixie Dart Poison

Peaceful sleep for 1d4 hours. Victims cannot be awakened early.

B•O

Gloomdust

Deep depression overcomes victim, who refuses to move, speak, or do anything for 3d6 hours. 10% chance victim dies of grief.

G•O

Gravewine

Victims lungs fill up with maggots and will “drown” in ten rounds. Made from vampire’s blood.

I•M•S•U

Green Wasp Poison

Causes a massive, lethal, allergic reaction in most humanoids. Face, neck, and hands swell up to grotesque proportions, eyes swell shut, and victim dies from constricted airways and auto-immune shock after 1d6 helpless minutes.

B•S•O

Hey, Grandpa!

Minor chest pains and headache for one hour, followed by death.

I•D

Horned Ape Venom

Sickness and weakness for 24 hours (victim helpless), then death.

B•O

Inferno

Nasty fever for 1d6+1 turns (during which time victim is helpless). Then victim spontaneously combusts with incredible heat, and is almost instantly reduced to a handful

of blue ash. Requires special scented bath oils from the harems of the City of Brass.

B•M•S•O

Invisible Chain

A favorite of slavers and kidnappers, generally put in the captive’s food and water. Takes effect after one turn making victim docile, quiet, and stupid for 2d6 hours. Victims must roll WIS or less on d% to take any aggressive or assertive actions (one try per hour). All attacks are at -2 to hit and damage.

I•D

Kill or Cure

Drinker must save v. poison. If successful, any other poisons currently in his system are purged. If the throw is failed, he dies. A Dwarf “antidote of last resort”, sometimes used as a poison itself.

I•D

Lamia Lips

Contact poison sometimes used in poison lipstick by elite assassins. Over-stimulation of the brain’s pleasure centers makes the victim helpless with heavenly ecstasy for 2d6 rounds, followed by a massive aneurism and death.

C•U

Mage's Muzzle

Numbs vocal cords, victim cannot speak for 2d6 hours.

I•U

Nagar-Soth

Victim of the "Unendurable Nightmares of Nagar-Soth" has unspeakably horrifying nightmares every time he sleeps. Cannot heal or recover spells. Lasts 3d6 days. 25% chance every time victim sleeps that his heart will stop.

B or I•S•D

Naptime

A common "micky". Takes effect after 1d6 minutes. Deep sleep for 1d6 hours. Impossible to wake victim up before duration ends.

I•U

Orc Arrow Venom

Only about 10% of orc tribes still retain this ancient recipe. One failed save within 24 hours: Sickness & nausea (-2 to all d20 rolls). Two failed saves within 24 hours: Unconscious 1d6 hours. Three failed saves in 24 hours: Death.

B•O

Purple Mists of Mozog

Dreaded poison gas kills instantly. A save must be

made each round that a breathing creature spends in the gas. Dissipates in 3d6 turns underground, or 3d6 minutes above ground.

G•S•O

Scarlet Toadstool Dust

Victim appears catatonic and totally unresponsive, but in their mind they are trapped in a hallucinatory fantasy world where their every wish comes true. Victim must roll WIS or lower on 1d100 to escape, one try per day. After three failures, they are lost in their inner fantasy forever. Scarlet toadstools grow only in dragon's dung.

G•S•U

Scorpion's Kiss

Another common "micky". Deep sleep for 2d6 hours. 10% of victims enter a coma and simply never wake up.

I•D

Shatterblack

Victim and possessions turn instantly into glass. Requires an elf's tears to make.

C•M•S•U

Slaughterfest

Minus 4 to saves. Paralysis for 3 rounds, followed by death. This poison is so incredibly toxic that a second person

can even be poisoned simply by touching the body of a person killed by it with their bare hands (save v. poison at +2). Difficult to safely handle, even an experienced killer will accidentally poison himself 5 % of the time.

C•D

Squidhead's Surprise

Bad headache (-2 to attacks and saves) for one hour, followed by agonizing headache (helpless) for one turn, then head explodes in a shower of blood, brains, and skull fragments (all in 10' must save v. breath weapon or take 1d4 damage).

C•M•U

Stagheart

Great euphoria and energy for 1d6 hours (+1 to hit and damage), then heart stops.

B or I•D

Stake Sauce

Victim's body begins pumping out pheromones that attract predatory creatures for the next 24 hours. Double normal chances of wandering monsters. Victims without a super-human sense of smell or a magical means of detecting poison may not even realize that they have been poisoned, and just think themselves unlucky.

I•C or B•U

Stoner

Painful stiffness for 1d4 +1 rounds (-2 to all d20 rolls), then victim and possessions turn to stone, then stone animates and attacks all present. Stats as a living statue. Requires gorgon's blood to create.

B•M•S•U

Stripper

Victim's skin melts off. Other organs remain intact. Death from hypothermia, dehydration, and shock finally comes after 2d6 helpless minutes of screaming agony.

B or I•D

Surgeon's Helper

A rag or mask soaked in this poison must be held over the victim's nose and mouth for one full round. Sleep for 2d6 turns.

G•O

The Burn

Helpless with burning fever for 1d4 days, then 90% chance of death. Those who survive left sterile and covered in scars (-1d6 CHA).

I•U

The Horror

Ten rounds helpless with unbearable fear, then heart

stops. Victims slain by this poison are left with an expression of utter horror on their faces, a sight known to disturb even hardened assassins. Creatures immune to fear are immune to this poison.

I•D



The Mess

2d6 helpless rounds of agonizing gut pains, then internal organs turn to goo and spray out of the victim in a shower of explosive, bloody diarrhea. An infamous tool of orc tribal politics.

I or B•D

Underserpent Venom

Keeps forever. A common needle trap poison in dungeons. Three rounds of paralysis, followed by death.

B•U

Vendetta

Eyes heat up to white-hot temperatures over 2d6 agonizing, helpless rounds, then explode. Survive Transformative Shock roll needed to avoid death from head trauma, victims who live still face 2d6 damage plus permanent

blindness. Magically, the last sight the victim sees is the face of the one who poisoned him. There is no way for an assassin to negate this effect. Requires an eyestalk from a Tyrant Orb.

I•M•S•U

Warpskin

Victim shape-shifts at blinding speed between dozens of different forms for 2d6 helpless rounds until finally killed by system shock. Made from doppelganger's spinal fluid.

B•M•S•O

Whore's Vows

A common "micky". Takes effect in 2d6 minutes. Victim becomes stupid (-4 INT), suggestible (-4 WIS), and horny. Similar to alcohol but effects more profound and victims are more docile.

I•D

Wraith Lilly

The victim slowly turns insubstantial and translucent, fading in and out of reality. After 1d6+1 hours, they simply fade away to nothing, and can be restored to life only by a Limited Wish. Requires a flower found only on the Astral Plane.

B or I•M•S•D

Roll d%	Poison	Type	Time Frame	Result
01-02	Gravewine	I,M,S,U	10 rounds	Lungs fill with maggots – death
03-04	Devil’s Pillow	C,D	1d6 days	Die in sleep
05-09	Whore’s Vows	I,D	2d6 minutes	Drunk-like state
10-11	Balrog’s Brew	B,M,O	1d6+1 rounds	Blood becomes molten lead – death
12-13	Naptime	I,U	1d6 minutes	Sleep 1d6 hours
14-15	Warpskin	B,M,S,O	2d6 rounds	Multiple polymorph then death
16-17	Vendetta	I,M,S,U	2d6 rounds	Death or blindness and injury
18-19	Gloomdust	G,O	3d6 hours	Paralyzing grief, possible death
20-21	Shatterblack	C,M,S,U	Instant	Victim turns into glass
22-25	Hey, Grandpa!	I,D	1 hour	Chest pain, headache and death
26-27	The Burn	I,U	1-4 days	Possible death or 1d6 CHA loss
28-29	Mage’s Muzzle	I,U	2d6 hours	Temporarily mute
30-31	Dead on Arrival	I,U	1 hour/STR point	Death when STR reduced to 0
32-33	Dust Elf Arrow Venom	B,O	1 hour	Horrifying hallucinations
34-35	Underserpent Venom	B,U	3 rounds	Paralysis then death
36-37	Brain-drainer	B,U	2d6 rounds	Brain melt and death or 1d6 INT loss
38-39	Squidhead’s Surprise	C,M,U	7 turns	Head explodes – death
40-41	The Mess	I or B,D	2d6 rounds	Liquefied organs excreted – death
42-43	Horned Ape Venom	B,O	24 hours	Death after 24 hours
44-45	Scorpion’s Kiss	I,D	2d6 hours	Deep sleep/possible coma
46-47	Steak Sauce	I,C or B,U	24 hours	Attract wandering monsters
48-49	Stoner	B,M,S,U	1d4+1 rounds	Petrification and reanimation
50-51	Kill or Cure	I,D	Instant	Save or die antidote
52-53	Dryad Arrow Venom	B,M,O,S	Hours	Transform into a tree
54-55	Inferno	B,M,S,O	1d6+1 turns	Death by spontaneous combustion
56-57	Lamia Lips	C,U	2d6 rounds	Paralyzing pleasure and death
58-59	The Horror	I,D	10 rounds	Terror and death
60-65	Blackleaf’s Surprise	B,S,U	Instant	Death
66-67	Black Toadstool Juice	B,O	Hours	Rot to death, possible undeath
68-69	Wraith Lily	B or I,M,S,D	1d6+1 hours	Fade away/death
70-71	Feral Pixie Dart Poison	B,O	1d4 hours	Sleep
72-75	Surgeon’s Helper	G,O	1 round	Sleep 2d6 turns
76-77	Scarlet Toadstool Dust	G,S,U	Days	Hallucinogenic coma, possible death
78-79	Stripper	B or I,D	2d6 minutes	Skin melts then death
80-81	Green Wasp Poison	B,S,O	1d6 minutes	Allergic reaction then death
82-83	Emerald Death	C,D	3 rounds	Paralysis then death
84-85	Slaughterfest	C,D	3 rounds	Paralysis then death, toxic to touch
86-87	Purple Mists of Mozog	G,S,O	Instant	Death
88-89	Orc Arrow Venom	B,O	24 hours	Sickness, possible death
90-91	Stagheart	B or I,D	1d6 hours	Euphoria and energy then death
92-93	Dwarfbane Dust	G,O	Instant	Total body hair loss
94-95	Nightmares of Nagar-Soth	B or I,S,D	3d6 days	Nightmares and possible death
96-97	Driftvenom	B,D,M,S	1d4 hours	Weightlessness
98-99	Invisible Chain	I,D	1 turns	Docile for 2d6 hours
100	Coldheart	I or B,M,S,D	3 rounds	Heart transforms to gem – death

THE FERAL DWARF

A new class for the *Labyrinth Lord*™ RPG

By Chris Kotalik and Scott Moberly • Illustration by Martin Koza • Graphics by Jesse Walker

Requirements: CON 9

Prime Requisite: STR

Hit Dice: 1d8

Maximum Level: 12

Feral dwarves are the deep-dwelling, untamed, Neanderthal-like cousins of the more common dwarf. Their skin ranges from deep tan to light brown, and bright eyes which are almost never blue, with brown, black, or gray hair and ruddy cheeks. They are slightly taller and more wiry than their more domesticated cousins (ranging up to 4'6" and 140 pounds on the average).

Feral dwarves speak dwarvish, gnome, goblin, kobold, orcish, common, and their alignment language, but cannot learn more than two additional languages regardless of their intelligence.

Because of their background as miners and underground dwellers, they can detect by concentration within 10' any grade or slope or new construction (1-4 on a d6), sliding or shifting walls or rooms (1-4), and large stonework-type traps such as pits and deadfalls (1-3). They can also detect with concentration depth under ground (1-3). They also have 60 foot infravision.

Because they are unfamiliar with new-fangled civilized weaponry and armor, feral dwarves tend to choose simple weapons such as spears, hammers, axes, clubs, and javelins (though once in civilized environs they can employ any weapon

they choose). Because of their unfamiliarity and lack of comfort with heavy armor they can only wear leather, padded, studded leather, hide/fur (AC: 7), scale, or chain armor.

Feral dwarves also receive a +1 to hit orcs, half-orcs, goblins, and hobgoblins, due to an extended racial animosity.

Coming from a living in the remote hills and being somewhat crude in nature, feral dwarves have the ability to throw small boulders effectively in combat. They gain a +1 to hit on this and damage is 1d4 plus any STR modifiers. If they have an advantage in terrain latitude over 20 feet (i.e they are on a hill) they gain +2 to hit and +2 to damage on top of their STR modifier if applicable.

Some feral dwarves specialize in a primitive polished flint mallet. This wicked hammer inflicts 1d4+1 damage and on a roll of a natural 20 can knock opponents unconscious/stun for 1d6 rounds.

Living on the primitive edge is a hard life, thus feral dwarves gain the ability to forage for food and water in hilly and mountainous environments. At 1st level they can do so successfully at 30 percent. This improves at 3% per each additional level. They also have the ability to start a fire in any environment without the use of flint and steel at the same levels of success as their foraging skills.

Example: Craggo Uthuk is a third-level feral dwarf. He can successfully scavenge for food in

the Big Rock Candy Mountains at a chance of 36%.

Despite these differences, feral dwarves fight and save on the same tables as the Dwarf race/class.

When a feral dwarf reaches 9th level he becomes a clan chieftain and can attract followers once he has found a suitable cavern.

Optional rule: Feral dwarves do not receive starting money as other characters. Instead they start with a flint mallet, hide/fur armor, and 10-40 gp of simple equipment (food, torches, bedrolls, etc). In addition they start with a small horde of raw gemstones, 1d6 gems worth 10 gp a piece and 1d4 worth 20 gp. ■

Feral Dwarf Level Progression

Experience	Level	Hit Dice (1d8)
0	1	1
2,187	2	2
4,375	3	3
8,751	4	4
17,501	5	5
35,001	6	6
70,001	7	7
140,001	8	8
280,001	9	9
400,001	10	+3 hp only
540,001	11	+6 hp only
660,001	12	+9 hp only



THE ORACLE OF TALENA

Visit the ancient forest oracle of the elven-maids

By Jesse Walker • Illustration and cartography by Jesse Walker

SET DEEP in the cold forests of the north lies the hidden Sanctuary of Talena. The Sanctuary is home to a mysterious elven cult that tends to an oracle known as the Eye of Fate. The true age of the Sanctuary is unknown, but the Oracle and the ancient tradition she represents are steeped in time. The Oracle is renowned across the Discovered World and many people, from great and noble kings to ordinary everyday folk, come to consult The Eye on matters of high import or their own private affairs.

The Oracle is always a young elf-maid of blameless virtue chosen by the Talena priestesses from among communities near the Sanctuary. Upon assuming the mantle of the Oracle, the young maid will remain with the Sanctuary for the rest of her life, divining portents of the future from her seat at the centre of the mysterious complex.

The Sanctuary

The Sanctuary of Talena is located in the heart of a deep wood known to the elves as the Forest of Fate. The winding path leading to the Sanctuary has been well

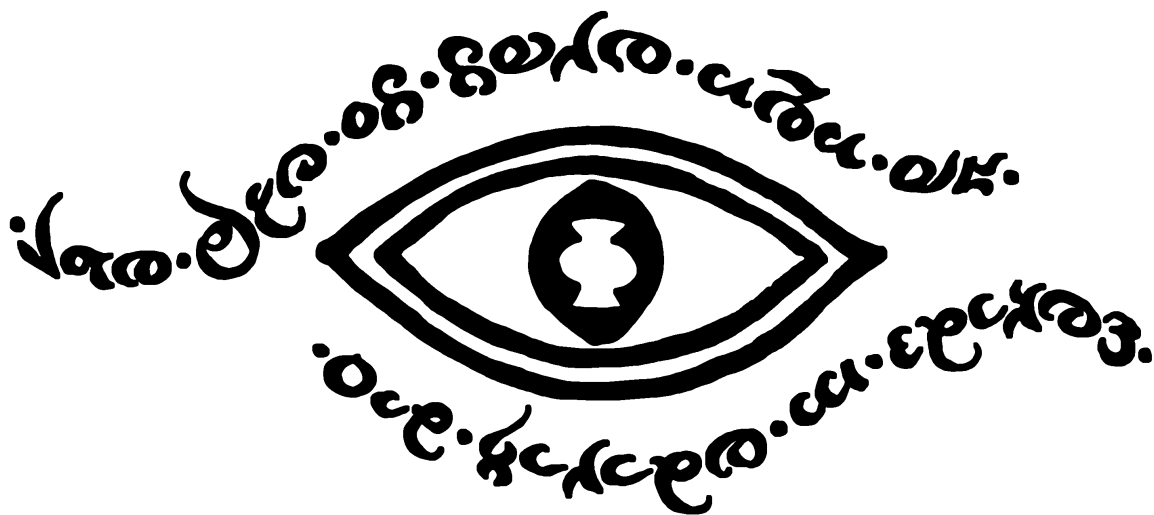
worn by the many pilgrims who have visited the Oracle through the centuries. Dotted beside the trail are a number of moss covered standing stones bearing arcane glyphs and elvish inscriptions honouring the Eye of Fate. Pilgrims often hang small votive offerings to the Oracle from nearby trees, which can be heard gently jingling in the breeze.

The Sanctuary itself is hidden within a series of natural caves and chambers set inside an enormous stone monolith, which looms abruptly out of the forest floor. By skillful elven arts portions of the complex's interior have been carved to resemble paths and groves winding their way among a forest of interlacing oak trees. The dimly lit halls are illuminated by many small lamps and the stone walls are covered with a dark patina from the centuries of scented lamp smoke, which constantly hangs in the air.

The Sanctuary is both home and holy shrine for the small group of elven priestesses who live together within the ancient complex's narrow and twisting halls and corridors. A few of the Sanctuary's more important features are detailed below:

1. Entrance Hall: Entry into the complex is via a narrow natural fissure in the rock about 6 feet high. Steps, which have been worn smooth by centuries of traffic, are carved directly into the stone and lead downwards into the Sanctuary. At the bottom of the stairs is a small natural cave with stylised trees carved on either side of two open doorways. A priestess awaits to usher visitors further into the complex and those entering are expected to pay a small token of money (a few gold coins), which helps maintain the community.

2. Hall of Memory: The corridor opens into a larger cave that serves as a waiting room before an audience with The Eye. The chamber resembles a grove of trees with a high ceiling of carved interlacing branches. Different phases of carving can be seen, with niches cut into the walls containing small stylised statues of past Oracles. The chamber is bathed in a gentle yellow glow from the many small lamps set into knots in the stone trees. A number of other entrances lead deeper into elaborate complex.



3. Waters of Fate: A clear natural spring discovered in the Sanctuary's caves is believed to confer good fortune upon those who drink or bathe within its waters. The spring has been channeled into a plunge pool and visitors can bathe in the pool for a small fee (5gp). Water is also bottled in small vials and sold to pilgrims (1gp).

Creatures bathing in the waters of the spring gain +1 to all Saving Throws for 1d12 days. Creatures drinking a vial of the spring water gain +1 to all Saving Throws for 1d6+2 hours. The effects are not cumulative.

4. Oracle Chamber: The Oracle chamber is a naturally circular cave that has been made more so by the carving of an elaborate relief of stylised trees around its walls. At the chamber's centre is a simple wooden chair surrounded by five realistically rendered bronze trees, which support a lattice-like domed ceiling of interwoven limbs and finely wrought leaves. An elaborate elvish brass lantern hangs from the apex of the

structure, bathing the chamber in an eerie yellow-green light.

Sitting on the wooden chair, dressed in a simple woolen robe, is the young elven Oracle. Attended to by at least two elven priestesses, the Oracle is usually to be found in an ecstatic state speaking wildly in a near forgotten elvish tongue. Her ecstatic ravings are interpreted by the attendant priestesses. Those appearing before the Oracle are not permitted to speak with her directly, but they can ask her to attempt to divine a vision of the future or they may simply ask the Oracle to determine whether or not a proposed course of action augers well.

DMs may wish to randomly determine the Oracle's replies to any questions or requests:

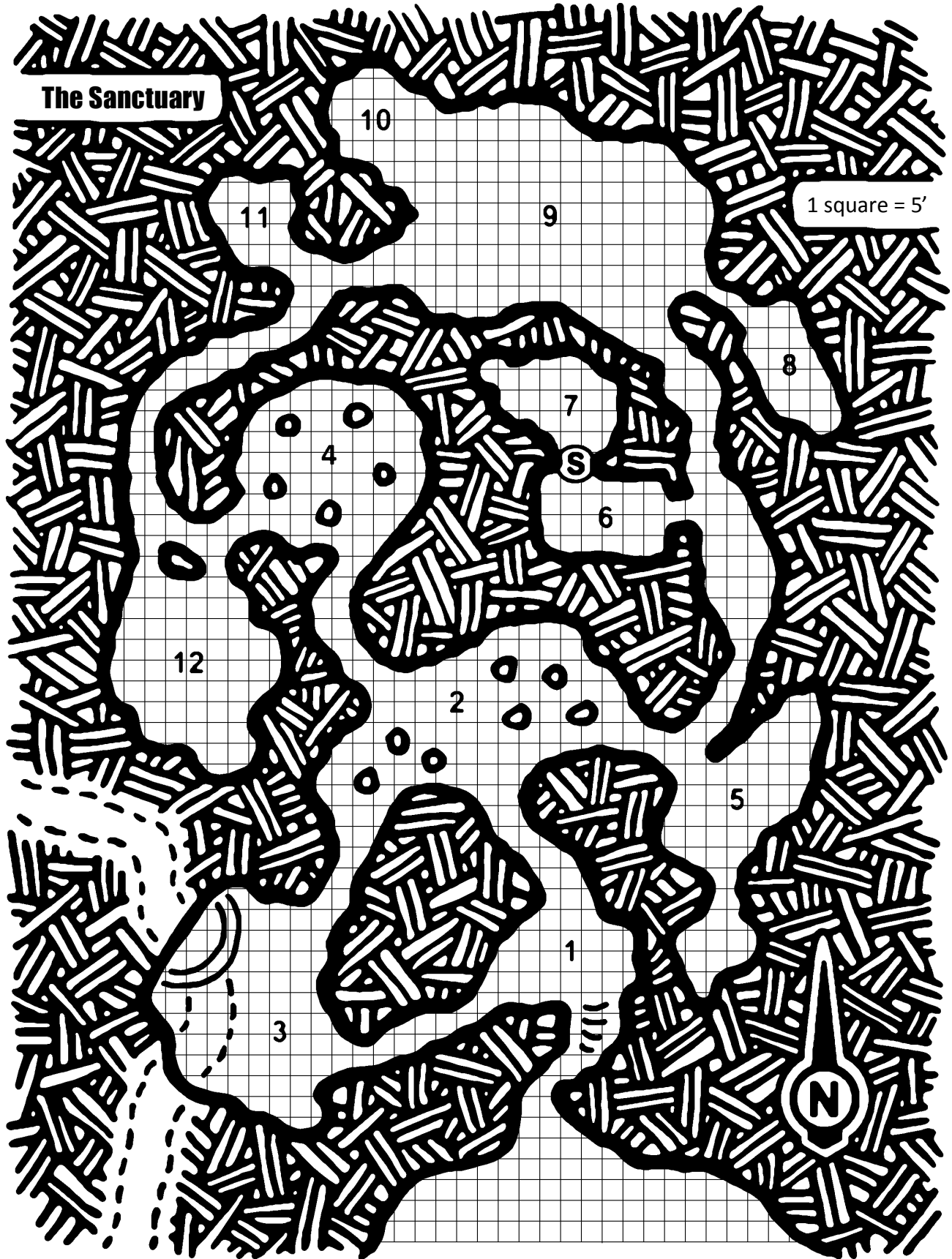
Prophecy: Two six-sided dice are rolled. On a roll of 2 to 6, the Oracle has no meaningful vision. On a total 7 to 9, the Oracle receives a minor vision, although it may be unrelated to the question. If the roll is 10 or better, The Eye has a relevant and significant vision.

Augury: Again, two six-sided dice are rolled. On a roll of 2 to 6, the Oracle augers an *ill omen* (and PCs suffer -1 to all rolls for 1d6+1 days). On a roll of 7 to 9, the Oracle divines no meaningful information. If the dice total 10 or better, the Oracle augers a *favourable omen* (and PCs gain +1 to all rolls for 1d6+1 days).

The Eye of Fate's visions and auguries may be cryptic or unclear, but it is left to the DM to determine how to present the information to the players.

5. The Talena Scrolls: The more important prophesies of the Oracle are recorded by the priestesses and kept in a library. Collectively, this body of work is known as the Talena Scrolls. Visitors may peruse the prophesies contained within, but they are not permitted to remove any of the works. An ancient set of prophesies said to have been recounted by the revered First Oracle is kept in a locked wooden repository. Other religious and scholarly works are also kept within the Sanctuary library.

The Sanctuary



Sanctuary Map Key

1. Entrance Hall
2. Hall of Memory
3. Waters of Fate
4. Oracle Chamber
5. Talena Scrolls
6. Shrine of Yndaril
7. Secret Vault
8. Head Priestess' room
9. Living Quarters
10. Kitchen
11. Water closet
12. Oracle's room

7. Shrine of Yndaril: Deep in the complex is a shrine dedicated to the Immortal Yndaril. The shrine consists of a small hand hewn chamber with an ancient wooden statuette of Yndaril sitting on a simple offering altar. On the wall behind the altar is an elaborate brass relief of the Tree of Life.

Yndaril is regarded as the protector of the Sanctuary. No hand has been raised in anger in the Sanctuary for over seven hundred years since a foreign barbarian king became angry at an unfavourable omen. All violence within the Sanctuary is regarded as a terrible sacrilege and would incur the wrath of the elven people.

6. Secret Vault: The Sanctuary's modest wealth is protected in a hidden chamber. Not only does the room contain the gold and jewels given to the shrine by pilgrims, it also contains gifts from wealthy patrons keen to ensure their good fortune. Secreted within the room are scrolls containing disturbing prophecies considered too dangerous to be read by more than a select few.

Inhabitants

The Eye of Fate

The current Oracle is a young elf maiden formerly named Lyren. She is fifteen years old, has long brown hair and very pale grey eyes (the latter being an important mark of the Oracle). Lyren has only been the Oracle since the previous Eye of Fate passed away a year ago. Chosen by the cult in an ancient and mysterious ceremony, the young elf was reluctant to take on the daunting role. When not in an ecstatic state she is quiet and softly spoken.

Eye of Fate: AC 9; E1; hp 6; MV 120' (40'); #AT 1; THACO 19; Dmg 1-4 (dagger); S 8, I 12, W 18, D 9, C 9, CH 12; ML 12, AL L; Spells *Protection from Evil*.

Head Priestess

The head priestess, Myreth, is an elf of immense age and wisdom. She has long white hair and blue eyes. Myreth has outlived two previous Eyes of Fate and is something of a grandmother figure to the other members of the order. The sharp-witted priestess has seen the fortunes of the Sanctuary wax and wane over her long life and is always keen to advance its interests.

Myreth: AC 9; E5; hp 22; MV 120' (40'); #AT 1; THACO 17; Dmg 1-4 (dagger); S 9, I 13, W 16, D 9, C 8, CH 10; ML 12; AL L; *Ring of Remedies*; Spells *Charm Person, Sleep, Invisibility, Dispel Magic, Fly*.

Talena Priestesses

There are twelve members of the priesthood, not counting Myreth and the young Oracle. They live communally within the Sanctuary, tending to the needs of the Oracle and visiting pilgrims. They wear simple white robes of fine wool, which have hardly changed in millennia, and each carries an elaborate brass lamp. The lamps (representing the light of truth) are the symbol of their small order.

The priestesses live a sheltered existence, rarely leaving the immediate area around the Sanctuary. Four of the Order also often fulfil the role of ceremonial guards when not undertaking other duties (see below).

Priestesses (5): AC 9; E2; hp 9 each; MV 120' (40'); #AT 1; THACO 19; Dmg as per weapon type; Save as E2, ML 10, AL L; Spells *Shield, Charm Person*.

Sanctuary Guards

Although there have been no acts of violence in the Sanctuary for centuries, a number of the elves act as ceremonial guards in memory of the attack by the barbarian king. Each wears light elven chainmail and carries a bow. They are also equipped with an ancient short sword not of elven design but taken from the king's men. ■

Sanctuary Guards (4): AC 5; E3; hp 12 each; MV 120' (40'); #AT 1; THACO 19; Dmg 1-6 (bow or short sword); Save as E3, ML 12, AL L; Spells *Light, Shield, Web*.

MONSTER TRAPS

Why should Dungeon Masters® have all the fun?

By Chris Gilford • Illustration from Clipart ETC

THE BANE of every players' existence are the cunning tricks and traps created by Dungeon Masters® (DMs) to catch the unwary or foolhardy. DMs enjoy creating these conundrums for their players so they can watch them squirm during their attempts to avoid imminent death or other misadventure. So it's poetic justice when DMs receive a little drop of their own medicine. To this end, the article below muses on some modest ways for players to use tricks and traps against monsters and NPCs in a similar way that DMs use against PCs. At the heart of 'oldschool play', as personified by early games like Classic D&D®, is player driven planning and strategy. Players don't always need to go toe to toe with NPCs and monsters, but can use traps, tricks and stratagem to defeat them. In fact, with their lowly 1st level PCs having nary a hit point between them, this sort of planning is a matter of life and death.

Naturally, adjudicating the outcome of a player planned trick or trap is the role of the DM. The result could be determined by pure DM fiat, or players making Ability checks or other rolls to see if their cunning trap worked. A

further possibility for opponents without a set of Abilities is employing the creature's listed Intelligence to test if it falls prey to a trap. The DM could modify the result based on the players' preparation or the sophistication of the trap and make a simple NPC Intelligence check.

Another option is the monster or NPC Saving Throw. Apart from the magical-like effects explicitly covered by the rules, Saving Throws can be used in other less specific situations. Although not written this way in the Classic D&D® rule sets, the descriptions and hierarchy of Saving Throws can be adopted and modified from page 65 of the AD&D® 2nd Edition *Dungeon Master's Guide*:

- **Death Ray or Poison:** In addition to its specific use, this Saving Throw can also be employed where willpower or great physical fortitude are required.
- **Magic Wand:** This can be used when a monster faces a magical attack from an unusual origin.
- **Paralysis or Turn to Stone:** This can also be used when a monster is subject to some intense physical alteration of its entire body (e.g. crushing).

- **Dragon Breath:** This saving throw can also be used where physical stamina and Dex are required to dodge injury.
- **Rod, Staff or Spell:** This can also be used to avoid an attack that does not fit another save.

A more unusual idea is for the players to set a puzzle or trap for the DM to try and solve on behalf of the NPC or creature. Although this approach has its problems and certainly turns the tables on the usual game paradigm, it does take the spirit of oldschool play in an interesting new direction.

The balance of the article suggests just a few simple trap ideas the players could deploy against DMs, er, monsters and NPCs:

Deadly 'Man traps'

The classic and perhaps most obvious monster trap is the 'man trap', that is to say a big trap designed to maim, capture or kill a large opponent. It's easy to imagine a monster such as a troll falling though a hidden pit trap or getting caught in a snare in the forest. The characters could even buy a steel troll trap before heading off into the wilds to protect their camp or perhaps

as part of their plan to catch a marauding monster terrorising local villagers. Many creatures encountered by the party would be of low or animal intelligence and therefore susceptible to falling for these old standards. Even more sophisticated NPCs or monsters could fall prey to this sort of trap, especially if hidden or disguised by hallucinatory terrain or lured by a *charm* spell.

Subterfuge

Traps don't have to be physical. Characters can use subterfuge and guile to lead an NPC or monster to its ruin. For example: PCs might tell a known NPC informant they intend to take a certain route through the wilds knowing full well it will get back to the posse of crooks, only to then take an alternate path and surprise the NPCs. Whether the informant is tricked by this false tale can be determined by DM fiat, the player's persuasiveness, a reaction roll, Cha check or even an NPC Wis or Int check.

Ambush

The ambush is also a type of trap that players are probably likely to have planned and executed against an NPC or monstrous opponent. Although this sort of actions may not normally be thought of in terms of a traditional concept of a D&D® 'trap', it is a worthwhile mind set for players to get into. As adventurers in a dangerous world, the characters should be trying to gain any advantage against their opponents they can. Yay for the surprise rules!

Mechanical Traps

NPCs aren't the only ones with valuable items they may want to keep secure from the light fingered: other adventuring parties, their NPC enemies, greedy thieves, or even random encounters could all happen upon their coveted hoards. All the sort of traps DMs employ against the characters could be employed against the rest of the game world: needle darts, swinging blades, trip wires and spring loaded crossbows are all on the table as potential traps.

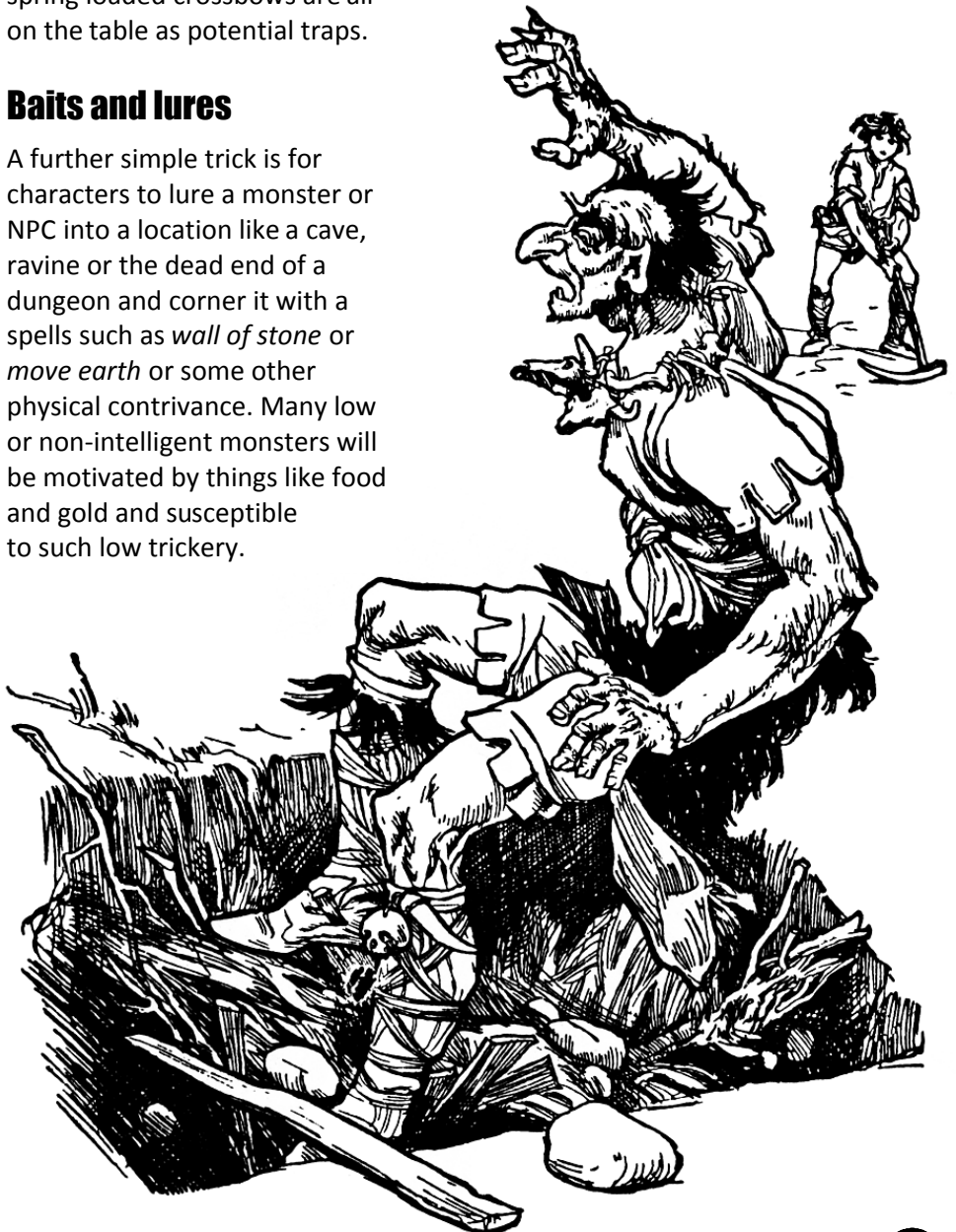
Baits and lures

A further simple trick is for characters to lure a monster or NPC into a location like a cave, ravine or the dead end of a dungeon and corner it with a spells such as *wall of stone* or *move earth* or some other physical contrivance. Many low or non-intelligent monsters will be motivated by things like food and gold and susceptible to such low trickery.

Vile Poisons

Finally, poison (often employed against PCs) is an underutilized ploy against monsters and NPCs. For example: hiding poisoned barbs in leaf litter, poisoning a goblin tribe's water supply, or adding poison to the PCs' blades.

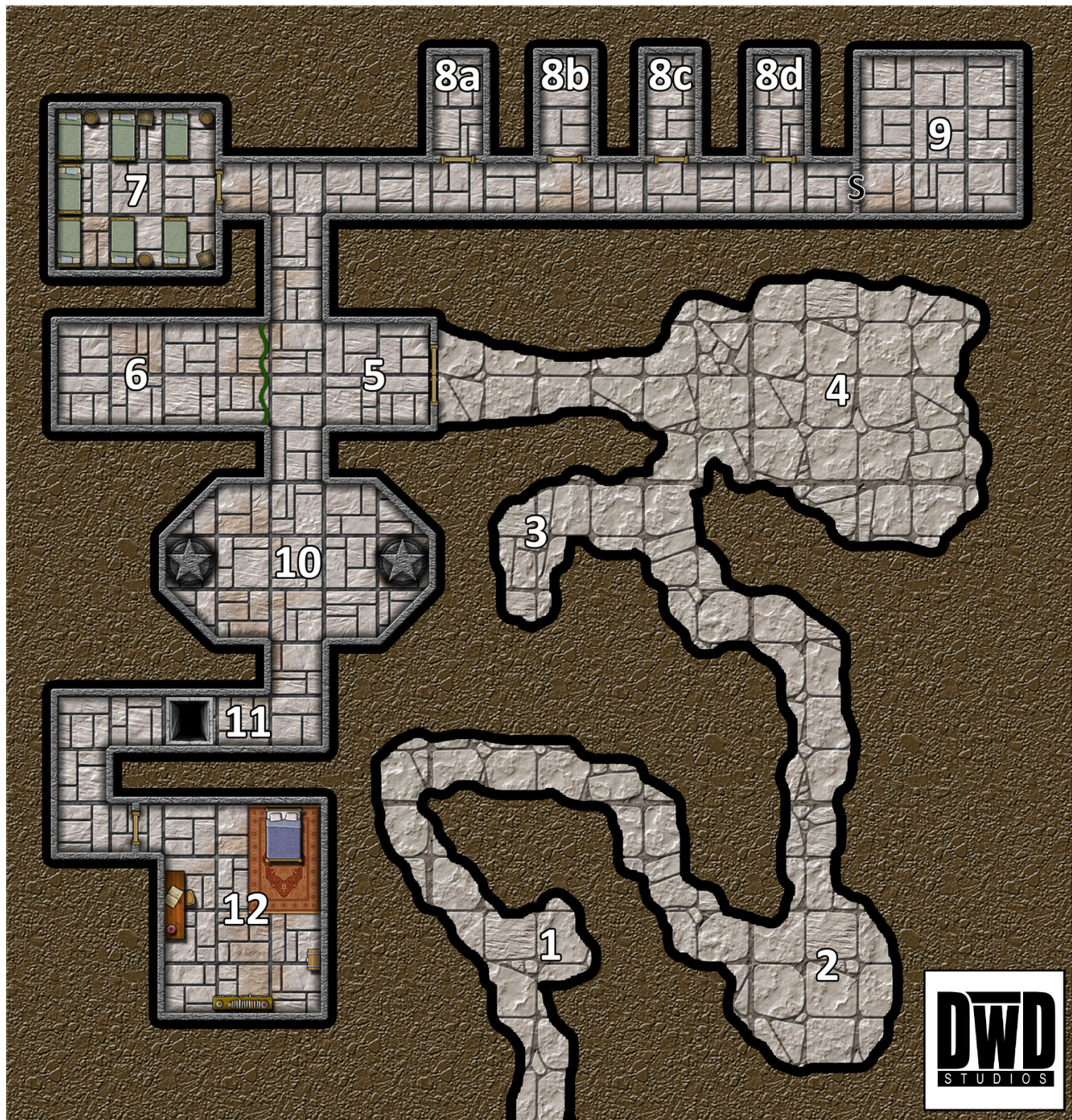
SO, THERE you are, a handful of old tricks for PCs to use against NPCs and monsters. Why should DMs have all the fun? ■



DEN OF THE MORLOCK SHAMAN

A colour map for the *Labyrinth Lord*™ sample scenario

Colour cartography by Bill Logan • Dwd Studios • www.dwdstudios.com



The above map is a remake of the first level of the *Den of the Morlock Shaman*, an example scenario starting on page 128 of the *Labyrinth Lord*™ (basic edition) game book. Tileset for floors derived from tiles made by Skeleton Key games.

VERBUM MAGICUM

Classic D&D® spell names translated into Latin!

Compiled by **Andrew Baker** • Translations by **Mark Riley** and **Mark Zumbuhl**

ALTHOUGH many of the spells contained in the D&D® *Rules Cyclopedia* and boxed sets have interesting titles I have long thought of introducing different and evocative spell name into my campaign. In pursuit of this curious goal is the following compendium of Classic D&D® spell names translated into Latin!

The translated spell list below has a long history, starting with my own clumsy attempt several years ago to compile a Classic D&D® list from a similar AD&D® list. Special thanks must however go to the final translators of the spell names, Mark Riley and Mark Zumbuhl, without whose time and effort this article would not have been possible! Both went above and beyond the call of duty with the former providing me initial assistance and the latter comprehensively editing and translating the final version!

Verbum Magicum was compiled with both DMs and players in mind. The translated spell names could be used to add an authentic air to a campaign set in a fantastical Medieval Europe. Or DMs could use the translated spell names to add mystery to encounters; imagine a player's confusion when a magic-user or

elf from a faraway realm threatens to cast a *mens debilis* spell on his character. Players could also use the list to add colour to their roleplaying sessions; "Kalias shouts '*telum magicum*', and casts a *magic missile* at the nearest goblin" etc. No doubt you have already thought of other interesting ways to introduce the translated spell names into your campaign.

A quick guide to Pronunciation

Latin poses a problem when trying to create even a brief pronunciation guide because there are a number of different ways it can be pronounced, such as Classical (the best guess of how it was spoken in ancient times), Ecclesiastical (pronounced much like Italian), and English Latin. For the sake of authenticity, the following will present three very quick and dirty tips on the pronunciation of Classical Latin. Those who would like to learn more are encouraged to undertake their own research.

The first thing to remember is that Latin is largely pronounced the way it looks. For example, Latin contains no silent letters.

However, English speakers should also note that "c" is pronounced as a "k" (e.g. Cicero should be *Ki-ker-roh* and not *Si-ser-roh*), "v" as a "w" (e.g. *wer-bum* and not *ver-bum*) and "j" as an "i" (e.g. Juno is pronounced *EE-oo-noh*).

Secondly, Latin has six diphthongs (vowel combinations that form one syllable): "ae" (*eye*), "au" (*ow*), "ei" (*ay*), "eu" (*e + u pronounced quickly without pause*), "oe" (*oy*), and finally "ui" (*ooey*). Therefore in other vowel combinations the letters are pronounced separately (e.g. tuum is pronounced *too-um* and not *toom*).

Lastly, as is the case in English, certain syllables in Latin are stressed. In two syllable words the stress is on the first syllable (e.g. *voca*), on the second last syllable in words containing a long or a short vowel followed by two consonants (e.g. *amatis*) and third last syllable in other words (e.g. *celeriter*). Finis.

Latin Spell Names

The following list of translated spell names has been drawn from the *Rules Cyclopedia*. The spells are organised by group (clerical, druidical or magical) and level:

Clerical Spells

English

Level 1

Cure Light Wounds*
Detect Evil
Detect Magic
Light*
Protection From Evil
Purify Food and Water
Remove Fear*
Resist Cold

Level 2

Bless*
Find Traps
Hold Person*
Know Alignment*
Resist Fire
Silence, 15' Radius

Snake Charm
Speak with Animals

Level 3

Continual Light*
Cure Blindness
Cure Disease*
Growth of Animals ?
Locate Object
Remove Curse*
Speak with the Dead
Striking

Level 4

Animate Dead
Create Water
Cure Serious Wounds*
Dispel Magic
Neutralize Poison*
Protection from Evil,
10' Radius
Speak with Plants
Sticks to Snakes

Level 5

Commune
Create Food
Cure Critical Wounds*
Dispel Evil
Insect Plague
Quest*

Incantationes Clericorum

Latin

Ordo I

Sanare Vulnera Levia*
Deprehendere Malum
Deprehendere Magiam
Lux*
Tutela a Malo
Purificare Cibus et Aquam
Depellere Timorem*
Resistere Frigori

Ordo II

Benedicere*
Invenire Insidias
Retinere Hominem*
Noscere Moralitatem*
Resistere Igni
Silentium, Radius Pedum
Quindecim
Incantamentum Serpentis
Colloquere cum Animalibus

Ordo III

Lux Perpetuum*
Sanare Caecitatem
Sanare Pestem*
Incrementum Animalium
Invenire Obiectum
Depellere Maledictum*
Colloquere cum Manibus
Percussio

Ordo IV

Animare Mortuum
Creare Aquam
Sanare Vulnera Severiora*
Dispellere Magiam
Compensare Venenum*
Tutela a Malo, Radius
Pedum Decem
Colloquere cum Plantis
Bacula ad Serpentes

Ordo V

Communicare
Creare Cibus
Sanare Vulnera Gravissima*
Dispellere Malum
Pestilentia Insectorum
Investigatio*

Raise Dead*
Truesight

Level 6

Aerial Servant
Animate Objects
Barrier*
Create Normal Animals
Cure All
Find the Path
Speak with Monsters*
Word of Recall

Level 7

Earthquake
Holy Word
Raise Dead Fully*
Restore*
Travel
Survival
Wish
Wizardry

* Reversible Spell

Druidic Spells

English

Level 1

Detect Danger
Faerie Fire
Locate
Predict Weather

Level 2

Heat Metal
Obscure
Produce Flame
Warp Wood

Level 3

Call Lightning
Hold Animal
Protection from Poison
Water Breathing

Level 4

Control Temperature,
10' Radius
Plant Door
Protection from Lightning
Summon Animals

Erigere Mortuum*
Visus Verus

Ordo VI

Minister Aerius
Animare Obiecta
Impedimentum*
Creare Animalia Usitata
Sanare Omnes
Invenire Callem
Colloquere cum Monstris*
Verbum Revocationis

Ordo VII

Terrae Motus
Verbum Sanctum
Erigere Mortuum Totaliter*
Restituere*
Iter Facere
Superstes
Optatum
Magica Ars

* Incantatio Invertibilis

Incantationes Druidorum

Latin

Ordo I

Deprehendere Periculum
Ignis Imaginis
Invenire
Divinare Tempestatem

Ordo II

Calefacere Metallum
Obscurare
Parere Flammam
Pervertere Lignum

Ordo III

Vocare Fulmen
Retinere Animal
Tutela a Veneno
Respiratio Sub Aqua

Ordo IV

Moderari Temperatram,
Radius Pedum Decem
Ostium per Plantas
Tutela a Fulmine
Evocare Animalia

Level 5

Anti-Plant Shell
Control Winds
Dissolve
Pass Plant

Level 6

Anti-Animal Shell
Summon Weather
Transport Through Plants
Turn Wood

Level 7

Creeping Doom
Metal to Wood
Summon Elemental
Weather Control

* *Reversible Spell*

Magical Spells

English

Level 1

Analyze
Charm Person
Detect Magic
Floating Disc
Hold Portal
Light*
Magic Missile
Protection from Evil
Read Languages
Read Magic
Shield
Sleep
Ventriloquism

Level 2

Continual Light*
Detect Evil
Detect Invisible
Entangle
ESP*
Invisibility
Knock
Levitate
Locate Object
Mirror Image
Phantasmal Force
Web
Wizard Lock

Ordo V

Testa Contra Plantas
Moderari Ventis
Dissolvere
Transire Plantam

Ordo VI

Testa Contra Animalia
Evocare Tempestatem
Transportare per Plantas
Repellere Lignum

Ordo VII

Repens Exitium
Metallum Ad Lignum
Evocare Elementicium
Imperium Tempestatis

* *Incantatio Invertibilis*

Incantationes Magorum

Latin

Ordo I

Explicare
Fascinare Hominem
Deprehendere Magiam
Discus Fluitans
Retinere Portam
Lux*
Telum Magicum
Tutela a Malo
Legere Linguas
Legere Magiam
Scutum
Quiescere
Sermo e Longinquo

Ordo II

Lux Perpetuum*
Deprehendere Malum
Deprehendere Invisibilem
Implicare
Perceptio Extra Sensus (PES)*
Invisibilitas
Pulsare
Levitate
Invenire Obiectum
Imago Speculi
Vis Phantasmatica
Aranea
Sera Magorum

Level 3

Clairvoyance
Create Air
Dispel Magic
Fireball
Fly
Haste*
Hold Person*
Infravision
Invisibility, 10' Radius

Lightning Bolt
Protection from Evil, 10'
Radius
Protection from Normal
Missiles
Water Breathing

Level 4

Charm Monster
Clothform
Confusion
Dimension Door
Growth of Plants*
Hallucinatory Terrain
Ice Storm/Wall of Ice
Massmorph
Polymorph Other
Polymorph Self
Remove Curse*
Wall of Fire
Wizard Eye

Level 5

Animate Dead
Cloudkill
Conjure Elemental
Contact Outer Plane
Dissolve*
Feeblemind
Hold Monster*
Magic Jar
Passwall
Telekinesis
Teleport
Wall of stone
Woodform

Level 6

Anti-magic Shell
Death Spell
Disintegrate
Geas*
Invisible Stalker

Ordo III

Visus Clarus
Creare Aerem
Dispellere Magiam
Pila Ignis
Volare
Festinatio*
Retinere Hominem*
Videre Calorem
Invisibilitas, Radius Pedum
Decem

Fulmen
Tutela a Malo, Radius
Pedum Decem
Tutela a Telis Usitatis
Respiratio Sub Aqua

Ordo IV

Fascinare Monstrum
Forma Panni
Confusio
Ostium Dimensionum
Incrementum Plantarum*
Terra Alucinationis
Procella Glaciei/Murus Glaciei
Mutare Complures
Mutare Alterum
Mutare Ipsum
Depellere Maledictum*
Murus Ignis
Oculus Magi

Ordo V

Animare Mortuum
Necare per Nubem
Arcessere Elementicium
Contingere Planam Exteriozem
Dissolvere*
Mens Debilis
Retinere Monstrum*
Amphora Magica
Transire Murum
Motio per Mentem
Portare Procul
Murus Saxi
Formare Lignum

Ordo VI

Cortex Contra Magiam
Incantatio Mortis
Disintegrare
Necessitas*
Venator Invisibilis

Lower Water
Move Earth
Projected Image
Reincarnation
Stone to flesh*
Stoneform
Wall of Iron
Weather Control

Level 7

Charm Plants
Create Normal Monsters
Delayed Blast Fireball
Ironform
Lore
Magic Door*
Mass Invisibility*
Power Word Stun
Reverse Gravity
Statue
Summon Object
Sword
Teleport Any Object

Level 8

Clone
Create Magical Monsters

Demittere Aquam
Movere Humum
Imaginem Proiectam
Reincarnatio
Saxum ad Carnes*
Formare Saxum
Murus Ferri
Imperium Tempestatis

Ordo VII

Fascinare Plantas
Creare Monstra Usitata
Displosio Tardata Pilae Ignis
Formare Ferrum
Eruditio
Ostium Magicum*
Invisibilitas Multorum*
Verbum Potens Stupefacere
Invertere Gravitatem
Statua
Evocare Obiectum
Gladius
Portare Quicquam
Obiectum Procul

Ordo VIII

Imitari
Creare Monstra Magica

Dance
Explosive Cloud
Force Field
Mass Charm*
Mind Barrier*
Permanence
Polymorph Any Object
Power Word Blind
Steelform
Symbol
Travel

Level 9

Contingency
Create Any Monster
Gate*
Heal
Immunity
Maze
Meteor Swarm
Power Word Kill
Prismatic Wall
Shapechange
Survival
Timestop
Wish

* Reversible Spell

Saltare
Nubes ad Displodendum
Vis Undique
Incantamentum Multitudinis*
Impedimentum Mentis
Diuturnitas
Mutare Quicquam Obiectum
Verbum Potens Caecare
Formare Chalybem
Symbolum
Iter Facere

Ordo IX

Eventus
Creare Quicquam Monstrum
Porta*
Mederi
Immunitas
Labyrinthus
Examen Facum Caelestium
Verbum Potens Necare
Murus Prismaticus
Mutare Formam
Superstes
Intercludere Tempus
Optatum

* Incantatio Invertibilis



Illustration by Jesse Walker

TRUESIGHT

Views from the Old School blogosphere

EACH issue *Encounter* will take a quick stroll around the world wide web and bring back a sprinkling of comments and opinions from the lively Old School blogosphere...

Motivation Emerging from and through Play

lordgwydion.blogspot.com

“Once the dice hit the table, characters should begin to be fleshed out by actions that happen to them within the game, choices the players make for them, and goals the players set for the characters themselves.”

Rulesets Have No Expiration Dates

nitessine.wordpress.com

“There’s a strange notion I’ve run into a couple of times during the latest bout of Old School Renaissance arguments – namely, that the rules of old D&D editions are somehow “obsolete”.

Let’s get this straight: no roleplaying game that I have ever seen has come with a “best before” date stamped on it. There is no exact science behind game rule development that has advanced by leaps and bounds in

the last thirty-odd years, like computer or mobile phone technology has. Beyond the physical properties of the product, there is nothing, *nothing*, objectively better about a game that has been released in 2010 as opposed to a game that was released in 1978.”

My lawn: get off it

savevspoison.blogspot.com

“I want quick character generation. I want quick combat that doesn’t require minis. I want task resolution to be either ad hoc or *incrediblyfrigginsimple*. I want books that aren’t thick enough to double as anti-shiv body armor.”

Why the OSR might not matter...

aldeboran.blogspot.com

“Maybe I am wrong, but members of the OSR fighting over how to market OSR games seems a lot like factions in the buggy whip manufacturing business arguing about how to make and sell buggy whips long after the automobile had taken over. There will still be a small market for OSR pencil and paper

stuff (just like I think a small number of people, like the Amish and those who practice domination, probably still buy buggy whips). But I don’t believe there will ever be enough customers to support a huge industry again and certainly not enough to justify all of the ‘Sturm und Drang’ over how to write and sell OSR gaming material that goes on.”

Questions, Questions, Questions

tao-dnd.blogspot.com

“I think if there’s something I hate about being a DM, it’s not having an answer to a question when it is asked. Most times, that’s because it is something that’s going to take more than three minutes to calculate or research—because I’ve never considered that the issue would come up. I could work it out, but it’s going to take time, and with six people sitting there, there isn’t time. Which means I tell someone I’m putting it on the back burner, I make a note about it and ... completely forget all about it until the question is asked again, next week.” ■

COVER ARTIST

Every party needs a nemesis and Greg Taylor's fantastic image could give DMs some nasty ideas and many players nightmares! To view more of Greg's artwork visit www.gregtaylorart.com