

Footprints



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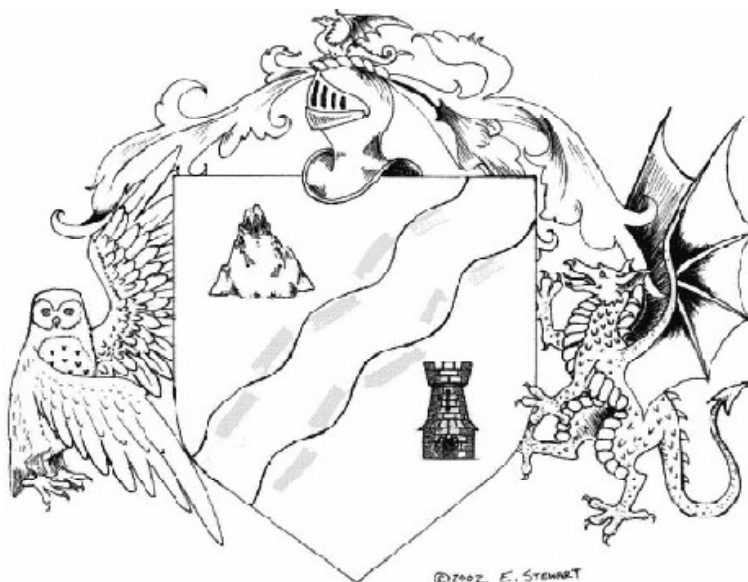
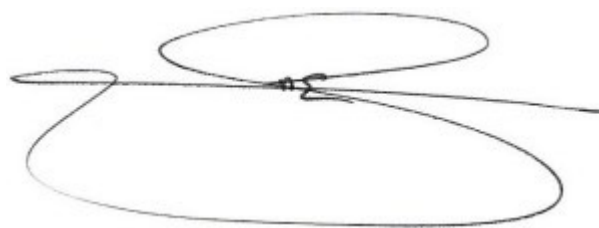
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% IN LAIR

"Somewhere under a lost and lonely hill of grim and foreboding aspect lies a labyrinthine crypt." So begins one of the most beloved (by DMs) and feared (by players) scenarios ever written for **AD&D**. Where that hill may be is left up in the air, thus we are proud to present the first, we hope of many, (False) Tomb of Horrors! We also bring you the Werelord, a new PC, as part of the treasure trove of new magic items, monsters and material for your games you've come to expect.

This issue's cover, "The Winterhorn," is by the excellent Melchior van Rijn. Please check out his work at <http://home.planet.nl/~rijn0253/>.

We realize that Issue 17 took some time to get to you. We will commit to try to get future issues back on track. As always, we couldn't do any of this without your contributions and feedback. Game on!



ALTERNATIVE SPELL CASTING RULES FOR CLASSIC D&D AND AD&D (1ST EDITION)

By Christopher Lewis

*AUTHOR'S NOTE: "Don't mess with it... It's a good system that's stood the test of time. Just leave it alone." I've heard that more than once, along with, "Why even bother? No one plays or even cares about old **AD&D**." Ouch! Now that one really hurts.*

*Well, I love my old **Dungeons & Dragons** (Basic & Expert rules), and I love my old **Advanced Dungeons & Dragons** (1st Edition). Of course, a little tweak here and there wouldn't hurt, which is what brings me to what I am doing today. I decided to revamp the spell casting system used in **AD&D**, to reflect my personal views of how I think magic should be in the game. These suggestions work equally well for both classic **Dungeons & Dragons** (Basic & Expert) and **Advanced Dungeons & Dragons** (1st Edition).*

In these rules I wanted spell casters to truly be masters of their spells and not merely walking spell storage devices. I wanted the casting of spells to be noticeably debilitating to spell casters, and while I wanted magic to definitely be a part of the action, I did not want it to be the center of it all; though it could easily be made so. All of this, and I wanted to have a system that would not require a calculator and 20 pages of rules to figure it all out. Simplicity, along with brevity, being the soul of wit; I hope that I have succeeded, at least in part.

I hope that you will find the following suggestions enjoyable.

Armor Use

The only reason why Magic-Users do not wear armor is because they don't train to wear it. They don't train because they spend their training time with their noses buried in dusty books and scrolls trying to learn new spells or other useful information; training their minds, not their bodies. Armor, in and of itself, does not interfere with the casting of spells.

Magic-users and illusionists choose not to wear armor in the same way that a neurosurgeon chooses not to drop a tricked out V8 into that old '68 Camaro in his garage one Saturday. The related skills and training needed for properly using armor requires an investment in time and effort that the man of magic can ill afford. Magic, and its complex spells, require a great deal of study and practice to be proficient at it. The neurosurgeon might not be able to rebuild an engine, but he can work miracles inside the human brain. Fighters and Magic-users are simply quite different breeds.

Multi-classed demi-humans are able to combine armor use with spell casting. This is compensated for by the fact that they are restricted as to how many levels they can achieve in each class.

Dual classed human characters may combine armor use with spell casting because of the requirements which they must meet in order to change character classes and progress into a second one. A character that was once a Fighter and is now a Magic-User as well should be able to benefit from their previous training and experience.

Clerics and Druids do not suffer from this. Their magic is bestowed upon them by their deity, meaning they don't have to study as much and therefore have time available for armor training. Druids are restricted as to what they can wear anyway, because of their faith, and Clerics should have similar restrictions. The armor a Cleric can wear depends upon which god they have chosen to serve (Refer to the descriptions of your deity and your DM for guidance my child.)

Weapon Selection

Believe it or not, fighting with a quarter staff is much more complex than fighting with a broad sword. Magic-users don't devote much time to weapons training, for the same reasons they don't train in armor use. For most Magic-users, the staff is rather like a badge of office, or part of the uniform, and not actually a weapon, although of course they can and do use it as such. All beings are capable of using a dagger in combat so that one is a given. In addition, a Magic-user may be skilled with a simple, one-handed melee weapon such as a club, hand axe or perhaps a short or broad sword. The long sword, bastard and two-handed swords require too much training for the Magic-user to use.

Again, Clerics and Druids must refer to their individual faiths to determine their available weapons. Please note for the record: If you worship an evil god of death and pestilence, then he probably will not have any objections to your using a poisoned long sword in battle. If, however, you worship a goddess of healing and love you might want to think twice about using ANY weapon! Again, confer with your DM and come to an agreement for what your authorized weapons are based on the persona of your god.

A Spell Caster Must Be Able to Speak

This is prerequisite number one. If you cannot speak you cannot cast a spell. Being gagged or otherwise silenced will prevent you from casting any spell under normal circumstances. Furthermore, spells are recited in a normal or, more commonly, a forceful voice. Spells are not whispered under one's breath.

A Spell Caster Must Be Able to See

This is prerequisite number two. If you cannot see the target of your spell then you cannot cast a spell. Spells which target an area only require that you can see the area; and not individuals within that area. A blindfold will render you powerless.

A Spell Caster Must Be Able to Move

This is prerequisite number three. You must be able to move at least one hand in order to cast a spell. If your hands are bound against your body and you can't move them then you cannot cast a spell, unless the spell has no somatic or material components.

Material Components

I try not to concern myself too much with material components. The only time I care about what material component a spell needs is if the character is researching a new spell that is not in the Player's Handbook (and thus is unknown to the world of spell casters or their spell mongers and suppliers of components), or as a possible adventure hook to get the party to run an adventure I've planned out. Another instance would be if a spell caster wants to cast an unprepared spell from their spell book (see below). I assume that whatever a spell caster needs for his memorized spells he'll be sure to have on hand; why else would he bother to memorize the spell? Clerics and Druids on the other hand need no such material components; they call upon their faith and have no need of odd things to make their miracles happen.

Spell Listings

Let's see now, we have Magic-user spells, we have Cleric spells, we've got Druid spells and then we have those Illusionist spells. They all have one thing in common; they're all spells. THEY ARE ALL THE SAME. There are no longer any separate spell lists by class, all spells being listed together, alphabetical by level. A Cleric might be granted the **Fireball** spell by his deity (good spell for cleaning out those heathens!) while a Magic-user might think to memorize a **Cure Light Wounds** spell.

The Daily Spell Preparation Lists

The tables that are listed in each class, which show how many spells and of what level you are able to cast each

day, are no longer used. We will use a different type of system which I will detail in the next sections.

Intelligence and Wisdom

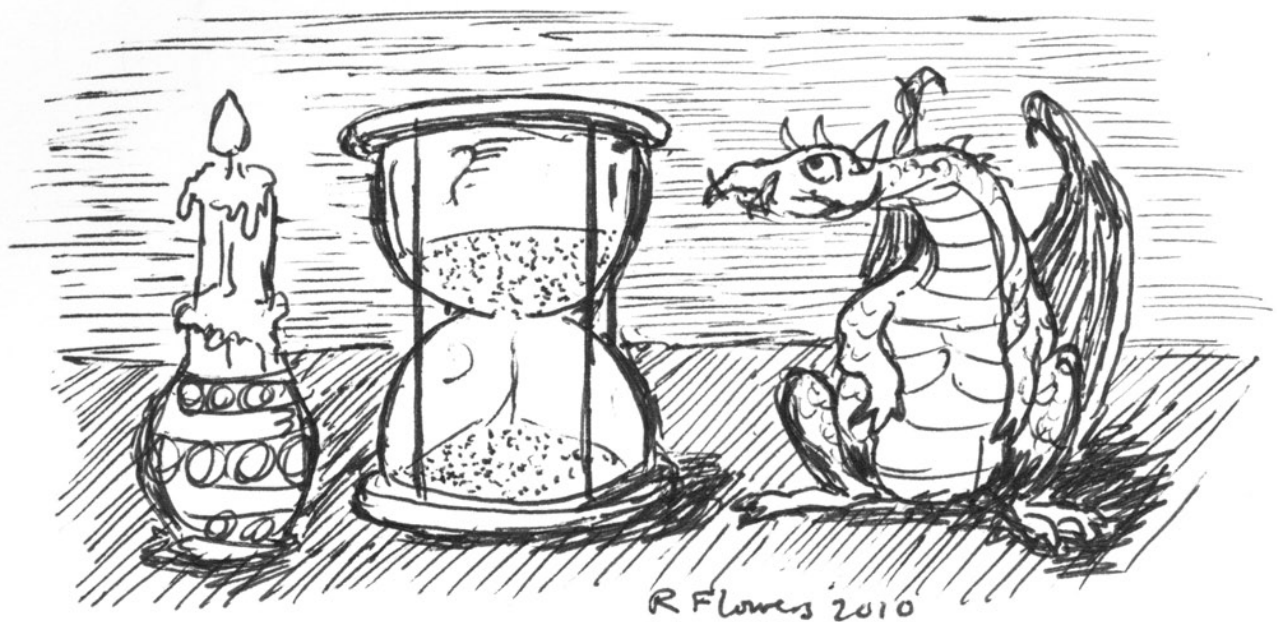
Intelligence is the ability score used by Magic-users in learning and casting spells. Clerics and Druids make use of their Wisdom score rather than their Intelligence score for their magic. Simply substitute Wisdom for Intelligence in the following sections for Clerics.

Spell Casting

In order to cast a spell you first have to learn it, and the first question is: Are you capable of learning it?

Intelligence Table I [**AD&D PHB**] lists the required minimum intelligence scores to learn higher level spells. If you don't have the required minimum intelligence score (wisdom for Clerics) then you simply cannot cast any spells of that level, ever; they are beyond your ability to comprehend. If you have the required intelligence score then you need to study the spell in order to learn it. Intelligence Table II is no longer used.

The chance to learn a spell is equal to your intelligence score x 1% (therefore, an 18 intelligence gives you an 18% chance). You must roll this number or less on 1d100 for each week of study in order to learn the new spell. For each week you dedicate to studying the new spell (to the exclusion of all other activities) you may add 1d6% to your roll needed to learn it (six weeks of study would allow you to add 6d6 to your 18%). A break in your studies of more than 1 week will erase all of your accumulated gains in trying to learn it, and you will have to start anew. A tutor



or tutors (up to 2) may try to help you in learning a new spell. The tutors will add half (rounded up) of their intelligence scores to your own in your attempt to learn the spell. Clerics, Druids and Magic-users alike must all learn their spells. Clerics and Druids will spend their time in meditation and prayer seeking enlightenment from their peers or from their own efforts, while Magic-users study incantations, somatic gestures and material components.

Once you succeed in making this roll the spell will be 'known' to you and you may add it your spell book (yes, even Clerics maintain a spell book; their book of miracles). There is no limit to the number of spells which you may learn and have recorded in your spell book.

Magic-users cannot teach Clerics a spell and Clerics cannot teach Druids etc. As a Cleric or Druid you will either need to study on your own, or your tutors will need to be of the same faith as yourself. Monasteries and Holy sites

are common places to go for learning new miracles. Magic-users may teach one another without any difficulty, though most abhor the idea of sharing their secrets. Guilds may have tutors available to members as well as libraries, but the secret of your spell knowledge is what sets you apart as a wizard.

Now that you have a collection of spells to choose from in your spell book, it is time to select your spells to have at the ready for casting. If you want to add a spell to your memorized spell list you must study it, committing it to memory. Spell casters will now actually memorize their spells, not merely impress them **[AD&D PHB]** into their memory like recordings. Clerics and Druids will meditate or pray and be endowed with the spells by their deity, their book of miracles serving to guide their prayers. Magic-users will be memorizing the incantations and somatic gestures while preparing the needed material components.

The wisdom bonus which Clerics receive [Wisdom Table II **AD&D PHB**] is also applicable to Magic-users, just use their intelligence score instead of the wisdom score. The table is modified as follows: A score of 13-14 yields +1 spell per day for memorization, 15-16 yields +2 and 17-18 yields +3 spells per day.

For all spell casters of all levels and of all classes, the number of spells that you are capable of memorizing and holding in your memory is equal to your intelligence score divided by two (rounded up). Add to this any bonus spells from high intelligence or wisdom scores and any magic item granted bonus spells.

The amount of time required to study a spell and commit it to memory is equal to the spell level in hours. Thus a 3rd level spell will require 3 hours of study to fully memorize it. These hours should be

played as game time, a spell caster is no longer able to sleep a few hours and then <poof!> new spells for the day! This time is the same for Magic-users as well as for Clerics and Druids.

There are no restrictions regarding what spell you can know or at what level you can cast it, other than having the prerequisite intelligence or wisdom to learn it. If you are a 1st level Magic-user and you encounter a spell book with 6th level spells in it, you can try to learn and cast them. A 3rd level Cleric could be granted a 9th level spell by their deity if the need is great and the deity (the DM) allows it. Refer to the spell descriptions and observe the variable ranges, damages and so forth. As DM you will need to adjudicate a few things regarding spell ranges, areas of effect and damages.



Example: An INT score of 17 will give you 9 spell slots in your memory. Your high score of 17 gives you a bonus of 3 additional spells per day for a total of 12. You might select: **Entangle, Cure Disease, Polymorph Self, Knock, Sleep, Phantasmal Force, Detect Invisibility, Fireball, Teleport, Cone of Cold, Faerie Fire** and **Cure Light Wounds**.

These spells are what you have memorized and have available for your immediate use. When you cast a spell from memory you do not forget it. The spell is still memorized and available for use again at any time. The casting time for a memorized spell is the normal time listed in the Player's Handbook [**AD&D PHB**]. The only way that you can cast a spell is if you have it memorized first, with one exception.

The other way of casting a spell is by reading it from your spell book. When this is done you may cast any spell that you have in your spell book, not just those that are memorized. The casting time is greatly increased though; one melee round (minute) per spell level, so a 6th level spell would require six melee rounds (6 minutes) to cast. There may be times when this is possible, but in melee you would not have much of a chance of casting a spell like this. There is also the question of material components. I assume that if you take the time to memorize a spell you would think to carry what you need to cast it; reading something impromptu from your spell book doesn't necessarily mean that you have what you need. This is when the DM is fully justified in checking the material components that you have with you.

Spell Casting Skill Check

Rather than simply assuming that the spell caster cast his spell correctly, a skill check is needed to see whether he did so or not. 1d20 is rolled against the primary ability score (INT for Magic-users and Illusionists or WIS for Clerics and Druids) with the goal of rolling at or below your current score.

The purpose of this skill check isn't to make spell casting perilous, only to inject the possibility of failure; other than the spell caster being hit while trying to cast. After all, you are recalling a spell using your memory, and our memories sometimes fail us. A successful roll will indicate the spell was cast correctly while a failed roll means your attempt to cast the spell failed.

Modifiers to this die roll could be many and varied, for example: Perhaps a +4 penalty if less than half of your hit points are remaining or a -1 bonus for casting a spell you are especially familiar with.

Drain

Casting a spell is exhausting and harmful. Channeling magical energy through your body causes physical damage to you, and the more powerful the spell the more damage you incur. Each spell cast will cause damage to you equal to the spell level + 1d4. This is called 'drain'. A failed skill check for spell casting will not result in any 'drain' being suffered by the spell caster.

Mana

Mana is magical energy. A spell caster can make use of mana to cast spells. Every spell caster has a base number of mana points equal to their hit points. Mana can also be stored or tied to certain magical items, such as a ring which gives you 1d6 mana each day or a potion giving you a temporary boost of 2d6 mana.

Drain from casting a spell is first deducted from your available mana and then from your hit points. Under no circumstances may a spell caster have more than double their hit point total in mana points. All points received from any source which would exceed this limit are simply lost. This damage is lethal and takes effect immediately. A spell caster who exhausts their mana will be fatigued but still healthy and able to continue adventuring. Consuming your hit points after exhausting all of your mana can result in the spell caster literally casting them self to death.

Mana Recovery

Mana is recovered in the same manner as hit points. Healing spells may be targeted to restore either hit points or mana, but not both. Healing potions will usually only restore lost hit points but you can brew a healing potion to restore mana instead. These are referred to as mana potions and they are not as common. Relying on natural healing, mana will be recovered at the same rate as hit points.

Sacrifices

Evil Clerics and Magic-users will sometimes make use of sacrificial victims in casting their spells. Sacrifices must be an intelligent creature, not an animal. When this is done, the drain from casting a spell is redirected from the spell caster to the body of the sacrificial victim, reducing their hit point total. Casting spells in this manner will extend their casting times by 5 segments and the victims must be prepared beforehand in some manner; shaving their heads or painting them with blue paint etc. This 'preparation' is why the casting time is increased because the spell caster must incorporate this description into the wording of his spell.

Efficiency with Experience

The amount of drain that you suffer casting a spell will never change (other than your 1d4 die roll). The variables of a spell such as range, area of effect and damage will increase as you gain levels. This is where your character level still comes into play; we get better at doing things as we become more experienced. As DM, you will need to review the spell descriptions. Most spells already have variable ranges and damages built into them. Where only one value is listed that value will not be variable.

Example: Darien has just finished his apprenticeship and his master has given him a **Lightning Bolt** spell. When Darien casts **Lightning Bolt** it will shoot a good distance, but not as far as his master's casting of the same spell. Also, Darien will only inflict 1d6 damage with

his **Lightning Bolt** spell since he is a 1st level Magic-user, while his master would cause considerably more.

Rary's Mnemonic Enhancer [AD&D PHB]

This spell will increase the number of spells which you can memorize for a period of 24 hours. It will allow you to memorize 50% more spells for that day only. Example: If you have an intelligence score of 14 and can normally memorize 7 spells per day, this spell will allow you to memorize 11 spells ($7/2=3.5$, rounding up, $7+4=11$), one of which must be the **Mnemonic Enhancer** spell. Note that only your base number of spells is considered in this. Extra spells from devices or bonuses are added on after. At the end of the 24 hour period your extra spell memorizing ability will fade and any extra spells memorized beyond your normal maximum will be lost.

(Objects) of Wizardry

This device normally appears in the form of a ring, though it can take nearly any form. There are 2 types of this magical item; a **Lesser** and a **Greater (Object) of Wizardry**. The lesser item will allow you to memorize 3 additional spells each day; the greater will do the same and will also have 1d3 spell-like powers embedded within it, each of which is usable up to a maximum of 3 times a day. Either object may also incorporate mana; the lesser should grant 1d6 mana per day while the greater grants 3d6 points of mana per day.

For example: A **Greater Ring of Wizardry** grants the wearer 3 additional spells

per day, plus 3d6 mana points and **Sleep, Knock** and **Cure Light Wounds** twice each day. As DM, the spells you place into the ring should not be more powerful than 1st level.

Balancing Game Play

As you can see, your hit points and mana are the controlling factors in spell casting. Additionally, the limited number of memorized spells and the time needed to memorize them will keep spell lists somewhat short, with spell casters selecting their 'normal' spells and adjusting one or two spells depending on the situation.

The main control for game balance is the use of mana and hit points. A campaign where magic is scarce would drop the use of mana altogether and only use hit points to absorb drain. Using mana allows more spell casting though it might become necessary for game balance to adjust the hit point recovery system.

Potions of healing present a problem. Drinking one will allow very fast hit point (or mana) recovery and so more spell casting ability, creating a 'video game' feel to your campaign. If that's what you like then so be it. For a more controlled amount of spell casting increase the amount of time a healing potion needs in order to heal your damage, be it physical hit points or mana. My suggestion is that it takes 1d4 hours for a healing potion to take its full effect when healing, and not taking effect instantly.

Healing spells will instantly restore lost hit points or mana. This is balanced by the fact that to cast the healing spell one must suffer the drain of casting it.

Wands, scrolls and other devices which hold spells are another problem altogether. These devices function just as if you actually cast the spell, meaning that healing is instant. These are balanced somewhat by the fact that they use charges, or in the case of a scroll they disappear when read. My only advice here is that they should be tightly controlled to prevent the party from being able to stock pile them.

Note to the DM: If the party is loaded down with an arsenal of **Cure Light Wounds** scrolls and healing wands it's because YOU gave them those things.

Remember also; if the good guys can do that, then you better believe the bad guys will do it too. That can be a sobering thought indeed.

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© December 1979 by Gary Gygax and Dave Arneson

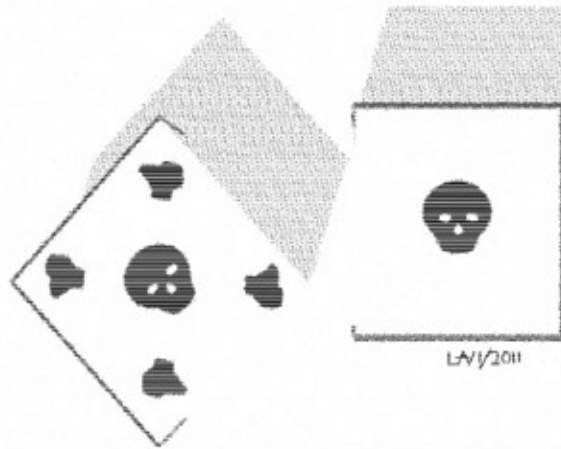
Dungeons & Dragons (Expert Rulebook)
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Advanced Dungeons & Dragons Players



DEATH DICE

By Lenard Lakofka



A pair of Death Dice are usually oversized (around 2 cm per side), decorated with white skulls on a black background. Black skulls on a white or ivory background also exist.

Strangely, they radiate both evil and good, since five of the eleven possible totals have a beneficial result for the caster.

The same person can roll a pair of these dice on different occasions at least forty eight hours apart. When the holder picks up the dice, he or she will hear in his or her mind one of the following: "Once, Twice, Thrice, Four Times, Five Times or Six Times" (the DM rolling that number in secret). This value is the total times those present can throw the dice and have an effect occur. (Automatic rolls, see hereafter, do not count toward this total.) The consecutive rolls must occur within three minutes of one another.

For example, Fred, Charlie, and Rallyman are present, and Rallyman picks up the dice. He hears "Five Times". Rallyman could roll the dice five times himself. He could roll once and give the dice to Fred, who could roll from one to four times. If an automatic roll occurs (see below), it is not part of the "Five Times" forecast. Note that any of the people present can refuse the dice and stop rolling before five times occurs. The person(s) can stop at any time, except for an automatic roll.

Every time an even number total is rolled, the result will be adverse to the caster. Every odd total will be beneficial.

*Note: There can be no spell casting during these dice rolls. A **Bless** or **Curse** has no effect on the dice whatsoever. Thus a curative spell cannot be cast until the last roll has occurred or the last person to hold the dice refuses to roll them again. The curative spell, if cast, will simply be lost. This rule should be discovered the hard way!*

Here are the totals and the magic they invoke:

12: Take 24 hit points of immediate damage.

11: Obtain 22 hit points of immediate healing (including neutralizing a poison or removing a minor curse). DM will rule on whether a curse in place, if there is one, is 'minor' or not.

If not wounded or wounded, but not up to 22 hit points, the caster will add the unused point(s) to his/her total for 24 hours. If not used in those 24 hours, they vanish. All damage in those 24 hours will come from the saved hit points first.

10: Take 10 hit points of immediate damage.

9: A **potion of healing** will appear. It will cure 4 to 24 hit points of damage and may be imbibed in up to four swigs. The potion will be effective if used within seven days, counting from the exact minute the potion appeared as minute number one. At the end of the 7th day (exactly 168 hours from the time the potion appeared), the potion in the bottle will turn to salt water. This is not told to the lucky dice roller of course. He/she has to learn that the hard way.

8: The next hit suffered by the roller in potentially mortal combat (not weapon practice) will do triple damage (including strength, magic and proficiency bonuses [if any]). There is no time limit on this occurrence.

Following a dice roll totaling 8, the dice will rise by themselves and fall to the surface below. This is a mandatory, free, automatic roll. Whatever the result is, including another roll of '8', will then occur. If the person were to roll 8, and then 8 again, the "next" hit will do six times normal damage and so forth. Note this would also be true of the person rolls an 8, rerolls some other number, and then later in the same session rolls another '8'.

7: Seven hit points of damage are cured instantly. If the person is not wounded, or has less than seven hit points of damage, the rest of the cure is simply lost.

6: The caster takes six hit points of immediate damage. A **Cure Light Wounds** spell or a **potion of healing** with less than 12 hit points of potential will not cure this damage. A **Cure Serious Wounds** or more powerful magic or a **potion of extra-healing** will remove the damage. After seven full days have passed, normal curative spells and /or rest will operate normally.

- 5: Obtain the ability, regardless of class, to cast five **Cure Light Wounds** spells. The spells will appear in the person's memory when all dice rolling is over.

Upon a roll totaling 5, the dice will return to their pouch, cask, pocket, or hiding place immediately. In any case, they will not be discovered or found for at least a full hour. The dice can **Teleport** up to one full mile away. If there is no place where they are kept, they will hide themselves somewhere within a mile. **Detect magic** can find them, as can a **Locate Object** spell cast by someone who once held the dice.

- 4: Take four hit points of blunt force damage. (This will feel like a punch has just occurred). For the next 24 hours binding a wound from a sharp object will have no effect whatsoever. The wound will continue to bleed at the rate of one hit point per round. Any magical cure will be effective to stop the bleeding. **Remove Curse** versus 11th level magic will also remove this effect.

- 3: The caster is fully healed of all damage or any imbibed poison is neutralized or any blindness or deafness is removed (this dice roll cannot remove the illusion of being deaf or blind). If multiple adverse conditions are present, the DM will roll to determine which condition is repaired.

If the caster is not damaged, poisoned, or physically blind (deaf), then the caster must roll the dice again! (The dice will rise up and cast themselves (see rolling an '8' above)).

Note the roll of a '3' does not remove a curse in any case.

- 2: Save vs. death magic or die. If the save is made, then the caster instead takes 4d6 hit points of immediate damage.

The dice have a value of 5,000 GP, but a Chaotic Evil or Chaotic Neutral person might pay quite a bit more for them if he/she has seen or owned a set in the past.

(These dice are dedicated to Michael Nystul, who would cast them over and over and over and over and over and....)

THE (FALSE) TOMB OF HORRORS

© 1986, 2009 by Joseph Pallai

An AD&D Adventure for
Character Levels 12-14

FORWARD: I made this module in 1986 for two reasons: to prepare my players for Gary Gygax's masterpiece, Module S1 **The TOMB OF HORRORS**, and to mess with the two players who had played through the module, before I was the Dungeon Master. "Oh that module, well, we already played that when I was DMing," I remember one of them saying. Needless to say, this module was a huge success; and by the time the players stopped making assumptions based on the original module, they had lost two henchmen and one player character. They were scared, yet committed to the bitter end. When the morning came around, there were only a few characters still living yet the audience remained largely intact. It isn't the most action packed module I've made and it is pretty much a player-killer; but for the three groups I've run through it, the outcome is always the same: the survivors feel justifiably accomplished.

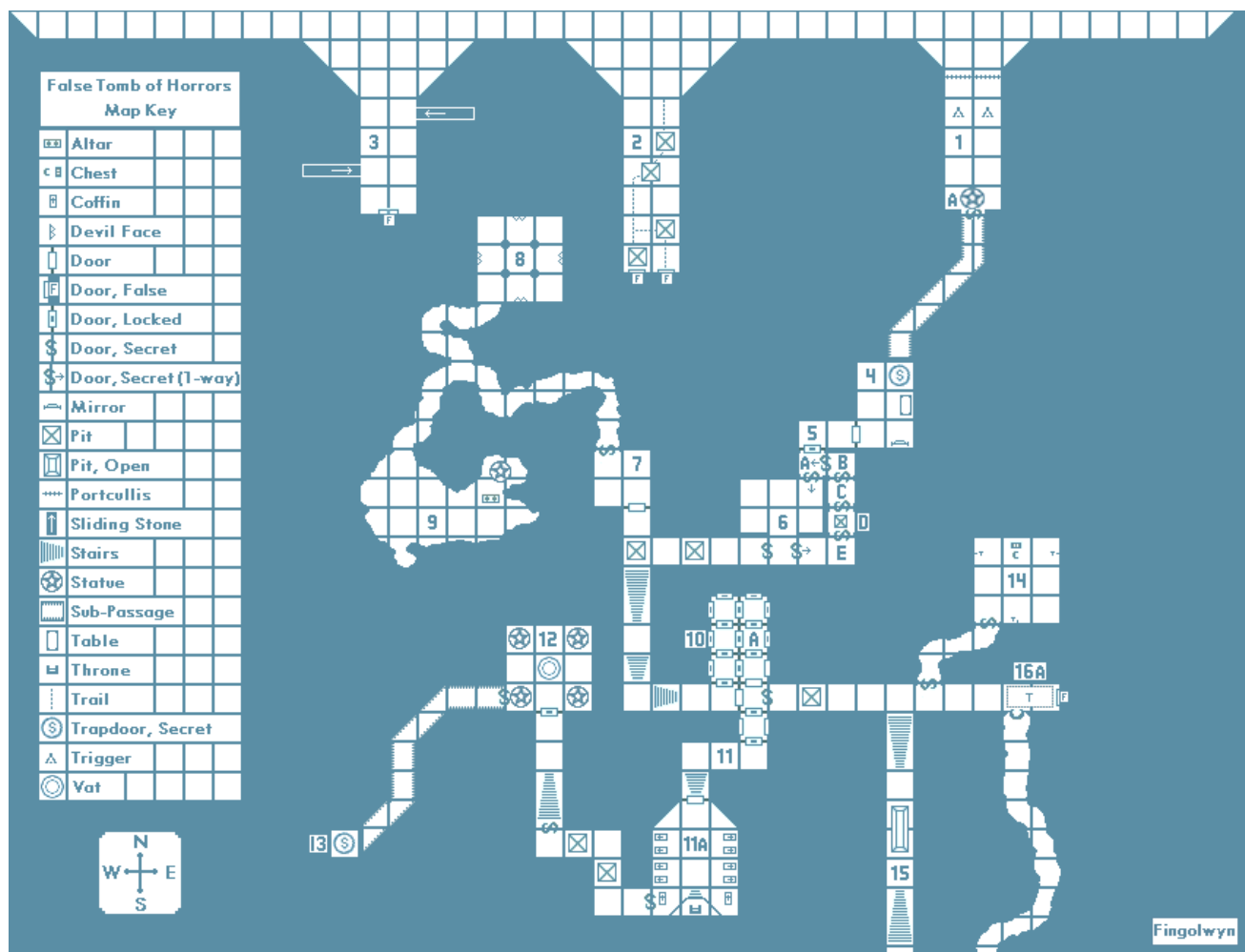
NOTES: Originally made in 1986 this module has been converted to the Second Edition rules, but not the 3rd Edition rules, as I do not own those. If however you do that, I'd love to have a copy.

This module is designed for 4-8 Player Characters of 12-14th level of experience and it is ideal that the players are experienced as well, or they shall in all likelihood die quickly, as this is a module where player skills are more important than character abilities. Characters should be similar to those presented in **TOMB OF HORRORS**. Also it is necessary to own that module in order to present the illustrations therein in order to continue the deception that this is, in fact, the real tomb.

1. ENTRANCE TO THE FALSE TOMB OF HORRORS. This is a plain stone passageway. The ceiling is 10 feet high; and a statue of a four armed gargoyle can be seen at the end of the hall.

As soon as the characters pass the 20-foot mark, a large iron portcullis will crash down where noted on the map. This portcullis cannot be bent or moved in any way except for the following: **Disintegrate**, **Transmute Metal To Wood**, **Alter Reality** or **Wish**, (note that there may exist other means to pass the bars, such as assuming gaseous form).

A. The gargoyle statue is made of stone and has an ivory horn (worth 500 gp). This horn can easily be twisted off (it unscrews) and if placed point first into the gargoyle's mouth, a small crawlspace (3 feet high) will open in the base of the statue, allowing access to the False Tomb.



2. FALSE ENTRANCE TO FALSE TOMB OF HORRORS.

The walls of this passageway are painted with pictures and runes. At the end of the passage are two doors. A mosaic path leads down the hall.

If the players ask about the pictures, give them descriptions from the real **TOMB OF HORRORS** (Area 3). All pits are 10 feet deep, except where noted otherwise and filled with spikes. They open automatically if stepped upon. Thrusting with a pole reveals them 4 in 6. If stepped on, the chance to fall in is 100% modified downwards by dexterity (see the real

tomb for details and for the details on the number of spikes that hit, etc.).

If the players open the west door, a 30-foot deep pit will open, its bottom filled with a black pudding. This pit cannot be detected by any means (due to its 3' thickness) except by a **True Seeing** spell, which will reveal a fine rectangle where the stone plug is. After this pit is triggered, it will remain open. Characters take 3-18 points of damage from falling.

Black Pudding (1): AC: 6; HD: 10*; HP: 54; MV: 60"; #ATT: 1; DAM: 3-24; Save as F5; ML: 12; AL: N; XP: 1600.

If the characters open the east door a **+1 spear** will shoot out and hit the character if he fails a save vs. wands. The spear will cause 3-13 (2d6+1) points of damage if it hits. The party can use the spear afterwards (it inflicts regular damage in the hands of a PC).

3. FALSE ENTRANCE TO FALSE TOMB. Double doors are at the end of this 40 foot long hallway. The ceiling is 20 feet high and filled with spikes.

If the characters open the double doors, they find they open to a section of wall with the painting of a skull with gems for its eyes and teeth. They will then hear a rumbling sound 30 feet behind them. Slowly count to 5 (1 ½ seconds per count). At the end of the count, daylight will be extinguished by the descending slab of adamanite (5 feet in thickness at the 10-foot mark). If the characters fail to react before the end of the count; either by running past the door, placing an iron bar in the way, trying to stop it or whatever, they will be doomed (see below to see what affects the slab) because in 10 more rounds, another slab of adamanite (5 feet in thickness at the 40 foot mark) will begin to slide down. The characters have 5 rounds to get to the double doors or else they will be trapped within.

If any characters are caught between the two slabs, then the ceiling will lower at a rate of 2'/round (10 rounds to live) and at round 9 small holes for the spikes will appear in the floor. In the following round the characters trapped will be crushed and spiked to death.

If the characters try to run past the slabs (either one); allow them to cover 1'/1"

of movement rate and at the end of 5 rounds, see where they are. If caught between a slab, then they are crushed to death. If an iron bar is wedged in the place of a slab, it will not move. If an iron bar is placed in front of a moving slab; it will give the characters one count for every three bars (rounded down).

Magic will not stop the slabs due to powerful anti-magics, but the following spells will allow the characters to get around the slabs: **Alter Reality** (gives the party 5 additional rounds, nothing else), **Dimension Door**, **Duo-dimension**, **Plane Shift**, **Teleport**, **Transport Via Plant** (only if the druid brought a small tree with him), **Word Of Recall**, and **Wish**.

The descending ceiling cannot be stopped, but it may be avoided by the following spells: **Alter Reality**, **Dig** (makes a pit for characters to hide in), **Disintegrate**, **Earthquake** (this breaks the machinery and hits the characters for 10-100 points of damage from falling rocks, etc.), **Move Earth** (wedges it), **Passwall** (makes a 10' deep hole in the ceiling that the characters can stand under and not get hurt), **Plane Shift**, **Slow** (makes it move 1' every round), **Stone Shape** (wedges it), **Transmute Rock To Mud** (characters must save vs. death ray or be smothered to death), **Web** (gives 1 more round) and **Wish**.

4. SITTING ROOM. This room contains a desk, a mirror, and a door on the west wall. The mirror is framed in gold and on the south wall. The desk is ordinary and on the east wall.

If the characters search the desk, they will find a piece of paper with 12 names on it and a platinum comb. The comb

is magical and evil and will detect for both. This is a **comb of baldness**, and anyone foolish enough to use it will lose all their hair permanently (lose 1 point of Comeliness no saving throw). The comb appears to be worth about 700gp.

The mirror is a **mirror of life trapping**. It currently holds 12 prisoners and can hold 8 more. If the players look into the mirror, make them save vs. spells or they will be trapped. There is a 5 in 6 chance that a trapped creature will ask the players to release them. Two of the prisoners are hill giants and the rest are normal character types (Roll on the **TOMB OF HORRORS** Pre-Generated Character Chart to determine class and magic items). The prisoners, if freed, will pay the characters back by going on the adventure and asking for no pay. Four of the characters are bald.

5. SECRET DOOR COMPLEX. This is a bare room with no visible exits.

Each of these rooms requires a different method to open each door. The locked door is an extremely difficult lock that penalizes the thief with a -10% penalty. The door cannot be magically opened.

5A. Pivots to the left.

5B. Lifts up.

5C. Push 3 knobs simultaneously and then push open

5D. Pull down. The pit here is 10' deep and filled with spikes.

5E. Pull inward and then upwards.

6. GARGOYLE LAIR. This gargoyle appears to be the exact same one in Room 8 of the Real **TOMB OF HORRORS** (use its statistics). It has a gem-studded

collar (8 gems, deep green jade worth 100gp each). There is NO secret compartment in this collar however.

7. DARK ROOM. This room is pitch black, the darkness seems to absorb your light.

This room is under the effects of a permanent **Continual Darkness** spell. If the characters walk into the room, they will fall over a trip wire onto 1-6 poisoned spikes. Damage is 1-6 for each spike and each spike is poisoned (save or die).

If a **continual light** spell is cast, characters will notice that the whole floor is spiked (except near the door). Characters will not trip over the spikes, but there is a 5% chance/character that a spike will nick the character (save at +2 or die if nicked).

8. DEVIL'S DEN. The winding passage leads to a 30' by 30' room that has its ceiling supported by four black columns and on each wall is a green devils face. A sword is stuck into the floor in the middle of the columns.

The green devil faces look like **ILLUSTRATION #6** in **TOMB OF HORRORS**. The bas-relief faces are about 10' tall. Each devil face's mouth is a deep red color and is about 3' wide. Nothing happens if something is placed in the mouths.

The sword can only be removed with a combined Strength of 30 or more. The sword is a cursed two-handed **-3 sword** that has a **Sympathy** spell cast upon it (save at -2 or keep the item).

9. CAVERN OF CURSES. This is a small cavern that has an alcove in

the northeastern wall. There seems to be a figure in the alcove. An altar of green rock lies before the alcove.

This cavern is an extremely evil place and if detected for it, it will be almost unbearable. The altar is of unknown origin and materials. If any non-evil being touches the altar, that character will be cursed. The curse is a -1 penalty to all hit and damage rolls and a +1 penalty to AC. The curse can be removed with a **Remove Curse** spell.

Within the alcove is a statue of a skeletal man in rich, rotting clothes holding a gold staff and wearing a gold crown. If anyone touches the staff, then one magic item will get drained of all power (choose randomly). The crown may be removed. If worn, that character will instantly be turned into a pile of ash and is forever lost (**Wishes** notwithstanding).

10. DOORS OF DROWNING. This is a small room with doors on each wall.

All of the doors here are locked -even the false ones. If any character opens a false door, then that character needs to make a saving throw vs. wands to avoid getting impaled by a spear that is spring loaded to the door (inflicting 2-12 points of damage upon a strike).

When the characters reach Area "A", all of the doors will **Wizard Lock** shut and then a series of holes will appear in the ceiling (each room has 100 holes). The characters will hear the rushing sound of water and in two rounds, water will begin to pour into the rooms. In one turn, ½ a foot of water will be in the room (it takes two turns for each foot

of water). These rooms are ten feet high, thus the party will have 20 turns to escape. The doors will not open by any means except a **Wish**. If a false door is **Wished** open, the spear will still shoot out but will only cause 1-6 points of damage. The holes in the ceiling are 1" in diameter and can be plugged with spikes (15% chance/turn cumulative that a spike will get wedged out).

11. GAS FILLED CHAMBER TO FALSE CRYPT. An orange cloud is preventing you from seeing where this corridor goes.

If the characters say that they will hold their breath before entering the cloud, then nothing will happen; otherwise the characters must save vs. Poison or lose 1-8 points of Strength for 48 hours. After two days, the character's Strength will return to normal.

A. False Crypt of False Tomb. Ten coffins lie against the east and west walls. A jet black throne with ivory skulls and jade serpents for armrests is on a dais in the south wall. A rotting skeletal figure dressed in rotting robes is seated in the throne. The figure stands and yells in a booming voice, "Who dares to disturb the rest of Acererak! It is your death that you have found!"

This is a magically prepared **skeleton** (AC: -2; MV: 12"; HP: 28; #ATT: 1 as 4HD monster; DAM: 3-9 (2d4+1); SD: Can absorb 9 spell levels before being affected' Save F4; AL: N).

Attached to the back of the door is a silver inlaid mace that glows brightly with a golden sheen (the last character will find this). This will automatically "hit"

the "lich" and the "lich" will roar with pain (see original **TOMB**, Room 18 for details).

The throne is worth 35,000 gp (and weighs that much). Also lying around is a leather bag containing: 100pp, 7 gems (60 gp each), and a **potion of good dragon control** (2 doses), a **potion of longevity**, and a **potion of ESP**.

12. CHAMBER OF STATUES. Four vicious-looking statues made of iron stand in each corners of this room. Each holds a polearm. A large stone vat squats in the middle of the room.

If the statue in the southwest corner is moved (requires a combined Strength of 50), a trapdoor will be discovered. The trapdoor will move easily revealing a crawlspace heading west.

In the vat is a green goo; actually green slime.

Green Slime(1): AC: (always hit); HD: 2***; MV: 3' (1'); #ATT: 1; DAM: Special; Save F1; AL: L; XP 5.

When they defeat the green slime; the party will find a stone key (called the **FIRST KEY**). This key cannot be destroyed in any way (just like ivory or crystal key).

13. PRISON OF INSANITY. This is a small 10' square room. The walls are painted with pictures of mangled forms devouring children, ghouls coming out of their graves, demons torturing victims, and a man in black robes who is half man and half death.

This prison can only be escaped by using the secret trap door in the floor

and then the secret trap door in Room 12 (the statue will move magically). Note: these trapdoors will only open once by any group of characters. For example, if the characters come here from the trapdoor at area 12 they are forever trapped here; otherwise they can use the trapdoors to escape.

On the floor is an invisible skeleton holding a piece of parchment. The parchment reads, "Look in many places where Acererak would not be and you will find him. His fakes are many and his jokes cruel."

Also invisible on the floor is a magic user's scroll: **Explosive Runes, Shatter, Wall of Fire**).

14. ROOM OF ANSWERS. This is a 30' by 30' room. The walls a jet black with red spider webs painted on the walls. A chest is on the floor in front of the north wall. It appears to be locked.

The chest is locked and trapped (thieves have normal chances to find/remove traps and to open locks). If the thief fails to remove the trap, 3 spears will shoot out of the walls (at the places marked "T") for 2-12 pts of damage each (No saving throw allowed).

Inside the chest are 2,500 gp, 3,500 cp, a **rod of cancellation** (27 charges, command word is on the hilt, written in Gnomish); and a note. The note reads; "Acererak congratulates you on finding this chamber and this message. Here is someone to greet you!" The note dissolved into cinders, summoning a Type I Demon to greet the characters.

Demon, Type I: AC: 0; HD: 8*; HP: 40; MV: 120' (180'); #ATT: 5; DAM: 1-4/1-4/1-8/1-8/1-6; Save F10; ML 9; AL CE; SA: magic Use; SD: Anti-Magic 50%; XP 1,675.

The demon has a small sack containing the following: a silver bracelet (300 gp), platinum necklace set with gems (7,000 gp); and a **+2 dagger, +3 versus creatures larger than man-sized.**

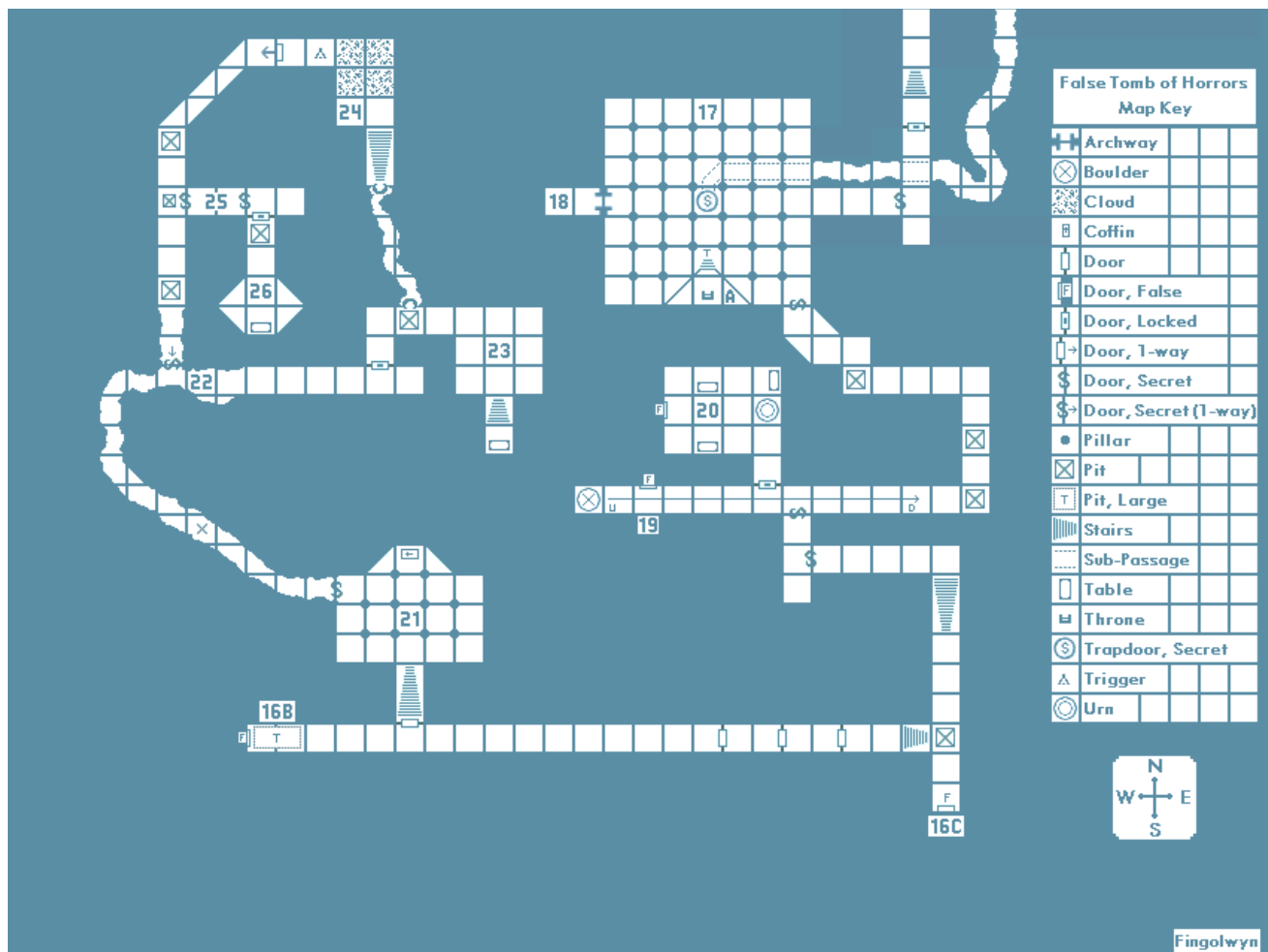
If the characters look up, they will see the following message painted in blood: "I thought I fooled you with my first crypt; I was wrong. If you're up to it then I am an unlucky number of miles to the Southeast" Indeed, thirteen miles to the southeast lies the actual tomb.

15. PIT FILLED WITH 200 SPIKES: A long, open pit filled with spikes lies ahead of you.

Show them **ILLUSTRATION #20** from the original **TOMB**. This pit is quite harmless; all the characters have to do is walk across and then climb up to the other side.

16. PIT ACTIVATED BY FALSE DOOR. The door that you opened leads to a blank wall; suddenly the floor opens up and you fall into a pit along with your associates.

Opening the false door triggered a 20' long pit trap to open. There is no way to detect this pit by tapping the floor due to the floor's 3' thickness. Only



a **True Seeing** spell will show a thin red rectangle around the pit lid. Any character who is within 20' of the false door will take 4 – 24 pts of damage (the pit is 40' deep).

There is a concealed door inside the pit that is painted to look like the wall (normal chances to find). This leads to a tunnel that brings characters to Area 17).

17. HALLS OF HELL. The door to this room cannot be opened unless the FIRST KEY (Stone Key) is used. If any other key is used, a poisonous gas will fill up the chamber and all must save at -2 or die.

This is a large column-filled chamber. The columns are made of gold and the ceiling is 20 feet above you.

The columns are actually made of brass and are under the effects of a **Fool's Gold** spell. There is no way of telling that the columns are fakes. Allow the characters to strip the columns anyway at a rate of 1 column per day, with an apparent value of 10,000 gp per column.

A. Throne of Evil. A large black throne is resting on a dais. A small flight of stairs leads to the throne. The throne's armrests are made of human skulls that have gleaming rubies set into the eye sockets."

Should any character be foolish enough to sit on the throne; have the character save versus spells. If the character fails the save, have them

make a SYSTEM SHOCK check and if the character fails that; then his/her character will die. If the character survives the second roll, then s/he will be possessed by a pit fiend and immediately attack the other characters. Except for hit points, the pit fiend will have the following statistics (hit points are those of the possessed character when fully healed):

Pit Fiend(1): AC: -3; HD: 13; HP: (as character); MV: 60' or 150'; #ATT: 2; DAM: 5-8/7-12; ML: 12; Save F13; AL: LE; SA: tail (2-8); magic use; psionics (PSI Ability: 213, Attack Modes: A, C,E; Defense Modes: G, H, I); SD: hit only by +2 or better weapons; regenerate 2 hp/round; Magic Resistance: 65%; XP Value: 7,900.

If the Pit Fiend is slain the character will be killed as well. The four rubies in the throne are worth 5,000gp each.

18. MIST OF MIRACLES. A gray mist swirls in the archway. Three stones in the archway begin to glow red, green, and yellow.

The lower left base stone is glowing red, the lower right base stone is glowing yellow and the keystone glows green.

If a character enters the mist before pressing the glowing stones in the proper sequence (red, yellow, green) the character will lose 1,000-100,000 Experience Points (D% x 100).

If the characters enter the mist after the proper sequence, roll d% to see what beneficial thing happens:

- 01-10: Gain 1 point to a randomly determined ability score
- 11-25: Four **potions of extra healing** appear on the character
- 26-70: The Player Character is fully healed
- 71-75: If the PC is a spell caster, s/he recalls all spells cast; otherwise roll again with +20%
- 76-80: Gains 15,000 Experience Points
- 81-90: Permanently gains 1-4 Hit Points
- 91-95: One magic item is given an additional +1 (i.e., a **+1 sword** would become a **+2 sword**)
- 96-99: 1 **wish** is granted
- 00: All Ability Scores are raised by +1

19. INVISIBLE ROLLING BOULDER TRAP TRIGGERED BY FALSE DOOR. Behind the door that you have just opened is a blank wall. Shortly after opening the door, you hear a rumbling noise from the west. The floor begins to tremble and a rolling noise can be heard from the west.

Unless a thief states that he is searching for a trap and then successfully finds and removes it, a large boulder (5 tons and almost perfectly round) will roll off its pedestal and roll down the hall at a rate of 10 feet per round and cause 10-100 points of damage to anyone who gets hit by it. Characters

who stated that they run to the east will run at a movement rate of 1' per 1" of Movement Rate in a round. It is most likely that the characters will be run over by the **Invisible** boulder (unless a mage casts **Detect Invisible** and then immediately runs and tells his friends).

20. LABORATORY. This is obviously a laboratory; for there are several tables, urns, beakers, jars, and tubes scattered around the place. A door with red lettering is on the west wall.

The beakers, jars, and tubes are all useless for the characters; and half of them contain only dried-up shriveled things (can't tell what it was). The urns are heavy, but can be moved and if the urn against the wall is moved; a leather glove and an ivory key will be found. This is the **SECOND KEY** and if it is touched without wearing the leather glove that was found with it; then the character touching it will lose a level of experience (each time touched). This is the key that opens up the **False Crypt of Acererak** (Room 25). If this key is used to open the door to Area 20A; all creatures within 10' of the key will be teleported to **The Forsaken Prison** (Room 7 in the actual **TOMB OF HORRORS**) or Area 13 - **The Prison of Insanity** in this dungeon (60/40 %).

A. Door with writing on it. A message is scrawled in blood on the door. If a **Comprehend Languages** spell is used; the message will read as following, "Three keys are to be found. Each has one purpose and one curse. All eventually lead to your doom. Acererak."

21. FALSE TOMB OF ACERERAK IN FALSE TOMB OF HORRORS. The staircase leads down into a dark, column filled chamber. The columns are gold and have hundreds of gems set into each column. A coffin is lying on the floor in the alcove to the north.

The columns are magical and if anyone touches them, then that person must save vs. spells or be **Disintegrated** (no recovery of the body will be possible). If anyone comes within 10' of the coffin, a **Prismatic Sphere** will form around it (this 'sphere' is only 1' across instead of 20'). The characters will have to figure a way to get to the coffin if they want to destroy Acererak. If they succeed and open up the coffin, they will find a rotting body that is wearing a jeweled crown (8,000 gp) and has a Crystal Key (**THIRD KEY**) tied to a string around its neck.

The **THIRD KEY** is the only thing (other than a **Wish**) that will open the secret door found in this room. If this key is used to open any other door, the character trying it will suffer 1-20 points of damage. If this key is used to open the chest in Room 25, the character will instantly become blind (no save). This key; like the Stone Key and the Ivory Key cannot be destroyed except by a **wish** spell cast from a greater god of good alignment.

22. IDIOCY GAS. A black cloud lies before you. You cannot see into the cloud.

If any character breathes this gas they must make a save vs. poison as a 5th level character of the same class or

become an idiot (INT: 3; WIS: 3). A **Heal** spell will remove the idiocy, as will a **Wish**.

23. ACERERAK'S SUPPOSED FINAL RESTING PLACE. There's only a 1 in 6 chance that the pit will open. This pit is 30' deep (no spikes) and anyone falling in will take 3-18 damage. There is a concealed door in the pit (plastered and painted to look like a wall).

The short hallway leads to a 30' by 30' room that has a stairway centered in the south wall that leads up to an alcove. Bodies are littered all over the place; along with broken weapons, dented shields, and broken staves. The stairway leads up to a 10' by 10' alcove that has a black stone table against a black stone wall. The table is covered with thick dust and some bones. There are a few scraps of rotten clothing, along with a skull that has a silver cross piercing through it.

If **Detect Magic** or **Detect Good** is cast on the silver cross; it will radiate for both. This is a magical cross that gives clerics of good alignment 1 point of Wisdom and a +1 bonus to Turn Undead. These benefits last only as long as the cross is kept.

If the characters search the bodies, they will find: 327 cp, 427 sp, 514 gp, 104 pp; 9 gems (50 gp each) and the following magic items: a **silver horn of Valhalla**, and a **+1 mace**.

24. SCYTHING BLADES. The steep, rickety stairs leads into a 20' by 30' room that has a hallway in the west wall near the northern corner. Behind you, the stairs suddenly collapse; leaving a 20' high climb to the tunnel that led you here.

If the characters walk past the (symbol) carrying any magic items, two scything blades will shoot across the corridor at neck height (for humans) and anyone in the front row must save vs. wands or suffer 1-20 points of damage. If the saving throw results in a natural roll of 1, then that character's head is spinning on the floor with the headless body not far from it.

The door at the end of the hall opens easily.

25. POISON GAS. This corridor leads to a dead end.

In this corridor is a cloud of poison. The cloud is invisible, but characters will feel sticky in this corridor. All characters must save vs. poison or die.

26. ACTUAL FALSE TOMB OF HORRORS. After opening the door using the Ivory Key, you enter a strangely shaped room. It is basically diamond shaped and there is a table resting against the south wall. A cobwebbed covered skull is resting upon the table and a large chest with a rotted body clinging to it rests in the middle of the floor.

This room can only be entered by using the Ivory Key (a **Wish** will only reveal the location of the key). The chest can be opened by the Crystal Key, but the

opener is struck blind (no save). The only way to open the chest safely is to pick it open (**Knock** is ineffective).

The body appears to be that of a fighter and, if searched, the characters will find the following: a map to the actual TOMB OF HORRORS, a **+4 longsword** and a **scarab of protection**.

The skull is a druj (a type of spirit from the D & D Companion Set), it will attack the party immediately.

Skull Druj: AC: -4; HD: 14****; HP: 68; MV: 90' (30'); #ATT: 1 or 4; DAM: 2-8 + poison; Save: F14; ML: 11; AL: CE; XP: 5150; SA: poison touch and presence (all consumables automatically ruined, i.e. potions); clerical spells; can split into 4 identical parts; SD: hit only by +2 weapons or better; immune to all spells below 4th level.

The 1st round it will animate the fighter's body into a **zombie** (AC: 2; HD: 2; HP: 16; #ATT: 1; DAM: 1-8 (5-12; +4 to hit if using longsword).

After 2 rounds the druj will split into four parts, with three skulls attacking while the forth skull casts clerical spells.

Cleric Spells (1time/round; all cast at the 16th level of experience): **Animate Dead, Cause Disease, Darkness, Finger Of Death, Silence 15' Radius.**

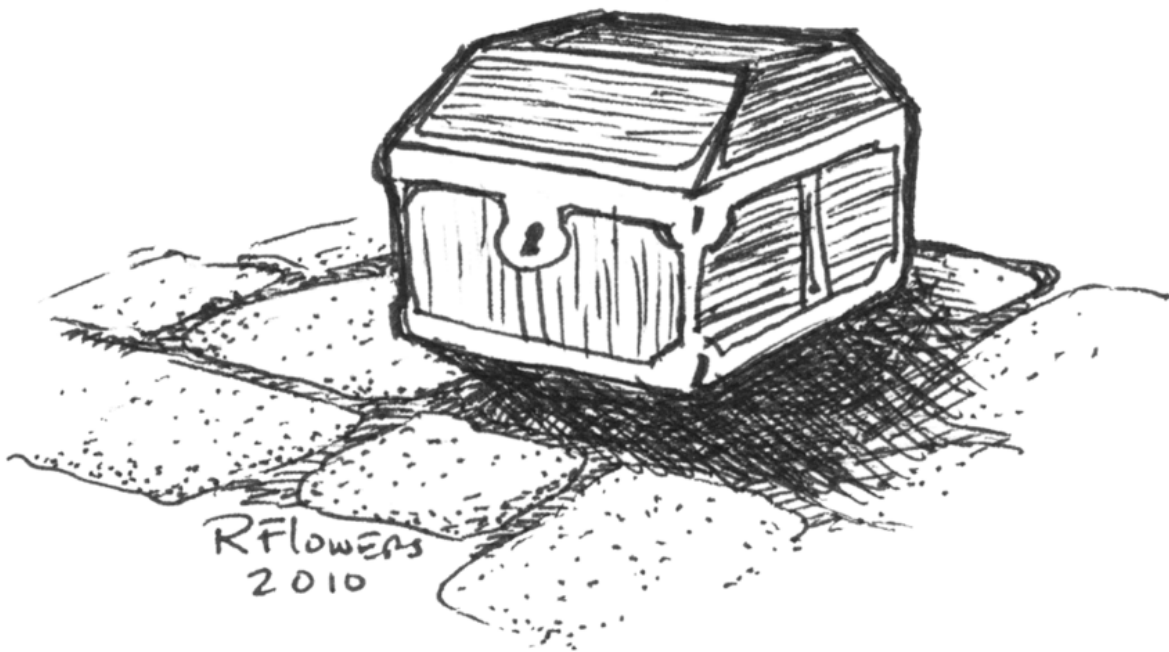
If the characters defeat the druj, they may safely pick open the chest (assume automatic success). Inside are the following: 12 potions (all ruined), **scroll of protection from magic**, (clerical) scroll: **Detect Evil, Exorcise**, (magic-user) scroll:

Haste, Leomund's Trap, Massmorph), (magic-user_ scroll: **Conjure Elemental, Shatter, Tongues** and 4 pieces of jewelry (2,500 gp, 10,000 gp, 2,600 gp and 4,000 gp).

CONCLUSION: This is the end of the adventure. The characters must still make it out of the tomb, but by now

they've encountered most of the pits. The invisible boulder will have to be climbed over.

All surviving characters should receive 25,000 XP + 1XP/2gp worth of treasure. The characters should also have the location of the actual **TOMB OF HORRORS**.



TELEPORT TRAP

By Scott W. Roberts

A teleport trap is a common feature in many dungeons across the known lands and worlds. It is a magical effect upon a 10 foot cubic space, and can be detected by use of **Detect Magic** and similar means. However, any **Dispel Magic** directed against it (level 10 or higher) will only result in the trap being suppressed for 1 turn per level of the caster.

A teleport trap activates on a 1-2 chance on 1d6. Any round or turn in which there are one or more creatures, of small to large size, in the trap, there is a chance of activation. The trap does not activate the moment someone steps into the ten foot space, and victims may be halfway across the space before it activates. Anyone aware of the trap's presence may attempt to run across the space, reducing the chance of activation to 1 on 1d6.

Once activated, the teleport trap does not function again for at least one hour. Creatures and adventurers may pass through it safely during this time.

The trap is only activated by living creatures. Inanimate objects and the undead do not trigger the teleport effect.

The type of teleport trap is determined by a 1d10 roll:

- 1-4: local (dungeon and environs)
- 5-7: regional (100 mile radius)
- 8-9: continental (2,000 mile radius)
- 10: global (entire world, and any moons)

The teleport trap is not capable of connecting with other planes of existence. However, rare teleport traps have been reported that activate more often (1-3), send victims to distant worlds of the prime material plane, and require a **Dispel Magic** against level 15 to shut down temporarily. Other rare teleport traps have been reported to cast a low level spell upon targets during teleportation.

The teleport takes one round, and has no chance of error. It does however send the victim or victims to a random destination, rolled separately for each time the teleport is activated. If a group of creatures are teleported at the same time, there is a chance of arriving at the same destination, as follows (1d6):

- 1-2: all creatures arrive together
- 3-4: creatures arrive in two groups, at two different locations
- 5: half the creatures arrive in 1 location, others at different locations
- 6: all creatures arrive at different locations, rolled separately

For each trap, a table of 8 or 12 destinations may be drawn up. The lower numbers on the table are for relatively close destinations. The higher the number, the further away the location sent to. Maximum on the die roll (8 or 12) may indicate a destination at the next range up, or some special effect.

For example, a local teleport might send the target 30' down the corridor on a roll of 1, into a room 60' away on a 2, down one level on a 3, and so on.

A teleport trap usually occupies an area of 10-by-10 corridor, but may also be found in pits, rooms or chambers, and in conjunction with other traps.



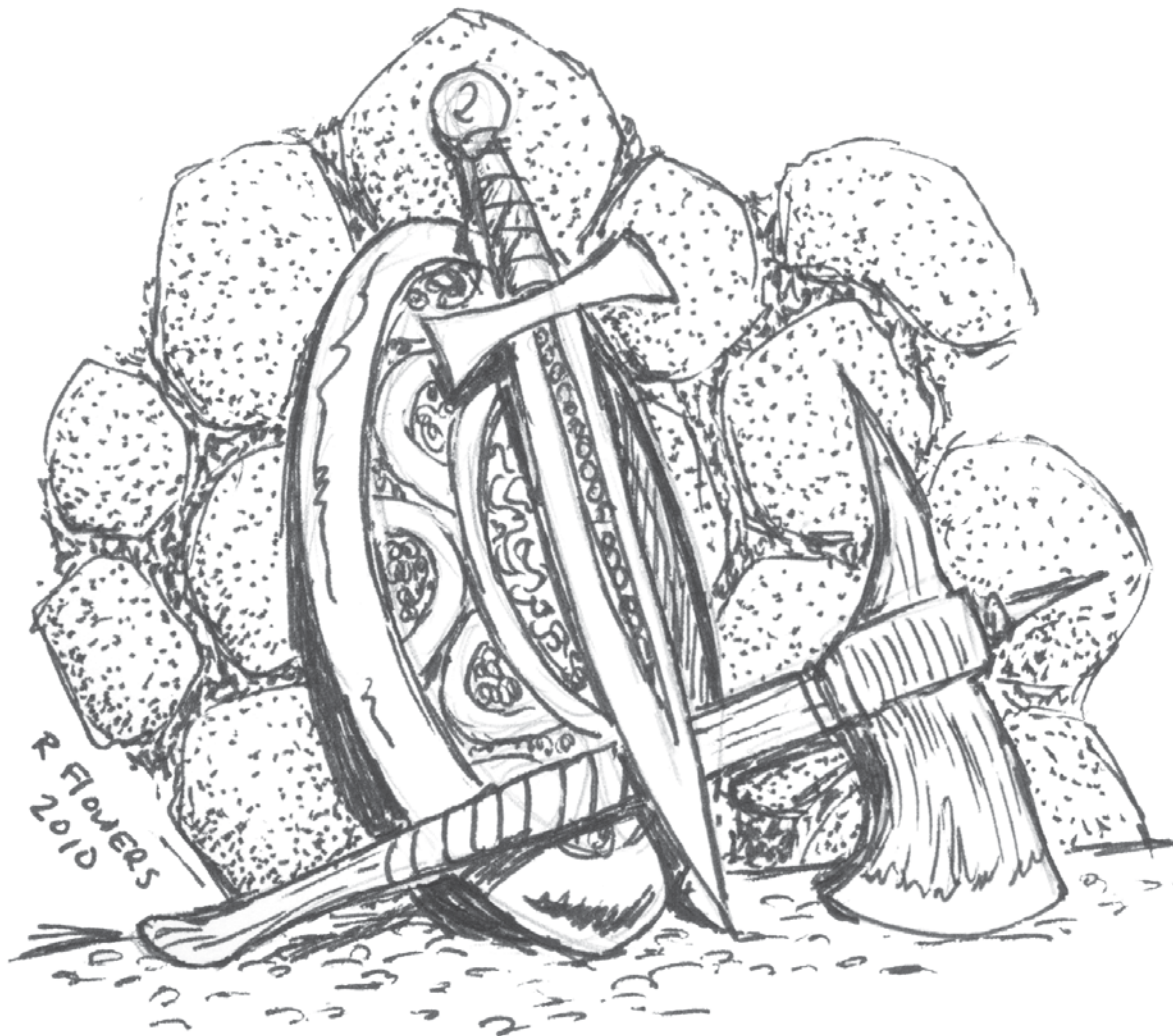
THE WERELORD

A New NPC Class

By David Mohr

Werelords are a unique sub-class of fighters who specialize in using and controlling the bestial side of human nature. Through intense training and preparation, werelords acclimate their bodies and minds to the disease known as lycanthropy. By contracting this condition in a protracted and controlled

manner, werelords develop a somewhat attenuated strain of lycanthropy; they have a limited ability to change shape but over time gain far more control over their bestial transformations and talents. As their control of themselves and their condition increases, werelords learn how to change shape through



force of will and without undo influence from their current circumstances; first into werecreatures and then later into other, similar beast-forms. Ultimately, werelords gain powers far superior to the werecreature they emulate, becoming a fusion of the best aspects of man and beast.

Normally, only humans may be werelords since no other race can reliably survive the disease of lycanthropy after the first transformation. Non-human werelords may be possible, but only among other races also capable of reliably surviving this disease (c.f. **naamar**). While werelords possess lycanthropy, they cannot normally pass the disease along to others. Werelords are themselves immune to lycanthropy and can recognize other lycanthropes and shape changers as a function of their level. Because a werelord willingly chooses and embraces her beastform, developing and nurturing her inner lycanthropic condition over time, a werelord will always possess the alignment typical of her beastform.

The prime requisites for a werelord are strength, constitution, and wisdom,

each of which must be at least 13. Lesser individuals lack the physical power, resilience, and willpower to truly master the disease of lycanthropy. Werelords do not gain an experience bonus for particularly high attribute scores. Moreover, various specific lycanthropes have additional ability score requirements, detailed under each weretype's description. Regardless of type, all lycanthropes roll one d8 for hit points at 1st level and gain an additional d8 for hit points every level until 12th, after which all werelords gain an additional +3 hps per level, like other fighting-classes. Similarly, werelords are members of the fighter-class and therefore gain additional hit points due to high constitution and exceptional strength scores as fighters do.

Werelords are very closely affiliated with nature (like druids and rangers) and gain certain abilities in this regard at higher levels. Werelords are at home in the wilds and as they increase in power they become more at ease in their were- and beast-forms as well.

The various common forms of werelords are given below:

Form	XP table	Align	AC	MV	Attack	Special
Wereshark	Fighter	NE	0	1"/21"	5-20	
Werebat	Ranger	NE	5	9"/15"d	1-4/1-4	2-8
Wereboar	Ranger	N	4	12"	2-12	
Wererat	Ranger	LE	6	12"	weapon	+6 surprise
Werewolf	Ranger	CE	5	15"	2-8	+3 surprise
Werefox	Paladin	CN	4	18"	2-12	
Werepanther	Paladin	CE	4	18"	1-4/1-4/1-8	1-6/1-6, +4 surprise
Weretiger	Paladin	N	3	12"	1-4/1-4/1-12	2-5/2-5
Werebear	Kensai	CG	2	9"	1-3/1-3/2-8	2-16
Werelion	Kensai	LE	7	15"	1-6/1-6/2-12	2-8/2-8, +4 surprise

Like normal lycanthropes, a werelord can change from man to werebeast. Until higher level, however, the werelord cannot guarantee that the transformation will be a success; the likelihood is dependant upon the phases of the moon, the werelord's level, and other situational factors. The base chance of success and the circumstances allowing the "beast to rise" are shown below:

Assume Beastform

- 50% base chance
- +25% at night
- +25% if the moon is visible -or- if the full moon has risen

Roll when:

- emotionally upset (enraged, terrified)
- wounded (first time damaged)
- severely wounded (1/2 hits or less)
- the full moon rises **or** is visible

Resume Humanform

- 0% base chance
- +50% when the moon sets -or- is longer visible (non-full moon)
- +50% at sunrise -or- during the day
- +50% if the beast goes to sleep -or- if the beast is rendered unconscious

Roll when:

- the sun rises or moon sets/occluded
- the lycanthrope loses consciousness
- the creature's bloodrage is satiated **and** there is no additional stimulus

A werelord can modify these percentages in either direction based upon both her level and wisdom:

Level Modifier

1st	+/- 0%
2nd	+/- 10%
3rd	+/- 25%
4th	+/- 50%
5th	+/- 100%
6th	+/- 150%
7th	always at will
14 or less wisdom	+/- 0%
15 wisdom	+/- 1%
16 wisdom	+/- 3%
17 wisdom	+/- 7%
18 wisdom	+/- 15%
19+ wisdom	+/- 31%

Once per encounter a werelord may attempt to change shape without any of the above conditions being met (i.e. a happy, undamaged werelord during the day). If that attempt fails, the werelord must wait for one of the events listed before trying a second (or third, or fourth, or fifth, etc) time to "raise the beast". Likewise, werelords may transform involuntarily, although in such cases two of the above conditions must be met simultaneously ("wounded" and "enraged" usually apply). Under such conditions, if the transformation roll is successful, the werelord temporarily loses control of his abilities and gives in to the bloodrage, momentarily behaving as a "natural" lycanthrope of his type would in the same situation (this is usually quite gruesome and bloody). A werelord in a bloodrage is under the DM's control

until the PC successfully rolls to regain control -- the check for which is the same as rolling to resume human shape and may only be rolled after at least one of the conditions which drove the werelord to beast form has been dealt with. Moreover, success only restores the human personality; the character remains in beast form. With the human personality dominant, a werelord may attempt to resume human shape once per encounter without any particular conditions being met, requiring one of the listed events to try again if the initial attempt fails.

As the ability to change from human to lycanthrope is a function of level, so too is the trauma, pain, stress, and control associated with it. At first level, the strain of changing shape causes all werecreatures to scream in pain during the process. At second level, a saving throw versus wisdom will negate this. At third level, the change becomes virtually painless, while at fourth level, the beast gains the ability to growl in a human-sounding speech. In all cases, the actual act of transformation is a very frightening and terrible sight, sufficient to engender fear and revulsion in most civilized beings. Likewise, both domesticated and wild animals instinctively fear werebeasts and will behave accordingly.

Once they gain their shapeshifting abilities, werelords may assume beast or animal form once per two levels per day (round up). Shape changing back into human form is "free". Thus, a fifth level wolf-werelord could begin the day as a man, change to a werewolf (using one "shift"), resume human shape ("free"), change to a normal wolf (a second "shift"), resume human shape (again

"free"), and again assume wereform (a third "shift"). At this point, however, the werelord would be unable to initiate any additional shapechanges. He could resume human form at any point, but must otherwise remain a werewolf until the following day.

Normally, it takes one full round to complete the change from man to beast and except as noted is under the control of the individual. Beginning at seventh level werelords can change shape more quickly, requiring only five segments. Eleventh and higher level werelords can transform themselves in but a single segment.

Werelords are not comfortable in and may not use mostly-metal armor, instead using leather, padded, hide, or studded leather only. Werelords will use shields, but prefer wooden ones. Werelords may use any weapon and begin play with three weapons of proficiency and two non-weapons, gaining additional skills as a fighter would. Werelords never use flaming oil, poison, or silvered weapons.

Like other "monsters", werelord must learn to master their bodily attack forms. Each werelord character is automatically assumed to be proficient with their claw attack (or bite, if no claw attack is available), with the exception of wererats who have no natural attack form. In order to successfully use a dual-claw sequence, the character must purchase the weapon skill claw/claw or take the penalty for attacking with two weapons. A werelord without a weapon skill in the bite proficiency loses two from his AC as he "leads with his face" in melee. The only way to coordinate a claw/claw/bite sequence

is by buying this weapon proficiency. The same is true for rear-claws or hug special attacks (c.f. dragons). Thus, a werewolf or wereboar need not spend any additional weapon proficiencies in order to fully take advantage of their attack abilities in beast-form whereas a weretiger or werebear must learn four (claw/claw, bite, claw/claw/bite, rear-claw or hug). In all other respects, werelords have all the combat abilities of a fighter of the same level (THAC0, attacks per round, etc). Werelords may not specialize in any weapon and do not attract men-at-arms under any condition.

It must be pointed out that the wereshape has all of the abilities normally associated with the wereform, such as AC, damage of attacks, special move, enhanced senses, etc, but does NOT include the lycanthrope's immunity to normal weapons. This ability is gained upon achieving the designated werelord's "silverform" at 8th level. Silverform should be considered an additional advantage of the werelord's form and not a type of transformation unto itself. Silverform ONLY applies when in wereshape, NEVER in human or animal form, even if the werelord has achieved Mastery of Forms (see below).

Although lycanthropes who have reached their silverform are generally not harmed by non-magical, non-silver weapons, there are some exceptions. Any creature with more than four hit dice (ogres, giants, griffons, purple worms, etc) may strike and wound a werecreature normally. Likewise, a damaging attack which inflicts more than quadruple normal damage (such as a fall inflicting 5 or more dice) will also harm a werelord's silverform normally.

The special resistance of werecreatures to steel swords and iron spears doesn't mean these weapons bounce off the lycanthrope's hide; the wounds merely heal as soon as they're made. Such wounds still inflict pain on the beast, albeit momentarily. If such a wound would instantly slay a werebeast (inflict its full hit points plus 10 in a single blow), then the werebeast does die before its preternatural healing ability can deal with the wound. Likewise, a wound which completely and instantaneously severs the limb of a werecreature would not instantly heal; the limb would be lost. In all such examples, however, the lycanthrope should be given every benefit of the doubt; only an axe or thick-bladed sword could possibly remove an arm while it would take at least a battle axe to sever a leg in a single swipe. All lycanthropes have normal vulnerabilities to magic, poison, fire, and the like, although those with their silverform are automatically immune to necromantic spells which directly target the life force of the target, whether **death spell** or **cure light wounds**.

Like druids, werelords are able to heal damage by changing shape. Prior to reaching 10th level (Mastery of Forms) a werelord is only able to heal himself by resuming human form; no healing occurs when shifting from man to beast because the werelord's body is still going through quite a lot of stress at each transformation. Likewise, when a werelord involuntarily shifts back to human form because he has been rendered unconscious (he has run out of hit points), he does NOT heal. Resuming human form in response to any of the other involuntary conditions will allow healing. Each time the werelord resumes human form, 10% to 60% (d6 x 10) of his hit points are restored. When

Mastery of Forms is gained, this healing occurs any time a werelord changes to either man or beast.

Unlike druids, werelords are a fusion of man and beast, gaining full benefits for both strength and dexterity while in wereform. Also unlike druids, the items and equipment worn by the werelord do NOT change with the character as she shifts shape; armor tears and weapons fall off. Damage caused by armor bursting off is given in the **DMG** on page 23. For this reason, werelords do not keep or wear any more than they can easily conceal or carry in wereform.

Werelords do not have hirelings; most humans and their ilk fear, loathe, and distrust werecreatures of any sort far too much. Werelords are usually wanderers, much like rangers, beastmasters, or druids, preferring the wilderness to civilized areas. Werelords do not build castles, although they may clear a wilderness area of monsters and settle in the region. Werelords are not repulsed by silver, but do not carry such metal if at all avoidable. Rumor has it that werelords who come in contact with silver too often break out in a rash or suffer allergic symptoms (and could possibly get docked xps!).

Lycanthropy of any sort is considered unnatural, unwholesome and evil by most peoples and cultures. Those afflicted with lycanthropy are often viewed as recipients of divine punishment or curses. Even those few werecreatures of good alignment are viewed with suspicion and treated as strangers and foreigners, suffering a -2 penalty to social level and -10% reaction adjustment when their condition is discovered. For these

reasons, werelords are often hesitant about revealing their true nature to strangers -- many lycanthropes have been hunted down and killed by fearful former friends.

It is common for werelords of different types to hunt and fight one another. The enmity between werewolves and werebears is well known. The pugnacious wereboars battle for the pleasure of it, while the fearful wererats often slay other werecreatures merely to prevent future altercations. Weretigers try to remain aloof, but their vengeful nature may get the better of them, especially when confronted with the authoritative and domineering ways of a werelion.

Werelords (especially rats, wolves and lions) often form close ties with other lycanthropes of the same type. These bands usually meet in secret, forming a sort of cult of up to a dozen werelords and true lycanthropes. Very rarely will non-werelords be invited to these meetings as few non-lycanthropes can be trusted to keep the cult's secret. It is in this cult setting that the Ritual of the Moon is performed, whereby a human willingly drinks the blood of a werecreature under the light of the full moon and thereby contracts the disease which gives a werelord his powers.

A werelord cannot be "cured" of his disease by normal means. The slow manner in which a werelord is infected and gains mastery over his lycanthropy makes the "affliction" far more tenacious than in a regularly-infected person. For any cure to be possible, the werelord would have to, at least on some level, want to be rid of his lycanthropy.

All werelords gain the following abilities by level:

Level Ability

- 1** Immune to lycanthropy
Detect werelords of the same type (wolf, bear, boar, etc)
- 2** Gain a reaction bonus with regard to animals of their type (but not other werecreatures)
- 3** Detect lycanthropes of the same type (wolf, bear, boar, etc)
Speak the animal language of their type in all forms
- 4** Induce fear in timid creatures (non-aggressive herbivores with up to two hit dice and non-aggressive carnivores with less than one hit die) when in wereform (riding horses, cows, poodles, normal rats, children, etc)
Attack creatures only hit with magic weapons while in wereform
- 5** Detect werelords of any type
Gain a reaction bonus with regard to werecreatures of their type
Surprised only on a 1 due to enhanced senses in both forms (+3 to perception checks)
+5% to Hear Noises in all forms
- 6** Gain an additional animal language
Attack creatures only hit with +2 weapons while in wereform
- 7** Detect lycanthropes of any type
Identify werelords
Transform into wereshape in five segments
Induce fear in non-predatory creatures (herbivores with fewer hit dice than the werelord and any creature with up to one hit die) while in wereform (war horses, bulls, boars, giant rats, orcs, normal folks, etc)

Detect: after a round of observation, reveals whether or not an individual qualifies as a member of the indicated category.

Level Ability

- 8** Silverform -- only magical or silver weapons or attacks from 4+ HD monsters will injure the werelord in beast-form
Attack creatures only hit with +3 weapons while in wereform
Ability to recognize close acquaintances by smell, kinematics and intuition
+5% more to Hear Noises
- 9** Detect shape changers of any sort
Gain an additional animal language
- 10** Identify lycanthropes
Mastery of Forms
Surprised only on a 1 in 12 due to enhanced senses (+6 to perception checks)
Induce fear in aggressive creatures (any herbivore and all creature with fewer than half the hit dice of the werelord, round down) while in wereform (ogres, wererats, baby dragons, low-level adventurers, etc)
- 11** Transform into wereshape in only one segment
+5% more to Hear Noises, with another +5% every odd level hereafter
- 12** Gain an additional animal language, with another every third level hereafter
Assume Warshape
- 13** Danger sense of 10% + 5% per additional level
- 14** Identify shape changer
- 15** True Lycanthrope

Reaction bonus: raises the reaction up one category more favorable. When the werelord speaks an animal's language he may apply his charisma bonus to the reaction roll as well.

Animal languages: are for a class of creatures (canine for wolves, rodent for rats, feline for cats, etc).

Fear: has a range of 5' per level with those affected required to roll a saving throw versus breath weapons to avoid being affected, with a new save each round. If a feared creature has fewer than half the werelord's hit dice, it will flee in abject terror (as per **fear** spell). If a feared creature has as many or more hit dice than the werelord it will back away submissively (another attempt to frighten requiring a second failed save to rout, although if the target makes the save the creature may attack). Creatures which do not cleanly fall into one of these categories will react according to their nature (children and sheep run, powerful predators will back away).

Identify: a quick glance reveals the exact nature of the shape shifter in question (weretiger, rakshasa, druid, doppleganger, etc).

Mastery of forms: allows the werelord to use the best abilities of both man and beast while in wereshape. Thus a bear-werelord could use the attacks of a werebear while singing with his normal human voice. Or a wolf-werelord could attack in biped form using a shield and sword. Conversely, a werelord with mastery of forms could induce fear while in human form. Immunity to normal weapons, however ONLY functions in wereform -- if you want to charge through a storm of blades, you better grow a lot of hair!

Warshape: a specialized form not normally available to lycanthropes that highlights each species unique strength and combat abilities. A summary is given below:

	AC	MV	Attack	Special	Other
Werebat	4	12"/21"b	1-4/1-4/1-8		
Werebear	1	12"	1-6/1-6/2-12	3-18	
Wereboar	2	15"	3-18		immune to weapon/contact poison
Werefox	2	21"	2-12		hide like a thief
Werelion	4	15"	1-6/1-6/3-12	2-8/2-8	command x1/day
Werepanther	3	18"	1-4/1-4/2-8	2-7/2-7	45' leap, +6 surprise, stalk
Wererat	5	12"	1-3 + weapon		3" swim/burrow/climb, stalk, disease
Wereshark	-1	12"/24"	6-24	swallow whole	sahuaghin senses
Weretiger	2	15"	2-5/2-5/2-12	2-8/2-8	30' leap, +3 surprise
Werewolf	3	18"	1-3/1-3/3-12		+6 surprise

Danger sense: indicates the chance of a werelord's enhanced senses (including sheer instinct) to notice something amiss BEFORE an attack, ambush, etc.

True Lycanthrope: upon achieving this level, the werelord's disease is complete. In essence he has actually become a werecreature. This means he can infect others with lycanthropy and even have lycanthropic offspring.

The particulars of each werelord are given below:

Werebat:

At 4th level, bat-werelords may assume wereshape. In wereshape, a bat-werelord gains the power of echolocation. This means the lycanthrope can 'see' using sound out to 60'. Invisibility is totally useless against such a bat-werelord. Werebats can see visually as well. At 5th level, werebats may become vampire bats. Minimum dexterity of 13. Alignment Neutral Evil. *(Werebats are extremely rare on Oerth. No one knows the reason for sure, although many suspect the drow, who certainly wouldn't appreciate contracting this disease. Whatever the cause, this form of lycanthropy should be almost legendary).*

Werebears:

At 4th level werebears heal at twice the normal rate, and at 9th they heal at triple speed. At 5th level they become immune to all disease and at 7th level werebears can heal disease in others.

At 6th level they learn to assume the shape of a brown bear. At 10th level werebears can summon 1-6 other bears. Minimum intelligence 13. Alignment is Chaotic Good.

Wereboars:

At 5th level a wereboar may assume the form of a normal boar. At 7th level a bear-werelord may assume the form of a giant boar. Both forms have the same abilities as given above. Note -- wereboars love to fight! Alignment is Neutral.

Werefoxes:

At 4th level werefoxes may assume the form of a normal fox. At 7th level, a werefox learns to charm by gaze, as per as **charm person** spell, although anyone with a wisdom greater than 13 is immune and only one attempt per encounter is allowed. Note -- werefoxes are always human and always remain so. They may be of either gender. Likewise, although werefoxes are usually quite mischievous, they are NOT evil. Minimum intelligence, dexterity and charisma of 13. Alignment is Chaotic Neutral. *(As a note to players, werefoxes should be **EXTREMELY RARE**. Based on their stat minimums and the scarcity of werelords in general, there should be only about a half dozen fox-werelords on all of Oerth.)*

Werelion:

At 5th level, werelions gain an additional 3 points of charisma with respect to all felines (this includes naamar and functions in human form -- although subtly). At 6th level they gain the ability to transform into normal lions. At 10th level, they

may, once per day, command other felines (as per a **ring of mammal control**). Minimum dexterity and charisma are 13 each. Alignment is Lawful Evil.

Werepanther:

At 5th level, werepanthers gain an additional point of charisma with respect to all felines (this includes naamar and functions in human form -- although subtly). At 6th level they gain the ability to transform into normal panthers. Note -- werepanthers don't get along with other werecreatures, especially felines. They are loners; the only reason the class exists is because of the religious beliefs and ceremonies of the **Olman** peoples. Minimum dexterity is 13. Alignment is Chaotic Evil.

Wererats:

At third level, the half-human/half-rat form is gained. The full rat form is gained at 4th. A wererat may attack creatures normally hit by magic in either form, beginning at fourth level. This is the only werelord which does not have some form of claw/bite routine, thus they may use weapons in wereform. At 6th level, a wererat may assume the form of any (normal) rat. In this form the wererat has all the abilities of the rat it is mimicking. If pressed, wererats may bite for 1-3 pts of damage. At 9th level a wererat may summon and control 2-12 giant rats. Minimum Intelligence of 11. Alignment is Lawful Evil.

Wereshark:

Beginning at 5th level, a wereshark can assume the form of a 'normal' great white shark. At 7th level, shark-werelords

can change into a true hybrid form which is fully functional either on land or in the water (MV of 6"/21"). Prior to this point, a wereshark on land suffers the same penalties as other characters do in water (1/2 dexterity bonus round down, -1 penalty to hit with bite, base AC drops to 5, etc). Prior to this form, a shark-werelord may only remain out of the water for a number of rounds equal to twice his level. 9th level weresharks gain the ability to churn the water, summoning 1-6 local sharks (the nearest such creatures within 2-20 miles). These sharks will be surface feeders (unless bottom dwellers are the only sharks within range). Due to a shark's very nature, these creatures will not obey a shark-werelord's wishes, although they will be extremely aggressive to any other life nearby. Summoned sharks will only attack a wereshark which is obviously defenseless. Note -- weresharks ONLY exist in tropical waters although they can survive in any temperate climate. This is another form of lycanthropy that is sometimes kept alive (transmitted) by humans for religious purposes. Also, this form of lycanthropy is found among mermen. Alignment is Neutral Evil.

Weretiger:

At 5th level, weretigers gain an additional 2 points of charisma with respect to all felines (this includes naamar and functions in human form -- although subtly). At 6th level they gain the ability to transform into normal tigers. Minimum dexterity is 13. Alignment is Neutral.

Werewolves:

At 5th level a werewolf may assume the form of an ordinary or dire wolf. At 7th a worg may be assumed. All these forms

have the same abilities as a “normal” animal of their type (extremely sensitive sense of smell, amazing stamina when running, etc). Alignment is Chaotic Evil.

Rumor has it that on other worlds there are additional forms of lycanthropy. On these worlds, other werelords are also said to exist. Some of these beings include werebadgers, werehyenas, wereseawolves, wereseals and more....

General Notes about Lycanthropy

According to mythology, lycanthropy is a disease or curse which causes those afflicted to transform into wild and savage beastmen under the light of the full moon. In this beast state, the lycanthrope then rampages around the countryside causing terror and destruction. People and animals die in a nightmare of killings. The lycanthropic forms of each culture are always those creatures which the people fear most -- hence a beast-man is the most fearsome of all. The creature is as crafty as a human, but possessed of bestial passions and powers.

A common theme in werewolf stories is the newly-afflicted werewolf seeking out and killing everyone he knows and loves. Why? Well, again per the folklore, the werewolf is a separate identity; it shares the body of the afflicted human, but is only released from the captivity of the human persona when the lycanthrope assumes beast form. The werewolf has its own personality, alignment, and sense of self. The werewolf has a rudimentary awareness of what the human knows, but that's about it. When the mind of

the human has given way to the beast, the human's heart and passions remain. Unfortunately, the cause for these passions is lost with the human's intellect; the beast doesn't know if it likes or hates someone, only that it has strong feelings toward that person. Thus we have a lot of dead wives and girlfriends right after the first change, especially with regard to particularly nasty (evil) lycanthropes since werewolves don't bother trying to figure out WHY they have particularly strong feeling -- but, per their alignment, they do like hurting others and the unfortunate former-loved one has gotten their passions stirred up -- so “obviously” he/she should be hurt for some reason!

Think of the comic version of the Incredible Hulk; he is aware of the existence of Bruce Banner, but wants to get rid of him so only the Hulk remains (or failing that, to make Banner's life miserable). We're talking the classic Jekyll/Hyde relationship. And alignment is really important. Evil lycanthropes like to kill and even neutral ones are savage carnivorous animals (do not anger them or they will eat you!). They should be seen as particularly bright wild animals (would you really want to sleep next to a tiger, especially if it was as smart as you are?). Only good lycanthropes should have a “cuddly” or friendly side and even that is only in very particular circumstances.

To the masses, lycanthropes should always be seen as horrible monsters and savage beasts. Such creatures should be no more welcome in a tavern than a sahuagin, vampire, or serial-killer! Merely the rumor that a party contains a werewolf should run the risk of triggering a lynch mob. And

while werebears are known to be good, even a tried-and-true, heroic werebear should be viewed much as a ferocious pitbull or aggressive guard-dog; while it may sometimes be loyal and do good, it's also an untrustworthy, wild creature and could turn on anyone in an instant.

In campaigns set somewhere other than medieval fantasy "Europe", most of these attitudes toward werecreatures should remain unchanged. In societies patterned on the Greeks, Arabs, Chinese, Japanese, and East Indians, lycanthropes should be viewed as particularly odious and vile monsters to be stamped out in order to protect human life and social order. Cultures similar to the Norse or Celts may take a more liberal view toward specific individuals with certain types of lycanthropy (bear, boar), so long as the individuals know their place and serve the greater good with a proven track record of slaughtering enemies. That said, no one wants a werecritter in his family tree. The role of lycanthropes in Polynesian, Aztec, and Egyptian society might be more complex and ambivalent, but generally negative and hostile as well.

The one thing that distinguishes a werelord from an infected lycanthrope is that the werelord chooses this disease and has learned to control it by being infected in small amounts and with a great amount of training. The werelord, in contrast to other werecreatures, is a fusion of man and beast, and therefore able to control his disease mostly through force of will. Similarly, a werelord's mind is also a fusion of the two, so there are few gaps in memory or emotion between the two forms. At the same time, this means

all werelords must have the alignment of their wereform; they accepted the disease, their two "selves" are "one" so they can't fight any symptom of the disease.

Non-werelord lycanthropes

The rules presented here can, with some work, be used to allow players to role-play their newly-infected lycanthropic character. In such cases, a few adjustments must be made, as only a trained werelord exposed to the disease over time and with proper training can unlock the secrets detailed or warshape or mastery of forms. Others will be fighting to control their changes and resulting bloodlust.

The player must be willing to play his character according to the passions of the beast. A newly transformed wereboar would just as likely kill its party as the hill giants they're fighting, since it loves to just fight. A werewolf would actually enjoy slaughtering those party members its human-self cares for or hates (chaotic evils like causing destruction especially if it hurts someone else!). Violation from this means the werecreature immediately becomes an NPC under the DM's control.

Yet afflicted characters can fight the disease. The idea of spontaneously changing alignment doesn't fit with mythology and deprives the players a chance at potentially-excellent role-play, a bitter, dark struggle against the beast. The hapless human may retain his alignment, working by day to end the existence of his night-time alter-ego. By day, normal PC, by night, mindless monster (and possible NPC).

The beast and the human are separate entities, but bound to the same basic body. Each being has a different set of hit points and current state of health and while wounds tend to heal when resuming human form, the general state of one entity is reflected in the other. Thus if a werewolf had gone on a rampage and been wounded, the human should have some marks or indications of the trauma, albeit minor if such wounds mostly healed when human form was regained. Werelords, as a fusion of man and beast, have only a single set of hit points. Prior to achieving mastery of forms at higher level, only a werelord's human form is his "natural form". Because of this, werelords only heal when resuming human shape prior to level of mastery, because the strain of shifting to another form prevents it.

Characters infected with lycanthropy should use the same percentages to assume beast form or resume human form as werelords do (as set forth above,) but must only roll to change when the various conditions are met; they lack any conscious control. Only infected lycanthropes who have reached the same level as the lycanthrope has hit dice (see below) may voluntarily initiate a change (as a werelord can) and even then with only half the chance of success a werelord would have.

As the lycanthrope lives with his disease, he learns to control it. Infected characters must keep a second tally for experience points. When the beast does things in accordance with the beast's personality and alignment, it gains xps, using the same table as the appropriate werelord. When the beast

earns enough experience to "level" it gains some measure of control over its state (more control over transformations, use of additional abilities, etc), but each time an infected lycanthrope levels as a beast, the human "host's" alignment moves one place toward the beast. The human identity can fight this, by rolling a saving throw versus wisdom with a negative penalty equal to the beast's level (and this roll must be made when initially achieving first level as a beast -- after the first transformation and subsequent first kill). If the roll is made, the human's will fights off the beast's urges and the human retains his alignment a little longer. If the roll fails, the human's alignment shifts. If a 20 is rolled, then the human personality not only fails, but must roll again to avoid sliding TWO alignment steps AND also picks up some appropriate form of insanity in human form from the mental strain. Werelords, being voluntary converts, never roll like this and ALWAYS have the alignment of the beast in all forms.

In general, the werelord, as someone who has chosen the condition of lycanthropy and worked hard to master it, will be superior to an infected lycanthrope in all ways. One exception, however, is that all infected lycanthropes gain resistance to non-silver weapons initially, the werelord, with his lesser infection, must wait until 8th level to gain this ability.

None of this information is applicable to natural lycanthropes, who are born with their condition and are more similar to monsters, especially since they cannot be cured of their "condition".

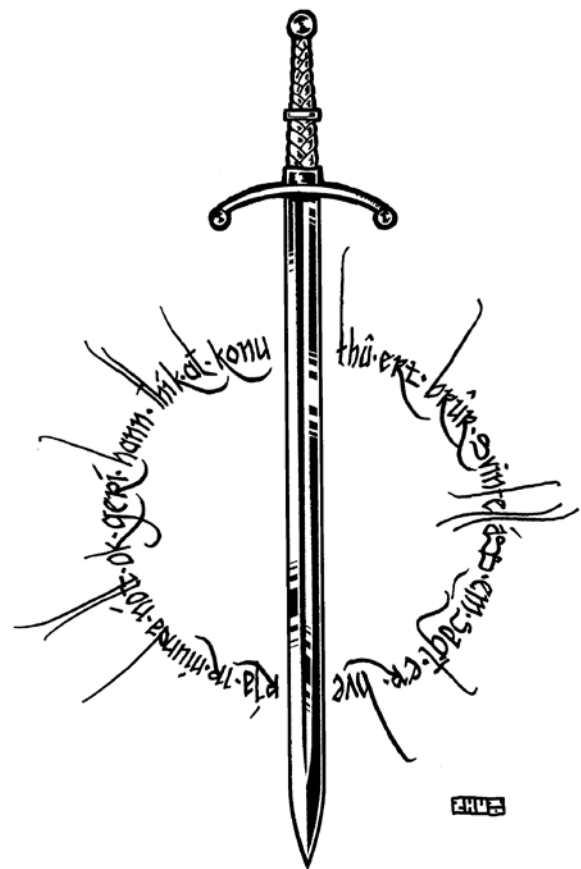
SWORD OF TAUNTING +1, CURSED

By Gordon Wheaton

A sword of taunting appears to be a well crafted longsword. Any identifying spells will only reveal it as a longsword +1. When in the area of effect, (as the 1st level magic-user spell taunt), there will be a 1 in 6 chance per hour the sword will cast taunt if there is an evil-aligned target within the AOE. If more than one evil-aligned target is in the area of effect, than a random die roll will be used to determine the target. The taunt enchantment is slightly different from the magic-user spell of the same name as it only targets a single enemy and not a group. The person in possession of the sword will have no idea that a dweomer is at work. The target will believe that the possessor of the sword of taunting is insulting and baiting it. The taunting effects are transferred through telepathy, but the target will believe the owner of the cursed sword is actually talking to him/her/it. The taunting will be in the targets own language. The sword will still be active even if sheathed. As long as someone is in possession of the sword, the sword will still active.

When the sword casts its spell, there will a chance that a magic-user or illusionist (if they are in the area of effect) will pick up on the spell. Magic-users and illusionists get a base chance at 10% at 1st level and 5% added per level after first. Also for every point of intelligence above 14 the spell caster will get an extra percentage point added to their chance of discovery, e.g. a 3rd level magic-user with 17 Intelligence would

have a 23% chance of detecting the taunt spell when cast by the sword. The sword is not bound to its owner. It can be given up at anytime. A remove curse spell will remove the taunt dweomer.



THE RECONCILED RANGER

Drawing Out the Best of Both Worlds

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Of all the core character classes that transitioned from 1st edition ADVANCED DUNGEONS & DRAGONS to the 2nd edition the most radically changed was that of the ranger. Some changes seemed logical in game terms; others did not. Moreover, much was gutted from the 1st edition that diminished the many of the ranger's unique qualities. This article attempts to rectify the ranger and build a class that is worthy of both editions.

The 1st Edition Ranger

The prototype ranger is Strider from *The Lord of the Rings*. The AD&D class, as defined in the 1st edition PLAYERS HANDBOOK, follows along these lines. It notes that rangers "are adept at woodcraft, tracking, scouting, and infiltration and spying." This implies that the ranger's job is to work alone in the wilderness and along the borderlands of civilization keeping tabs on the enemies of humanity. Rangers gain a +1 on damage, per level of experience, when fighting "giant class" monsters. These include giants, goblins, orcs, and ogres – nearly all Evil in alignment, and extremely hostile to "civilization." UNEARTHED ARCANA expanded the list of monsters to include additional Evil humanoid races.

Rangers would best know their local terrain, constantly monitoring it for

signs of humanoid incursion. The ranger would deal with these enemies using guerilla-style attacks, or gain assistance from the local population or lords in dealing with the enemy. This is noted in the level titles of the ranger "Scout," "Guide," "Pathfinder," etc.

The ranger's role as a scout and spy for a larger body is indicated by the ranger's prohibition on gathering in groups of more than three rangers. With this comes his watchful demeanor resulting in increased chances to surprise and reduced chances to be surprised, and an ability to track his enemies. Furthermore, at 10th level rangers gain the ability to use all magical devices which pertain to surveillance type magic, such as Clairvoyance and ESP.

To assist the ranger with his goals come druidic and magic-user spells starting at 8th and 9th level respectively. The reader would note that druidic spells would be a natural choice, as many of these spells would aid the ranger in outdoor situations. Presumably, the magic-user spells would also aid the ranger in scouting and spying.

Oddly enough, the ranger used an 8-sided die for Hit Dice (instead of the typical d10 for fighter types), and start at first level with 2 Hit Dice. This means that a ranger would start the game with 2 to 16 hit points, far more than any other class.

Another UA addition was that rangers gained weapon specialization as a fighter. This greatly increased the class's fighting ability.

The 2nd Edition Ranger

Second edition AD&D presented the ranger in a new light. The idea of ranger as spy and infiltrator took backseat to ranger as woodsman and beastmaster. (In fact, the class description does not even mention a role as scout or infiltrator.)

First, Hit Dice was changed to the standard 10-sided die for fighter types, and the two Hit Dice at first level was dropped. Also dropped was weapon specialization. Instead, rangers gained ambidexterity, able to fight with two weapons with no 'to hit' penalties. Also removed was the ranger's ability to use intelligence gathering magic items, the prohibition against more than four rangers operating together, and his surprise modifiers.

To facilitate tracking and spying the ranger retained the tracking ability (now shifting from the cumbersome method of first edition to the non-weapon proficiencies of 2nd edition), and gained Hide in Shadows and Move Silently (as per the thief skills).

The damage bonus against giant types was replaced by a flat +4 to hit versus a single type of monster, the ranger's species enemy.

The use of magic-user spells was dropped, allowing the ranger to cast priest spells from the plant and animal

spheres only. Finally, rangers gained animal empathy and a limited degree of influence over wild and trained attack animals.

Problems with Both Systems

Without a doubt, the 1st edition rangers pose a few problems in regards to class balance. In this case rangers are simply too powerful. First, although the ranger uses an 8-sided die for hit point determination, he can have up to 11 Hit Dice with maximum total hit points at of 88 at 11th level. Compare this to the fighter that uses a 10-sided die for hit point determination, but only up to 9 Hit Dice, or a maximum of 99 hit points at 11th level. Furthermore, the 2 Hit Dice for starting characters ensures a high chance of survivability at low-levels. This, along with the UA giving the class weapon specialization, one would wonder why anyone would even play a fighter.

Another major balance problem is the fact that ranger's can cast magic-user spells while wearing armor, even full plate armor. Even though they could only cast up to 2nd level spells, some spells, such as magic missile, can pack a mighty punch at higher levels.

The key problem with the 2nd edition ranger lies with that system's reinterpretation of a ranger's core characteristics. This ranger is friend of wilderness, protector of the land, plants, and animals that dwell within his territory. This ranger has less in common with Strider and more with Beorn from *The Hobbit* or Dar from the *Beastmaster* movie. A class more akin to a druidic

eco-warrior supplanted their role as protector of civilized lands. Note this passage from THE COMPLETE RANGER'S HANDBOOK:

"All rangers, then, have an inherent understanding of natural lore, encompassing a broad set of principles involving conservation, ecology, and natural order."

The 2nd edition ranger's animal powers and use of nature-type further spells backs up this notion. Not that this type of class is necessarily bad, it's just that it's not a ranger; better to make this a wholly separate character class.

Another problem is the classes' ambidexterity ability. This effectively doubles the ranger's attacks with no penalties other than he must wear leather or studded leather armor. Obviously, this was placed to balance out the loss of weapon specialization. However, ambidexterity still over-powers the ranger. Higher-level rangers would surely have magic armor (or other type of magical protection). Couple this with a good chance the ranger gains a bonus from high Dexterity (minimum Dex of 13), and you have one well-protected ranger with multiple attacks. (No doubt that the dark elf ranger, Drizz't, from the R. A. Salvatore novels inspired the addition of this ability).

Lastly, and most vexing, is the ranger's racial enmity ability. Broadening the scope of monsters beyond the "giant classes" that the ranger prefers to battle is a logical step in the right

direction. However, I balk at the idea that the ranger hates these creatures so much he cannot control himself, with a penalty to his Reaction Roll should he have to interact with one. The idea that a player must pick only one type of monster the ranger focuses all his hatred is too narrow. If a player chooses, let's say, xvar as his racial enemy, how often will he actually get a chance to battle such creatures throughout the course of his career? Twice? Five times? Most D&D campaigns offer a broad variety of monster to fight in a single adventure. Rarely, do players keep encountering the same types of creatures throughout a whole campaign. Furthermore, rangers gain a +4 'to hit' while battling this racial enemy. This is fine for low-level rangers, but practically useless at higher levels. By that time, the ranger has a good THAC0 and probably has magic weapons to boot. If his racial enemy is xvars, and the ranger is 10th level, he probably will not miss even without the +4 'to hit.'

A New Ranger

The rebuilt ranger offered below draws upon the 1st edition and 2nd edition versions of that class. However, the final class is more suited toward 2nd edition rules, although, with a little tweaking, can easily be modified for 1st edition.

NOTE: Please note that the following class description has been rewritten for ease of use and combines text from the original and 2nd edition PLAYERS HANDBOOK, and the author's original.

Ranger

Ability Requirements: Strength 13

Dexterity 13

Constitution 14

Wisdom 14

Prime Requisites: Strength, Dexterity, Wisdom

Races Allowed: Human, Elf (gray, high, wood), Half-elf

Rangers are a sub-class of fighter who are adept at woodcraft, tracking, scouting, infiltration, and spying.

All rangers must be of good alignment, although they can be lawful, chaotic, or neutral otherwise. A ranger must have Strength of not less than 13, Dexterity of not less than 13, Wisdom of not less than 14, and a 14 or greater Constitution. Rangers with an Intelligence of 9 or better can also learn magic-user spells (see below).

A ranger who has Strength, Dexterity, and Wisdom scores of 16 or more gains a 10% bonus to the experience points he earns.

The ranger can use any type of weapon or armor, although, lighter armors, such as leather or studded leather, are preferred.

Weapons of Choice: Although rangers do not have access to weapon specialization, they do have weapons of choice. At 1st level the ranger gains a +1 'to hit' with either a bow or light crossbow. At 7th level this goes to +2 'to hit.' At 3rd level rangers gain a +1 'to hit' with a sword (all except two-handed), an axe (any type), spear, dagger, or knife. At 9th level this goes up to +2.

Non-Weapon Proficiencies: Rangers should have access to all fighter non-weapon proficiencies, but are best suited toward *animal handling, animal lore, animal noise, animal training, boatwright, bowyer/fletcher, camouflage, direction sense, endurance, fire-building, fishing, hunting, investigation, mountaineering, observation, riding (land or airborne), rope use, running, set snares, sign language, signaling, survival, swimming, and weather sense*. Additionally, they can take the *disguise* and *information gathering* proficiencies (from **THE COMPLETE THIEF'S HANDBOOK**). Note that *information gathering* allows the ranger to draw intelligence from contacts in his home territory only.

Alertness: Rangers gain the *alertness* non-weapon proficiency. (See **COMPLETE THIEF'S** or **RANGER'S HANDBOOK** for a description of this skill.)

Tracking: The ranger is skilled woodsman and starts with a 50% in the *tracking* non-weapon proficiency. Furthermore, this skill improves by +5% for every three levels the ranger has earned (3rd to 5th level, +5%; 6th to 8th level, +10%, etc.).

Identification of Tracks: Whether tracking outdoors or indoors (underground), a ranger may be able to identify what sort of creature(s) made a trail, what direction the quarry was going in, how many creatures were in the group being tracked, and how fast they were traveling. When the trail is outdoors, the ranger may also be able to determine the approximate time of passage – that is, how much time has elapsed since the tracks were made.

Identification of tracks can only occur if the attempt to track is successful. The

chance for successful identification is the same as for tracking with a second dice roll required to determine success. Identification abilities gained by level are cumulative; *i.e.*, a 4th-level ranger has the abilities of a 3rd-level ranger, in addition to the skills gained at 4th level. For the purpose of this determination “woodland creatures” are those which are able to be encountered in faerie or sylvan settings or wilderness forests. Consult **Table 1** for a detailed list of types of creatures the ranger can identify.

Table 1. Tracking Identification

<u>Ranger Level</u>	<u>Ability To Identify</u>
1	Common woodland creatures' tracks and direction of travel.
2	Common woodland creatures' number and pace.
3	Common woodland creatures' time of passage (outdoors only).
4	As 3 rd level with respect to uncommon woodland creatures.
5	As 3 rd level with respect to rare woodland creatures.
6	As 3 rd level with respect to very rare woodland creatures.
7	As 3 rd level with respect to all sorts of creatures (woodland and otherwise) within a 100-mile radius.
8	As 7 th level, plus the ability to determine the general size and weight of humans.
9	As 8 th level, plus the ability to determine the size and numbers of mounted creatures (for instance, if a horse is carrying more than one rider).
10	As 9 th level with respect to all creatures ever observed, prior to attaining 10 th level or subsequently.

Hiding in Shadows & Moving Silently:

While wearing studded leather or lighter armor, the ranger can try to Move Silently and Hide in Shadows. His chance to succeed in natural surroundings is given on **Table 2** (modified by the ranger's race and Dexterity, as given on Tables 27 and 28 of the 2nd **AD&D PLAYERS HANDBOOK**). When attempting these actions in non-natural surroundings (a musty crypt or city streets) the chance of success is halved. Hiding in Shadows and Moving Silently are not possible in any armor heavier than studded leather – the armor is inflexible and makes too much noise.

Species Enemy: In their roles as protector of good and civilization, rangers tend to focus their efforts against some particular types of creatures, usually ones that maraud their homeland. Before advancing to 2nd level, every ranger must select a species enemy group. Thereafter, whenever the ranger encounters that enemy, he adds +1 point of damage per level of their experience with each successful hit on these creatures. Furthermore, the ranger will actively seek out this enemy in combat in preference to all other foes unless someone else presents a much greater danger. Consult **Table 3** below for a complete list of species groups.

Spell Use: At 8th level, rangers gain limited priest spell ability, and additional spells are added through 16th level (consult **Table 2**). Spells are limited to the animal and plant spheres.

At 9th level, rangers with a 9 or better in their Intelligence gain magic-user spell ability (consult **Table 2**). In this they are

limited to spells from the enchantment/charm and divination spheres. Note that rangers must make a "Know Spell" roll to learn spells, and cannot cast spells while in any armor other than leather or studded leather.

Rangers cannot read cleric or magic-user spells from magic scrolls in any event.

Use of Magical Information Gathering

Items: At 10th level, rangers are able to employ all non-written magic items which pertain to **Clairaudience, Clairvoyance, ESP, and Telepathy.**

Strongholds: Rangers can build castles, forts, or strongholds, but do not gain any special followers by doing so.

Followers: At 10th level, a ranger attracts 2d6 followers. These followers might be normal humans, but they are often animals or even stranger denizens of the land. Use Table 3 from the 2nd edition **PLAYERS HANDBOOK** or Tables 33-43 in **THE COMPLETE RANGER'S HANDBOOK** to determine these, or your DM may assign specific followers.

Restrictions and Strictures: Like the paladin, the ranger has a code of behavior. A ranger must always retain his good alignment. If the ranger intentionally commits an evil act, he automatically loses his ranger status. Thereafter he is considered a fighter of the same level (if he has more experience points than a fighter of his level, he loses all the excess experience points). His ranger status can never be regained. If the ranger involuntarily commits an evil act (perhaps in a situation of no choice), he cannot earn any more experience points until he has cleansed himself of that evil. This can be accomplished by

correcting the wrongs he committed, revenging himself on the person who forced him to commit the act, or releasing those oppressed by evil. The ranger instinctively knows what things he must do to regain his status (i.e., the DM creates a special adventure for the character).

Furthermore, rangers tend to be loners, men constantly on the move. They

cannot have henchmen, hirelings, mercenaries, or even servants until they reach 8th level. Nor can more than three rangers may ever operate together at any time. While they can have any monetary amount of treasure, they cannot have more treasure than they can carry. Excess treasure must either be converted to a portable form or donated to a worthy institution (an NPC group, not a player character).

Table 2. Ranger Abilities

<u>Ranger Level</u>	<u>Hide in Shadows</u>	<u>Move Silently</u>	<u>Casting Level</u>	<u>Priest Spells</u>			<u>M-U Spells</u>	
				<u>1</u>	<u>2</u>	<u>3</u>	<u>1</u>	<u>2</u>
1	10%	15%	-	-	-	-	-	-
2	15%	21%	-	-	-	-	-	-
3	20%	27%	-	-	-	-	-	-
4	25%	33%	-	-	-	-	-	-
5	31%	40%	-	-	-	-	-	-
6	37%	47%	-	-	-	-	-	-
7	43%	55%	-	-	-	-	-	-
8	49%	62%	1/-	1	-	-	-	-
9	56%	70%	2/1	1	-	-	1	-
10	63%	78%	3/2	2	-	-	1	-
11	70%	86%	4/2	2	-	-	2	-
12	77%	94%	5/4	2	1	-	2	-
13	85%	99%*	6/5	2	1	-	2	1
14	93%	99%	7/6	2	2	-	2	1
15	99%*	99%	8/7	2	2	1	2	2
16	99%	99%	9/8	2	2	2	2	2

* Maximum percentile score

Table 3. Ranger Enemy Groups

Creatures, Animal

Anhkheg
 Aurumvorax
 Babbler
 Bat, All (not common)
 Bear, All
 Beetle, All Giant
 Bird, Giant Predatory
 Cat, Great
 Centipede, All Giant
 Crocodile, All
 Dog, Death
 Dog, Devil
 Elephant, All
 Fish, All Large
 Predatory
 Frog, All Giant
 Insect, All Large
 Predatory
 Leech, All Giant
 Lizard, All Giant
 Mammal, All
 Predatory
 Muckdweller
 Octopus, Giant
 Rat, Giant
 Scorpion, Giant
 Slug, Giant
 Snake, All Large
 Spider, All Large
 Squid, Giant
 Toad, All Giant
 Wolf, All
 Worm, All Giant

**Creatures,
 Fantastic**

Basilisk, All
 Behir
 Boalisk
 Bulette
 Catoblepas
 Chimera, All
 Cockatrice, All
 Displacer Beast
 Gargantuan
 Gargoyle, All
 Gorgon
 Griffon
 Hippogriff

Hook Horror
 Hound, Hell
 Hound, Yeth
 Hydra, All
 Leucrotta
 Manticore
 Nightmare
 Owlbear
 Peryton
 Remorhaz
 Roc
 Roper
 Sea Lion
 Sphinx, Hieraco-
 Stroper
 Tarrasque
 Umber Hulk, All
 Yeti

**Creatures,
 Magical**

Aboleth
 Beholder
 Beholder-kin, All
 Cloaker
 Doppelganger
 Grell
 Hag, All
 Harpy
 Ixitxachitl
 Kraken
 Lamia, All
 Manscorpion
 Medusa
 Mind Flayer
 Morkoth
 Naga, All Non-good
 Neogi
 Rakshasa
 Su-monster
 Yuan-ti, All

Demi-Human, Evil

Derro
 Drider
 Drow
 Duergar
 Spriggan

**Dragons &
 Dragon-kin**

Dragon, All Non-good
 Dragonne
 Dragon Turtle
 Drake, All
 Wyvern

**Elementals &
 Elemental-kin**

Aerial Servant
 Elemental
 Elemental, Para-
 Elemental, Quasi-
 Elemental-kin, Non-
 good
 Fire Snake
 Genies, Non-good
 Grue
 Invisible Stalker
 Magmen
 Nereid
 Salamander
 Sandling
 Skriaxit
 Tempest
 Water Weird
 Xorn, All

Faerie-kin, Evil

Berbalang
 Forlarren
 Gremlin, All
 Imp, All
 Jermlaine
 Quickling
 Screaming Devilkin

Giants & Giant-kin

Giants, All Non-good

Goblinoid

Bugbear
 Goblin
 Hobgoblin
 Kobold
 Orc

Orog
 Urd
 Xvart

Humanoid

Bullywug
 Crabmen
 Dire Corby
 Ettercap
 Firenewt
 Gibberling
 Gith, All
 Gnoll, All
 Grimlock
 Grippli
 Kuo-toa
 Lizardman, All
 Minotaur
 Quaggoth
 Qullan
 Sahuagin
 Tabaxi
 Tasloi
 Thri-keen
 Troglodyte

Lycanthropes

Jacklewere
 Lycanthrope, All Non-
 good
 Wolfwere

Troll/Ogre-kin

Ettin
 Ogre, All
 Ogre, Half
 Ogre Mage
 Ogrillon
 Troll, All

Undead

Undead, All Non-
 good