

Footprints



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% in Lair

by Nicholas Partridge

We have several things to thank for the belated arrival of this edition of Footprints. Firstly, the well-spring of inspiration which is Gary Gygax's masterwork—the Dungeon Master Guide. Secondly, Dragonsfoot, without which this magazine could not exist. I'd particularly like to thank John Turcotte, the previous editor of this magazine, for his hard work which helped establish Footprints' well-deserved reputation.

Finally, I'd like thank the contributors to this magazine. Their articles are imaginative, inspiring, and not least, useful. I hope you will agree, and also wish to submit your own material to Footprints.

The Cult of the Devourer

Juiblex's Cult

by Andrew Hamilton

The demon lord Juiblex is considered insane by most authorities, including the majority of the other demon lords. It (Juiblex appears to be a genderless entity) rarely seeks out new worshippers, content to maintain its layer and dominion in the 666 layers of the Abyss, and attend to its worshippers and unknowable affairs.

Some learned parties maintain that Juiblex is not a true demon, claiming that the slime lord is something older and more primordial. They point to the fact that Juiblex is not served by demons as evidence of their claim. The uneasy relationship between Juiblex and other Demon Princes and Lords serves as further "proof" of this claim. Certainly, there are many non-demonic, deific entities that reside on the Abyss, so the classification of Juiblex as a "demon" may well be erroneous. However, this line of reasoning may spur one to ask, if Juiblex is not a demon, what is it, and are there more entities of its ilk out there?

Despite its loathsome and alien nature, the Slime Lord seems to attract the outcast, the diseased, and the deformed as worshippers, and those that choose to worship Juiblex will find their prayers answered. In addition to being a demon lord, Juiblex is a lesser deity, able to grant spells of up to the 6th level to those sentient creatures that worship it. In fact, Juiblex is capable of granting many

unique and powerful spells to its worshippers.

In addition to the various good faiths that will oppose the machinations of any demonic entity, Juiblex and its worshippers have a tendency to come into conflict with deities of disease and disfigurement (as the portfolios of these powers and Juiblex overlap somewhat, and they "compete" for worshippers). However, Juiblex does not seem to have a focused hatred or rivalry with any single entity, and instead seems to temporally fixate on a goal or outcome, and then let its attention wander (which is unsurprising given that it is an insane, chaotic entity).

Juiblex (The Devourer, etc.)

Lesser Power of the Abyss, CE

Portfolio: Slimes, Oozes and Molds, Decay, Dissolution

Aliases: The Devourer, The Slime Lord, The Slime King,

Domain Name: The Slime Pits

Superior: None

Allies: None

Foes: Many (other Demon Lords & Princes),

Symbol: Varies, often a stylized green-brown swirl of slime or fluid

Worshippers' Align: CE, CN, NE, insane

Juiblex is most powerful in its home realm, one layer in the Abyss, and it has rarely sought to establish and maintain power outside of its dominion. The Slime Lord seems to be concerned with its progeny, slime creatures of all types, and cares little for the chaotic infighting and backstabbing that characterizes the politics of the Abyss. It rejects any offers of alliances, but will defend its dominion fiercely should invading forces threaten. Similarly, Juiblex seems to have no interest in the eternal struggle between Law & Chaos.

Given this, it is not surprising that Juiblex rarely seeks worshippers, as it seems to have no formal place in the hierarchy of the Demon Lords & Princes, or within any pantheon, and its power does not seem to fluctuate as its worshippers increase or decrease in number. However, should a creature pray to Juiblex, they are likely to find their prayers answered. Juiblex draws worshippers from the more depraved members of humanity, as well as from outcast races such as mongrelmen, broken ones, and some vegypygmyies.

Juiblex's Avatar: As per MM.

Other Manifestations: Juiblex may manifest as a slime, mold or jelly that acts in an unusual manner or has unusual powers. It will also manifest through the liquifaction of some object (typically organic), such as having a wooden door, furniture, tree or a dead body collapse into a slimy pool of sludge.

The Church

Clergy: Clerics

Clergy's Alignment: CE

Turn Undead: Yes

Command Undead: No

Note—Juiblex has little interest in, or respect for, undead and the spheres of necromantic power; he grants his clerics the ability to turn undead (partially as a slight against the Demon Lords Orcus and Yeenoghu), but not the ability to command the undead.

Juiblex is typically worshipped in small, secretive and isolated Cults. Secrecy is a necessity, as when a Cult of Juiblexians is discovered, it is typically destroyed as quickly as possible by the authorities and any good aligned churches in the region.

Priests of Juiblex roam, ever alert for opportunities to recruit the dispossessed, outcast or diseased, converting them to the worship of the Slime Lord. They also seek to establish shrines, and when possible seek to capture sacrifices and perform sacrificial rituals.

Dogma: All life is nothing more than food for the Devourer, and everything will eventually rot and come to nothingness. Life should be surrendered to the children of the Slime Lord, for the Children of the Slime Lord are the ultimate inheritors of Creation.

Day-to-Day Activities: Juiblex typically requires little of its worshippers, other than a steady supply of sacrifices. Juiblex is not interested in wealth or magic as sacrifices; it requires living sacrifices. Typically sacrifices to Juiblex are made by throwing a bound captive into a pit that contains a slime, ooze, jelly or similar monster. While animals such as dogs, cats, sheep, etc. are suitable sacrifices, the preferred sacrifices are humans, demi-humans, humanoids and other sentient creatures.

Holy Days/Important Ceremonies: As cults or bands of Jublexians are stamped out by paladins, good churches, and most authorities whenever they are discovered, the worship of Juiblex has not developed into an organized faith with decades or

centuries of tradition; there are no holy days or celebrations. Instead, each isolated Cult creates its own holy days and ceremonies. The only ceremony that is consistent across all of the Juiblexian Cults is the sacrifice of living creatures to slimes, oozes, puddings, jellies or similar creatures. The sacrifice ceremony is accompanied by as much or as little pomp and circumstance as the high priest of the Cult desires, but typically includes throwing a living captive (normally bound or drugged) into a pit of green slime, ooze, jelly or a similar creature. Juiblex demands one sacrifice a month (and will show displeasure for inadequate sacrifices by withholding spells), but most Cults seek to make weekly sacrifices.

Major Centres of Worship: Again, lacking a formalized clerical and church hierarchy, and being a faith that is stamped out by orders of paladins and crusaders upon discovery, there are no established major centres of worship or recognized holy places which cultists undertake a pilgrimage to. Any worshipper is free to proclaim themselves a "High Priest" and gather a group of worshippers, forming a cult or cell.

Most shrines to Juiblex are located underground, in isolated areas and hidden from passers-by. These shrines are also fortified and defended; while Juiblex and its worshippers may be insane, they are also painfully aware that their cause is reviled by the majority of humanity and its allies, and that there is security to be found in secrecy. Each shrine will be unique, the only common element being a sacrificial chamber or pit of some type that contains a slime-like entity of some type.

Other common themes found in shrines consecrated to Juiblex include slimes, jelly, molds, oozes and similar monsters used as guardians, and as weapons (hurled pots containing slime, etc.), and used in traps (pit traps, deadfall traps). The shrines are often damp or wet, poorly lit, and quite uncomfortable.

Affiliated Orders: There are no formal orders of crusaders, paladins, or priests of Juiblex, and Cults of Juiblex worshippers must rely on themselves and any paid or deceived allies. Furthermore, the chaotic and secretive nature of the Cults ensures that even if there were two Cults in the same region, they would not ally with or support each other. This isolation and independence means that a band of adventurers, good-aligned crusaders or a local ruler can wage a

campaign of eradication against a Cult of Juiblex without fearing reprisal from some larger, organized religious hierarchy.

Priestly Vestments & Adventuring Garb: Not surprisingly, given the chaotic and dispersed nature of Juiblex's Cults, there is no formal attire expected of the clergy. Most wear sickly green, brown, or grey ceremonial robes, and their day to day attire is often selected to help them blend into whichever crowd they associate with. The ceremonial robes are typically unwashed, grimy, stained, and moldy (mimicking Juiblex and its children).

Weapons: Juiblexian priests may use any type of weapon not prohibited to the cleric class, and they have no favored weapon. Many also carry one or more pottery vessels that contain green slime or some other slime. These may be hurled like a weapon, or poured out upon a victim (an impromptu sacrifice).

Armor: Juiblexians have no favored armor, and they tend to seek out the best armor possible.

Granted Powers: Juiblex grants his more accomplished clergy powers and abilities.

At the 3rd level, Juiblexian clerics suffer half damage from acid and corrosive materials.

At the 6th level, Juiblexian clerics become immune to all acid damage (including black dragon breath and *Melf's acid arrows*).

At the 9th level, Juiblexian clerics are immune to the dissolving, transformative and infectious properties of molds, slimes, jellies, oozes and similar creatures.

At the 12th level, the Juiblexian immunity to dissolving, transformative and infectious properties of molds, slimes, jellies, oozes and similar creatures is extended to the possessions of (items worn or carried by) the Juiblexian cleric.

Juiblexian Spells: Juiblex provides its worshippers with a number of unique, and often somewhat disgusting, spells. This magic is generally related to slimes, or has a slime-based component. While these spells might be available to clerics that worship similar entities of rot, decay and slime, they are not clerical spells that would be widely available. Hopefully these are a nasty surprise to your players!

A material component required for each of these spells is the cleric's holy symbol.

Slime Touch (Conjuration)

Level: 2 Components: V, S, M
Range: *Touch* Casting time: 4 seg
Duration: *See below* Saving throw: *Half*
Area of effect: *One creature*

Explanation/Description: The slime touch temporarily coats the caster's hand with a slimy material. This coating remains on the caster's hand for 1 round/level, or until the caster touches another creature. The magically slimy and corrosive touch allows the priest to inflict a nasty wound. The slime touch causes 1 hp/level on the 1st round, and ½ hp/level of damage on the 2nd round (save for half damage).

Protection From Slimes (Abjuration)

Level: 3 Components: V, S, M
Range: *Touch* Casting time: 5 seg
Duration: *10+2 rds/lvl* Saving throw: *None*
Area of effect: *One creature*

Explanation/Description: This spell makes the recipient temporarily immune to the corrosive, transmutative and infective properties of slimes, jellies, puddings and similar creatures. It is important to note that this protection is for the caster or recipient, not that individual's clothing, armor or possessions. Similarly, the protection does not extend to physical damage (such as a blow from a gray ooze). Thus, a cleric under the effect of this spell could be immersed in green slime and emerge unharmed, but his armor may be eaten away to nothing.

There are rumors that a more powerful version of this spell (4th or 5th level) exists that both protects the caster's possessions and can be cast on a third party.

Spit Slime (Conjuration)

Level: 3 Components: V
Range: *Touch* Casting time: 5 seg
Duration: *1 attack* Saving throw: *None*
Area of effect: *One creature*

Explanation/Description: This spell has a limited range (1'/level) and lacks a bonus to hit, making it a short range attack spell. However, as the slime expelled by this spell will corrode armor & weapons, the attack roll must only hit AC 10 to damage the armor & possessions of the target. If the slime hits armor, the material is damaged as if it came in contact with a black pudding (the duration of the exposure equal to 3 rounds at the 9th level and less, 4 rounds from the

10 to 15th level, and 5 rounds at level 16 and up).

If the attack roll is successful, the creature struck by the slime spittle suffers 1 hp/caster level of damage on the first round, reducing by 50% each subsequent round until it reaches zero (rounding down). Thus, a victim struck by spit from an 8th level caster would suffer 8 hps damage on round 1, 4 hps on the 2nd round, 2 hps on the 3rd round and 1 hp on the 4th and final round. An 11th level caster would cause 11, 5, 2, and 1 hp to a target on round 1 through 4, respectively; while a 16th level caster would cause 16, 8, 4, 2 and 1 hp of damage to a target on rounds 1 through 5, respectively. However, if the target is wearing armor, the armor must be dissolved prior to the target suffering damage. Thus a victim wearing chainmail who is subject to spit from an 8th level caster will suffer no damage on the 1st round (although their chain mail will be dissolved). On the 2nd round the victim will suffer 4 hps of damage, 2 hps on the 3rd round and 1 hp on the 4th round.

Slime Form (Alteration)

Level: 4 Components: V, S, M
Range: *Touch* Casting time: 7 seg
Duration: 1 turn/level Saving throw: None
Area of effect: One creature

Explanation/Description: This spell allows the priest to take the physical form of slime, transforming the priest and his or her possessions into a slime-like shape. While in the slime form, the priest is able to move in the same manner as a black pudding (6" movement, able to flow under 1" cracks, equally able to travel on floors, walls & ceiling). The priest is also able to attack as a black pudding, including having the Armor Class (6), defenses (although smaller parts cut off of the transformed priest wither and die instead of taking on a life of their own, and such "loss" of parts does not adversely affect the priest at the spell's end), and the special attacks of that monster (1 blow for 3-24 points of damage plus corrosion). The cleric retains his hit points, THACO and saving throws. The spell effect lasts 1 turn per level, although the cleric may terminate the spell and regain his human form at will. As the slime form lacks any hands & vocal apparatus, spell casting is essentially impossible in the slime form.

The transformation to and from the slime form does require a system shock roll to survive, but the transformations (both to a

slime, and the return to human form) each cure 1d12 hp of damage that the cleric may have previously sustained.

Summon Slime (Conjuration)

Level: 4 Components: V,S,M
Range: 3" Casting time: 6 seg
Duration: 1 turn/level Saving throw: None
Area of effect: See below

Explanation/Description: This spell allows the priest to conjure a slime or mold or ooze. Higher level priests are able to conjure more powerful slime creatures, although they have the option to conjure lesser slimes (although more slime-type monsters will respond to the conjuration). The following details the types of slimes available as a caster advances in level, and the number of each which can be conjured.

Caster level	Type of Slime	# of slimes (rounded down)
7	Gray Ooze	1+1 per 4 levels
9	Crystal Ooze	1+1 per 5 levels
11	Ochre Jelly	1+1 per 6 levels
13	Mustard Jelly	1 per 6 levels
15+	Black Pudding	1 per 8 levels

The conjured slimes appear 1d4 rounds after the completion of the spell, and will generally behave in a manner as directed by the cleric of Jublex. At the end of the spell's duration or upon their death (whichever comes first) the conjured slimes vanish.

Hurl Slime (Conjuration)

Level: 5 Components: V,S,M
Range: 0" Casting time: 8 seg
Duration: 1 rd/3 lvs Saving throw: None
Area of effect: 1 target per round

Explanation/Description: This very dangerous spell allows a priest to hurl gobs of slime (the slime is magically conjured) which then cause damage and come to life. The priest must make a successful "to hit" roll for the slime to hit the target. However, as the slime will damage armor, the "to hit" roll is made against a base AC 10. The AC is adjusted only for magical and Dexterity bonuses. The slime may be hurled the same distance as a club.

The slime has the same effects as the slime conjured by a spit slime spell. If the slime hits armor, the material is damaged as if it came in contact with a black pudding (the duration of the exposure equal to 3 rounds from

a 9th level caster, 4 rounds for a caster of 10th to 15th level, and 5 rounds at caster level 16 and up). This corrosive action makes the spell effective against iron golem and flesh golems, animated armor, and similar non-lithic automatons (who suffer the base damage as their metallic structure is dissolved).

If the attack roll is successful, the creature struck by the slime glob suffers 1 hp/caster level of damage on the first round, reducing by 50% each subsequent round until it reaches zero (rounding down). Thus, a victim struck by spit from an 8th level caster would suffer 8 hps damage on round 1, 4 hps on the 2nd round, 2 hp on the 3rd round and 1 hp on the 4th and final round. An 11th level caster would cause 11, 5, 2, and 1 hp to a target on round 1 through 4, respectively; while a 16th level caster would cause 16, 8, 4, 2 and 1 hp of damage to a target on rounds 1 through 5, respectively. However, if the target is wearing armor, the armor must be dissolved prior to the target suffering damage. Thus a victim wearing plate mail who is struck by a glob from a 10th level caster will suffer no damage on the 1st and 2nd round (although their plate mail will be dissolved). On the 3rd round the victim will suffer 2 hp of damage, 2 hp on the 4th round and 1 hp on the 5th round.

The hurl slime spell has a duration of 1 round for every 3 caster levels, and one gob of slime may be hurled each round. Thus a 9th level caster can hurl three gobs of slime over three rounds, while a 15th level caster can hurl five gobs of slime over five rounds.

Slime Golem (Enchantment, Alteration)

Level: 5 Components: V,S,M
Range: *Touch* Casting time: 5 seg
Duration: See below Saving throw: *None*
Area of effect: *One creature*

Explanation/Description: This is a version of the 5th level clerical spell *golem* that is only available to clerics of Juiblex. The spell piles and pulls slimes together into a vaguely humanoid shape, a slime golem. The slime golem is quite weak in some respects, and the golem form can only withstand a small amount of damage before it is disrupted. Unfortunately, the slimes, oozes and jellies that make up the slime golem are not destroyed when the slime golem is disrupted, and they may still attack or harm opponents. A 9th level caster is only able to fuse one slime, jelly or ooze into a slime golem form. However, at the 13th, 17th and

every four levels thereafter, an additional slime, jelly or ooze may be fused into the slime golem.

The base slime golem animating force has the following attributes: AC 8; HD 2+4; hp 20; M 9"; ATK 2; Dmg 1d4/1d4 + slime effect; SA slime effect; SD immune to sleep, charm, hold, fear; MR Standard; AL N; Size M; XP 205 (golem) plus slime.

A slime golem formed out of a green slime would have the following attributes: AC 8; HD 2+4 (2); hp 20 (16); M 9"; ATK 2; Dmg 1d4/1d4 + slime effect; SA green slime metal corrosion & flesh transmutation; SD immune to *sleep, charm, hold, fear*; MR Standard; AL N; Size M; XP 205 (golem) & 632 (slime).

Note—figures in parentheses are for the slime.

The effects of the slimes, oozes and jellies stack in a fused slime golem, so a slime golem made from a gelatinous cube and green slime would both paralyze and dissolve its targets.

The slime golem can remain dormant for a long period of time (1 week per level of the caster), and upon activation (keyed to an event, such as someone entering a room) or a command, the slime golem will remain active for 1 turn + 2 rounds/level, and will follow the commands of its creator. If its creator flees or is incapacitated, the slime golem will continue to follow its last command to the best of its ability.

The material components of this spell are a holy symbol of Juiblex and a supply of slimes, oozes or jellies.

New Monsters

Juiblex is not served by demons, and instead surrounds itself with slimes, puddings, jellies and similar creatures. However, Juiblex has modified a strain of olive slime to create a slime that can infect and infest a host and potentially result in a slime creature with demonic traits. Unfortunately (for Juiblex) this slime can only use the least powerful of demons as hosts (such as manes & dretches). Still, the slime touch of these creatures, additional immunities that they gain, and ability to spread has given Juiblex much satisfaction as it has watched these demonic slime creatures wreak havoc and co-opt the foot soldiers of other Demon Princes.

Juiblex has also found a way to infuse (or fuse, the details are unclear) slimes and jellies with a demonic intelligence. This is a similar process to the Slime Golem spell (see above), but creates a self-aware entity with an unlimited lifespan. The creation of a Greater Slime Demon is apparently quite taxing or relies on a limited power source, and while the Slime Demon is quite powerful, Juiblex has created only a limited amount (possibly 13, perhaps more, demonic rumor-mongers are not reliable sources).

Lesser Slime Demon

FREQUENCY: Very rare
 NO. APPEARING: 2d4 or 5d4
 ARMOR CLASS: 2
 MOVE: 9"
 HIT DICE: 6+2
 % IN LAIR: 15%
 TREASURE TYPE: J, K, L, M
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: 1d4/1d4/1d4+1
 SPECIAL ATTACKS: Spell-like powers
 SPECIAL DEFENSES: Spell-like powers
 MAGIC RESISTANCE: 30%
 INTELLIGENCE: Semi-
 ALIGNMENT: Chaotic evil
 SIZE: S (3-4' tall)
 PSIONIC ABILITY: Nil
 Atk/Def Modes: Nil/nil
 Level/X.P. Value: VII/1,125 xp + 8/hp

The lesser slime demon is a hybrid, a dretch infected with olive slime. It is a short, squat creature, as wide as it is tall, with spindly legs and arms. It is coated with slime, and leaves a trail of slime wherever it goes. However, Juiblex's intervention ensures that the creature retains a dim intelligence and demonic abilities, giving it the best of both worlds.

The lesser slime demon retains the base demonic abilities and the dretch's spell-like abilities: *darkness* 5' radius (at will, 1/rd), *scare*, *stinking cloud* (1/day), *telekinesis* (500 gp weight), *teleport* (1/day), *gate* (type I demon, 5% chance of success). The creature gains the ability to telepathically communicate with other lesser slime demons and any oozes, jellies, puddings, slimes, etc. within a 20' radius.

Unlike normal demons, lesser slime demons are unaffected by acid attacks (or the attack forms of slimes, jellies, oozes, puddings and similar creatures). They take half damage from cold, electricity, fire and gas.

The lesser slime demon attacks with two claw strikes and a bite. The claws strike for 1d4 hp damage each, and there is a 10% chance each successful strike that the target has been infected with olive slime. They bite for 1d4+1 hp of damage, which also has a 10% chance of infecting a struck creature with olive slime. In addition, the lesser slime demon can vomit forth a spray of olive slime (to a 3" distance). A save vs. poison is required to avoid being infected by this attack. The Abyssal variant of olive slime that has infected lesser slime demons has the ability to infect other demons (excepting Demon Lords and the most powerful greater demons), turning them into slime creatures or lesser slime demons.

New Magical Item

Oil of Slime Resistance (400 xpv, 4,000 gpv)

When applied to a person or equipment, this magical oil will prevent the protected item from being corroded or infected by any slime (green or olive), ooze (gray or crystal), pudding, jelly, etc. A container of this oil typically has 1d3 applications; each application can protect a single person for 2d4+1 hours, or a person and their gear for 1d4+1 hours. Applying the oil takes d4+2 rounds.



A Riddle

by Ryan Coombes

Now there's nothing like a good riddle or puzzle to absorb your players while you put your feet up and give your voice a rest. The following riddle can be used as part of a puzzle, trap or conundrum for the players to solve. It is an ideal riddle for a sphinx or similar creature. The rhyme is original, so there is no danger of your players being able to look it up apart from within the pages of this esteemed publication.

The riddle is formed of three sections, each building a metaphorical image of the solution which is an item. I have used the riddle in and out of play; it has taken some time to solve, but it has been successfully answered. I present the riddle here, and below is the solution and an explanation of the riddle. Try it first to see if you can guess the answer. If you can then congratulations. If you can't, well there may be one less hungry sphinx in the world.

*My skin is borne of plunder
From a castle taken
Through the dancing spearmen
The queen did not awaken*

*My heart is braided through me
A simple twist it's true
A sun which only seems to set
And gives its all to you*

*The gold was wrung out from me
To leave me poor but pure
And when I'm gone, what will remain?
A shawl and nothing more*

Solution: The solution to the riddle is a beeswax candle, although just candle would be acceptable.

*My skin is borne of plunder
From a castle taken
Through the dancing spearmen
The queen did not awaken*

The first section refers to the skin of the candle, namely the wax. It is taken from a beehive (the castle) past the bees (dancing spearmen), and from the queen's possession.

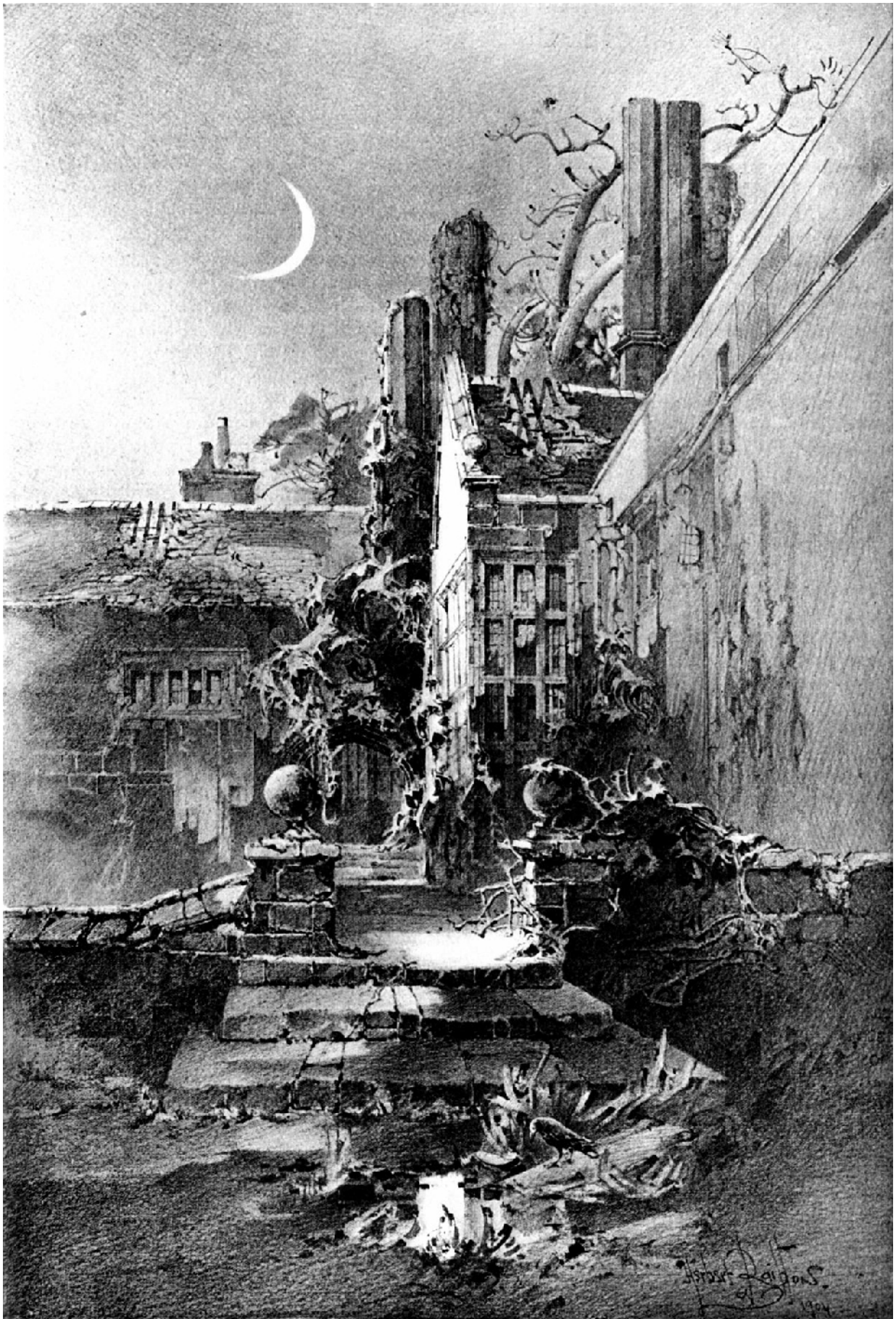
*My heart is braided through me
A simple twist it's true
A sun which only seems to set
And gives its all to you*

The braided heart is the candle wick, made of a twist of material. The sun which only seems to set is the candle flame which burns down, and is then extinguished just like a setting sun. Once the candle has been lit and burned down, it has given its all.

*The gold was wrung out from me
To leave me poor but pure
And when I'm gone, what will remain?
A shawl and nothing more*

The gold is the honey removed from the comb to leave the wax, the pure material. Once the candle is used, all that remains is a puddle of wax resembling a shawl.





The Mired Cathedral

by C. Wesley Clough

The Mired Cathedral is a site based AD&D game scenario for 4-8 characters of 4th to 6th level. Characters of any class and race are appropriate, although at least one cleric should be included. The player character party should also have access to at least one magic weapon, as there are a couple of monsters that require +1 or better magic weapons to damage.

ADVENTURE BACKGROUND

Long since forgotten by the practitioners of whatever religion constructed it, this building sits in a clear glade deep in the heart of a sizable swamp. Vines and creepers cover the cathedral's crumbling masonry, but no trees or other large plants grow close to it. Tall narrow windows, some still containing the remains of broken stained glass, pierce the walls; all start about 15 feet up from the ground level and continue upwards another ten feet before coming to a peak. A large ragged hole pierces the cathedral's vaulted roof near the front of the building. The weight of its stone and age has sunk most of the cathedral knee deep into water and muck. The transept on the east side of the building doesn't seem to have sunk as much, and a weed choked causeway leads to it across the marshy glade (which turns into a shallow mere near the cathedral proper).

Long abandoned, the mired cathedral has recently become home to a medium young adult black dragon. This creature just recently relocated to the swamp, and is seeking to establish a new territory. It happened across the ruin while searching for a lair, and made a few modifications to make it more defensible. The dragon is not really happy with the cathedral, however, and considers it a temporary home while it keeps searching for a better location. It has discovered a cave complex that would work nicely, about a mile to the west, but the caves are currently home to a large tribe of ogres. The dragon is still making up its mind whether it will be worth the effort to drive the ogres off, or if it should just keep looking for a different location. The dragon spends its nights and about half of each day here, the rest of the time it is out hunting or searching for a better lair.

FOR THE DUNGEON MASTER

The Dungeon Master could steer characters to the cathedral in any number of ways: rumors of a new dragon and his potential treasure might be enough for some adventuring parties, while others might need more motivation. A sage or wizard might hire the characters to retrieve a type of rare swamp lotus known to grow in the vicinity of the ruin, or a noble might send the adventurers to the cathedral in search of ancient records relating to his family.

APPROACHING THE CATHEDRAL

The only approach to the cathedral that doesn't involve wading through 2-3 foot deep stagnant water is along the causeway. The dragon, if awake and present, takes frequent glances out the nave's windows which look out over this causeway, and notices characters approaching from this direction 50% of the time. The dragon is unlikely to take immediate action, preferring instead to wait and see if the characters attempt to enter the nave. In this case it will be impossible for the characters to surprise the dragon later.

Approaching through the mere has only a 15% chance of drawing the dragon's attention, however it involves its own set of dangers: 1d4 giant leeches (hp 27 each) attack the characters every third turn spent slogging through the 2-3 foot deep water. There are a total of 21 giant leeches in the pool. The time taken to cross the mere depends on where the characters enter it. Characters wading through the water move at half speed. The mere is 100 yards across at its widest point; however, the distance would be considerably less for characters leaving the causeway to try to reach the cathedral's front doors, so some DM judgment is needed.

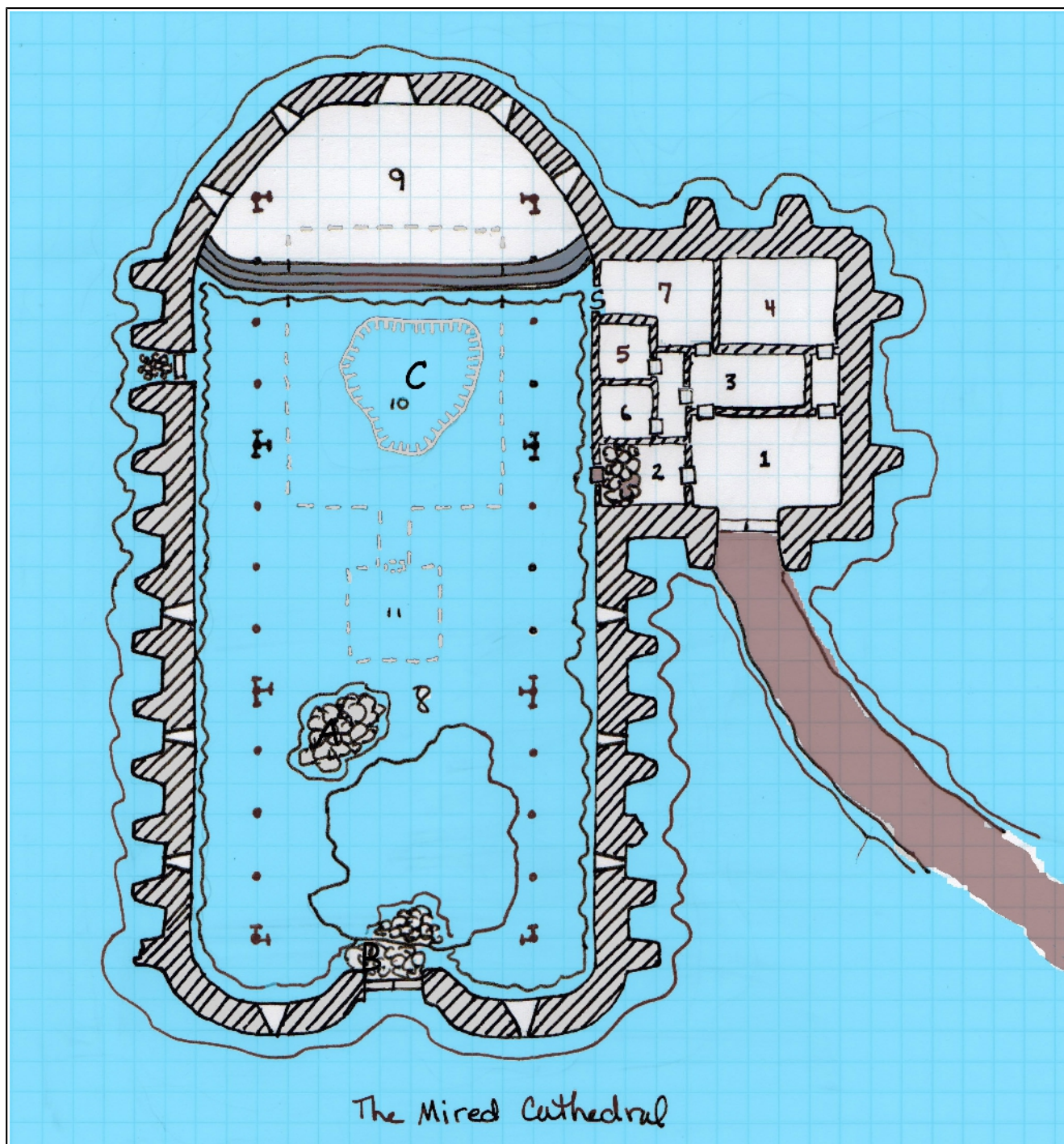
The causeway leads up to a set of waterlogged, worm-eaten double doors. The badly rusted hinges force characters to make an open doors roll to muscle the doors open. Going through these doors will lead to the Entry Hall (area 1 in the key below).

The massive front doors of the cathedral are even more waterlogged than those that lead into the transept. The dragon has piled rubble, from the collapsed part of the roof, behind the doors to prevent their opening.

Should the characters find a way in here anyway, they find themselves in the nave (area 8 below).

A smaller side door, sunk in knee deep mud and water on the western side of the cathedral, has a mound of rubble piled in front of it almost to its top. Digging the rubble away on the outside would take a lot of time and effort, and would certainly alert the dragon. Should the characters get in this way, they find themselves in the nave (area 8 below).

The windows are each about a foot and a half wide, so larger or heavily armored characters are unlikely to be able to squeeze through them, although smaller, lightly armored characters could do so easily enough. Characters entering by a window have the normal chances to surprise the dragon (assuming they haven't already been noticed). The windows lead into the Nave (area 8) or the chapel (area 9) depending on which window the characters try to enter.



ROOM KEY

General Notes: The floors of the transept (areas 1-7) are above the water level and dry. The floor of the nave is some two feet lower, and a foot of scummy water covers the floor except where noted in the text. Although the building looks to be in very bad shape, it was well built and is stable enough to adventure in without undue concern about collapses and such (a dwarf or gnome character can figure that out with a glance). The doors are stuck (requiring an open doors roll to open) unless otherwise noted in the key.

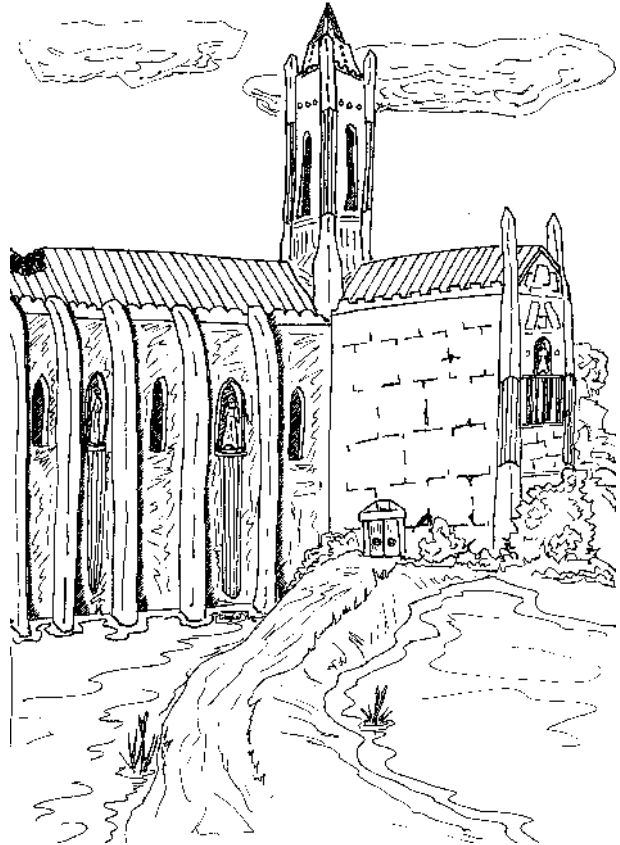
1. The sour stench of rotting vegetation fills this entry hall; a misshapen pile of vines, stems, and rotting foliage lies in the center of the floor. Characters who have encountered a shambling mound before will recognize the pile as the remains of one of those weird creatures. The dragon killed the shambler when it decided to make the cathedral its (temporary) lair.

2. This broad hallway is half filled with rubble. The dragon piled it here to block the only means of egress from the transept to the nave (unfortunately the dragon does not know about the secret door in area 7). Digging through the rubble would prove to be impossible for most character parties, and even making the attempt is sure to alert the dragon to the party's presence.

3. Fading murals cover the north, south, and east walls of this room: kings, emperors, saints, and prophets can still barely be made out, but who these luminaries were has been lost to the mists of time. There is nothing of danger or value here.

4. Wooden pigeonhole shelving, now collapsing with age and rot, line the walls of this room. Moldering scrolls (once church records) still rest in most of the cubicles, falling away to nothing if handled. One round after characters enter this room, a wraith (hp 31) will rise up like mist from the floor and attack. The unquiet spirit of an ancient scribe, the wraith can't leave this chamber, but while within it can't be turned either (unless the turn attempt would automatically destroy it). There is nothing of value in the chamber.

5. A marble basin, large enough for a man to bathe in, is set into the center of the floor of this room. Once used by the clergy of the cathedral for ritual cleansing, the basin now has six inches of scummy water in the bottom. A patch of green slime (hp 7) grows on the ceiling above the basin, and is 75% likely to drop on anybody poking around in the water. There is nothing of value in this room.



6. This small room is a privy; a bench along the western wall has holes cut into it, and old wooden buckets beneath the holes. The buckets are empty of anything save dirt and dust. There is nothing of danger or value in this room.

7. This room was a good sized office, judging by the furnishings that are crumbling to ruin inside of it. A large heavy wooden desk sags against the north wall, and bookshelves cover the section of the western wall that fronts the nave. A slithering tracker (hp 22) lurks beneath the remains of the desk. Given the chance it keeps out of sight and then follows along after the party, looking for a character to devour who is alone or sleeping.

The books on the shelves are mostly falling to ruin, similar to the scrolls in the records room (area 4 above), however four books on the shelf are worth a closer look. One of the books near the north end of the bookcase has a hollow cut out of the pages, and the objects that it holds can be found by somebody thoroughly searching the soggy rotting paper. There are four purple crystal gems (amethysts, worth 100 gp each) and a dusty rose prism (a magical *loun Stone*) to be found.

A book with a strange binding, *Catoblepas* hide, sits toward the middle of the shelving. The book's unusual cover composition has protected it from the worst of time's ravages. Written in an archaic form of the common tongue, the book details the history and financial dealings of a family of wealthy land owners. This family still exists today as a minor noble family in the area.

On the highest shelf of the bookcase is an iron metal box, about two feet long, a foot thick, and fourteen inches wide. The box is not locked, but has long since rusted shut and will take quite a bit of work to open. The box holds a *Vacuous Grimoire*; a warning on the top of the box about its contents has long since rusted away.

Finally, one of the books on the southernmost part of the book case is not a book at all; it is instead a wooden 'dummy' book. Pulling on its upper corner will cause the southern section of the bookcase to swing open, allowing access to the nave. Characters entering the nave through the secret door have a better chance of surprising the dragon (a 1-3 rather than the normal 1-2 on 1d6), assuming that it is present and is not already aware of them.

8. A cavernous room with a vaulted ceiling; a double row of thick pillars runs the cathedral nave's length. There is a huge hole in the ceiling near the south end of the chamber. This hole is the only means the dragon uses to get into and out of the cathedral, having barricaded all of the doors to the nave that it knows about with rubble.

About a foot of stagnant water covers most of the floor of the nave, but there are three exceptions to this. The hole in the roof has

created an island of tumbled masonry (A on the map) which comes out of the murky water to a height of about 4 feet; growing from the top of this island is a clump of swamp lotus. Another island rises from the water where the dragon has piled more fallen masonry to block the great front doors at the south end of the nave (B). The third exception is a place where the floor of the nave has fallen away into the crypts below (C on the map). The water here is not one foot deep, but rather twenty. Characters swimming down there (or sinking down there if they step wrong in heavier armor) will find themselves in the flooded crypt (area 10 below).

Should the dragon decide to kill the characters, it seeks to fight them in the nave attempting to save its meager hoard, piled in the chapel area, from the general fireworks of combat.

9. The northern end of the nave rises on a series of broad steps out of the water to this chapel area. Two great statues have been pulled down and shattered, and if there ever was an altar set up here it is missing. The black dragon (hp 28) will be lounging here if it is present when the characters enter its lair. The black dragon knows two spells, affect normal fires and read magic, and if the characters come in at night the first thing it does is use the former on any non-magical light sources the characters have, hoping to plunge them into darkness. If the party looks weak or hurt, the dragon will automatically attack when they enter the nave. If however the party looks strong and capable, it might decide to negotiate with them instead... perhaps allowing them to leave with their lives (and maybe even allowing them to take something like a couple of the 'worthless' flowers growing on the island in the nave) in return for clearing the ogres out of the cave system it covets. Of course, being chaotic evil the dragon is not to be trusted, and it is 75% likely to follow the characters that agree to fight the ogres, and lie in wait to spring an ambush on them as they leave the caves (hopefully softened up by the ogres). In no case will the dragon allow characters access to its treasure.

Should combat occur the dragon leads off with a breath attack, designed to hit as

many characters as possible. It then tries to grab a heavily armored character and drop him or her in the hole that leads to the crypts, counting on the character's armor to drag him or her down into the depths. Following that, the dragon cuts loose again with its breath weapon, this time focusing on the character that has done the most damage to it (of course if it can hit other characters as well, it will try to do so). There after the dragon melees until reduced to below 12 hp at which point it flees, seeking to fly through the hole in the nave roof, or failing that diving into the hole in the floor and hiding in the sunken crypt. If forced to flee the dragon will hold a grudge against the characters, and seek to harry them (and any other adventurers that enter the swamp) in the future.

The dragon's hoard is scattered about the chapel area: 3,112 cp and 5,715 sp in coinage, along with a pair of nickel inlaid vambraces set with moonstones (worth 3000 gp as a set, but only worth 1200 gp if sold separately) and a belt with a golden buckle (worth 650 gp). That is the extent of the dragon's hoard because it has not had enough time to accumulate much wealth since leaving its birth nest.

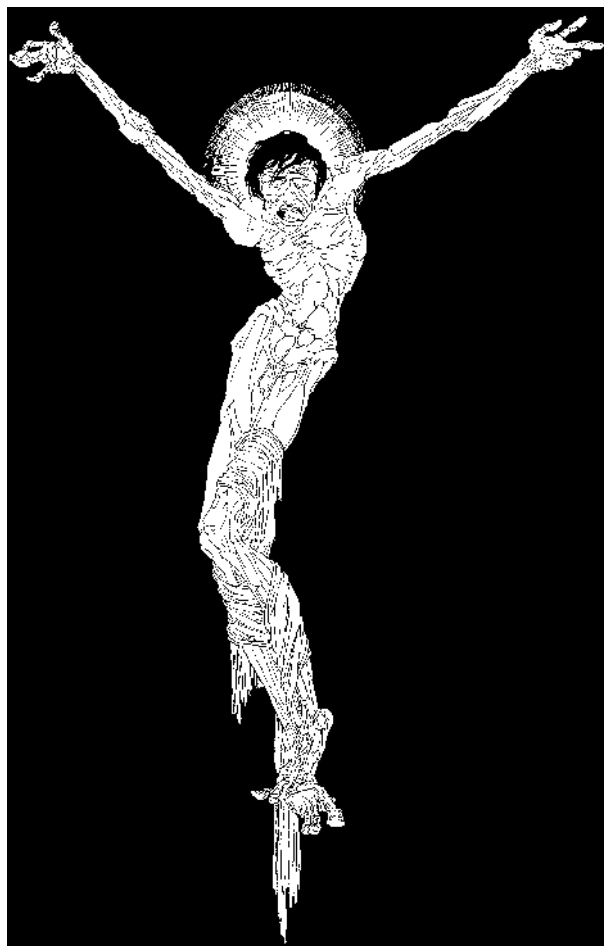
10. The sunken crypt has a large number of coffins, now rotten to the point of disintegrating, as well as the bones of those skeletons that once lay in coffins. A ten foot high, ten foot wide submerged passage leads out of the south wall. The passage goes twenty feet before ending at a locked iron door. There is nothing of value in the crypt.

11. This submerged chamber served as the temple treasury. The iron door is locked tight (the key is long lost), but the hinges have rusted to the point that an open doors roll will break them and allow the characters to open it. Inside, the characters will find a great many large chests, though most are empty; the priests of the cathedral took the treasure with them when they abandoned the place in ancient times. Two of the chests, both locked with no key, do contain valuables still however. The first holds 1,122 gp, and the second holds 804 small yellowish crystal gems (citrines, each worth 10 gp). However guardians still lurks among

the chests, unimpeded by their submerged state; these guardians are a pair of juju zombies (hp 22, 19). The juju zombies chase the characters from the treasury should they flee, but will not leave the cathedral itself.

CONCLUDING THE ADVENTURE

As a site based adventure, the adventure concludes whenever the characters decide to leave the cathedral with no plans of coming back. If the DM provided an adventure hook (or the characters provided one for themselves) such as slaying the dragon, gathering a swamp lotus, or finding family records, then those are logical points for the characters to leave, but there should be nothing stopping them from sticking around and investigating the place more if the characters want to.



Magic Items

by Stuart Marshall

Re-using this material: The rest of this section is Open OSRIC Content.

Sword of Spell Stealing (AFPR)

A +2 sword with special powers against any creature that has a spell memorised (it only works on memorised spells, not spell-like powers, so the Sword of Spell Stealing could not steal the powers of a unicorn or pit fiend, but it would work on a lich or naga). If the attacker rolls an unmodified 20 "to hit", then one of the target's spells vanishes from its memory; determine the spell lost randomly. If the attacker is injured, then he or she is healed 1hp of damage for each level of the spell stolen.

Shield of the Undead (any shield-using class)

The shield of the undead acts as a shield +2. It absorbs the level-draining touch attacks of the undead, preventing them from working. When it absorbs a level-draining attack, roll 1d20. On a "1", the shield crumbles to dust.

Survivor's Shield (any shield-using class)

The survivor's shield acts as a shield +1. Once in the wielder's life, the shield will empower him or her to re-roll a failed saving throw. Once this has been done, that will never again work for that character. Each survivor's shield will enable a maximum of three re-rolled saving throws—for three different owners—before crumbling to dust.

Lamp of reason (IM)

Any magic user or illusionist who reads a spell by the light of a *lamp of reason* receives a bonus of +1 to his or her intelligence for the purposes of spell comprehension. This affects both the caster's chance to understand the spell and the minimum/maximum number of spells per level understood.

Mace of Smashing (ACFPR)

This +1 heavy mace increases the wielder's strength by one. This means that the strength is increased to the next whole number, so for example, a character with strength 18.32 would have an effective strength of 19 while wielding this weapon.

If the mace is used on an object, it must pass a saving throw vs crushing blow or be destroyed. The mace of smashing is therefore prized by dungeoneering adventurers of the less subtle kind, since it

can be used for breaking down doors or smashing open chests and other containers (although in due course, adventuring types may find the gentle sound of shattering potion-bottles, magical mirrors or other fragile contents upsetting, and may become tired of triggering traps).

Mace of Order (ACFPR)

In the hands of a chaotic character this heavy mace functions as a cursed -1 weapon. For a character who is neutral on the law-chaos axis, it counts as +1. For a lawful character it is a +3 weapon and inflicts double rolled damage, i.e. (1d6x2)+4 vs small or medium-sized creatures and (1d6x2)+3 vs large ones.

Armour of the Porcupine (anyone who can wear that armour type)

Armour of the porcupine magically inflicts damage on any attacker who hits the wearer in melee. There is no saving throw, but magic resistance will prevent this effect from working (treat the armour as an 11th level spellcaster). It can work on any number of attackers, even if they all hit in the same round. It is ineffective against damage caused by spells or missiles.

Roll d% to determine the strength of the armour:-

d%	Protection Value	Damage inflicted
01-30	+1	1hp per hit
31-40	+2	1hp per hit
41-45	+3	1hp per hit
46-47	+4	1hp per hit
48-67	+1	2hp per hit
68-75	+2	2hp per hit
76-80	+3	2hp per hit
81	+4	2hp per hit
82-90	+1	3hp per hit
91-95	+2	3hp per hit
96-97	+3	3hp per hit
98	+4	3hp per hit
99	+1	5hp per hit
00	+5	1d6hp per hit

Each time the target is struck in melee, there is a 1% chance that the armour of the porcupine's enchantment will be exhausted and it will crumble to dust.

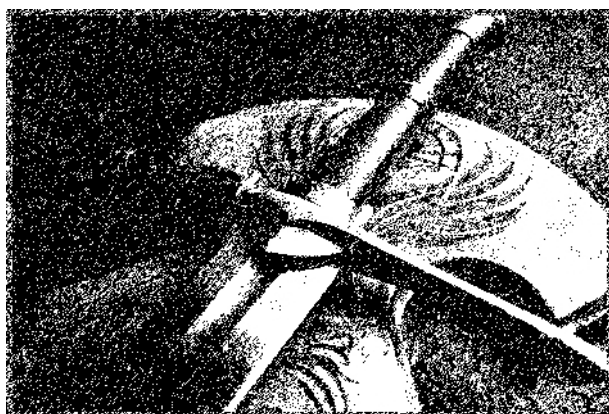
Author's note: In brackets after each item is notation that shows which classes can use it, so "IM" means Illusionist and Mage, and "ACFPR" means Assassin, Cleric, Fighter, Paladin, Ranger and Thief.

The Holy Sword

By Atiq Shafi

When I used to play AD&D in my youth I was always fascinated by the paladin class and have fond memories of playing for long hours with dear friends. I recently started the Temple of Elemental Evil campaign with my two nieces, one of them chose to play a paladin; much to my delight. However, as there were only two players (both new to the game) I wanted to give them a bit of a head start. The paladin needed a decent sword, of course, but perusing the DMG the only sword specific to the paladin class was the ultra-powerful Holy Avenger +5. This certainly wouldn't do, and after some searching it seems no-one else has written any decent lesser holy swords.

Therefore, for your pleasure, I would suggest these following weapons as a selection of holy swords to be used in your campaigns. I have lifted a few ideas from here and there, and have included variations of the vorpal sword and the sword of sharpness in honour of their OD&D origins as holy swords. Enjoy!



Sword +1, Blessed Blade - is a holy sword. In the hands of any character other than a paladin, it will perform only as a normal +1 sword. In the hands of a paladin, however, it confers additional powers. If a paladin concentrates while grasping the weapon the sword dispels magic in a 5' radius at the level of magic use equal to the experience level of the paladin. The paladin may also use the sword to enhance his/her own "lay on hands" ability and cure, by tapping touch, 3 hit points per level of the paladin. The sword will function as a +3 weapon against chaotic evil opponents.

GP Value: 6,000, XP Value: 1,200

Sword +1, Divine Guardian - is a holy sword. In the hands of any character other than a paladin, it will perform only as a normal +1 sword. In the hands of a paladin, however, it confers additional powers. If a paladin concentrates while grasping the weapon the sword *dispels magic* in a 5' radius at the level of magic use equal to the experience level of the paladin. While wielding this sword the paladin's aura of protection from evil is enhanced by 50% (15' radius, +3/-3). If the sword is grasped and the paladin concentrates he/she can cast *sanctuary* once per day. The sword will function as a +3 weapon against chaotic evil opponents.

GP Value: 7,500, XP Value: 1,500

Sword +1, Holy Adjudicator - is a holy sword. In the hands of any character other than a paladin, it will perform only as a normal +1 sword. In the hands of a paladin, however, it confers additional powers. If a paladin concentrates while grasping the weapon the sword *dispels magic* in a 5' radius at the level of magic use equal to the experience level of the paladin. It enables the paladin to turn undead as a cleric of equal level (this power is gained at 3rd level as usual). It functions as a *sword of wounding* if wielded against evil opponents.

GP Value: 13,500, XP Value: 2,700

Sword +1, Empyrean Brand - is a holy sword. In the hands of any character other than a paladin, it will perform only as a normal +1 sword. In the hands of a paladin, however, it confers additional powers. If a paladin concentrates while grasping the weapon the sword *dispels magic* in a 5' radius at the level of magic use equal to the experience level of the paladin. It functions as would a *sword of sharpness* against chaotic evil opponents.

GP Value: 12,500, XP Value: 2,500

Sword +2, Devilsbane - is a holy sword. In the hands of any character other than a paladin, it will perform only as a normal +1 sword. In the hands of a paladin, however, it confers additional powers. If a paladin concentrates while grasping the weapon the sword *dispels magic* in a 5' radius at the level of magic use equal to the experience level of the paladin. It will function as a +4 weapon against lawful evil opponents. If wielded against any devil it will dispel the

creature back to its home plane on a natural "to hit" roll of 19 or 20 if a saving throw versus spells is failed. Even if successful (or if it is already on its home plane) the devil will suffer a -7 penalty on its "to hit" dice when engaging the wielder until the end of the next round.

GP Value: 10,000, XP Value: 2,000

Sword +2, Daemonscourage - is a holy sword. In the hands of any character other than a paladin, it will perform only as a normal +1 sword. In the hands of a paladin, however, it confers additional powers. If a paladin concentrates while grasping the weapon the sword *dispels magic* in a 5' radius at the level of magic use equal to the experience level of the paladin. It will function as a +4 weapon against neutral evil opponents. If wielded against any daemon it will dispel the creature back to its home plane on a natural "to hit" roll of 19 or 20 if a saving throw versus spells is failed. Even if successful (or if it is already on its home plane) the daemon will suffer a -7 penalty on its "to hit" dice when engaging the wielder until the end of the next round.

GP Value: 10,000, XP Value: 2,000

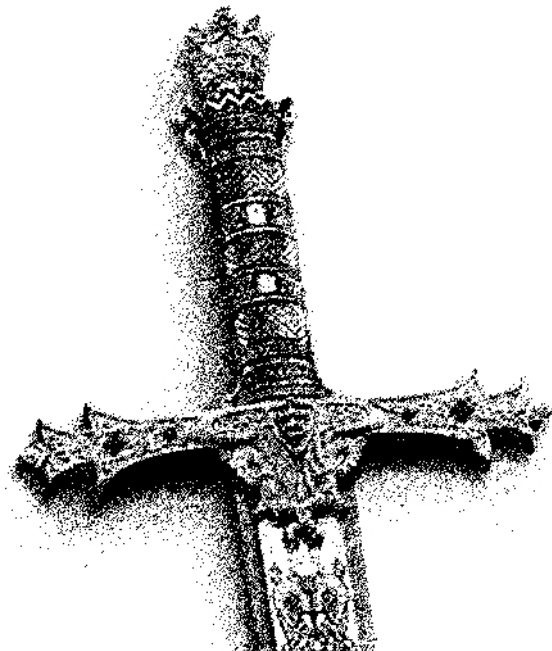
Sword +2, Demonslayer - is a holy sword. In the hands of any character other than a paladin, it will perform only as a normal +1 sword. In the hands of a paladin, however, it confers additional powers. If a paladin concentrates while grasping the weapon the sword *dispels magic* in a 5' radius at the level of magic use equal to the experience level of the paladin. It will function as a +4 weapon against chaotic evil opponents. If wielded against any demon it will dispel the creature back to its home plane on a natural "to hit" roll of 19 or 20 if a saving throw versus spells is failed. Even if successful (or if it is already on its home plane) the demon will suffer a -7 penalty on its "to hit" dice when engaging the wielder until the end of the next round.

GP Value: 10,000, XP Value: 2,000

Sword +3, Seraphic Blade - is a holy sword. In the hands of any character other than a paladin, it will perform only as a normal +1 sword. In the hands of a paladin, however, it confers additional powers. If a paladin concentrates while grasping the weapon the sword *dispels magic* in a 5' radius at the

level of magic use equal to the experience level of the paladin. Similarly the paladin can employ the following powers once per week each: *cure blindness*, *neutralise poison*, *remove curse* and *remove fear*.

GP Value: 11,250, XP Value: 2,250



Sword +3, Celestial Sword - is a holy sword. In the hands of any character other than a paladin, it will perform only as a normal +1 sword. In the hands of a paladin, however, it confers additional powers. If a paladin concentrates while grasping the weapon the sword *dispels magic* in a 5' radius at the level of magic use equal to the experience level of the paladin. It functions as would a *vorpal sword* against chaotic evil opponents.

GP Value: 15,000, XP Value: 3,000

Sword +4, Sword of the Seven Heavens - is a holy sword. In the hands of any character other than a paladin, it will perform only as a normal +2 sword. In the hands of a paladin, however, it is a potent weapon. If a paladin concentrates while grasping the weapon the sword *dispels magic* in a 5' radius at the level of magic use equal to the experience level of the paladin. Once per day the paladin can *heal* by tapping touch. When held the sword confers immunity to all forms of *fear* and *psionic attacks*.

GP Value: 19,000, XP Value: 3,800



Sword, Holy Avenger - is a holy sword. In the hands of any character other than a paladin it will perform only as a sword of half of the magical bonus listed (rounded down). In the hands of a paladin, however, it creates an area of magic resistance in a 5' radius, *dispels magic* in a 5' radius at the level of magic use equal to the experience level of the paladin, and inflicts bonus damage upon chaotic evil opponents.

Several forms of this sword exist:

Roll	Magical Bonus (non- paladin)	% Magic Resist- ance	Dam to CE	XP Value	GP Value
01-50	+1 (nil)	10	+2	1,400	7,000
51-80	+2(+1)	20	+4	2,000	10,000
81-90	+3(+1)	30	+6	2,600	13,000
91-97	+4(+2)	40	+8	3,200	16,000
98-99	+5(+2)	50	+10	4,000	20,000
00	+6(+3)	50	+12	7,000	40,000



Tribal Spellcasters Revisited

by Andrew Hamilton

Introduction

When I first stumbled upon the rules for tribal spell casters (not so conveniently split between the DMG and DDG) I realized that I had found a way to make orcs, hobgoblins and gnolls much more of a threat. In fairly short order, the endless hordes of humanoids suddenly had a little bit of magic muscle to even the odds. Suddenly, the inability of elves and dwarves to wipe orc and goblinkind off the face of the planet made sense.

As I began to draw up my most recent campaign world, stealing some very detailed fantasy religions from 2E sources, I realized that humanity's enemies lacked a detailed faith. Giving them a bit more depth would breathe a little more life into my campaign. I spent a little time describing gnolls and minotaurs (my chosen humanoid threats). In the process, I had to tackle a few questions that the DMG rules didn't answer. That exercise led to the thoughts in this article.



The Other Races

Writing up my campaign world, the decision was made that flind were commonly found with gnolls, and able to become shamans. Unfortunately, the shaman and witch doctor level limits given in the DMG never contemplated the publication of the Fiend Folio or the Monster Manual 2. I thought about treating the flind as a gnoll, and calling it a day. But flinds were supposed to be super-gnolls, and smarter, and I wanted a mechanism that let me continue to use gnolls to challenge the adventurers at higher levels. Letting a flind eke out another level or two of shamanic advancement seemed like a decent method of extending the "threat range" of a group of gnolls.

Since I was going to craft level limits for flinds, I decided to list all of the monsters that I suspected would have tribal spell casters, and give them level limits. When deciding which races would have shamans or witch doctors, I tried to stick with the spirit of the "original" races identified in the DMG. My one act of retconning? I added the minotaur from the Monster Manual, believing that omitting this race from the list of tribal spell casters was a tragic oversight.

Sifting through the various monster supplements, I considered including a number of humanoid creatures in the list of those with access to shamanic powers, but ultimately rejected them for one reason or another. From the Fiend Folio I decided to reject the crabmen (described as being unintelligent), dire corbies (seemed too dumb to cast spells), needlemen (I give them druidic powers, but shamans seem a stretch). I also punted the ogrillon, the quaggoth, quallan and tabaxi.

From the Monster Manual II, I left derro out (they already have savant powers), the yuan ti and ophidian (although I struggled with this, as I could see them worshipping some elder, scaly Power), spriggan (they have lots of power already), vegpeygimies (they should be druidic), and vulchlings (meh....). Looking for level limits I found a few referenced in the Fiend Folio and Monster Manual 2, and checked the published modules that I was aware of having shamans and witch-doctors (WG4, UK2), although I'm certain my research was not exhaustive. Here are the limits I have given, based on best guesses, or review of by the book or officially published data:

Monster Manual

Minotaur (shaman 5, witch doctor 2)

Fiend Folio

Aarakocra (shaman 5, witch doctor --)

Bullywug (shaman 3, witch doctor --; shamans are described btb as having 11 to 14 hps but no level limits are given)

Firenewt (druidic abilities, by the book)

Flind (shaman 7)

Giant, Mountain (shaman 7)

Giant, Fog (shaman 7)

Grimlock (shaman 3)

Norker (shaman 7, witch doctor 4; as per the hobgoblin)

Troll, Giant (shaman 3, as per the troll)

Troll, Two-Headed (shaman 3, as per the ettin)

Xvart (shaman 5, witch doctor 2)

Monster Manual II

Cyclopskin (shaman 3)

Giant, Firbolg (shaman 7, also gains illusionist spells; these guys can be magical power-houses)

Giant, Formorian (shaman 7)

Giant, Verbeeg (shaman 7, very intelligent)

Mongrelman (shaman 3, witch doctor 2)

Tasloi (shaman 5, as per the book)

Wemic (shaman 7)

Level Limits

Love it or hate it, UA introduced a number of options to the game. One which could have an impact on tribal spell casters is increased level limits.

I'm pretty comfortable giving the +2 level limit bonus for single class characters to shamans of races that can be either shamans or witch doctors (as per the Unearthed Arcana rule that provides a +2 level bonus to single classed characters if the class could be part of a multi-class combination). None of the level limits described above have the "+2 single class level limit bonus" included. As an example, a gnoll shaman (with a base level limit of 5th for a shaman) could reach the 7th level of shamanic ability if single classed, but would be limited to the 5th level of shamanic ability if they were a witch doctor (multi-classed). Giants or ogres (who cannot be witch doctors) would be limited to the 7th and 3rd level of shamanic ability respectively.

The precedent of higher level limits was set in the PHB, and these limits crept upwards in the UA. I toyed with including additional advancement capability for extremely

intelligent members of the races, but ultimately decided not to. My reason? Those humanoids that become shamans or witch doctors are already among the most intelligent members of their races. Giving them an advancement bonus for a high intelligence or wisdom seemed to be a case of double-dipping.

As an aside, I have abandoned level limits for frost and fire giants, allowing them unlimited advancement as clerics (not shamans), as well as magic users. I drew on the details provided in the adventure Aesirhamarr (by Roger Moore, published in Dragon #90) to give my giants a little more of a Norse feel, and make members of their race powerful enough foes that they could act as the "pinnacle" foe for a campaign.



The Spell-List

The DMG lays out a pretty restricted spell list to describe the spells available to tribal spell casters. Whether or not that list is "in force" in any given campaign world is the decision of each individual DM (I don't abide by it, but that's my choice).

That said, just as the UA opened the door to consideration for higher level limits, it also introduced expanded spell lists. The following lists are the UA spells that seem consistent with the DMG lists of the PHB spells available to witch doctors.

Clerical Spells

Level One

Ceremony
Combine
Endure Heat/Cold
Portent

Level Two

Aid
Enthrall

Level Three

Flame Walk
Remove Paralysis

Level Four

—

Level Five*

Animate Dead Monsters
Commune
Insect Plague
Spike Growth

* included for those single-classed shamans that reach 9th level, this list includes PHB spells.

Magic-User Spells

Level One

Alarm
Firewater
Taunt

Level Two

Bind
Tasha's Uncontrollable
Hideous Laughter

TRIBAL SPELL-CASTER CLOSE-UP: GNOLLS

Author's Note: The ghuuna was created by Tomas Willis, and published in the Creature Catalog in Dragon Magazine issue 89, September 1984. I think the ghuuna is a great addition to any DM's monster inventory, not to mention an interesting addition to monster ecology. For those lacking the resource, the ghuuna is a gnoll/hyena, with a form of quasi-lycanthropy, created by Yeenoghu. The ghuuna would be powerful enough to dominate a gnoll tribe. Some of the spells described here would provide a means of allowing a shaman to maintain primacy in a tribal setting.

The Gnoll Outlook

Gnolls and their kindred races (flinds, ghuuna, etc.) are a pack based society, where leadership and the pack hierarchy is based on brute force. Challenges for leadership are common (whenever a leader appears weak, injured, distracted, etc.), which results in constant turn-over among the leadership and an inability for gnoll packs to plan for the long term. This chaotic approach to leadership offsets the fact gnolls are fast breeding and more physically

powerful than orcs, goblins and hobgoblins, and has prevented gnolls from becoming a dominant force among humanoids.

Gnolls are hunters, they love to chase down prey, baying and yipping as they terrorize and exhaust the animals (or humans) they are hunting. The hyena hunting "pets" used by gnolls love the hunt as much as gnolls do, and the laughing or yipping of a pack of gnolls and hyenas on the trail of their quarry can unnerve even seasoned rangers and adventurers.

The Deities

Gnolls worship the Demon-Lord Yeenoghu. This demonic entity also has great influence over ghouls (which results in odd interactions between ghouls and gnolls). The influence over the undead ghouls also pits Yeenoghu against Orcus (leading to some conflicts between Cults of Orcus and gnoll clans; much to the benefit of civilized peoples everywhere).

Gnolls are quite chaotic however, and wired to follow a powerful dominant leader. As a result, many gnoll clans, tribes or packs end up under the influence of a powerful non-gnoll, and may end up worshipping powers other than Yeenoghu (and how Yeenoghu feels about this is a matter of conjecture). Gnolls would be drawn to powerful, warlike or predatory powers (e.g. Malar in the Forgotten Realms, Ares from the Greek pantheon).

Shamans and Witch-doctors

As described in the DMG, gnolls are able to reach the 5th level of clerical ability (shamans) and the 2nd level of ability as magic users (witch doctors). Flind are able to achieve the 7th level of shamanic ability and ghuuna are able to reach the 9th level of shamanic ability. However, neither flind nor ghuuna are able to become witch doctors.

Gnoll tribes or clans will have either shamans or witch doctors, but never both. In the case where both end up in the same tribe (such as a merger forced by a powerful war leader), there will inevitably be bloodshed as the shamans and witch doctors contend with each other.

Unique Spells

Author's Note: These spells were designed for use by gnoll shaman and witch doctor NPCs. These spells assume that the gnolls worship Yeenoghu, and as a result have linkages to ghouls, as well as gnolls and hyenas.

Readers will note that there are spells above the 3rd level. While gnoll shamans are normally limited to 5th level, and are unable to pray for and receive 4th level or greater spells, the author allows flind and ghuuna to exceed the 5th level of shaman ability (reaching 7th and 9th, respectively). In addition, Yeenoghu may allow his shamans access to more powerful spells through the use of scrolls, one time "divine inspiration", magical items, etc. Nor is there any reason that an exceptional gnoll could not attain a higher level of spell-casting ability. As always, each DM will choose what suits his or her campaign.

Gnoll shamanic spells all require a unholy symbol of Yeenoghu as a material component. Some spells also require additional materials components (as described in the spell block).

Track Prey (Divination)

Level: 1 Components: V, S, M
Range: See below Casting time: 4 seg
Duration: 1 turn/level Saving throw: Neg.
Area of effect: One creature

Explanation/Description: The *track prey* spell allows the gnoll shaman to unerringly track fleeing prey for the duration of the spell, but the gnoll must have seen the prey flee.

Once the spell has been cast, and assuming that the target fails a saving throw vs. Spells, the gnoll will be able to unerringly home in on the prey, with a precise sense of its quarry's speed, direction, distance, regardless of any intervening physical obstacles. Thus, the gnoll will be completely aware of its quarry's location, even if hiding in shadows, under water, or invisible. Upon the expiration of the spell, the gnoll shaman will lose "contact" with its quarry.

Bond Hyena (Enchantment)

Level: 2 Components: V, S, M
Range: 0" Casting time: 1 hour
Duration: Permanent Saving throw: None
Area of effect: One hyena

Explanation/Description: The Bond Hyena spell is similar to the 1st level magic user spell

find familiar, with the exception that it is limited to use on a hyena and no other creature. The spell creates a powerful bond that has benefits for both the shaman and the hyena. The shaman must already have a trained hyena available; the spell does not summon one.

The hyena gains bonus hit points equal to the shaman's level. If the hyena gains 4 or more hit points (i.e. the shaman is 4th level or higher), the hyena gains another hit die (for purposes of "to hit" rolls) and a +1 bonus to any damage rolls. If the hyena was to gain 8 or more hit points (unlikely as that would require a shaman of 8th level or higher), they would be treated as having +2 hit dice and gain a +2 damage bonus. Furthermore, the hyena saves verse all attacks forms as either its adjusted hit dice or the shaman it is bonded to (whichever is better).

The shaman gains the benefits described in the 1st level magic user spell *find familiar* with one exception: the bonus hit points. The shaman gains a hit point bonus equal to ½ the hyena's base hit points (prior to the bonus hit points).

Should either the hyena or the shaman be slain, the bonded partner suffers the negative consequences as described in the 1st level magic user spell *find familiar*.

Command Ghoul (Enchantment)

Level: 2 Components: V, S, M
Range: 6" Casting time: 5 seg
Duration: See below Saving throw: None
Area of effect: As per Turn Undead

Explanation/Description: This spell gives a gnoll shaman an increased chance of success when commanding ghouls and ghosts. The gnoll will command ghouls and ghosts as if it were twice its actual level. For example, a 3rd level gnoll shaman will command ghouls and ghosts as if it were a 6th level cleric.

In addition to the increased chance to successfully command ghouls and ghosts, the duration of the "turn undead" is doubled and the number affected increased by 50%. As well, additional attempts to command ghouls or ghosts may also be made (exceeding the "one turning attempt" rule described in the DMG); one additional attempt may be made per 2 caster levels, rounded up.

In any case where the gnoll shaman fails to successfully command the ghouls or ghouls, these undead creatures will turn on the shaman, tearing him to shreds. This is a clear (and fatal) sign of Yeenoghu's disfavor; a not unexpected consequence of worshipping an entity as fickle as a Demon Lord.

Command Ghuuna (Charm)

Level: 2 Components: V, S, M
Range: 6" Casting time: 5 seg
Duration: See below Saving throw: Neg.
Area of effect: One *ghuuna*

Explanation/Description: The *command ghuuna* spell acts as a *charm person* (as per the 1st level magic-user spell), including the duration and ability to "break" the charm, with the exception that it only works on *ghuuna*, and that *ghuuna* suffer a saving throw penalty of -1 for each level of spell-casting ability possessed by the shaman. This saving throw penalty applies to both the initial saving throw, and subsequent saving throws to break the effects of the *command ghuuna* spell.

The one significant difference between *command ghuuna* and *charm person* is that the *ghuuna* under the effects of the spell will be aware of the magical compulsion, but unable to do anything about it, as it must act as a loyal friend and ally of the shaman's during the duration of the spell. This awareness will make the *ghuuna* bitter, and makes the use of this spell a very dangerous proposition for a weak shaman.

Dominance (Enchantment/Charm)

Level: 2 Components: V, S, M
Range: 0" Casting time: 5 seg
Duration: 1 turn/level Saving throw: None
Area of effect: 3"+1"/level radius

Explanation/Description: The *dominance* spell powers up a shaman, allowing it to socially dominate other gnolls. For the duration of the spell, the shaman gains a bonus of 1d3 + level to their Charisma when dealing with gnolls (including flinds & *ghuuna*). Charisma may be increased to greater than 18, and will allow the gnoll shaman to use force of personality to cow other gnolls (as per a reaction check indicating a "friendly" result, page 63 in the DMG) and compel them to action. If the adjusted Charisma exceeds 18, the gnoll shaman will gain the awe ability as

described in the Deities & Demigods reference (page 7). The gnoll shaman is able to use this spell to dominate gnolls from rival clans, making the spell a powerful tool.

Note—if required, a shaman should be considered as having a base Charisma of 13 to 18 in regards to members of their own race (a shaman is a powerful individual, and humanoids generally respect power).

Note—other humanoid shamans and clerics are likely to have access to this spell, which would be limited to members of their own races, or possibly closely related races (e.g. a hobgoblin shaman affecting goblins, or a shaman of Vaparak affecting both ogres and trolls).

As The Ghoul (Alteration)

Level: 3 Components: V, S, M
Range: 0" Casting time: 6 seg
Duration: 1 rd/lvl Saving throw: Spec.
Area of effect: One creature

Explanation/Description: The *As The Ghoul* prayer allows the shaman to bestow the traits of a ghoul on one individual for the duration of the spell. Typically, the shaman takes on the traits themselves, or empowers a loyal bodyguard. For the duration of the spell, the affected individual grows wicked claws, and is able to attack with 2 claws (1d3 hp damage per claw) and a single bite (2d4 hp for a gnoll, 1d6 hp for other humanoids) each round. Each successful strike requires the target to save vs. Paralysis or be paralyzed for 1d6 rounds. In addition to these physical attacks, the creature under the effects of the *As The Ghoul* spell is also immune to *sleep* and *charm* effects, and will be kept at bay by a protection from evil spell (they are an enchanted creature), but they are not subject to turning by clerics.

The material component of this spell is some ash from a cremated ghoul and a holy symbol of Yeenoghu.

Hunting Pack (Enchantment, Necromantic)

Level: 3 Components: V, S, M
Range: 2" radius Casting time: 6 seg
Duration: 1 turn/level Saving throw: None
Area of effect: 1 pack member/level

Explanation/Description: This powerful spell allows a band of gnolls (1 per caster level) to function as a hunting pack. While under the effects of the spell, each gnoll tracks as a 5th level ranger, gains the benefits of an *aid* spell, and their constant baying, yipping,

etc. causes *fear* in their quarry or enemies (as the 1st level spell *cause fear*, limited to the 1st level of effect).

The gnolls to be affected must be within a 2" radius at the time of the spell casting, and they must remain within a 6" radius of the caster during the spell's duration. Moving beyond the 6" radius will cause the spell to terminate for that individual.

Summon Ghouls (Conjuration/Summoning)

Level: 3 Components: V, S, M
Range: See below Casting time: 6 seg
Duration: 10+1 rd/lvl Saving throw: None
Area of effect: See below

Explanation/Description: This spell allows the gnoll shaman to summon a pack of loyal and obedient ghouls. The ghouls will materialize within 6" of the shaman 1d3 rounds after the spell is cast. The ghouls will fearlessly obey the commands of the shaman, and are turned as if they had a number of Hit Die equal to the shaman's spell casting level.

The *Summon Ghouls* prayer conjures 1d3 ghouls + 1 ghoul/3 levels of the caster (rounded down).

Summon Hyenas (Conjuration/Summoning)

Level: 3 Components: V, S, M
Range: 6" Casting time: 6 seg
Duration: 2+1rd/lvl Saving throw: None
Area of effect: *Special*

Explanation/Description: This spell summons (or conjures) a pack of hyenas to do the shaman's bidding, and the hyenas appear within 6" of the caster 1d4 rounds after the *summon hyenas* spell is cast. The conjured hyenas will be unshakably loyal to the shaman (and are immune to *charm animal* effects), and act as directed by the shaman.

The spell conjures 1d4 hyenas, + 1 hyena/2 caster levels (round down) up to a maximum of 9 hyenas.

When the spell duration ends the conjured hyenas will disappear. Should a hyena be slain, it will vanish in a cloud of foul smelling smoke.

The material component of the spell is a tuft of hyena fur and a holy symbol of Yee-noghu.

Hyena-skin (Alteration)

Level: 4 Components: V, S, M
Range: 0" Casting time: 7 seg
Duration: 1 hour/level Saving throw: None
Area of effect: *Self*

Explanation/Description: This spell is a limited form of *polymorph self* which allows the shaman to take the form of a hyena or hyaenodon. The shaman must have a hyena (or hyaenodon) pelt, worn as a cloak or garment as part of the casting. In hyena form, the shaman retains his own hit points and base "to hit" score, but gains the base AC, movement rate, and damage capability of the hyena (7, 12" and 2d4 for a hyena or 7, 12" and 3d4 for a hyaenodon, respectively), with a bonus of +1 to AC & damage for each 3 caster levels (rounded down). In hyena form, the gnoll is able to track as a ranger at a level equal to the shaman's level.

In addition, the transformation to hyena form, or back to gnoll form at the end of the spell, cures 1d12 hp of damage each transformation.

Demonic Hyena (Enchantment)

Level: 5 Components: V, S, M
Range: *Touch* Casting time: 8 seg
Duration: 1 turn/level Saving throw: None
Area of effect: *One hyena*

Explanation/Description: The *demonic hyena* spell summons a demonic spirit to empower a hyena or hyaenodon host. The possessed hyena is loyal to the shaman for the duration of the spell (although there is a 1% chance per casting that the demonic entity will not relinquish the hyena host, and return to the Abyss, at the end of the spell's duration), and is immune to charm or animal command type effects.

The possessed hyena becomes bigger, tougher, and stronger for the duration of the spell. The hyena receives +2 hp/level of the shaman, attacks and saves as if it were one HD greater per 2 caster levels, has a -3 bonus to AC and is struck by +2 or better weapons, and gains a damage bonus equal to ½ the caster level (rounded up). In addition to immunity to charm & animal control, the demonic hyena also suffers only ½ damage from cold, electricity, fire and gas. The demonic hyena is also immune to *sleep*, *fear*, and *polymorph* or shapechange effects.

The material component of the spell is blood from a human, demi-human or humanoid sacrifice (preferably fresh, but blood collected earlier is acceptable).

Note: There are tales told in the Elven Courts that this spell, or one very similar to it, was used by a very powerful gnoll shaman (known as the Tongue-Taker) to create demonically possessed ghuuna shock-troopers. Whether these tales are true, that it was this spell and not some artifact etc., is uncertain; although the elves of the Elven Courts are generally considered reliable sources.



Example NPC: Grow'zrr-yip

(3rd/2nd level gnoll witch doctor (Cleric/MU))

Str 18, Int 11, Wis 13, Dex 14, Con 15, Cha 6 (17 gnolls)

MV 9"; AC 4; HD 2d8+2d4+1; hp 21 (32*); SA spells, attacks as 3+ HD creature, +1 to hit, poison; SD spells, hyena bond; Level/XPV III/278

Spells: *cure light wounds, portent, affect normal fires, shield, aid*

* reflects hit points augmented due to the *Bond Hyena* spell.

This witch doctor was responsible for the splintering of the Ragged-Fang gnoll tribe. He successfully challenged the chieftain (killing him), but was unable to defeat the shaman that challenged him immediately afterwards (but the shaman was unable to kill Grow'zrr-yip). The tribe broke into factions, immediately falling upon each other. The bloodshed broke apart the tribe, leaving two greatly reduced tribes.

Grow'zrr-yip has moved his tribe (numbering 56 male warriors) from their ancestral lands, seeking better hunting grounds. They now hunt in the borderlands, raiding human settlements, but preferring to strike at caravans, disrupting travel and trade. Grow'zrr-yip leads his warriors from the front, being almost recklessly brave (and constantly needing to display his prowess in order to maintain control of his pack). He fights with a two-handed sword (wielded single handed for 1d10+2 damage), and carries 3 throwing axes (including a +2 hand axe taken from a dwarf warrior). Wearing a patchwork suit of armor (AC 4), made of bits of dwarven, human and elven armor riveted to bear skin, Grow'zrr-yip is a disheveled but dangerous looking foe.

Grow'zrr-yip has a purse with some coins in it (34 sp, 11 gp and 6 pp), but his greatest prize is a necklace of ivory tusks and teeth, with some carved agates (worth 300 gp if sold for the ivory and agate value). Hidden away in his lair he has a potion of extra-healing and a scroll of cure light wounds, cure disease and prayer. He reserves these magical items for dire situations.

Grow' has bonded with a massive hyena (Hurr, or Biter in Common): AC 7; MV 12"; HD 3 (+3 hp*); hp 21 (24); Atts 1; Dmg 2d4; save as F3 or C3, whichever is better). Hurr is Grow'zrr-yip's constant companion, and will fight aggressively to protect his master.

* hp increased reflecting benefits of the *Bond Hyena* spell.

Grow'zrr-yip's pack, The Broken-Bite Pack, is a hunting pack that prefers to attack targets on the move (travelers, caravans, etc.) rather than attack villages or buildings. They have a number of large hyenas, trained as hunting and war creatures, and the hyenas are used to harry prey or prevent it from escaping. The Broken-Bite Pack also

prefers to use the great bow (1d8 hps damage), closing to melee only when they have already weakened prey. In melee they have no preferred weapon. Grow'zrr-yip has the ability to concoct poisons, and he often uses poisoned arrows in combat (type A insinuate poison, 15 hp damage on failed save, as per DMG), or provides his hunters and elite guards with similarly poisoned arrows.

Grow'zrr-yip hates the rival gnoll tribes in the area, and seeks their downfall. Rather than attacking them directly, he has begun to attack & burn outlying farms, and then lay false tracks back toward his rivals' lairs. The Broken-Bite has scouts that watch these false trails, as Grow'zrr-yip hopes that his razing of farms and false trails will bring human adventurers to his enemies' doors. Grow'zrr-yip then plans to either attack his rivals once they have been weakened, or attack the adventurers after they have expended their energy and spells against the rival gnolls.

Using Grow'zrr-yip in play

An excellent foil for mid-level PCs, Grow'zrr-yip and his clan are likely to come to the attention of PCs as the gnolls raid outlying human farms and communities. As already described, Grow'zrr-yip will seek to trick PCs (or any other adventurers or human military) into attacking his rivals, laying false trails when possible. PCs may wipe out a gnoll clan or two, and then leave the region, allowing Grow'zrr-yip to consolidate his hold on the region and strengthen his clan.

Other opportunities for an encounter include a "random" encounter on a lonely trail, as Grow'zrr-yip and some of his gnolls and hyenas attack the party, hoping for a good chase and killing. In this case Grow'zrr-yip will be quite content to retreat if over-matched, discouraging pursuit with poisoned arrows. PCs may decide to track the gnoll looking for revenge.

There is also an opportunity for the DM to create a morally murky situation where one gnoll tribe asks for help in defeating Grow'zrr-yip and the Broken-Bite Pack. This rival gnoll tribe may commit to leaving the region, or aiding the PCs in rooting out an ogre clan etc., creating a situation where the PCs may ally with an evil group for the greater good.

New Cleric spell

Light Touch (Invocation)

by Andrew Hamilton

Level: Cleric 3

Components: V, S, M

Range: Touch

Casting time: 6 seg

Duration: See below

Saving throw: None

Area of effect: See below

Explanation/Description: The "light touch" spell manifests as a glowing radiance around the cleric's hand. The cleric is then able to touch an object and encase it in a glowing aura, effectively shedding light (illuminating an area equal to a 1" radius globe, ½ the area of the 1st level clerical light spell). The cleric is able to imbue 1 item per 2 levels (rounded down) with an aura of light. The aura of light may manifest with a color consistent with the colors of the cleric's faith (e.g. Silver, blue, red, etc.).

The cleric's hand will be encased in light for 1 round per level, and the imbued light lasts for 1 turn/level. The imbued light may be dispelled, but each individual imbued light source must be extinguished separately.

The Light Touch spell is used in ceremonies, or to allow a cleric give worshippers light sources that also mark or identify them as being "of the faith" in darkness or combat.

Creatures of the Tulgey Wood

by Stuart Marshall

Re-using this material: The rest of this section is Open OSRIC Content.

The following creatures are based on the nonsense poem *Jabberwocky*, as by Lewis Carroll (real name Charles Lewis Dodgson) in *Through the Looking Glass and What Alice Found There* (1872), and as subsequently expanded in Carroll's *Hunting of the Snark* (1874) and Anna Matlack Richards' derivative poem *Bandersnatchy* (1895). They are described there as living in the "Tulgey Wood".



Slithy Creatures

	Tove	Rath	Borogove
FREQUENCY:	<i>Rare</i>	<i>Rare</i>	<i>Rare</i>
NO. ENCOUNTERED:	<i>1d10</i>	<i>2d6</i>	<i>2d8</i>
SIZE:	<i>Small</i>	<i>Small to medium</i>	<i>Small</i>
MOVE:	<i>60 ft, burrowing 90 ft</i>	<i>90 ft</i>	<i>150 ft</i>
ARMOUR CLASS:	<i>6</i>	<i>7</i>	<i>7</i>
HIT DICE:	<i>1</i>	<i>1+1</i>	<i>1d6 hp</i>
ATTACKS:	<i>1</i>	<i>1</i>	<i>1</i>
DAMAGE:	<i>1d6</i>	<i>1d4+1</i>	<i>1d3</i>
SPECIAL ATTACKS:	<i>None</i>	<i>None</i>	<i>None</i>
SPECIAL DEFENCES:	<i>None</i>	<i>None</i>	<i>None</i>
MAGIC RESISTANCE:	<i>Standard</i>	<i>Standard</i>	<i>Standard</i>
LAIR PROBABILITY:	<i>90%</i>	<i>15%</i>	<i>Nil</i>
INTELLIGENCE:	<i>Semi-</i>	<i>Animal</i>	<i>Low</i>
ALIGNMENT:	<i>Neutral</i>	<i>Neutral</i>	<i>Neutral</i>
LEVEL/XP:	<i>1/5+1/hp</i>	<i>1/10+1/hp</i>	<i>1/5+1/hp</i>

The slithy creatures are three common species found in tulgey woods. Although they are not similar to each other, they are grouped together to save space.

Toves are lizard-like badgers with long, corkscrew-like snouts. They burrow beneath the sundial-plants, both for the cheese-like substance exuded from their roots, which is the tove's primary source of food, and to make their nests.

Raths are small, greenish swine with large ears. They grub for nuts and fungi. They are renowned for making a peculiar sound between a whistle and a bellow.

Borogoves are flightless birds distantly related to parrots. They are thin and shabby, with drooping feathers.

The slithy creatures are not typically hostile.

Treasure: Although none of the slithy creatures have any treasure as such, tove noses are worth 5gp each to alchemists. Rath meat is a delicacy and butchers will buy their carcasses for up to 10gp. Borogoves are sought-after because their feathers make excellent quill pens. Each borogove will have 2d4 feathers of the best quality (always on the left wing because of the curvature of the quill), and each such feather can fetch as much as 5sp.

Jabberwock

FREQUENCY: *Very rare*
NO. ENCOUNTERED: *1*
SIZE: *Large*
MOVE: *120 ft, flying 240 ft*
(Aerial Agility: Level III)
ARMOUR CLASS: *-1*
HIT DICE: *17*
ATTACKS: *3*
DAMAGE: *4d6/4d6/5d8*
SPECIAL ATTACKS: *None*
SPECIAL DEFENCES: *None*
MAGIC RESISTANCE: *Standard*
LAIR PROBABILITY: *10%*
INTELLIGENCE: *Animal*
ALIGNMENT: *Neutral*
LEVEL/XP: *9/2,700+23/hp*

Horrible flying beasts with flaming eyes, jabberwocks are carnivorous and always ravenously hungry; it is impossible to satisfy a Jabberwock's appetite. They attack any source of meat on sight. If a jabberwock has a choice of targets, it will usually go for the largest, preferring the least-armoured where possible; they usually go for horses, but adventuring parties have been known to distract them with cattle.

If the jabberwock's meal is interrupted it will lose its temper and go on a killing rampage, not stopping until it has killed every animal larger than a mouse in sight.

These solitary creatures meet only to mate. They are oviparous, and if a female jabberwock is encountered in her lair there is a 10% chance that the lair will contain an egg.

They live in weird forests and deep dungeons. Their lifespan is unknown but certainly in excess of 600 years.

Treasure: Jabberwock body parts are much desired by alchemists as ingredients: a tongue will go for 1,000 to 5,000gp; a heart for 1,000 to 3,000gp; the 24 claws may fetch up to 200gp each; and the 56 teeth may fetch up to 100gp each. The rare eggs can fetch up to 50,000gp, even though captive jabberwocks must be kept caged, being too stupid and much too ferocious to train.

Bandersnatch

	Uffish	Frumious
FREQUENCY:	<i>Rare</i>	<i>Very rare</i>
NO. ENCOUNTERED:	<i>1</i>	<i>1</i>
SIZE:	<i>Large</i>	<i>Large</i>
MOVE:	<i>210 ft</i>	<i>240 ft</i>
ARMOUR CLASS:	<i>2</i>	<i>1</i>
HIT DICE:	<i>7</i>	<i>9</i>
ATTACKS:	<i>1</i>	<i>1</i>
DAMAGE:	<i>3d6</i>	<i>4d6</i>
SPECIAL ATTACKS:	<i>None</i>	<i>Madness</i>
SPECIAL DEFENCES:	<i>75% camouflage</i>	
MAGIC RESISTANCE:	<i>Standard</i>	<i>Standard</i>
LAIR PROBABILITY:	<i>Nil</i>	<i>Nil</i>
INTELLIGENCE:	<i>Low</i>	<i>Low</i>
ALIGNMENT:	<i>Chaotic neutral</i>	
LEVEL/XP:	<i>6/345</i>	<i>7/900</i>
	<i>+8/hp</i>	<i>+12/hp</i>

Fast and unpredictable, the bandersnatch prefers similar habitats to the jabberwock (q.v.) It is a huge quadruped, nearly as tall as a tree, and its legs are often (75%) mistaken for tree trunks unless the creature is moving. Its body is small, and it has a long neck and a long, feathered tail.

All Bandersnatch can talk. They speak Common, but rarely make any sense; their conversation consists of random lies, non sequiturs and nonsense rhymes.

There are believed to be two kinds, the uffish and the frumious, but there is no visible difference between them so they are hard to tell apart. The bite of a frumious bandersnatch causes madness in humans, demi-humans and humanoids unless a saving throw vs magic is passed; characters affected by this madness can do nothing but babble nonsense. This effect is permanent, but can be reversed by a *remove curse* spell or *wish*.

Bandersnatch will usually (75%) flee from groups of more than four creatures. There is a 25% chance that one will flee from even a single character. Otherwise, they will typically seek to attack by surprise, grabbing a randomly-determined creature and then carry it away with great speed.

Treasure: None, but bandersnatch tails are of considerable value to alchemists and can be sold for between 500 and 2,000gp.

The Sorcerer

The Spellcaster That Doesn't Go By the Book
by R. N. Bailey

Introduction

As an alternative magic-user class, it is nothing new for the sorcerer to buck the Advanced Dungeons & Dragons Vancian spell memorization system. Third, fourth, and even the upcoming fifth edition D&D have each had its own version of sorcerer class. However, I felt that 1st edition AD&D could use a spellcaster that does not rely on keeping a spellbook for the simple reason that there were cultures and monsters in my campaign world that did not possess a written language. I had to ask myself, "How would magic-users keep a spellbook if they are from an illiterate culture?" Should I just presume that these spellcasters learned how to read from a third party? If that is the case, what about isolated cultures with little or no outside contact? Did some learned mage somehow reach this culture and spend his precious wizardly time teaching some poor sot his letters? Preposterous! Presuming that all spellcasters from societies with no written language learned it from an outsider, was a stretch. Therefore, the idea of a magic-user not tied to the need to learn and decipher the written word was born.

I present to you the sorcerer class—a wizard without the weighty albatross of the spell tome.

Class Description

The sorcerer is a sub-class of the magic-user. Sorcerers are a primitive type of magic-user from societies that possess no written language. They use a form of magic that existed long before spells were written down. The magic they wield is similar to the type used by traditional magic-users but more limited in scope.

Ability Scores: A minimum Intelligence score of 9 for humans, demi-humans, half-ogres, and half-orcs. An Intelligence score of at least 7 for humanoids and other monsters.

Races Allowed: Sorcerers originate from primitive societies that possess no written language. These cultures should instead have a strong oral tradition. Humans, wild elves, mountain dwarves, derro, duergar, forest gnomes, half-orcs, and half-ogres can become sorcerers.

In addition to some monster types; most humanoids and giant-type humanoids can become non-player character sorcerers. The creatures from Monster Manual, Monster Manual II, and the Fiend Folio listed below are also candidates to become sorcerers.

If a monster, such as a dragon, already has magic-user-like abilities, the sorcerer spellcasting ability always supplants those listed in the monster's description.

Aarakocra	Bugbear
Bullywug	Centaur
Crabman	Dakon
Dark stalker	Dire Corby
Cyclops	Cyclopskin
Dragon (all types)	Ettin
Firenewt	Flind
Frost Man	Giant, Cloud
Giant, Firbolg	Giant, Fire
Giant, Fog	Giant, Fomorian
Giant, Frost	Giant, Hill
Giant, Mountain	Giant, Stone
Giant, Storm	Giant, Verbeeg
Githyanki	Githzerai
Gnoll	Goblin
Grimlock	Gripli
Hag, Annis	Hag, Green
Hag, Night	Hag, Sea
Hobgoblin	Kenku
Kobold	Kuo-toa (male)
Lamia	Lizard King
Lizard Man	Locathah
Medusa	Merman
Minotaur	Mongrelman
Norker	Ogre
Ogre, Aquatic	Ogre, Mage
Ogrillon	Ophidian
Orc	Quaggoth
Qullan	Sahuagin
Satyr	Selkie
Sirine	Skulk
Spriggan	Swanmay
Sylph	Tabaxi
Taer	Tasloi
Thri-kreen	Triton
Troglodyte	Troll (all types)
Vampire	Wemic
Xvart	Yuan-ti

Alignments Allowed: Sorcerers can be of any alignment.

Armor Allowed: Sorcerers can wear leather or padded armor. They cannot use shields of any type. However, sorcerers that wear armor have a base 20% chance of spell failure when casting spells; this is in addition chance of failure due to low Intelligence as detailed below.

Weapons and Armor Allowed: Club, dart, dagger, hand axe, javelin, knife, sling, and staff for weapons. Sorcerers gain weapon proficiencies and use the same non-proficiency penalty as magic-users.

Non-Weapon Proficiencies: If non-weapon proficiencies are used, sorcerers are barred from any proficiency that requires reading or writing. They are also barred from any proficiency that is found only in an advanced civilization; for example: Gem Cutting.

Experience Points: Human and demi-human sorcerers can advance up to 20th level of experience. Half-orc, half-ogre, humanoid, and monster sorcerers can advance to a level of experience equal to their Intelligence score. The table below lists experience points needed to advance in level.

Experience Points	Experience Level	4-Sided Dice for Accumulated Hit Points
0—2,000	1	1
2,001—4,000	2	2
4,001—8,000	3	3
8,001—16,000	4	4
16,001—32,000	5	5
32,001—48,000	6	6
48,001—72,000	7	7
72,001—108,000	8	8
108,001—162,000	9	9
162,001—240,000	10	10
240,001—360,000	11	10+1
360,001—540,000	12	10+2*

*Sorcerers need 180,000 experience points per level of experience beyond the 12th.

Since humanoids and monsters have an advantage over other races by starting at 1st level with more hit points, a better chance 'to hit', and generally inflicting higher amounts of physical damage, they need more experience points to level up. Those that normally have 4 HD or less add +50% experience points per level (i.e., 3,000 XP for 2nd level, 6,000 for 3rd, and so on); those that normally have 5 or more HD add +100% (i.e., 4,000 XP for 2nd level, 8,000 for 3rd, and so on).

Hit Dice: Humans, demi-humans, and humanoids that normally have less than 2 Hit Dice gain 1d4 for hit points per level of experience up to 10th level and one hit point for each level thereafter up to 20th level.

Humanoids with 2 or greater Hit Dice start at 1st level with their normal racial Hit Dice.

Once they exceed their Hit Dice in levels they will accumulate additional hit points from the class as normal, equal to their current level. So, an ogre that normally has 4 + 1 Hit Dice would gain 1d4 hit points starting at 5th level as if a 5th level sorcerer. Keep in mind that any additional hit points a monster has above +3 counts as an extra Hit Dice.

Attack Matrix: Humans, demi-humans, half-ogres, and half-orcs use table I.C. ATTACK MATRIX FOR MAGIC-USERS AND ILLUSIONISTS located on pg. 74 of the Dungeon Masters Guide (1st edition) for melee attack purposes.

Humanoid sorcerers make melee attacks based on either their natural racial Hit Dice or from table I.C., whichever is most advantageous. Regardless of whichever is used, any improvement in melee attack ability as they gain levels follows the rate given on table I.C. once it surpasses that of their natural Hit Dice.

Saving Throws: As magic-users.



Spellcasting

Unlike traditional magic-users, sorcerers do not require spellbooks to learn and memorize spells. Since exact memorization of a written text is not a factor in spellcasting, once the sorcerer learns a spell, he will be able to recall it for use at any time. This precludes the need for the sorcerer to declare the exact spells he wishes to have in mind—if the sorcerer knows a spell he can cast it at any time as long as he has a spell slot of the same level open. For example, a 3rd level sorcerer has two 1st level and one 2nd level spell slots and he knows five different 1st level spells and one 2nd level spell. Therefore, he can cast any 1st level spell he desires twice per day and one of his two 2nd level spells once per day.

Upon gaining a new level of experience the sorcerer will automatically learn new spells as detailed under "Learning Spells" section below.

Other than the exceptions noted below, spells cast by a sorcerer function as if cast by a magic-user.

Spell Progression: Use the table below to determine the base number of spells a sorcerer can cast each day.

Spells Useable By Class & Level — Sorcerer

Sorcerer Level	1st Level	2nd Level	3rd Level	4th Level
1	1	--	--	--
2	2	--	--	--
3	2	1	--	--
4	3	2	--	--
5	3	2	1	--
6	4	2	2	--
7	4	3	2	1
8	4	3	3	2
9	5	3	3	2
10	5	4	3	3
11	5	4	4	3
12	5	4	4	4
13	6	5	4	4
14	6	5	5	4
15	6	5	5	5
16	6	6	5	5
17	7	6	6	5
18	7	7	6	5
19	7	7	7	5
20	7	7	7	6

Spell Lists: Sorcerers have access to fewer spells than magic-users, thus they are limited to the following spells included on the SORCERER SPELL LIST table. These spells are found in the first edition Player's Handbook.

SORCERER SPELL LIST (Magic-user Spells)

#	1 st Level	2 nd Level	3 rd Level	4 th Level
1	Affect Normal Fires	Alter Self	Clairaudience	Charm Monster
2	Burning Hands	Blindness	Clairvoyance	Dimension Door
3	Charm Person	Blur	Dispel Magic	Hallucinatory Terrain
4	Dancing Lights	Continual Light	Fireball	Ice Storm
5	Detect Magic	Detect Evil/Good	Fly	Magic Mirror
6	Hold Portal	Detect Invisibility	Haste	Massmorph
7	Hypnotism	ESP	Invisibility, 10' radius	Plant Growth
8	Identify	Forget	Lightning Bolt	Polymorph Others
9	Jump	Imp'd Phantasmal Force	Monster Summoning I	Polymorph Self
10	Light	Invisibility	Prot. from Normal Missiles	Remove Curse
11	Magic Missile	Knock	Slow	Wall of Fire
12	Message	Know Alignment	Suggestion	Wizard Eye
13	Phantasmal Force	Levitate	Tongues	
14	Prot. from Evil/Good	Locate Object	Water Breathing	
15	Shield	Magic Mouth		
16	Sleep	Mirror Image		
17	Spider Climb	Ray of Enfeeblement		
18	Spook	Scare		
19	Ventriloquism	Stinking Cloud		
20	Wall of Fog	Web		

Learning Spells: Sorcerers begin play at 1st level with one offensive, one defensive, and one miscellaneous spell chosen at random, by the DM.

With each level of experience gained the sorcerer automatically learns one new spell for each spell level known; again selected at random by the Dungeon Master.

It takes one full day plus one day per spell level to learn a new spell. During this time the sorcerer must be at rest and have no interruptions to comprehend the complexities of the new spell. The "Chance to Learn Spell" heading as listed under the INTELLIGENCE TABLE 11.: ABILITY FOR MAGIC-USERS table on pg. 10 of the Player's Handbook (1st edition) is ignored due to the nature of magic they practice — being a simpler form of magic, success to learn a spell is always 100%.

Due to the limited number of spells available to the class, the DM should also ignore the "Minimum Number of Spells/Level" column. The "Maximum Number of Spells/Level" should, however, be retained.

It is assumed that the sorcerer is learning his new spells orally from a higher-level mentor, experimentation through knowledge gained, from associate sorcerers, or a combination of any of these factors. Therefore, a sorcerer can elect to learn a specific spell that a mentor or associate sorcerer knows, as long as the other party is willing to teach them the spell.

It is possible for a sorcerer to "unlearn" a spell in favor of a more desirable spell discovered at a later date or learned from another sorcerer. To attempt to "unlearn" a spell, the sorcerer will have to make a successful "Chance to Learn Spell" roll. A limit of only one spell per level can be "unlearned" upon gaining a new level of experience.

Note that sorcerers jealously guard their spell knowledge from rival sorcerers, even from those of the same alignment or similar character. Non-player character sorcerers will not simply teach a player character a new spell without recompense, preferably in the form of valuable magic-items or the knowledge of a new spell for themselves.

Casting Times: Since the magic practiced by sorcerers is of a basic nature, being a less-refined form of spell casting, all spell casting times are doubled.

Recovering Spells: Sorcerers must rest and recover spells as magic-users. This class has no need to keep spellbooks from which to commit spells to memory. Sorcerers must, however, meditate to focus their minds and practice the spellcasting rituals for each specific spell slot that they desire to cast for that day. Meditation times for each spell level are the same as for a magic-user that is memorizing a spell (q.v.).

Bonus Spells: Sorcerers receive additional spells much like clerics. Consult the "Spell Bonus" column as listed under Wisdom table substituting the sorcerer's Intelligence score for Wisdom to determine the number of additional spells received.

Spell Casting Failure: Sorcerers with lower Intelligence scores have a chance of outright spell failure when casting spells. Use the "Chance of Spell Failure" column as listed under "Bonus Spell" Wisdom table substituting the sorcerer's Intelligence score for Wisdom.

Cantrips: Sorcerers do not use cantrips.



Special Limitations

Magic Items: Sorcerers use magic items that are available to all classes. However, due to their limited understanding of magic, sorcerers cannot use items that are limited only to magic-users and that possess abilities that emulate spells or are related to spells of 5th level or higher. Thus, a sorcerer would be able to use a *helm of teleportation* since it is useable by all classes, but not a *wand of illusion* since it emulates the 5th level *advanced illusion* spell and a wand of this nature is useable by only the magic-user class.

Further, sorcerers cannot create magic-items that possess abilities that emulate or are related to 5th level or higher spells; nor can they make magic item that require spells that the sorcerer class does not possess.



A sorcerer could make a *wand of magic missiles* (since the spell is available to the class); but not create a *helm of teleportation* which emulates a 5th level spell that is not available to the sorcerer class.

Sorcerers are barred from creating sophisticated magic-items found in more advanced civilizations. This includes any armor or weapon with a +3 or greater enchantment.

Sorcerers cannot use or create any magic item of a written nature, even if the sorcerer subsequently learns to read, through the course of adventuring.

Using the above as a framework, the Dungeon Master will have to use his own judgment to determine which magic items a sorcerer can and cannot create.

Other Class Characteristics

Primitive and superstitious, sorcerers believe their magic is a gift from the gods and supernatural spirits. These fickle spirits require the sorcerer to go to great lengths to appease and mollify these beings so that they might retain their spellcasting abilities. An NPC sorcerer will try to appease the gods and spirits whenever possible to gain their favor and avoid incurring their wrath. The exact "gods & spirits" is up to the DM, but includes deities from the sorcerer's pantheon or powerful archons, devils, demons, daemons, devils, elemental princes, or similar entities.

Taboos: Sorcerers often have a great many taboos and strictures about all facets of life. The DM will randomly assign 1-3 taboos to each sorcerer as fits the society from which the sorcerer was derived. Examples include, but are not limited to, a taboo against washing, against dealing with demi-humans, giving of sacrifices, not cutting hair, and so forth.



Daily Fortune: Each day at dawn the sorcerer will roll on the DAILY FORTUNE TABLE below to determine spellcasting effectiveness for the next 24 hours. Adjust the result by +1 or -1 based on any special sacrifices or transgressions by the sorcerer (such as violating a taboo or giving a special sacrifice to the spirits). Use this special adjustment no more than once per week.

DAILY FORTUNE TABLE

2d6	Result
2-3	All spells have a 20% chance to fail.*
4-5	All spells are -1 damage per die, +1 to enemy saves, -20% to duration.
6-8	No special result.
9-10	All spells are +1 damage per die, -1 to enemy saves, +20% to duration.
11-12	Sorcerer is considered one level higher.

*Cumulative with any other spell failure chance from Intelligence score (when figuring chance of spell failure, use the Wisdom table but substitute the sorcerer's Intelligence score for his Wisdom score) and wearing armor.

New Druid spell

Tree-bond (Abjuration)
by Andrew Hamilton

Level: *Druid 7* Components: *V, S, M*
Range: *Touch* Casting time: *1 hour*
Duration: *1 day/lvl* Saving throw: *None*
Area of effect: *One tree*

Explanation/Description: Cast only by the most powerful of druids, and typically in extreme circumstances, the Tree Bond spell allows the druid to link their life force to a large tree. The use of the spell is avoided however, as it may lead to the death of the tree to which the druid has bonded. The Tree Bond spell has 3 effects.

First, damage taken by the druid is transferred to the tree (the tree has 48 + 6d8 hp, equal to the largest treants). The druid suffers no damage until the tree's hit points are consumed. Curative spells or magics used upon the druid will heal the druid first and the bonded tree second.

Second, the druid benefits from the effects of a barkskin spell for the duration of the Tree Bond spell.

Third, the druid needs no sustenance, as he draws on the photosynthetic capabilities of the bonded tree to provide energy.

Of course, if the druid's enemies are able to locate the tree to which he or she has bonded, they may cut down or destroy the tree. In this case, the druid will suffer damage equal to that caused to the tree.

An Unhealthy Obsession with Equipment

by Stuart Marshall

Re-using this material: The rest of this section is Open OSRIC Content.

Author's note: Weight is in coins (tenths of a pound) throughout. Where a weight is shown for a container, it means the empty weight.

Clothing	Cost	Weight
Apron, linen	2cp	10
Apron, woollen	1cp	20
Baldric	2sp	20
Belt, cloth	2cp	2
Belt, leather	5sp	3
Bodice, leather	5gp	20
Bodice, linen	3sp	5
Bodice, woollen	5cp	6
Boots, high, hard	2gp	50
Boots, high, soft	1gp	30
Boots, low, hard	1gp	30
Boots, low, soft	8sp	20
Boots, riding	3gp	60
Boots, sea	5gp	80
Bracers, leather	18sp	5
Breeches	2gp	10
Cap	1sp	10
Cape, fur	100gp	20
Cape, linen	5sp	10
Cape, woollen	3cp	10
Caraco, linen	18gp	10
Cloak, fur	200gp	30
Cloak, woollen	3cp	20
Corset	30gp	10
Doublet, linen	3gp	10
Dress, linen	15sp	30
Dress, woollen	9cp	40
Gaiters, leather	24sp	5
Gauntlets, leather	8gp	20
Girdle, broad	3gp	10
Girdle, normal	2gp	5
Gloves, kidskin	3gp	5
Gloves, leather	5gp	10
Gloves, linen	2sp	1
Gloves, woollen	5cp	2
Gown, linen	3gp	10
Gown, silk	50gp	10
Gown, woollen	5cp	10
Habit, woollen	3cp	10
Hat, fur	50gp	10
Hat, linen	25sp	10
Hat, straw	3sp	10
Hat, woollen	1sp	10
Hood, fur-lined	5gp	10

Hood, linen	3sp	10
Hood, woollen	5cp	10
Hose	1gp	5
Houppelande	5gp	10
Jerkin, leather	1gp	75
Kirtle, linen	25sp	20
Kirtle, woollen	1sp	30
Liripipe, jester's	2gp	10
Loincloth	1cp	5
Mask, masque	10gp	10
Mask, robber's	1gp	10
Mittens, woollen	2cp	1
Motley, jester's	15gp	20
Nightgown, linen	7sp	10
Nightgown, silk	30gp	10
Peignoir	50gp	10
Peplos, linen	18sp	10
Peplos, woollen	6cp	15
Petticoat, linen	6sp	10
Robe, linen	3gp	15
Robe, silk	60gp	10
Robe, silk, fur-trimmed	150gp	15
Robe, woollen	6cp	50
Sandals	5cp	8
Sash	1gp	5
Scarf, woollen	2cp	5
Shawl, linen	3sp	5
Shawl, woollen	3cp	5
Shift, linen	4sp	5
Shirt/blouse, linen	4cp	10
Shoes, common	5sp	10
Shoes, noble	30gp	10
Shoes, turnshoes	5sp	10
Skirt, linen	5sp	30
Skirt, woollen	4cp	40
Slip, linen	4sp	5
Slip, silk	15gp	5
Smock, linen	12sp	10
Smock, woollen	2cp	15
Stockings, silk, pair	10gp	5
Stola, linen	3gp	10
Stola, woollen	8cp	10
Strophion	1cp	5
Surcoat	5sp	10
Tabard	5sp	10
Toga, linen	3gp	10
Toga, woollen	7cp	10
Tricorne	5gp	5
Trousers, linen	5sp	30
Trousers, woollen	4cp	40
Tunic, banqueting	10gp	10
Tunic, linen	4sp	10
Tunic, woollen	5cp	20
Veil	5sp	1
Vest, linen	6sp	10
Vest, fur	50gp	20

Livestock	Cost	Weight
Ass	20gp	7,000
Bear	100gp	10,000
Bear, dancing	300gp	10,000
Boar	10gp	1,000
Bull	20gp	10,000
Calf	5gp	500
Camel	12gp	9,000
Capon	3cp	100
Cat	5sp	100
Chicken	3cp	100
Cow	10gp	7,500
Deer, red:		
• Doe	12gp	5,000
• Stag	30gp	7,000
Dog, guard	25gp	800
Dog, hunting	20gp	650
Dog, lap	5gp	500
Dog, sled	15gp	800
Dog, war	100gp	1,000
Donkey	8gp	8,000
Dove	3sp	15
Duck	4sp	20
Eagle	500gp	500
Elephant	300gp	100,000
Elephant, war	1,500gp	120,000
Falcon	600gp	80
Goat	1gp	600
Goose	5cp	65
Guinea fowl	2cp	20
Hare	25cp	18
Hawk, large	150gp	400
Hawk, small	40gp	70
Horse, cart	15gp	11,000
Horse, nag	8gp	8,000
Horse, palfrey	40gp	8,000
Horse, rouncey	25gp	8,000
Horse, war, heavy	500gp	13,000
Horse, war, light	200gp	9,000
Horse, war, medium	350gp	11,000
Llama	30gp	6,500
Mule	18gp	7,000
Ox	15gp	10,000
Partridge	5cp	15
Peacock	20gp	100
Peahen	5gp	70
Pheasant	7cp	25
Pigeon	1cp	15
Pigeon, homing	100gp	15
Piglet	1gp	100
Pig	3gp	3,000
Pony	12gp	4,000
Rabbit	2sp	15
Ram	4gp	850
Sheep	2gp	500
Songbird	1gp	4
Swan	10gp	200
Yak	9gp	4,800

Livestock, Special	Cost	Weight
Griffon, riding	35,000gp	80,000
Hippocampus, riding	20,000gp	40,000
Hippogriff, riding	32,000gp	20,000
Owlbear, guard	10,000gp	75,000
Pegasus, riding	40,000gp	10,000
Roc, riding	100,000gp	250,000
Sea horse, riding	15,000gp	10,000
Wyvern, guard	12,000gp	12,000
Wyvern, riding	15,000gp	12,000

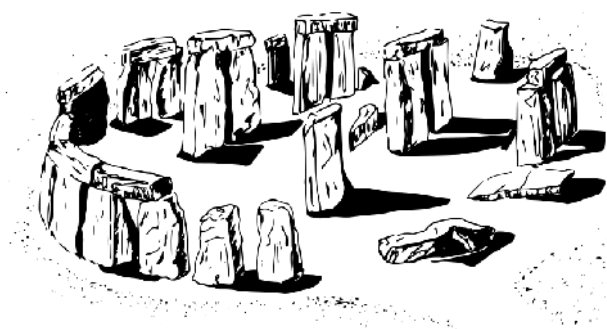
Tack & Harness	Cost	Weight
Barding, chain	500gp	3,000
Barding, leather	200gp	700
Barding, padded	150gp	600
Barding, plate	2,000gp	5,000
Barding, scale	200gp	2,000
Barding, splint	400gp	4,000
Grooming brush	6sp	1
Halter	5cp	1
Harness	12cp	100
Harness, cart	2gp	100
Hoof pick	5sp	1
Horseshoes	1gp	100
Reins, bit & bridle	2gp	5
Saddle & stirrups	10gp	200
Saddle, pack	5gp	150
Saddlebags, large	4gp	80
Saddlebags, small	3gp	50
Saddle blanket	3sp	40
Yoke, horse	5gp	150
Yoke, ox	3gp	200

Religious/ritual	Cost	Weight
Altar cloth	10gp	20
Aspergillum	12gp	30
Beads, prayer	1gp	5
Chalice	50gp	10
Coffin	2gp	100
Flabellum	2gp	10
Font	100gp	750
Holy symbol:		
• Pewter	5gp	10
• Silver	25gp	10
• Wooden	6sp	10
Holy water, vial	25gp	5
Idol	25gp	1,000
Incense, stick	1gp	1
Pall	3sp	10
Prayer mat	5sp	40
Sanctuary lamp	10gp	40
Thurible	30gp	10
Vestments	40gp	100
Wheel, prayer	3gp	100

Furnishings	Cost	Weight
Armchair, ornate	25gp	600
Armchair, padded	10gp	500
Armchair, wooden	5gp	300
Armour stand	2gp	30
Bed, double	60gp	1,500
Bed, four-poster	100gp	2,000
Bed, single	30gp	900
Bench, fancy	6gp	200
Bench, plain	3gp	150
Board, gaming:		
• Backgammon	12sp	10
• Chess	1gp	10
• Fox & geese	7sp	10
• Tafl	8sp	10
Bookcase	5gp	1,000
Bowl, clay	2cp	15
Bowl, copper	9sp	20
Bowl, silver	2gp	20
Bowl, wooden	3cp	10
Cabinet	5gp	500
Candelabra	20gp	300
Carpet	1gp/ft ²	20/ft ²
Chair, padded	8gp	450
Chair, wooden	4gp	250
Chest, wood, large	2gp	250
Chest, wood, small	1gp	125
Cup, clay	1cp	10
Cup, copper	5sp	10
Cup, silver	1gp	10
Cup, wooden	2cp	5
Curtains	3sp/ft ²	10/ft ²
Cushion	1sp	10
Cutlery, copper	1sp/pc	1/pc
Cutlery, pewter	2sp/pc	1/pc
Cutlery, silver	3gp/pc	1/pc
Decanter, clay	4cp	50
Decanter, crystal	10gp	60
Decanter, silver	5gp	60
Desk	40gp	600
Dish, clay	4cp	25
Dish, copper	12sp	20
Dish, pewter	25sp	30
Dish, silver	8gp	40
Goblet, copper	5sp	10
Goblet, crystal	4gp	10
Goblet, silver	2gp	10
Mat	4sp	50
Mattress:		
• Down, double	10gp	300
• Down, single	6gp	150
• Feather, double	7gp	300
• Feather, single	4gp	150
• Heather, double	5gp	300
• Heather, single	3gp	150
• Straw, double	4gp	300
• Straw, single	2gp	150

Mug, clay	1cp	10
Mirror	15gp/ft ²	20/ft ²
Pieces, gaming:		
• Backgammon	2gp	20
• Chess	3gp	20
• Fox & geese	10sp	15
• Tafl	12sp	30
Pillow, down	2gp	20
Pillow, feather	15sp	20
Pillow, heather	1gp	20
Pillow, straw	5sp	20
Plate, copper	7sp	10
Plate, iron	1gp	10
Plate, silver	3gp	10
Platter, clay	3cp	20
Platter, silver	5gp	30
Platter, wooden	3cp	20
Rug, small	1gp	50
Rug, large	3gp	300
Salver, silver	10gp	10
Saucer, clay	3cp	5
Sconce, wall	8sp	50
Scuttle	7gp	80
Stool	1gp	50
Table, banquet	250gp	4,000
Table, dining	100gp	2,000
Table, plain	50gp	1,000
Table, trestle	4gp	75
Tankard, clay	2sp	15
Tankard, leather	5sp	10
Tankard, silver	3gp	20
Tankard, wooden	3cp	10
Tapestry, large	150gp	1,000
Tapestry, medium	75gp	500
Tapestry, small	25gp	150
Tray, wooden	4cp	1
Trivet	6sp	5
Trunk, wooden	25sp	300
Tub, wooden	3gp	100
Urn, clay	15cp	90
Vase, clay	5cp	40
Wardrobe, plain	30gp	650
Wardrobe, mirror	50gp	800
Wardrobe, ornate	65gp	900
Weapon rack	4gp	45
Workbench	10gp	300





Provisions	Cost	Weight
Ale, light, pint	1sp	10
Ale, dark, pint	15cp	10
Apples, lb	4cp	10
Apricots, lb	10gp	10
Bacon, lb	1gp	10
Beans, lb	4cp	10
Beef, roast, lb	1gp	10
Beef jerky, lb	5gp	10
Beer, small, pint	1cp	10
Beer, strong, pint	2cp	10
Brandy, gill	1gp	3
Bread, loaf	1cp	1
Butter, lb	1sp	10
Cabbage, lb	3cp	10
Cakes, lb	12sp	10
Carrots, lb	4cp	10
Cheese, lb	4sp	10
Cherries, oz	5sp	1
Chestnuts, lb	6sp	10
Chutney, oz	3sp	1
Cider, pint	2cp	10
Crab, lb	3gp	10
Dates, lb	4sp	10
Eggs, duck, dozen	2cp	25
Eggs, goose, dozen	3cp	35
Eggs, hen, dozen	1cp	15
Eggs, quail, dozen	1gp	8
Figs, lb	3sp	10
Flour, sack	5cp	400
Firewood, day	1cp	200
Fish, fresh, lb	5sp	10
Fish, pickled, lb	1gp	10
Fish, salted, lb	12sp	10
Fowl, roast:		
• Chicken	4sp	30
• Duck	6sp	20
• Goose	1gp	65
• Peacock	30gp	100
• Pheasant	2gp	25
• Swan	25gp	200
Garlic, bulb	2cp	1
Grapes, lb	9sp	10
Ham, lb	11sp	10

Honey, oz	4sp	1
Leeks, lb	7cp	10
Lobster, lb	4gp	10
Mead, pint	4cp	10
Milk, cow's, pint	2cp	10
Milk, goat's, pint	1cp	10
Mushrooms, lb	1sp	10
Mustard, oz	3sp	1
Nuts, lb	10gp	10
Oats, lb	2cp	10
Oil, olive, pint	6sp	10
Onions, lb	4cp	10
Peaches, lb	6cp	10
Pears, lb	3cp	10
Potatoes, lb	2cp	10
Pork, roast, lb	8sp	10
Pork, salt, lb	12sp	10
Raisins, lb	2sp	10
Rations, trail, per day	6gp	10
Rations, per day	3gp	20
Rum, gill	1cp	3
Salt, lb	3sp	10
Sherry, pint	2sp	10
Spices, oz:		
• Belladonna	4sp	1
• Cinnamon	1sp	1
• Cloves	2sp	1
• Ginger	2sp	1
• Nutmeg	5cp	1
• Herbs	5cp	1
• Paprika	2sp	1
• Pepper	3sp	1
• Saffron	4sp	1
• Wolfsbane	3sp	1
Tea, lb	1gp	10
Tobacco, lb	7cp	10
Turnips, lb	2cp	10
Wine, good, pint	5sp	10
Wine, mulled, pint	12sp	10
Wine, table, pint	3sp	10
Whiskey, gill	5sp	3



Miscellaneous	Cost	Weight
Adze	1gp	20
Air bladder	15gp	20
Amphora, clay	6cp	20
Anvil	12gp	2,000
Auger	1gp	20
Axe, felling	2gp	100
Axe, hatchet	6sp	30
Axe, splitting	1gp	50
Backpack, leather	2gp	20
Bag, leather	2sp	5
Bag, woollen	3cp	5
Bandages	2cp/ft ²	5/ft ²
Barrel, 50 gallon	5gp	1,500
Basket, large	3sp	10
Basket, small	1sp	5
Bath, copper	5gp	150
Bath, tin	3gp	150
Bedroll	2sp	5
Beeswax, lb	2sp	10
Bellows, pair	1gp	20
Blanket	5cp	20
Block & tackle	5gp	50
Bolt case (Xbow)	1gp	10
Book, blank: (100 pages)		
• Papyrus	20gp	50
• Parchment	15gp	50
• Vellum*	25gp	50
Bottle, glass	2gp	10
Box, iron, large	15gp	750
Box, iron, small	8gp	350
Box, wooden	1gp	150
Bracers, leather	8sp	20
Broom, besom	1cp	10
Brush, hair	2sp	3
Brush, paint	1sp	1
Brush, wire	7sp	1
Bucket, wooden	3sp	40
Cage, bird	2gp	50
Candle, tallow	1cp	2
Candle, beeswax	1cp	2
Candle snuffer	1sp	15
Cane, walking	2gp	50
Case, scroll, bone	4gp	5
Case, scroll, leather	1gp	5
Cask, 30 gallon	15sp	600
Cauldron & tripod	2gp	150
Chain, iron, anchor	10gp/ft	100/ft
Chain, iron, fine	12gp/ft	3/ft
Chain, iron, light	2gp/ft	5/ft
Chain, iron, heavy	5gp/ft	10/ft
Chalk, powder, oz	1cp	2
Chalk, stick	1cp	0.1
Charcoal, lb	2sp	10
Cheesewire, ft	1gp	1

Chisel	1gp	30
Cloth, canvas	1sp/yd ²	10/yd ²
Cloth, felt	3cp/yd ²	10/yd ²
Cloth, linen	7cp/yd ²	5/yd ²
Cloth, silk	20gp/yd ²	4/yd ²
Cloth, wool	2cp/yd ²	10/yd ²
Coal, lb	15cp	10
Comb, antler	1sp	2
Comb, bone	15cp	2
Comb, horn	7cp	2
Cord, 10 ft	1sp	2
Crampons	4gp	30
Crowbar	2gp	50
Dice, fair, pair	5sp	2
Dice, loaded, pair	5gp	2
Distaff	9cp	1
Drill, brace & bit	5gp	50
Earspoon, bone	2cp	10
File, metal	2gp	10
Fire-starting bow	7sp	5
Fish hook	1sp	1
Fishing net	1sp/25ft ²	5/25ft ²
Flask, leather	3cp	2
Flint & steel	1gp	3
Glass	8gp/ft ²	20/ft ²
Glue, oz	5cp	10
Grapnel	8gp	80
Grappling hook	1gp	40
Grindstone	5gp	20
Hacksaw	2gp	20
Hammer (tool, not war)	5sp	20
Hammock	2sp	20
Hour candle	9sp	10
Hourglass	20gp	10
Ink, oz	1gp	10
Jar, clay	3cp	30
Jar, glass	6gp	30
Jug, clay	4cp	50
Jug, copper	8sp	50
Keg, 5 gallon	5sp	50
Ladder, per 10ft	5sp	200
Lamp, bronze	1sp	10
Lantern, beacon	120gp	500
Lantern, bullseye	12gp	30
Lantern, hooded	7gp	20
Lard, pint	1cp	20
Lens, magnifying	100gp	1
Lock, basic	20gp	10
Lock, secure	50gp	10
Lodestone	3gp	10
Mallet, wooden	3cp	20
Manacles, pair	15gp	20
Mirror, small, steel	20gp	5
Mirror, small, silver	45gp	5
Mop	2cp	10

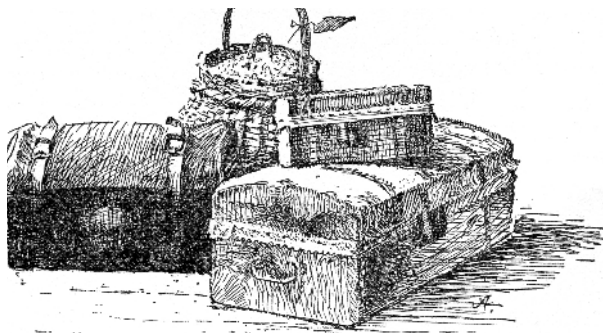
Nails, iron, dozen	1cp	10
Needle, sewing:		
• Bone	1cp	0.1
• Gold	2gp	0.1
• Iron	5cp	0.1
• Silver	3sp	0.1
Oar	4sp	50
Oil, pint:		
• Greek fire	12gp	10
• Lamp	1sp	10
Paddle	2sp	30
Pail	2sp	10
Paint, pint	2sp	10
Paper, sheet	1gp	0.1
Papyrus, sheet	1sp	0.1
Parchment, sheet	2sp	0.1
Perfume, gill	5gp	1
Pen, quill	1sp	0.1
Penknife	8sp	10
Pestle & mortar	7sp	2
Pick axe	7gp	60
Piton	1sp	5
Pipe, smoking	1sp	5
Pliers	1gp	20
Pole, 10ft	2sp	80
Pot, iron, cooking	5sp	100
Pouch:		
• Cloth, large	3cp	20
• Cloth, small	1cp	10
• Leather, large	4sp	20
• Leather, small	2sp	10
Pulley	25gp	15
Purse	1cp	5
Puzzle box	60gp	5
Quiver:		
• 12 arrows	1gp	10
• 24 arrows	25sp	20
• 12 bolts	12sp	10
• 24 bolts	3gp	20
Razor	1gp	5
Rope, hemp, 50ft	5sp	80
Rope, silk, 50ft	20gp	50
Rushlight	1cp	5
Sack, large	15cp	10
Sack, small	9cp	5
Satchel	1gp	5
Saw, one man	2gp	30
Saw, two man	12gp	200
Scabbard:		
• Bastard sword	3gp	15
• Broad sword	18sp	10
• Long sword	2gp	10
• Scimitar	21sp	10
• Short sword	1gp	5
• Two-handed	4gp	20

Scale, merchant's	5gp	60
Scalpel	2gp	2
Scissors/snips, pair	5cp	10
Seal, wax	5gp	1
Sheath, dagger	6sp	1
Sheath, knife	4sp	1
Skin, water (3 pint)	1gp	10
Slate & chalk	1sp	1
Soap, lb	5sp	10
Spade/shovel	2gp	80
Spike, iron, dozen	1gp	10
Spit, roasting	1sp	40
String, 50ft	3cp	10
Sundial	8gp	400
Tacks, iron, gross	3cp	20
Tent, canvas:		
• 6-person	200gp	400
• 4-person	120gp	250
• 2-person	75gp	150
Tent, leather:		
• 6-person	50gp	500
• 4-person	30gp	350
• 2-person	10gp	200
Thread, 50ft	1cp	5
Tinderbox	15sp	15
Tongs, smith's	2gp	20
Torch	1cp	10
Tweezers	7sp	0.1
Twine, linen, 100ft	8cp	50
Vellum, sheet:		
• New	3sp	0.1
• Palimpsest	2sp	0.1
Vial, clay	1cp	25
Vial, glass	3gp	30
Vial, copper	5gp	40
Wallet	1gp	5
Wax, sealing, lb	3sp	10
Wax tablet & stylus	4sp	3
Whetstone	2cp	5
Whisk	2sp	1

* spellbooks must be vellum



Instruments	Cost	Weight
Bagpipes	35gp	60
Bell	1gp	1
Chimes	20gp	50
Drum	5gp	50
Fiddle	40gp	40
Fife	30gp	10
Flute	20gp	10
Gong	20gp	250
Harp	100gp	120
Horn	35gp	40
Lute	50gp	40
Lyre	75gp	80
Mandolin	50gp	50
Oboe	40gp	20
Pipes	5gp	10
Tambourine	5gp	10
Trump	20gp	50
Whistle	8sp	5
Xylophone	45gp	100
Zither	35gp	120

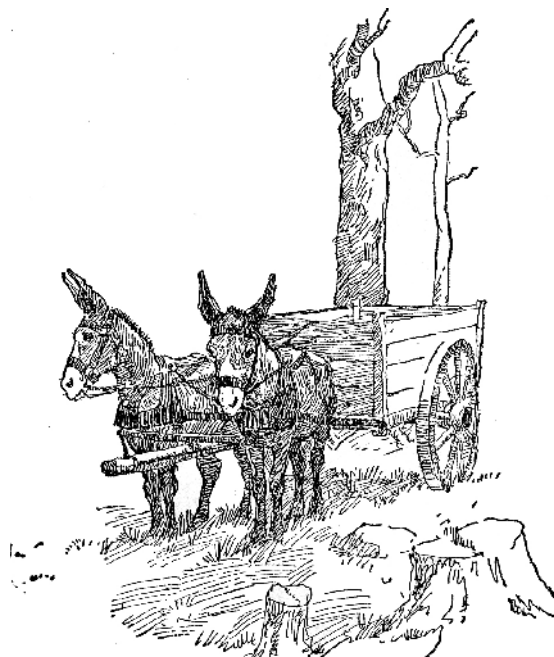


Inns	Cost
Banquet, 9 course	12gp/person
Banquet, 7 course	10gp/person
Banquet, 5 course	8gp/person
Bath, hot	1sp
Feed & stabling	5sp/horse/day
Meal, common	3sp/day
Meal, good	5sp/day
Meal, poor	1sp/day
Pot luck	5cp
Room, common	12gp/month
Room, common	5sp/night
Room, common	3gp/week
Room, double	20gp/month
Room, double	1gp/night
Room, double	6gp/week
Room, poor	8gp/month
Room, poor	5cp/night
Room, poor	2sp/week

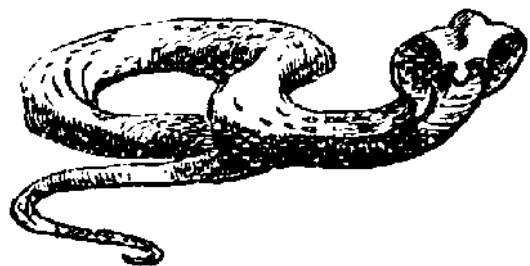
Ornament	Cost	Weight
Anklet, copper	3sp	5
Anklet, silver	1gp	5
Anklet, gold	6gp	5
Bracelet, copper	2sp	3
Bracelet, silver	8sp	3
Bracelet, gold	4gp	3
Brooch, copper	6gp	10
Brooch, pewter	3gp	10
Brooch, silver	15gp	10
Chain, fine gold	40gp/ft	10
Chain, fine silver	15gp/ft	10
Cloak pin	4sp	5
Cosmetics:		
• Henna, oz	7sp	1
• Kohl, oz	5sp	1
• Rouge, oz	12sp	1
Crown	5,000gp	30
Earring, copper	1sp	2
Earring, silver	6sp	2
Earring, gold	15sp	2
Locket, silver	10gp	2
Medallion, silver	12gp	10
Medallion, gold	30gp	10
Necklace, amber	45gp	2
Necklace, bead	1gp	3
Necklace, pearl	60gp	2
Pendant, bronze	8sp	1
Pendant, pewter	6sp	1
Pendant, silver	1gp	1
Perfumes:		
• Citronella oil, oz	8sp	1
• Frankincense, oz	2gp	1
• Lavender oil, oz	7sp	1
• Myrrh, oz	2gp	1
• Patchouli oil, oz	14sp	1
Ring, copper	2sp	0.1
Ring, engagement	60gp	0.1
Ring, gold	25gp	0.1
Ring, high priest's	400gp	0.1
Ring, signet	175gp	0.1
Ring, silver	10gp	0.1
Ring, wedding	85gp	0.1
Sceptre	1,000gp	50
Tiara	750gp	10
Wig	12gp	10



Transport	Cost
Barge	500gp
Boat, collapsing	500gp
Canoe, small	30gp
Canoe, large	50gp
Canoe, war	100gp
Caravel	10,000gp
Cart	50gp
Carriage, common	150gp
Carriage, noble	7,000gp
Chariot, riding	200gp
Chariot, war	500gp
Coaster	5,000gp
Cog	10,000gp
Corvette	12,000gp
Curragh	500gp
Cutter	40,000gp
Dinghy, small	75gp
Dinghy, large	150gp
Dog-sled	40gp
Drakkar	25,000gp
Dromond	15,000gp
Galleon	50,000gp
Galley, large	25,000gp
Galley, small	10,000gp
Galley, war	40,000gp
Kayak	250gp
Knarr	3,000gp
Longship	10,000gp
Raft	40gp
Sedan chair	100gp
Wagon, large	250gp
Wagon, small	150gp
Wheel, wagon	5gp



Thieves' Tools	Cost	Weight
Standard set	30gp	10
• 5 chisels	5gp	1
• 12 lockpicks	12gp	1
• Bradawl	1sp	0.1
• File, small	2gp	0.1
• Hacksaw	2gp	1
• Hammer	1gp	1
• Hand drill	2gp	1
• Jemmy	1gp	1
• Keyhole saw	2gp	0.5
• Pry bar	1gp	1
• Pliers	1gp	0.5
• Shims	4sp	0.5
• Twine, 50ft	3cp	0.3
• Wedges	7cp	0.5
• Satchel, small	4sp	0.5
Caltrops, each	1gp	2
Cards, marked, deck	4gp	1
Cards, straight, deck	2sp	1
Hooked wires	6sp	1
Mountaineer's harness	15gp	5
Key blanks, each	1sp	1
Letterbox claw	12gp	10
Limewood strips	2sp	10
Listening horn	3sp	1
Mirror on rod	20gp	2
Sheath, wrist	1gp	1
Sheath, boot	1gp	5
Wire cutters	1gp	10



Alchemical equipment	Cost	Weight
Alembic	8gp	30
Beaker	2gp	10
Condenser	12gp	45
Crucible	5gp	50
Cruet	2gp	10
Crystal ball	250gp	100
Funnel	15sp	10
Pipette	8gp	5
Prism	20gp	35
Retort	5gp	20
Retort stand	5sp	10
Spatula	4cp	1
Spoon	1sp	1
Strainer	4gp	2
Test tube	1gp	1

Punishment	Cost	Weight
Bastinadoes	1gp	20
Branding iron	1gp	30
Brazier	15gp	150
Butcher's hook	1gp	10
Cage	120gp	1,000
Cat o'Nine Tails	2gp	3
Choke pear	1gp	1
Fetters	5gp	10
Head clamp	12gp	60
Iron boot	10gp	100
Iron maiden	200gp	2,000
Pillory	4gp	100
Pincers	2gp	30
Rack	75gp	1,000
Stocks	45gp	600
Stool, ducking	1gp	50
Strappado	12gp	150
Thumbscrews	10gp	10
Wheel, breaking	6gp	750
Whip	5sp	2

Agricultural & domestic	Cost	Weight
Bill hook	8sp	25
Flatiron	5sp	60
Fork	4sp	20
Grain flail	2gp	20
Griddle	12sp	15
Harrow	4gp	50
Hoe	8sp	15
Ladle	6sp	5
Loom	12gp	50
Mangle	20gp	100
Plough	10gp	50
Press, wine	20gp	80
Quern	3gp	60
Rake	7sp	25
Scythe	1gp	20
Shears	1gp	10
Sickle	12sp	10
Skillet	1gp	5
Trowel	3sp	5



Siege Engines	Cost	Weight	Range	Dmg S-M	Dmg L	ROF	Crew
Ballista	75gp	3,000	0-400ft	2d6	3d6	¼	2
Cauldron, suspended	50gp	80	0	3d4	3d4	¼	2
Hoist	150gp	400	-	-	-	-	2
Mangonel	75gp	3,000	150ft-600ft	2d12	4d4	¼	6
Onager	150gp	3,000	100ft-300ft	2d10	3d4	¼	4
Ram/Sow	500gp	3,000	0	1d8+8	1d12+12	½	10
Siege tower	800gp	12,000	-	-	-	-	12
Tortoise	350gp	10,000	-	-	-	-	10
Trebuchet	500gp	5,000	200ft-800ft	3d10	3d6+2	¼	8

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