

# footprints

MAGAZINE

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IDEAS AND ADVENTURES FOR ADVANCED FANTASY GAMING



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Dragonsfoot's free online magazine

<b>Steve McFadden</b>	<b>% in Lair</b> ..... 2
<b>Andrew Hamilton</b>	<b>Lycanthropes with Class</b> ..... 3 <i>Ever wanted to play a werewolf?</i>
<b>Ian Slater</b>	<b>The Slayer</b> ..... 4 <i>A new class for AD&amp;D.</i>
<b>Alan Powers</b>	<b>Centaurs! More Than Just Horsing Around</b> ..... 7 <i>A comprehensive look at Centaur culture and classes.</i>
<b>Darren Dare</b>	<b>No Bones About It</b> ..... 12 <i>Explore the abandoned tower of Xazzuth in this AD&amp;D 2E adventure.</i>
<b>David Prata</b>	<b>Basic Equipage and Supplies: Costs and Encumbrances</b> ..... 18 <i>More gear than your players will know what to do with, neatly organized for easy use.</i>
<b>Ryan Coombes</b>	<b>A Digest Alchemical</b> ..... 21 <i>Alchemy never looked so good. Recipes included!</i>
<b>Alan Powers</b>	<b>Human and Halfling Character Background Tables</b> ..... 31 <i>Are you descended from kings?</i>
<b>Leon Baradat</b>	<b>B11a: Priest's Errand</b> ..... 39 <i>An AD&amp;D add-on Adventure to the D&amp;D module B11: King's Festival.</i>
<b>C. Wesley Clough</b>	<b>The Eye of Ishur</b> ..... 44 <i>The island city of Kolos just got a bit hotter. A short story by C. Wesley Clough.</i>
<b>Various Authors</b>	<b>Shards from the Workshop</b> .... 49 <i>A menagerie of monsters to abuse your players with.</i>
<b>Marco Cavagna</b>	<b>Undead Immunities</b> ..... 55 <i>Not sure if a spell or weapon affects a given undead? This should clear it up.</i>
<b>Andrew Hamilton</b>	<b>Citadel of the Carrion-Eaters</b> ..... 60 <i>Yeenoghu has been summoned to the Prime Material Plane. Face the Demon Lord of Gnolls in this AD&amp;D adventure for characters levels 10-14.</i>
	<b>Open OSRIC™ License</b> ..... 72
	<b>Open Game License</b> ..... 72

I came across Dungeons & Dragons exactly 12,395 days ago, one day before I turned ten. My cousin could never have known that the secondhand gift he dumped on me would have such a profound effect upon my life, but it turned out that I was the ultimate beneficiary of his own relative's generosity. Inquiring whether I wanted the Moldvay Basic Set he had in his hands, Butch explained that an aunt on his father's side had given him the weird game a month earlier, for his own birthday. If I did not want it, my cousin said in a rather matter-of-fact tone, he was going to simply toss the set into the trash.

Butch had never been very sharp, but I'm sure his childhood nickname already informed you of that. Butch's loss was my gain, however, as the exquisite game quickly impacted my life. I developed a greater vocabulary (where else do 10-year olds learn the meanings of *donjon*, *somatic*, *charisma* and a host of other words?) I developed a closer relationship with my brother, Michael. Exclusively a DM, I learned to question things, work with complex models, articulate concepts and pursue goals. I began to design new worlds and to read more extensively. The game also served as a mental escape from a domineering, alcoholic father. Dungeons & Dragons had a definite, positive impact on my life. I quickly gravitated to AD&D and Michael and I spent the eighties building up our collection of books, accessories and modules...no easy feat when we used to each receive \$0.25 a week in allowance and made about \$1.35 per week working a paper route. Despite that, the two of us had an admirable D&D collection by 1989, when I went off to college.

I didn't get to play much Dungeons & Dragons while at UCLA as I had little time to spare on top of being in class, studying and working to pay for school. But the game had sparked certain interests and, in addition to my regular physics and mathematics classes, I did make a point of it to take courses in German and German cultural history, and also in Roman, Byzantine and medieval history. True to my DM roots, I did manage to upset several history professors when I inquired whether, in addition to the *hochkultur* they exclusively addressed, they would expound upon the more gritty details of feudalistic societies. You can imagine that my interests in traditional-folk history went over with them about as well as the time I asked my Analysis professor whether his course would provide any applications for the subject.

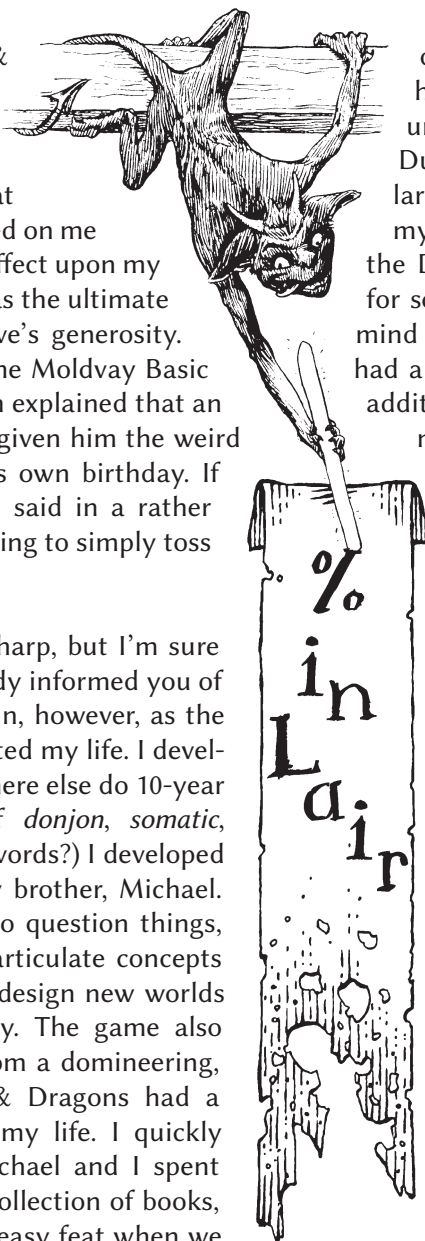
After college I essentially gave up D&D for nearly two

decades. Pursuing relationships and a career, I had little time for frivolities from the early nineties until 2011. Indeed, I ended up throwing my entire Dungeons & Dragons collection away on a particularly bad day in 2000. My parents had wanted all of my junk out of their house and I was only able to store the D&D collection in the back of my station wagon for so long. Relationship issues were also plaguing my mind at that time so, on a dreary day, out it all went. I had a particularly long D&D drought after that and, in addition to missing the *Monster Manual* that I had so naughtily marked up in my youth, the inability to play the game nagged at me terribly. A part of my very being seemed to be absent for about twenty years.

My daughter changed all of that when she began reading Harry Potter books around 2011. I was jazzed that Caitlin had begun to read so avidly and, even at the age of eight, she completed Rowling's signature series in a matter of weeks. Since then, I've purchased each and every book that my daughter has expressed an interest in reading, and I'm happy with her continued development; with pride I can say that, intellectually, Caitlin is maturing much faster than I did. Which brings me to the real point that I wanted to express in this "% in Lair" column: go and play Dungeons & Dragons with your kids and grandkids. Facilitate both their intellectual development and the expansion of their imaginations by running a D&D campaign for them. And, if the kids closest to you are not interested in the sword and sorcery genre, then run some other, similar role-playing game. This will create stronger bonds between you and your children, help them grow intellectually and possibly build some life-long interests. What better thing can you find to do with your time?

I came across Dragonsfoot right around the time my daughter began expressing an interest in the genre. Hoping that she would want to pick up the game, I searched the net for material to use in a possible campaign and wound up here, right at home. Nothing is quite the same as it was back in July of 1981, but the emptiness that I felt for so long has nearly disappeared. Not always the most civil, circumspect or mature member of the Dragonsfoot community, I nevertheless attempt to be as constructive as possible and to contribute as much as I am capable of. With that in mind, let me present to you an issue of *Footprints* that is special to me: including more adventures than is normal for this magazine, I hope that at least a few of you can find something within these pages to use in a campaign with a young child. If so, then I am content.

-Stephen "Landifarne" McFadden





I've always thought that a lycanthrope should be able to get "tougher" if they have an adventuring class. Capping a 10th level wererat thief at 3+1 HD doesn't make sense to me, but I also didn't want to add the 3d8+1 hp to the base 10d6 hp a 10th level thief would normally have. So, I took inspiration from the way humanoid shamans and witch-doctors are handled in 1E.

- The lycanthrope gets all of the "base" benefits of their race.
- The lycanthrope gets all the abilities normally associated with their class. Obviously, the DM will have to consider what the lycanthrope can do in their hybrid or animal forms. Spellcasting and thief skills, for example, might be usable in hybrid form, but not in animal form. However, a ranger or barbarian could probably track in animal form.
- The lycanthrope gets additional hit points from the 2nd level and up; the hit die is reduced by 2 die sizes (e.g. Class HD of 1d4 = +1 hp for the lycanthrope, HD 1d6 = 1d3 hp, HD 1d8 = 1d4 hp, HD 1d10 = 1d6, and HD 1d12 = 1d8). This is the same HD progression that the shamans and witch-doctors use in 1E.

- If the lycanthrope gets to name level, then they receive only  $\frac{1}{2}$  of the normal hit point bonus (rounded up).
- The lycanthrope saves as their class or HD equal to base HD +  $\frac{1}{2}$  level, whichever is better.
- The lycanthrope attacks as a member of their class with a "bonus" of  $\frac{1}{2}$  their base HD added to their level (e.g. a 1st level werebear fighter hits as a Fighter 1 + (7/2) = 4th level). Round up, because of the "hit point" bonus to the hit dice. Where this means that low level lycanthropes have worse attack chances than their "normal" brethren, use the attack table for the lycanthrope rather than the character class.
- I sometimes use the attribute bonuses described in *Best of Dragon, Volume 2*. Sometimes I don't. They are pretty (extremely) generous. I once, long ago, played in a campaign that allows lycanthrope PCs and used the hit point adds in addition to the Constitution bonuses (+6 hp/die, +4 Constitution & +6 Strength for were-bears). I don't remember Growd Bearclaw's, the barbarian were-bear, stats or level, but I do recall that he was ridiculous (and, at that young age in my life and gaming "career", AWESOME!) I would never do it again, except in a super-hero game.
- I allow Constitution bonuses for Fighter types only (Fighter, Ranger, Cavalier, Barbarian). I also allow multiple attacks if the lycanthrope is high enough level.
- I don't allow PC lycanthropes, but if I did I'd likely apply an experience penalty of 5%/HD, or something punitive like that and disregard any bonuses for high ability scores. Otherwise a PC were-bear barbarian (a la Growd Bearclaw, referenced above) with the attribute bonuses from *Best of Dragon, Volume 2* would be over the top.

The method can be illustrated using the monster **Snarla**, the magic-user werewolf from TSR's *S2 White Plume Mountain*:

**Snarla (MU7 werewolf):** AC 10 (human form) or 5 (werewolf form); MV 15"; HD (4+3)+6; HP 27; #Att 0 (human) or 1 (werewolf form); Dmg 2-8; THACO 15; SA spells: *magic missile* x2, *push*, *shield*, *scare*, *stinking cloud*, *web*; *dispel magic*, *haste*, *fear* (cannot cast spells while in werewolf form); lycanthropy, savagery (+2 to attack rolls); SD silver or magical weapon to hit; MR save as better of 7th level magic-user or 7+ HD creature; AL CE; Int Very; Size M; XP 625 (calculated as a 4+ HD creature) or 1,670 (calculated as a 7th level magic-user) - I'd go with the 4+ HD due to her confinement and spell restrictions.

According to this method, Snarla should have 27 hit points rather than the 26 allotted in the module. The module also omits one 1st level spell for Snarla, so I have added an additional *magic missile* as the logical replacement spell.



# The SLAYER

by Ian Slater



## The Slayer: A New Character Class for AD&D

AD&D is a class-based system. One advantage of such a system is that it provides a skeleton or foundation upon which new classes can be made if a DM wishes to expand the game. Rather than creating new classes out of whole cloth, it is possible for a DM to take existing classes and “re-skin” them. This approach to expand the game has the advantage of using mechanics and rules that are both familiar to players and already integrated into the game, rather than introducing new, potentially problematic rules. The Slayer class is an example of this re-skinning approach.

Fantasy literature sets great precedent for Slayers: dragon Slayers, vampire Slayers, Slayers of witches, demon Slayers/banishers, etc. Indeed, the AD&D first edition ranger is a type of giant Slayer, and clerics in AD&D can be characterized as “undead Slayers.” But I wanted a *generic* Slayer class, a class dedicated to the elimination of one particular type of creature. I considered using the ranger class as the base for this, but it didn’t quite work, for a few reasons: rangers are a wilderness-based class, whereas a generic Slayer class needs broader scope; rangers get wonky abilities (spell casting and magic item use) that are specific to the class’s fantasy archetype (Aragorn from *Lord of the Rings*) and not needed for a generic Slayer class; and the +1 per level damage bonus

that rangers possess is too limiting (what if the opponent class is incorporeal, for example?)

Then I came upon the idea of re-skinning the assassin class, something that was particularly appealing to me since assassins are rarely played in my game. My main concern, however, was the assassination mechanic that I had to adapt for slaying. The DMG assassination table is supposed to be used when circumstances are perfect and the character has time to plan the hit; assassination in combat (which is what my Slayer is attempting) is something else entirely. This concern is mitigated somewhat since the target of the Slayer’s primary skill is limited to one type of creature.

Still, in the case of a dragon Slayer, this idea suddenly introduces the chance that a first level character could gank a HARD.

That’s probably bad . . .

I was lost. Then the idea of basing the mechanic on probability multipliers came to mind. That is, if you require one roll to do something, you have a certain chance (a certain percentage) of that working. If you require two rolls, the chance is equal to the percentage of the first roll times the percentage of the second; the results of such conditional probabilities are often quite small.



*Cause light wounds*, for example, normally requires both a successful to-hit roll and a failed saving throw in order to work. But, for argument's sake, let's say it only required a failed save. In that case, *cause light wounds* used on a target that has a saving throw of 15 only has a 70% chance of working.

On the other hand, a by-the-book (BtB) *cause light wounds* that requires both a successful hit and a failed save will usually not work. If used on a target that requires a to hit roll of 16 to be touched and that also saves only a 15 or greater, then your odds of both hitting the target and the target's failing the save are very slim:

BtB chance of a successful *cause light wounds* is:

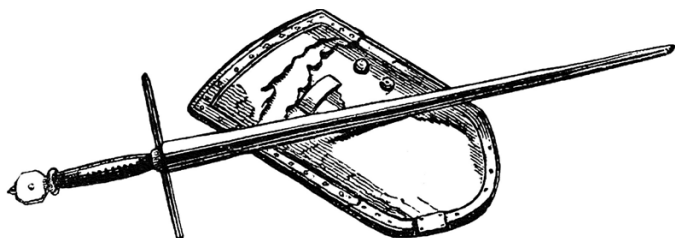
$$25\% \times 70\% = 17.5\%$$

Ouch! Now consider both the DMG assassination table (table I.D.2., p. 75) and the proposed Slayer mechanic: *Slayers use the assassination table only after they make a successful to hit roll*. That is, if the target is successfully struck, then the player rolls percentile dice to see whether the target creature is slain outright. This works much like a monk's chance to stun others in that it scales with level but has an additional to-hit restriction that reduces the odds.

*Example:* A 1st level dragon Slayer encounters an 11 HD red dragon. The dragon Slayer's chance to kill the dragon on any melee attack is 0.05 (rolls a 20 to hit)  $\times$  0.01 (from assassination table) = 0.0005 (0.05%). A 5th level dragon Slayer's chance to kill the dragon on any successful melee attack is 0.15 (rolls an 18 to hit)  $\times$  0.15 (from assassination table) = 0.0225 (2%). At 10th level this increases to 0.35 (hit on a 14)  $\times$  0.45 (assassination success) = 0.16 (16%).

So a dragon Slayer close to name level has decent odds of killing a target creature on any particular strike. That sounds about right to me.

If you want to reduce these odds even more, then give the target a saving throw versus death to avoid being slain. This can be justified in a number of ways. For example, if the Slayer's target opponent is an aquatic race, the Slayer might need special weapons (for example, an underwater crossbow); if the Slayer did not have access to those weapons, the additional saving throw could reflect the increased difficulty of the task.



In the example of the 11 HD red dragon, the additional saving throw would make our Slayer's (rounded) chances:

- 1st level:  
 $0.0005 \times 0.3$  (the dragon saves on 7+) = 0.00015 = 0%
- At 5th level:  
 $0.0225 \times 0.3$  (dragon saves on 7+) = 0.00675 = 1%
- At 10th level:  
 $0.16 \times 0.3$  (dragon saves on 7+) = 0.048 = 5%

I think this is a manageable, scalable mechanic that could give the Slayer decent odds of defeating a "Type X" opponent. Since the chance to slay roll applies whenever the target creature is hit, the opportunities for slaying can add up.

## Issues and Options

Say that a player wants to create a vampire Slayer character. However, there's a problem: there aren't that many vampires in your campaign. So the vaunted vampire Slayer is ineffectual even before play begins.

You have a few options here. The first is to expand the scope of the Slayer's "Type X" list to all "vampire-like creatures" while also reducing the character's overall assassination ability. For example, the vampire hunter would perform as a Slayer two levels lower versus most energy-draining undead but at his normal level versus vampires. This mechanism lets the generic class have a large scope but limits its game impact (the Slayer's scope is about as expansive as the ranger's ability against giant-class creatures).

This option also encourages DMs to develop various categories of inimical creatures, with the idea being that individual Slayers emerge from the environments they are raised in: some type or class of creature menaces a community or region, and Slayers develop to combat the threat. So, the "Type X" category could be as specific as a particular monster (e.g., ogres), a type (dragons or giants), creatures that occupy a particular climate or environment (temperate predators such as wolves, bears, lions, etc.), or a class of creatures (shape shifters).

Here are examples of effectiveness that I would use:

- Against giants: slaying ability is level-equivalent.
- Against dragons: slaying ability is level-equivalent.
- Against vampires: slaying ability is level-equivalent against true vampires and two levels lower against level-draining undead.
- Against Hellenistic creatures: slaying ability is level-equivalent against medusas and two levels lower against other traditional monsters (cyclops, siren, etc.)



- Against aquatic creatures: slaying ability is level-equivalent against sahuagin and lizard men and two levels lower against large marine predators (sharks, giant fish, etc.)
- Against a particular character class: slaying ability is level-equivalent.
- Against demons: slaying ability is level-equivalent against true demons only.
- Against elementals: slaying ability is level-equivalent against elementals and two levels lower against lesser elemental monsters (e.g., water weirds).

## The Slayer

**Ability Requirements:** STR 12, INT 11, DEX 12

**HD:** d6 (following the PHB Assassin progression)

**Alignment:** Any

**Armor & Weapons:** Leather armor, shield, any weapon. At the DM's discretion, the Slayer may be required to obtain or purchase a special weapon or special weapons to slay the target creature.

**Poison use:** May use poison against creatures of the target type. At the DM's discretion the Slayer may be required to obtain or purchase poison to slay the target class of creatures.

### Special Abilities:

1. If the Slayer gets any extra languages because of high intelligence, one of those languages is that of the target creature; if the creature does not possess a language, the Slayer gains the ability to mimic its sounds or behaviors.
2. The Slayer has a 3 in 6 chance to surprise target creatures and only a 1 in 6 chance of being surprised by such.
3. The Slayer may hide in shadows, move silently, and backstab like a thief of equivalent level.
4. The Slayer may not have any hirelings until 4th level; at that time only lower-level Slayers may be taken into service. Upon attaining 8th level, the character may also have non-Slayer hirelings. Upon attaining 12th level, they may employ henchmen of any class.
5. The Slayer will be associated with a cult, priesthood, church, organization, or community dedicated to fighting the target creatures.
6. Each organization dedicated to the extermination of a certain target creatures has only one Master Slayer of 15th level, the maximum possible progression, and one Slayer of 14th level as second. In order to progress beyond 13th level, the Slayer must both have the requisite number of experience points and defeat the organization's 14th level Slayer in combat (a fight to the death is not necessary). The Slayer then takes the second position in the organization. To progress to Master Slayer, a character must defeat the organization's Master Slayer in combat.
7. A Slayer who achieves Master Slayer status will attract a body of 7–28 lower-level Slayers. Use the follower table for assassins from the DMG (p. 17) to determine the composition of these followers.
8. A Slayer makes regular melee and missile attacks on the thief/assassin combat matrix. Starting and new weapon proficiencies are also gained as an assassin.
9. A Slayer uses the assassin's XP table progression and saves as an assassin.
10. A Slayer gains +1 to hit and +1 to damage for every 3 levels of experience against the primary target creature. If the class of target creatures is more broad (e.g., giant-class or aquatic creatures), this bonus is +1 to hit and + 1 to damage every 5 levels.
11. Slaying: When attacking creatures of the target type, the Slayer makes regular to-hit and damage rolls. However, on successful attack rolls, the Slayer also has a chance to kill the creature outright because of their specialized knowledge and skill. This chance is obtained from the DMG assassination table. If the roll does not result in automatic slaying, the Slayer character still does normal damage for that attack. Failure to successfully use the slaying ability does not affect backstabbing in any way; successful backstabs still do double, triple, or quadruple damage if the Slayer fails his second, slaying roll.
12. A Slayer has a chance to track target creatures equal to that of a ranger of the same level engaged in outdoor tracking.
13. A Slayer has a 10% chance per level of identifying a non-magically disguised target creature and a 5% chance per level of identifying a magically disguised target creature.







Chrack looked out over the small field and the hazelnut grove beyond. Though the morning was foggy, the sun would soon burn off the mists and quickly warm the land. This, Chrack knew with a certainty. He turned from the edge of the village and moved across the open green to the village kitchen, his hoof-falls muffled by the morning-damp grass.

Entering the tribe's kitchen barn he breathed in the scent of cooked oats and honey as the sound of his passing changed from muffled thuds to the clip-clop of hoof on cobblestone. Acknowledging the deep nods of respect and greeting from the community members, Chrack approached a heavily muscled centaur, a Dray that was methodically chewing his morning feed.

"Good morning, Dimock," Chrack addressed the large, bay centaur.

"Oh! Chrack. Good morning, My Lead." Dimock backed slightly and started to bow but Chrack stopped him with a soft touch upon his arm.

"Dimock, my friend, that formality is not needed here," Chrack said with a warm smile.

"Oh, right. I forgot." An answering smile came to the heavy features of Dimock's face.

"Dimock, I have a task for you today," said Chrack, looking intently at Dimock to ensure the Dray was paying attention.

"Oh, good. Is it pulling in team? I like pulling in team." Dimock's smile widened with his words.

"Yes, I know you do, but that is not the task I have for you today," said Chrack. Though Dimock's smile lessened, it did not leave his broad face. "I want you to go to the western clearing and bring back a load of lumber. It is already loaded on a wagon, there. Will you do that for me?"

Dimock's brow furrowed. "That is a long walk," he said uncertainly.

"I know it is," said Chrack, "I will send some of the children with you to keep you company. They will plant saplings, give you your midday meal, and help you pull the wagon home. All right?"

Dimock smiled again. "All right."

"Good," said Chrack, "now go and get your harness and club. Then come to the village green. That is

where the children will find you."

"All right," Dimock said, concentrating, "harness and club; to the green."

As Dimock left the barn in one direction, Chrack went in another and called to some slightly smaller centaurs that were prancing and chatting in a small group.

"Medok! Come to me," he said.

A youthful male centaur broke off from the group and started toward Chrack, picking up speed.

"Yes, Sire!" Medok cantered by and reached out to touch Chrack's flank.

Chrack quickly pivoted aside and smacked the young centaur's hindquarters as he passed.

"Colt!" Chrack said with grin. "Come, I have a task for you and your band of friends today."

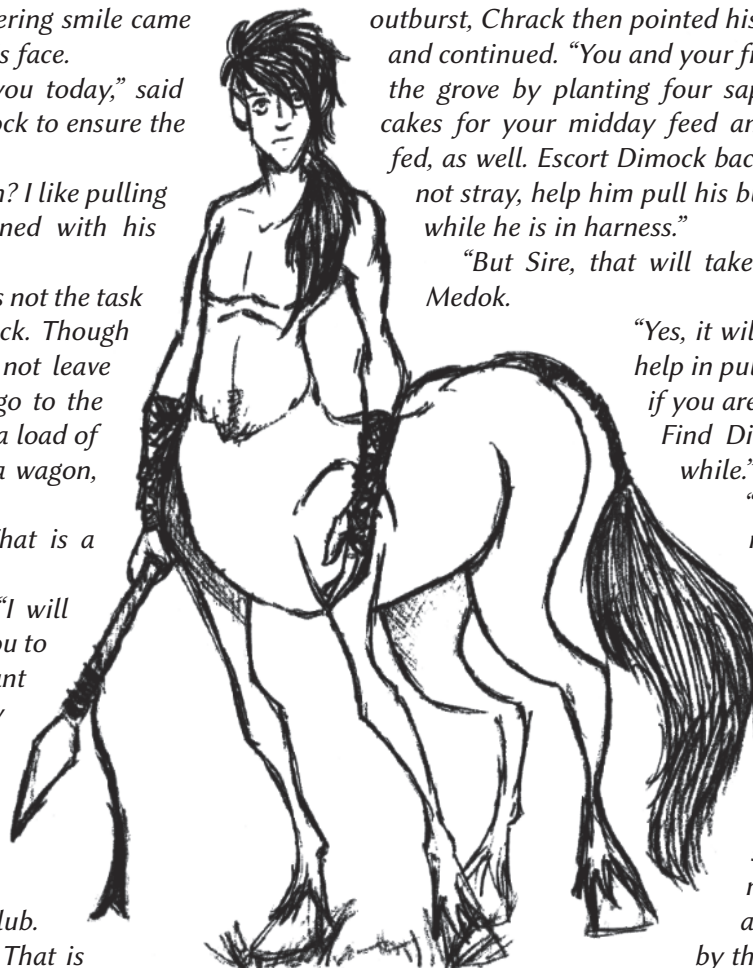
"But Sire, we were going to go to the creek today!" Medok cried as he slowed and returned to where Chrack stood.

"You can fish and play in the river, tomorrow. Today you are to gather your group and escort the Dray, Dimock, to the far western cutting area." Lifting his hand to forestall an outburst, Chrack then pointed his finger at his offspring and continued. "You and your friends will help replant the grove by planting four saplings, each. Take nut cakes for your midday feed and see that Dimock is fed, as well. Escort Dimock back here. Ensure he does not stray, help him pull his burden, and protect him while he is in harness."

"But Sire, that will take all day!" complained Medok.

"Yes, it will, and you will have to help in pulling the lumber wagon if you are to return by nightfall. Find Dimock here in a short while."

"Yes, Sire." There was resignation in Medok's voice but he did not dawdle. Instead, the young centaur went straight back to give the news and directives to his small band. Some were pleased, some were not, but all moved to gather gear and weapons as directed by the Tribe Leader.





Reviewing centaurs in the AD&D 1st Edition *Monster Manual* (MM) and the 2nd Edition *Complete Book of Humanoids* (CBoH) it becomes clear that centaur player characters can be played viably, without upsetting game balance. Of course it is the referee's option whether or not to allow Centaur as a PC race, but my experience indicates that the inclusion of centaurs in a long-running campaign is beneficial. There will not be many players that will choose to run a centaur character but, overall, those that do play one will enjoy it—even if the others groan about the dungeon and stair maneuvering issues. Those issues can be overcome with some ingenuity.

## Game Mechanics for Centaur Characters

Suggested variations from the CBoH:

- Double class hit points at first level, none gained at second level. Exception: Rangers & Archers have multiple hit dice at 1st level.
- Ultravision. Not being underground dwelling creatures, ultravision makes more sense for centaurs.
- Natural AC of 6. Horses have an AC of 7 but centaurs officially have AC 5. Giving lower level centaurs a 6 allows them to develop the better armor class later (4th or 5th) levels. This represents a gaining of maturity and status as a full grown, developed centaur.
- Give centaurs a +2 racial bonus with bows. This is rationalized by considering the stability of a four-legged firing platform.
- Stairs and rough terrain (natural caves) can be difficult for centaurs. Inclines should not be an issue, but going down stairs or other rough terrain is difficult. A Dexterity check is suggested to ensure controlled, safe downward movement on stairs and in similar situations.

## Centaur's and Combat

Combat advantages and disadvantages are given to various races and classes; centaurs are no different. Whereas a trained warhorse may be given hoof attacks every other round after it enters combat, centaurs may attack with their hooves in the initial round of combat if they so desire. The attack delay of a ridden horse simulates its rider's order to attack along with the mount's need to remain balanced and upright with rider on top. Centaur's simply do not have this problem.

If you are delaying the better armor classes for centaurs, then I also suggest limiting their hoof attack damage to that of light horses (1–4/hoof), instead of medium horses (1–6/hoof), until that time. This works with the concept of a centaur developing maturity and growing over time.

Centaur's firing missiles while moving suffer fewer penalties for obvious reasons. The following table is similar to the

Mounted Missile Fire Table (#53), found in the 2nd Edition *Dungeon Master's Guide*. The optional +2 racial modifier for bow is not included in these movement modifiers.

**Centaur's Movement Modifier**

Not moving	0
Less than 1/2 normal rate*	-0
1/2 to 3/4 normal rate*	-1
Greater than 3/4 normal rate*	-3

\*Movement rate may be reduced by encumbrance or due to armor.

It may seem as though centaurs have a lot of combat advantages and next to no disadvantages, aside from terrain-induced movement difficulties. However, *do not forget that centaurs are large creatures and take increased damage from weapons*, as is appropriate for all large targets. Also, finding centaur armor/barding outside of a centaur village will be very difficult. Finding magic centaur armor would be next to impossible.

## Centaur Social Classes

Based on the *Monster Manual's* write-up, centaur society has three main groups. Those groups are differentiated by weapon type, as centaurs are variously armed when encountered en masse. Half (50%) of all centaurs are armed with clubs, while 25% are armed with composite bows. The last 25%, armed with shield and lance, are referred to as Leaders.

Average centaurs, those without means or with little need for a bow or other weapons, tend to be armed with clubs of one sort or another. These average "Herdmember" centaurs, make up fully half of a tribe's population. An implication of the MM's description of centaurs as being "...low-to-average intelligence" is that some Herdmembers are Dray: simpleminded, physically powerful centaurs that do much of a community's heavy pulling. Cared for and protected by their band, troop, or tribe, Dray are valued for their contributions to the group. Foragers also carry clubs and may be of any level of intelligence and physique, but Foragers' main role is to help gather foodstuffs for the group – gathering and harvesting crops, fruit and nuts. Herders are the last of the club wielders. They have rank within the herd and act as low-level supervisors. Herders help organize the herd, keeping it on task and helping it to operate as directed by the Leaders.

The 25% of the centaur population that is armed with bows have been designated, for lack of a better term, Elites. These more intelligent and outgoing centaurs tend to gravitate towards activities that require more presence of mind and mental acumen. This social class is made up of more diverse minded fighters, hunters and

freethinkers (Bards, Archers and multi-classed individuals). Those rare Elites with great intelligence or wisdom may even become scholars and, on occasion, clerics. Although the CBoH limits centaurs' classes to druids and shamans, a cleric of Skerrit the Forrester could easily fit into centaur culture.

Finally, there are the centaur leaders. Leaders are the ones who call the shots for centaur communities. These centaurs are always of a fighting class (fighters, rangers and cavaliers—if the DM allows it) with superior ability scores (especially intelligence), though they may be multi-classed. With 2 or 3 Leaders out of every 10 adult centaur, it is easy to envision how Leaders would work together, whether during an armed conflict or an everyday operation: some managing and commanding the Herdmembers; some working with and being part of the Elite archers; the Band Stud managing and commanding both groups to best effect. If the tribe were as large as 100 centaurs, then there would be multiple Leaders organizing all the members as well as an extra group composed solely of Leaders. The Tribe Leader would direct them all. The Leaders of centaur groups are always male, though that does not preclude a female player character from being from the Leader Social Class.

## Centaur Culture

Centaur culture is pastoral, communal. Although they have human upper torsos, centaurs' lower horse bodies lend a strong equine sense to their outlook. Centaurs are very communal and their herd mentality is reflected in their culture and way of life.

Bands are usually extended family units. Troops, are comprised of a number of Bands, often related by blood but occasionally because the various Band members prefer to be together. Tribes are composed of multiple Troops. If issues on a grander scale require attention, a council of Tribes may be called and attended by either the Tribe leaders or representatives.

Having a strong sense of community does not mean that all of the centaurs in a village live and eat in the same barn or stable. Bands will usually have their own living structures, sometimes (in a larger village) controlled and supported by their Troop. Small, single-pair dwellings are often maintained for newlywed couples, but they are normally only used by a stallion with his first wife, perhaps the second. After a time (a month or two), those couples are expected to return to the Band or Troop dwelling. Unmarried centaurs may feel the need to leave





their Bands or Troops, and those centaurs are accorded space in a Tribe's communal stable.

One might think that breeding practices would produce a consistently superior centaur. Sadly, that does not work as anticipated. Two highly intelligent centaurs may produce a Dray offspring, just as two Dray may have a foal that ends up being a Leader. This fact, combined with centaurs' communal natures, gives centaur society a healthy dose of generational flexibility—the cream rises to the top. The offspring of a common Herdmember may end up being a Tribal Leader if the young centaur has the ability and desire to become such.

Note that, among centaur, the average male-to-female ratio is 1:2; there are generally twice as many female centaurs as male. Thus, in spite of the patriarchal aspect of centaur culture, centaurs tend to be rather egalitarian with respect to female vocations and activities. Unless a female centaur is pregnant, no less is expected of her than from a similarly sized male.

## Centaur Religion

The religious life of centaurs is like an old river flowing through the center of a village: slow moving and deep. Some societies reach a point where the religious practices that once complemented their cultures' practices actually begin to formulate their ways of life. Centaur societies have passed that point, with their members' spiritual and religious outlooks on life fully integrated with how they live and grow. Few members of other species will realize that the lack of visible religious trappings to be found in centaur villages and displayed on particular individuals does not reflect religious apathy. Instead, the limited visibility is the result of centaur culture having already integrated centaurs' religion into how they live. Their spirituality is likely one of the reasons why centaurs maintain such good relationships with elves.

## Centaur Industry and Trade

Though centaurs tend to be reserved in dealing with races other than elves, they do produce goods and products that are desirable and traded for—though some may believe that such are actually produced by elves. Centaurs work metal but, as a race, they do not excel at it more than other races. Centaur iron and steel work tends to be simple and sturdy and their precious metal and jewelry work may be attractive but seldom exquisitely beautiful. They do not mine or dig into the earth to any great extent and the cloth that centaurs weave is usually sturdy and on the heavy side. Centaurs do trade in lumber, however, and they are renowned for their woodcarving. Although old-growth trees and woods are preserved and protected by centaurs, fire-ravaged forests are cyclically replanted and harvested by centaurs.

Nurturing wooded lands, centaurs create and tend groves of fruit and nut-bearing trees: cherry, apple, pear, mulberry, walnut, hazel, pecan, and almond, amongst others. Fruit is dried, juiced, cidered and made into preserves, and nuts are also stored for eventual use. Fine nut oil is a major trade item and pays for much that centaurs do not produce themselves. Fruit-bearing bushes are also cultivated for food and for dyes. The fields that centaurs cultivate for grain or other important crops are not very large, seldom greater than ten acres in size.

Bees are kept for honey and to help ensure that the centaurs' trees and bushes remain productive. Centaurs export honey and also use it to make the high-energy nut and grain cakes for which they are famous. As far as livestock, centaurs will keep goats, sheep, chickens and other fowl, but seldom will they have cattle or horses.

## Centaur Character Classes

In general, centaur characters have little problem operating as most character classes, the thief/rogue class being the exception. However, adjustments should always be made in special cases.

### Multi-classed Centaurs

Multi-class centaur PCs are common. With the standard thief/rogue class generally not feasible, that leaves fighter, cleric and magic-user class combinations open for consideration. Most often one of a multi-classed centaur's professions will be some type of fighter, but cleric/magic-user combinations are not impossible. It is up to the DM to use good judgment in the combinations that he allows, but limiting centaur player characters to two classes seems to work best.

### Centaur Bards

Although the thief/rogue class is not possible for centaur characters (outside of the evil done by a darkly comedic DM onto a deserving player), the CBoH does indicate that centaurs may operate as the Bard sub-class. After all, every character race has some form of music or storytelling tradition. For the 2nd Edition Bard some of the traditional thief skills must be curtailed but, the concept of a centaur bard is sound. Additionally, the Bard class written by Jeffery Goetz for *Dragon Magazine* #56 can also be used for centaurs. Racial modifiers would make centaur bards rare, but no less viable.

### Centaur Magic-Users

Although the CBoH indicates that centaurs may be magic-users, my suggestion is to allow centaur mages only when part of a multi-classed character. Whether

the DM gives centaurs the +4 hit point starting bonus that the CBoH suggests or double hit points at 1st level, as suggested above, that still would mean that a single-classed, magic-user centaur of 1st level would have only 10 hit points at best (with an 18 constitution). That number of hit points does not accurately reflect the size and physical power embodied in centaurs.

### Centaur Clerics

Single-classed centaur clerics are rare as only very large centaur settlements are likely to need full-time clerical guidance. It is also easy to imagine the clerics of Skerrit the Forrester as a sect of druids. With centaurs' pastoral lifestyles and preferred environments (groves, meadows and pastures), centaur druids would be heavily involved in their community's efforts in agriculture, forestry and animal husbandry.

Shamanism can be easily adapted to centaur culture, though it may result in a more primitive, rustic type of centaur. Likewise, a DM may allow centaurs to be other clerical sub-classes. The Sohei from *Oriental Adventures* could easily be visualized as a Centaur PC class, especially if the DM will not allow centaurs to be Paladins.



### Centaur Fighters

Centaur rangers fit easily with the environment in which centaurs live, though the 1st Edition version of the ranger seems to fold in better with centaur culture. The Archer is a Fighter sub-class written by Len Lakofka, for *Dragon Magazine* #45. If a DM grants centaurs an affinity to bows, the Archer character class is a natural result. Archers are very similar to rangers, though some of the weapon restrictions may seem a bit odd when applied to centaurs (e.g. single-handed melee weapons only and, generally, no blunt weapons). I would imagine a racial level restriction for centaur Archer of, perhaps, 9th level.

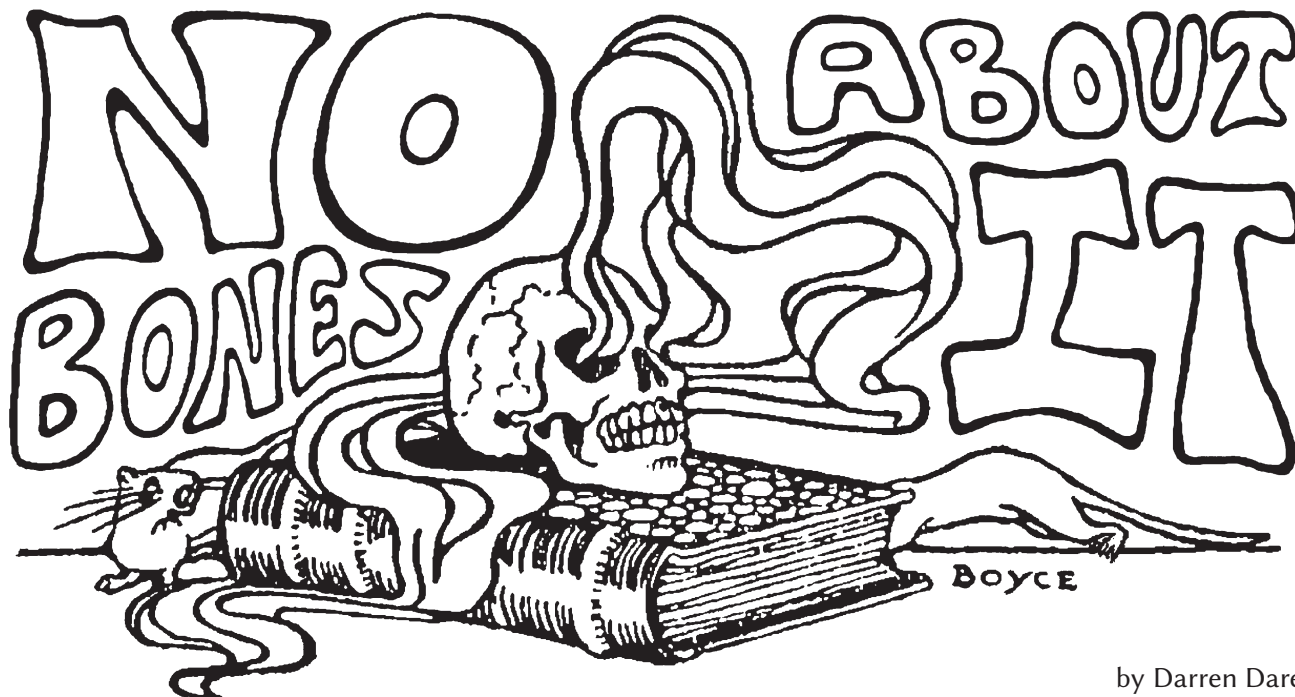
Centaur societies will not support a cavalier class if it is to be played as the archtypal, noble knight. While some family groups may have an identifying mark or symbol, a centaur cavalier would tend to bear his or her troop/tribe's symbol, instead of a personal coat of arms. In short, centaur cavaliers should be defined more by strength of character and weapon choice than by birth status. The centaur cavalier retains the traditional weapon "restrictions" and bonuses of the class, with the exception of the damage bonus accorded the lance: the centaur cavalier gains the bonus only during a charge; it is +1 at all other times. Likewise, centaurs of the cavalier class may only be trained by other centaur cavaliers.

Although armor is important to a centaur cavalier, so too is mobility and ease of movement. For this reason, and because it is the centaur, not a horse, that has to carry the weight, centaur cavaliers will tend to go easy on their barding, preferring leather or chain. In most other respects centaur cavaliers conform to the cavalier class as listed in *Unearthed Arcana*.

The CBoH indicates that centaurs may not be paladins. It is the DM's choice to allow centaur paladins as a regular fighter sub-class or as a cavalier sub-class. If a player desires to run a centaur paladin, he needs to have a good answer ready when the DM asks: "Outside of an adventure especially oriented/written for a centaur character, why would a centaur paladin be out adventuring rather than representing and defending the creatures of his lands?" In a campaign world retaining the general schema that centaurs tend to keep to themselves, interacting only with elves, gnomes, and halflings, a player should have a good concept for such a unique character.

Centaur can be a viable part of any well-developed fantasy campaign world—as viable player characters, not just as part of an encounter that may, or may not, result in combat. If you have created a map, then you have doubtless considered where certain races may have settlements; do not forget to add in centaurs. They can make rewarding, engaging, player and non-player characters alike!





by Darren Dare

An AD&D 2nd Edition adventure designed for 2–5 characters of 3rd and 4th level.

### Adventure Background

In years past, the conjurer Xazzuth built a tower far from the prying eyes of thrill seekers and adventurers. His secret abode stood deep in the thick wooded countryside, hidden from discovery. Recently, whispered rumors tell the finding of an abandoned tower. Xazzuth hasn't been seen for some time and any attempts to find his secluded refuge have been to no avail . . . until now.

**DM's Note:** Xazzuth was a capable conjurer who enjoyed his solitude. It was for this reason he chose such a remote location for his work. It is the DM's prerogative why he abandoned his tower, but it still stands undisturbed. There is a small cabin attached to the tower, both protected by special magics to ward off the elements of time. The interior is looked after by Unseen Servants making sure the furnishings are kept in good repair, if Xazzuth returns. Any damaged items or decorations will automatically repair themselves over the course of two days. Adventurers may return to a chamber to find something they broke has repaired itself to perfect condition. None of the furnishings are magic; it is just a feature of the location.



### The Countryside

The lands around Xazzuth's tower are a series of heavily wooded plateaus. These are thick, deciduous forests and moving through them is difficult (reduce movement rate to half, horses must be led). Observant PC's might spot game trails or footpaths that make it easier to navigate. The North Road is a well used cart trail some 20 feet wide. A table is provided for the DM to check for random encounters while the PC's are traveling.

**Table 1: Outdoor Wandering Encounters\***

01–04	1d4+3 dryads
05–10	1 treant
11–16	5th level lizardfolk druid NPC and 2 centaurs
17–19	1 nymph
20–25	1d4 unicorns
26–33	1d6+1 wolves
34–43	1d4 centaurs
44–51	1d4 dire wolves
52–61	1d3 owlbears
62–69	1d3 pixies
70–73	1 ghastr (ghoul) and 2 ghouls
74–79	5th level gnoll ranger NPC
80–85	1d4+1 satyrs
86–88	1d6 skeletons
89–93	1 wraith
94–97	2 black bears (animal)
98–00	1 lycanthrope (wereboar)

\*DM will have to stat the creatures

## Countryside Keys

### A: Marker

A weather beaten stone marker standing 2' tall can be seen on the side of the road. There appears to be some carvings on its surface in a flowing script. The ancient script is actually Espuar (DM may insert any elven language of their choice to fit their campaign) and it reads "Xazzuth". Nearby is a faint, overgrown path leading into the forest and eventually to Xazzuth's tower.

### B. Ogre Camp

Two ogres have taken up camp here. If PC's stumble upon them, they will be in the midst of roasting a deer on a spit. Being so engaged in their culinary endeavors, the ogres will be surprised unless PCs are completely careless in their approach.

**Ogres (2):** AC 5; MV 9"; HD 4+1; hp 31, 37; THACO 17; #AT 1; Dmg 1–10 +6; SZ L; ML 11; Int Low; AL Chaotic Evil; XP 270 each. The ogres carry 5gp and 6gp respectively.

### C. Xazzuth's Tower

Nestled against the wall of one of the many plateaus is the home and tower of Xazzuth. It appears to be in fair repair and structurally sound. But, from by the state of the surrounding grounds, it is obviously abandoned. See the Tower Key for details.



### D. Stirge Nest

High upon this plateau is a rocky nest that is home to 16 stirges.

**Stirges (16):** AC 8; MV 12"; HD 1+1; hp 6 each; THACO 17; #AT 1; Dmg 1–3; SA Blood drain; SZ S; ML 8; Int Animal; AL Neutral; XP 175 each.

The stirges are relatively inactive during the daytime, but they will defend their nest if it is disturbed. At night, stirges will be encountered within 500 feet of their location. If the nest is searched, four gems can be found.

There is also a mummified humanoid corpse amongst the rocks. The gems include: piece of smoky quartz (100 sp), garnet (500 gp), eye agate (9 gp), chrysoprase (90 sp).

The corpse was a previous feast for the stirges. It wears a suit of **leather armour +1**. In its pouch are two small vials containing **oil of disenchantment** and **oil of fumbling**.

### Tower Key

#### C1. Entrance

The door leading into this chamber has a Magic Mouth placed on it—touching the door will activate the spell. Upon triggering, a mustachioed mouth appears and speaks in a raspy voice:

*"Intruder! Turn back now or face the magics of this place. Beware to those who dare disturb my privacy."*

The message then repeats in Elven, Dwarf and Orc. The door is locked, but can be picked or forced. If entry is gained the party will see that the door leads into a sitting room filled with plush divans and high backed armchairs. The floor is nearly covered by a large, white fur pelt and an intricately wrought iron chandelier hangs from the ceiling.

#### C2. Library

This crowded chamber is filled with bookshelves from floor to ceiling. The shelves are crammed with books and tomes of all shapes and sizes. Subject matter ranges from encyclopedias on herbalism and botany to historical texts of distant lands. If any of these books are removed from the library they will magically erase, leaving nothing but blank pages. If a tome is taken out of the tower, it will crumble to dust within hours. Amongst the volumes is a single sheet of vellum (at least 30 minutes of search time is required to find this treasure) that is a clerical scroll with the spell create food & water. The library is guarded by three magically animated flying daggers that will spring forth and attack the moment any tome or paper is touched.

**Flying daggers (3):** AC 5; MV (FL) 24"; HD 1+1; hp 9 each; THACO 17; #AT 3; Dmg 1–4; SA save vs lightning or any metal hit will rust, treated as magical weapon for purposes of deciding what it can hit; SD unaffected by any sort of mental control; SZ S; ML 8; Int Non; AL None; XP 500 each.

#### C3. Dining Chamber

This chamber is lined with fine wood paneling, giving the room a truly rustic feel. A long, solid oak table dominates



the chamber, surrounded by eight high backed, matching chairs. A bare table is free of dust and debris. Aside from the furnishings the chamber is empty.

#### C4. Kitchen

This irregularly shaped room is filled with shelves and cabinets crammed with copper and cast iron pots and pans. A large wooden butcher block created from a single, huge tree stump occupies the center of the room. There are a variety of butcher knives and cleavers (1–4 dmg if used as weapons) resting on its surface.

Behind a loose stone in the fireplace (3 rounds of searching to find) is a small pouch that contains 3 zircons worth 50gp each.

#### C5. Larder

This tiny room is lined with wooden shelves; all are empty. The only food left is a small piece of rotting cheese lying on the floor. A giant tick has managed to find its way in and has taken up residence here.

The tick will attack anything opening the door to the room, gaining surprise on a roll of 1–4.

**Tick, giant:** AC 3; MV 3"; HD 3; hp 21; THACO 17; #AT 1; Dmg 1–2; SA Blood drain, disease; SZ S; ML 8; Int Animal; AL None; XP 65. After the initial hit, the tick drains 1d6 hit points of blood every round until its drain total equals its hit point total. A victim has a 50% chance of contracting a fatal disease that kills the host in 2d4 days unless a *cure disease* is cast.

#### C6. Atrium

Intricately carved arches depicting snakes and vines channel into a small atrium containing nothing but a single high backed sofa of fine green velvet. Two doors of dark red wood lead to places unknown. Both of the red doors are locked, but may be picked with no penalties. Once a door closes it will re-lock and must be picked again. Each time a rogue successfully picks one of these locks, they may add an additional 2% to their chance when attempting to unlock it again. This bonus is cumulative.

There is a concealed door that leads into area C9—normal chances to find.

#### C7. Storage

This chamber is crammed with supplies used to maintain the upkeep of the house. Nails, tools, planks of wood, slate shingles, a sawhorse and several chests of hand tools can all be found in here. Anything in this storage

room that is removed from the complex will turn to dust within two days.

#### C8. Storage

This room is much like area C7, except this one is filled with various decorative furnishings—chairs, end tables, lamps, candelabras etc. Anything in this storage room that is removed from the complex will turn to dust within two days.

#### C9. Tower Ground Floor

This room is actually the base of the tower. Its bare stone walls give the chamber a cold, unwelcome feel. The austerity is interrupted by a wrought iron spiral staircase in the center of the room, which climbs 50' up to the roof. The iron structure looks solid, showing no signs of age. Living in the chamber are six large bats that will attack one round after PCs enter the chamber. They normally come and go through the windows to hunt in the countryside, but won't pass up a meal that walks in through the door. Hidden under the spiral stairs is a tiny vial of **elixir of health**.

**Bat, Large (6):** AC 8; MV 1" or 24" (FL: B); HD 1; hp 7 each; THACO 19; #AT 1; Dmg 1–2; SA Possibly cause disease (20% chance per bite); SZ M; ML 5; Int Animal; AL Neutral; XP 35 each.

Rabies has a 1d4+6 day incubation period, after which the victim has 10 days to live. During that time the victim cannot drink or eat anything and is overly irritable. If temper flares (DM's judgment), the victim must roll a Wisdom check. If the check fails, the rabid person attacks until he is killed or knocked unconscious. A character will die from the infliction unless cured by *cure disease*, or a similar spell.

#### C10. Laboratory

This level of the tower is crowded with tables, benches and cabinets. Each of the tables is covered with a variety of beakers, bottles, phials and other glass containers. The cabinets are filled with various forms of laboratory equipment in perfect condition. The room is difficult to navigate without disturbing the paraphernalia; only a narrow pathway leads to areas C11 and C12. Things in this room are kept clean and orderly by an *unseen servant* spell that is permanently affixed to the chamber. It will clean any spills or refuse in this room within a few hours and replace broken items with new ones from C12. The *unseen servant* will not interfere with PC's in any way.

There is another denizen of this room that PC's will not be aware of at first. Lurking amongst all of the tables and cabinets is Xazzuth's homunculous. This little creature

can easily stay hidden, keeping away from PC's unless discovered. It will defend itself if necessary, but prefers to run and hide from intruders. It will follow the PC's if they leave this room, keeping track of them as they pass throughout the tower complex, but it will not leave the building for any reason.

**Homunculus:** AC 6; MV 6" or 18" (FL: B); HD 2; hp 14; THACO 19; #AT 1; Dmg 1–3; SA Poison bite; SD see below; SZ Small; ML 14; Int Very; AL Neutral; XP 270.

The homunculus is a quick and agile flyer that uses this ability to great advantage in combat. It can dart to and fro so quickly that any attempt to capture it short of a net or *web* spell is almost impossible. In combat, the homunculus will land on its chosen victim and bite with its needle-like fangs. In addition to doing 1–3 points of damage, the creature injects a powerful venom. Anyone bitten by the homunculus must save vs. poison or fall into a comatose sleep for 5–30 (5d6) minutes. The creature's saving throws are the same as those of its creator (MU9).

### C11. Storage

All manner of roots and herbs can be found here, stored in crates and sacks. If any PC wishes to replace spell components, there is a 50% chance (per component) of finding what they need. Like the other items in Xazzuth's tower, if they are taken outside they will turn to dust in two days.

### C12. Laboratory Storage

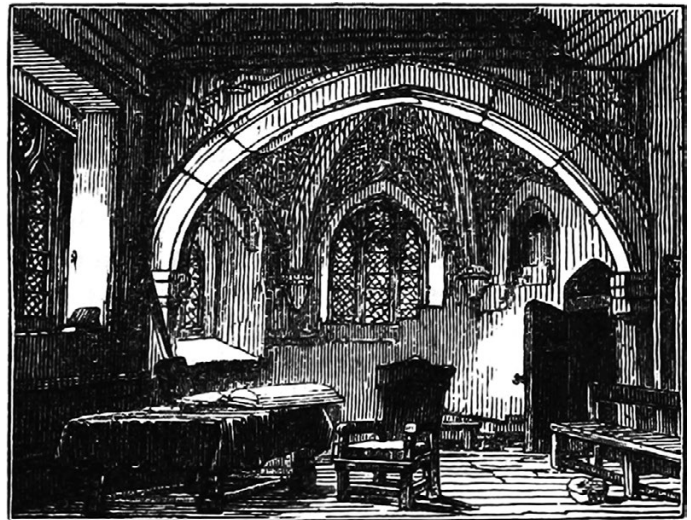
The small chamber is crammed from ceiling to floor with beakers, bottles and vials contained in crates and boxes. This is where the *unseen servant* gets replacements for anything broken in the laboratory.

Amongst the mess and clutter is a small wooden bowl of simple design. This is a **bowl of purity** that appears to be unremarkable except for an inscription on the inside edge, wishing health and bounty in an ancient script (DM's choice). Any food or liquid placed inside, whether rancid or poisoned, is made edible as per the spell *purify food and drink* (this item was suggested by Ming, of Dragonsfoot).

### C13. Private Lounge

Drinking was apparently the most popular pastime here, as numerous earthenware tankards hang from a row of hooks high on the wall. Judging by the number of empty hooks, many are missing. An ale keg, smelling slightly heady, stands near the spiral stairs. It is tapped but, if checked, is empty.

The stone walls are textured for a simple, decorative effect. Attached to the east and west walls are long wooden benches. In the center of the room, in between the row of benches, is a white-marble statue. This statue is a life sized nude sculpture of a woman in an alluring pose, her arms beckoning outward. The statue could be of great value (approximately 4000 gp) to a collector. However, due to its tremendous weight and the fact it seems anchored to the floor, it would be impossible to move without a major engineering undertaking.



At the base of the statue is a hidden compartment (normal chances to find), that holds a pile of bleached white bones (vertebrae with curved ribs) topped with a human skull. This pile of bones is unremarkable until the spell book in room C14 is touched. It will then animate as a Greater Necrophidius and emerge from its hiding place.

**Necrophidius, greater:** AC 0; MV 9"; HD 5; hp 34; THACO 16; #AT 1; Dmg 1–10; SA Dance of death, -2 to opponents surprise rolls; SZ L; ML 19; Int Non; AL Neutral; XP 970 (new creature). The Death Worm will pursue PC's throughout the complex and beyond until it either recovers Xazzuth's spell book or it is destroyed.

### C14. Xazzuth's Bedchamber

Xazzuth's personal chamber has only a few furnishings within the room. Xazzuth's bed, located in the south end of the tower, is a frame of ornately carved rosewood. The headboard boldly features Xazzuth's name highlighted in gold leaf. This bed is of finely crafted and could be worth money to the right buyer. Because of its bulk, it cannot be removed from the room without dismantling, and doing so could be difficult and might cause some damage.

A rosewood table is beside the bed and it has a single, large locked drawer. The brass handle to the drawer has a pin trap which will be tripped by anyone grasping it,



inflicting 1hp of damage. The oily substance on the pin is poison which will deliver 2–12 hp of additional damage unless a save vs poison is made. A successful save indicates the PC takes no additional damage.

There is also another table and three chairs, each of no exceptional value. Upon the table is a large leather bound book approximately two feet wide, three feet long and almost a foot thick. The tome is covered with deep brown leather of some unknown beast and its corners clad in polished brass. The tome is obviously old, but shows no sign of wear or decay.

This is Xazzuth's spare spell book. It is filled with some of his spells, but by no means all of them. In addition to the spells described hereafter, the tome has a *Sepia Snake Sigil* placed on its 2nd page. The snake attacks as the same level of the caster who cast it (9th).

### Xazzuth's Spellbook

1st Level – *Identify*, *Hornung's Guess*, *Conjure Spell Component*, *Unseen Servant*, *Grease*

2nd Level – *Otiluke's Boiling Oil Bath*, *Detect Invisibility*, *Forget*, *Flame Arrow*, *Ghost Armour*

3rd Level – *Sepia Snake Sigil*, *Icelance*, *Monster Summoning I*

### Concluding the Adventure

The adventure is concluded when the PCs have explored and emptied the tower complex of creatures and treasure. If the PC's have removed the spell book from the tower and have not already dealt with the Necrophidius, they will be followed by the creature until it or the PC's are dead. This may lead to other adventures or may give the DM a recurring antagonist to challenge to PC's.

### Scaling the Adventure

If the PC's were severely challenged by the creatures and traps in this adventure, the DM is encouraged to add treasure in the form of more coin or some small magic item. If the PC's easily pass all the tests in the lair, the DM should limit the number of spells found in Xazzuth's spell book. The DM could also replace the Greater Necrophidius with a normal Necrophidius.

### Author Bio

I am a single Dad of 49 with three great kids. I have been playing AD&D since the age of 16 (there were chits instead of dice). I have been DMing for about 32 of those years and presently run a Forgotten Realms campaign. I have previously had an adventure published in *Dungeon Magazine* entitled "Skulking Below" (Issue # 81) as well as in *Footprints* "The Rats Meow" (Issue #20) and "Pulling Strings" (Issue #22).

### Greater Necrophidius

**Climate/Terrain:** Any

**Frequency:** Very rare

**Organization:** Solitary

**Activity Cycle:** Any

**Diet:** Nil

**Intelligence:** Non- (0)

**Treasure:** Nil

**Alignment:** Neutral

**No. Appearing:** 1

**Armour Class:** 0

**Movement:** 9"

**Hit Dice:** 5

**THAC0:** 16

**No. of Attacks:** 1

**Damage/Attack:** 1–10

**Special Attacks:** See below

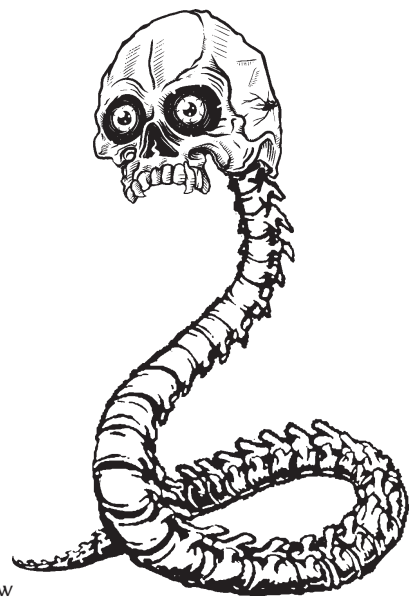
**Special Defences:** See below

**Magic Resistance:** Standard

**Size:** L (15'–20' long)

**Morale:** Fearless (19–20)

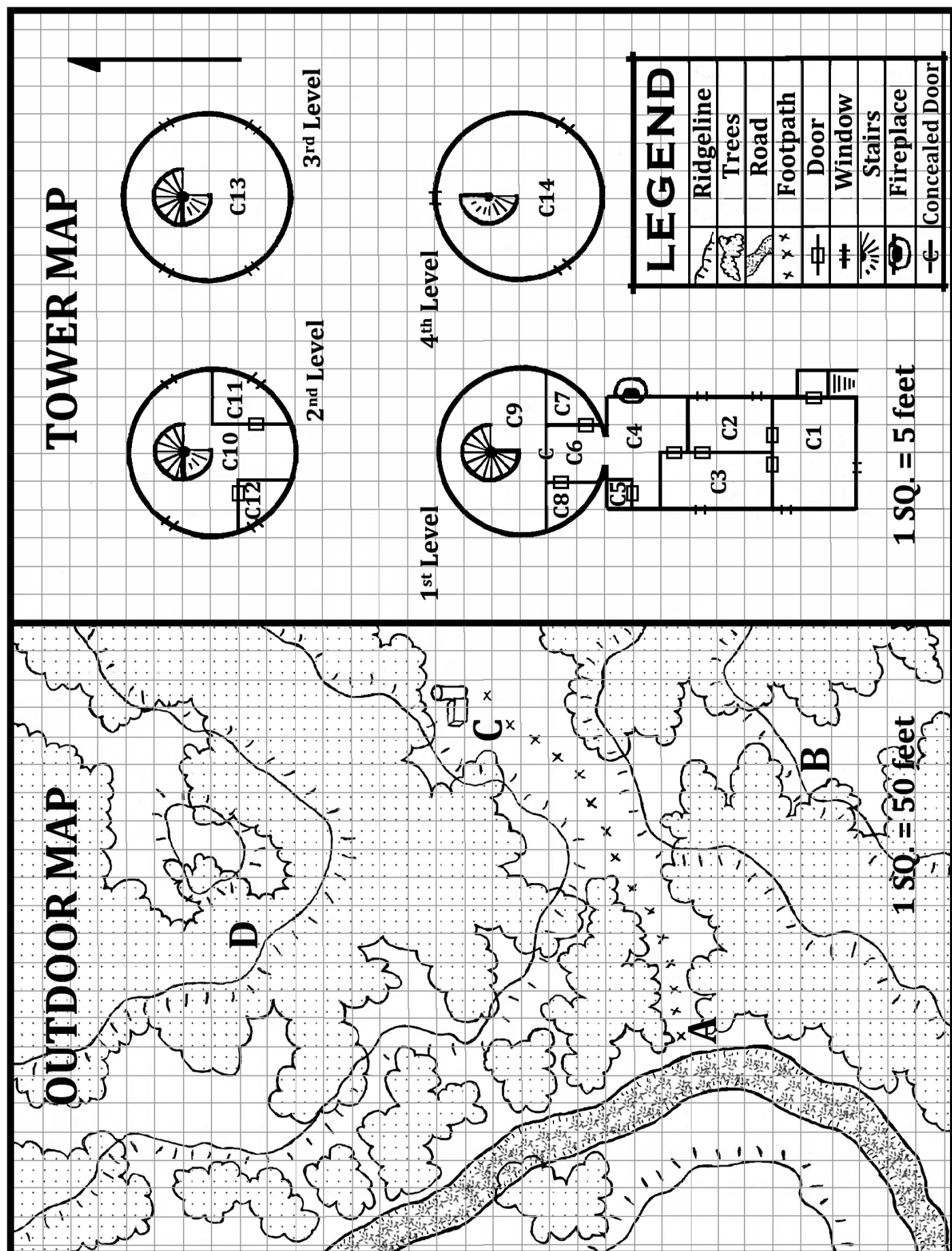
**XP Value:** 970



The Greater Necrophidius, or Greater Death Worm, is similar to the standard Necrophidius, only stronger. The Greater Necrophidius can only be created by such means as a **Manual of Golem Construction** or a similar treatise. It is built and animated for a single task, such as protection or assassination. It has the bleached-white skeleton of a giant snake, a fanged human skull, and constantly whirling, milk-white eyes. Its bones are warm to the touch. The Greater Necrophidius is odorless and absolutely silent; the skeleton makes no noise, even when slithering across a floor strewn with leaves. A Greater Necrophidius is constantly moving with a macabre grace.

The Greater Necrophidius prefers to surprise opponents, and its silence imposes a -2 penalty to their surprise rolls. If the Greater Necrophidius is not surprised, it performs a maneuver called the Dance of Death, a hypnotic swaying backed by minor magic. The Dance rivets the attention of anyone who observes it, unless a successful saving throw vs. spell is rolled. Intelligent victims are immobilized, as per the hypnotism spell. This allows the Greater Necrophidius to attack without opposition. Besides taking damage as indicated, a bitten victim must make a saving throw vs. spell or be paralyzed and unconscious for 1d4 turns. This effect can be cancelled only by dispel magic; neutralize poison is useless. This creature acts and reacts as if it had Intelligence of 10. However, its mind is artificial, so mind influencing spells have no effect. The creature is immune to poison and requires no sleep or sustenance. It is not undead and cannot be turned.







# BASIC EQUIPAGE AND SUPPLIES: Costs and Encumbrances



by David Prata

Armor	Cost	Enc.
Banded	90 gp	350
Bronze Plate	100 gp	450
Chain	75 gp	300
Field Plate	2,000 gp	550
Full Plate	4,000 gp	650
Helmet, great	15 gp	45
Helmet, small	10 gp	10
Leather	5 gp	150
Padded	4 gp	100
Plate	400 gp	450
Ring	30 gp	250
Scale	45 gp	400
Shield, buckler	5 gp	30
Shield, large	15 gp	100
Shield, small	10 gp	50
Shield, small, wooden	1 gp	30
Splinted	80 gp	400
Studded	15 gp	200

Equipage for Proficiencies	Cost	Space Required
Animal Trainer	100 gp	1–20 acres
Armorer	1,250 gp	20' × 20'
Blacksmith	1,000 gp	30' × 30'
Boatwright	1,000 gp	50' × 120'
Bowyer/Fletcher	250 gp	20' × 20'
Carpenter	400 gp	varies by task
Gem Cutter	2,225 gp	15' × 15'
Leatherworker	300 gp	15' × 15'
Miner	750 gp	varies
Potter	600 gp	20' × 30'
Smelter	2,000 gp	50' × 50'
Stonemason	250 gp	varies
Weapon Maker	1,500 gp	40' × 30'
Weaver	500 gp	30' × 30'

Clothing	Cost	Enc.
Belt	3 sp	3
Boots, high, hard	2 gp	60
Boots, high, soft	1 gp	30
Boots, low, hard	1 gp	60
Boots, low, soft	8 sp	30
Cap	1 sp	1
Cape or Jacket, beaver	200 gp	25 or 50
Cape or Jacket, ermine	3,600 gp	25 or 50
Cape or Jacket, fox	300 gp	25 or 50
Cape or Jacket, marten	400 gp	25 or 50
Cape or Jacket, mink	2,700 gp	25 or 50
Cape or Jacket, muskrat	100 gp	25 or 50
Cape or Jacket, sable	4,500 gp	25 or 50
Cape or Jacket, seal	125 gp	25 or 50
Cloak	5 sp	25 or 50
Clothing, cold	7 gp	250
Clothing, moderate	3 gp	30
Clothing, very cold	15 gp	450
Coat, beaver	400 gp	250
Coat, ermine	7,200 gp	250
Coat, fox	600 gp	250
Coat, marten	800 gp	250
Coat, mink	5,400 gp	250
Coat, muskrat	200 gp	250
Coat, sable	9,000 gp	250
Coat, seal	250 gp	250
Crampons	40 gp	50
Girdle, broad	2 gp	15
Girdle, normal	10 sp	10
Hat	7 sp	1
Robe	6 sp	25 or 50



Arms	Cost	Enc.
Aklys	2 gp	35
Arrow, normal, single	2 sp	2
Arrow, normal, dozen	1 gp	24
Arrow, silver, single	1 gp	2
Atlatl	1 gp	10
Axe, battle	5 gp	75
Axe, hand or throwing	1 gp	50
Bardiche	7 gp	125
Bec de corbin	6 gp	100
Bill-Guisarme	6 gp	150
Blowgun	20 gp	15
Blowgun Needle	1 sp	1
Bo Stick	—	40
Bow, composite, long	100 gp	80
Bow, composite, short	75 gp	50
Bow, long	60 gp	100
Bow, short	15 gp	50
Caltrop	2 sp	2–4
Club	—	30
Crossbow, hand	300 gp	30
Crossbow, heavy	20 gp	80
Crossbow, light	12 gp	50
Dagger and scabbard	2 gp	10
Dart	5 sp	5
Fauchard	3 gp	60
Fauchard-Fork	8 gp	80
Flail, footman's	3 gp	150
Flail, horseman's	8 gp	35
Fork, Military	4 gp	75
Garrot	1 ep	1
Glaive	6 gp	75
Glaive-Guisarme	10 gp	100
Guisarme	5 gp	80
Guisarme-Voulge	7 gp	150
Halberd	9 gp	175
Hammer	1 gp	50
Hammer, Lucern	7 gp	150
Harpoon	5 gp	50–60
Hook Fauchard	6 gp	80
Javelin	10 sp	20
Jo Stick	—	15
Knife & scabbard	1 gp	6
Lance, heavy	15 gp	150
Lance, light	6 gp	50
Lance, medium	10 gp	100
Lasso	5 sp	20
Mace, footman's	8 gp	100
Mace, horseman's	4 gp	50
Man Catcher	25 gp	80
Morning Star	5 gp	125
Partisan	10 gp	80
Pick, Military, footman's	8 gp	60
Pick, Military, horseman's	5 gp	40
Pike, awl	3 gp	80
Quarrel (or Bolt), hand, single	100 gp	1
Quarrel (or Bolt), heavy, score	2 gp	40
Quarrel (or Bolt), light, single	1 sp	1

Arms	Cost	Enc.
Ranseur	4 gp	50
Sap	1 gp	10
Scimitar	15 gp	40
Sling & Bullets, dozen	15 sp	34
Sling Bullets, score	10 sp	40
Sling Stone, single	—	1
Spear	1 gp	40–60
Spetum	3 gp	50
Spiked Buckler	10 gp	35
Staff, Quarter	—	50
Staff Sling	2 gp	20
Staff Sling Bullets, score	10 sp	100
Staff Sling Stone, single	—	4
Sword, bastard, & scabbard	25 gp	100
Sword, broad, & scabbard	10 gp	75
Sword, falchion, & scabbard	10 gp	60–80
Sword, khopesh	10 gp	75
Sword, long, & scabbard	15 gp	60
Sword, short, & scabbard	8 gp	35
Sword, two-handed	30 gp	250
Trident	4 gp	50
Voulge	2 gp	125
Whip	3 gp	25–35

Provisions	Cost	Enc.
Ale, pint	1 sp	10
Beer, small, pint	5 cp	10
Food, merchant's meal	1 sp	10
Food, rich meal	1 gp	20
Grain, horse meal, 1 day	1 sp	40
Mead, pint	5 sp	10
Rations, iron, 1 week	5 gp	75
Rations, standard, 1 week	3 gp	200
Wine, pint, good	10 sp	10
Wine, pint, watered	5 sp	10



Herbs	Cost	Enc.
Belladonna, sprig	4 sp	10
Garlic, bud	5 cp	10
Wolfsbane, sprig	10 sp	10

Tack & Harness	Cost	Enc.	Capacity
Barding, chain	250 gp	3,500	
Barding, leather	100 gp	1,600	
Barding, plate	500 gp	5,000	
Barding, scale	200 gp	2,500	
Bit and Bridle	15 sp	30	
Harness	12 sp	100	
Saddle, heavy horse	15 gp	500	
Saddle, light horse	7 gp	250	
Saddle, medium horse	10 gp	375	
Saddle, pack	5 gp	150	
Saddle Bags, large	4 gp	150	1,000
Saddle Bags, small	3 gp	50	250
Saddle Blanket	3 sp	20	



Livestock	Cost	Capacity
Chicken	3 cp	
Cow	10 gp	
Dog, guard	25 gp	200/500
Dog, hunting	17 gp	
Donkey	8 gp	1,500/2,500
Goat	1 gp	
Hawk, large	40 gp	
Hawk, small	18 gp	
Horse, draft	30 gp	4,000/8,000
Horse, heavy war	300 gp	5,000/7,500
Horse, light war	150 gp	3,000/5,000
Horse, medium war	225 gp	4,000/6,500
Horse, riding (light)	25 gp	3,000/6,000
Mule	20 gp	5,000/7,500
Ox	15 gp	2,250/3,500
Pigeon	2 cp	
Piglet	1 gp	
Pig	3 gp	
Pony	15 gp	2,000/3,000
Sheep	2 gp	250/500
Songbird	4 cp	

Religious Items	Cost	Enc.
Beads, Prayer	1 gp	10
Incense, stick	1 gp	5
Symbol, Holy*, iron	2 gp	20
Symbol, Holy*, silver	50 gp	20
Symbol, Holy*, wooden	7 sp	20
Water, Holy*, vial	25 gp	25

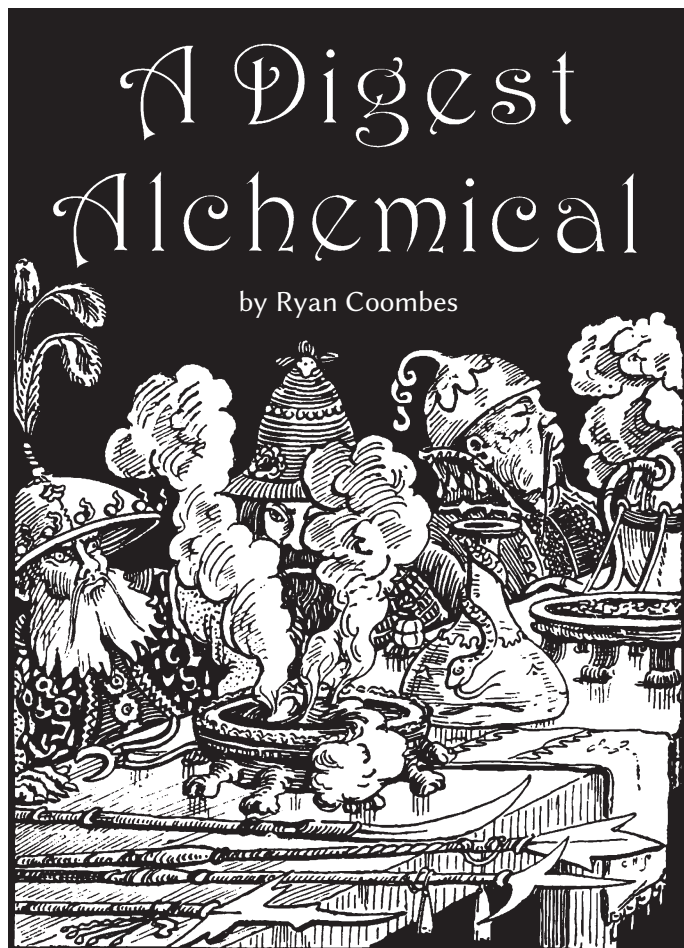
\* or Unholy

Miscellaneous Equipment & Items	Cost	Enc.	Capacity
Air Bladder	15 gp	20	
Backpack, leather	2 gp	20	300
Basket, large (bushel)	5 sp	80	400
Basket, small	2 sp	40	200
Beacon	40 gp	200	
Bedroll	6 sp	40	
Birdcage	5 sp	50	
Book, Spell, standard	1,000 gp	450	
Book, Spell, travelling	500 gp	60	
Box, gold, small	100 gp	200	2,000
Box, lead, small	20 gp	200	2,000
Candle, tallow	1 cp	5	
Candle, wax	1 sp	5	
Case, bone, map or scroll	5 gp	50	
Case, leather, map or scroll	15 sp	25	
Chest, iron, large	28 gp	5,000	50,000
Chest, iron, small	9 gp	500	10,000
Chest, wooden, large	17 sp	1,500	50,000
Chest, wooden, small	8 sp	250	10,000
Cord, 10'	2 cp	2	
Crowbar	3 gp	75	
Drill, iron	5 gp	50	
Grappling Hook	15 gp	75	
Horn	5 gp	50	

Miscellaneous Equipment & Items	Cost	Enc.	Capacity
Ink, Spell, flask of	100 gp	20	
Lantern, bullseye	12 gp	60	
Lantern, hooded	7 gp	60	
Lantern, waterproof	50 gp	50	
Lard, pint	5 cp	20	
Map or Scroll, papyrus	2 gp	25	
Map or Scroll, parchment	4 gp	25	
Map or Scroll, vellum	8 gp	25	
Mapping kit & leather case	4 gp	35	
Mirror, large metal	10 gp	50	
Mirror, small silver	20 gp	5	
Oil, lamp, flask of	1 gp	20	
Oil, waterproofing, 1 flask	1 gp	20	
Pickaxe	20 gp	200	
Pole, 10'	3 cp	100	
Pouch, belt, large	1 gp	10	50
Pouch, belt, small	15 sp	5	25
Powder, chalk	2 sp	20	
Pulley	25 gp	60	
Quiver, 1 dozen arrows cap.	8 sp	30	
Quiver, 1 score arrows cap.	12 sp	30	
Quiver, 1 score bolts cap.	15 sp	30	
Quiver, 2 score bolts cap.	1 gp	30	
Reed, hollow	1 sp	1	
Rope, 50'	4 sp	75	
Sack, large	16 cp	20	400
Sack, small	10 cp	5	100
Shovel	10 gp	180	
Skin for water or wine	15 sp	5	1 gallon
Spike, iron, large	1 cp	10	
Thieves' picks & tools	30 gp	2	
Tinder Box, w/ flint & steel	1 gp	2	
Torch	1 cp	25	
Whistle	1 sp	1	



Transport	Cost	Enc.
Barge (or Raft), small	50 gp	4,000–6,000
Boat, collapsible	500 gp	600
Boat, long	150 gp	1,200–1,600
Boat, small	75 gp	700–1,000
Canoe, large	300 gp	1,000–1,600
Canoe, small	100 gp	700–900
Cart	50 gp	2,500
Galley, large	25,000 gp	
Galley, small	10,000 gp	
Kayak	250 gp	500–800
Ship, merchant, large	15,000 gp	
Ship, merchant, small	5,000 gp	
Ship, war	20,000 gp	
Wagon	150 gp	8000



Alchemy pertains to the production of specialised substances via esoteric means in a 'laboratory' setting. The combination of an alchemical formula's ingredients together with a specific process of manufacture allows alchemical products to have their particular and peculiar effects. Both the proper reagents and the proper handling must occur for the products of an alchemical process to be viable.

I prefer that alchemical methods be non-magical in nature, rather than the properties of the compounds produced being the result of mystical or arcane energies. This gives the DM greater flexibility by adding value to those interesting materials that are obtained by characters and creates an added dimension to the game, providing a non-magical resource, challenge or surprise to players. It also allows alchemical substances to be used in very subtle and devious manners, as detect magic will not reveal them and detect poison may or may not be informative, at the DM's discretion.

### Sources of Alchemy

I enjoy using alchemical products in my campaign but it is up to the DM to decide the sourcing and availability of such items in his or her world. I explore three paradigms here, but there are many alternative approaches that you may take.

*Paradigm 1: I will have that one. Yes, the pretty, sparkly one. Here's my coin...what does it do again?*

Alchemy is a valid profession, albeit a cerebral and often dangerous one. Yet, alchemists are ubiquitous, a part of everyday society and their products are available for retail in large towns and cities. Gold can purchase a wide range of alchemical products, with prices commensurate to the skill, effort and risk involved in their manufacture.

Much of this article takes this to be the default case. If you prefer alchemy and alchemical processes to be less commonplace (Paradigms 2 and 3) then ignore the Practicing Alchemy and Requirements of Alchemy sections that are detailed hereafter, and just have fun using some of the products in treasure hauls, or in the hands of interesting NPCs.

*Paradigm 2: Of course I can make you what your heart desires, but first there is the question of cost...wait while I fetch a larger sheet of parchment; then we can do the sums.*

Alchemy is the province of the intellectual and the wealthy, the only ones with the resources to exploit the cutting-edge craft. Their laboratories are equipped with unique, esoteric apparatus, which are unobtainable by the common man. Practitioners may choose to work in a proprietary fashion, making items for a specific clientele at obscene prices. Or, alchemists may ply their craft in secrecy, ensuring that only they have access to their products, for ends fair or foul.

*Paradigm 3: The Mad Alchemist is finally defeated, vanquished by our mighty group. Now what shall we do with all these dusts, vials, creams and unclassifiable concoctions.*

The art is only practised illegally, hidden from society and wider knowledge. Perhaps the methods used are an affront to divine power, or the knowledge is classed as being too dangerous, with possibly cataclysmic effects. Perhaps only the insane, malignant or twisted can comprehend such transmutations of matter.

### Practicing Alchemy

If alchemical substances are readily available, then alchemy is a skill to be learned and employed. This can come in the form of a Non-Weapon Proficiency (NWP), available to both NPCs and PCs. PCs with knowledge of alchemy may, in a suitable campaign environment, set up a lab and begin production on a personal or commercial scale.





## Alchemy NWP

Made with a successful Intelligence check, with a -3 modifier

Requires 2 NWP slots

This proficiency allows the creation, manufacture and testing of all kinds of alchemical formulae and follows the rulings set out in this article. An alchemist starts off with 3 random formulae from the Mundane and Common categories. Alternatively, the DM may assign relevant formulae based on the character's teacher or on the campaign environment. New formulae can be researched, purchased, traded for, or found in alchemical writings. The basic skill set of alchemy is summarised in 3 categories; manufacture, research, and identification.

### Manufacture

An alchemist who possesses an alchemical formula may follow the given instructions, providing the cost and time requirements are observed; these are detailed in Table 2, as are the varieties of alchemical formulae. Manufacture requires a successful alchemy roll.

Making an alchemical compound is straightforward in game terms:

1. Possess the required formula, lab and library for manufacture
2. Pay the appropriate manufacture costs (Table 2)
3. Spend the required time supervising the process (Table 2)
4. Make a proficiency check at the end to determine the outcome
5. If the check succeeds, the batch is made to specification; roll the uses in batch if relevant
6. If the check fails then roll on Table 1

A skilled alchemist must be present to monitor the process for 12 hours each day and, for every hour left unattended, there is a 5% cumulative chance that a problem occurs while producing a batch. The DM can determine the error's effect or roll randomly on Table 1.

### Research

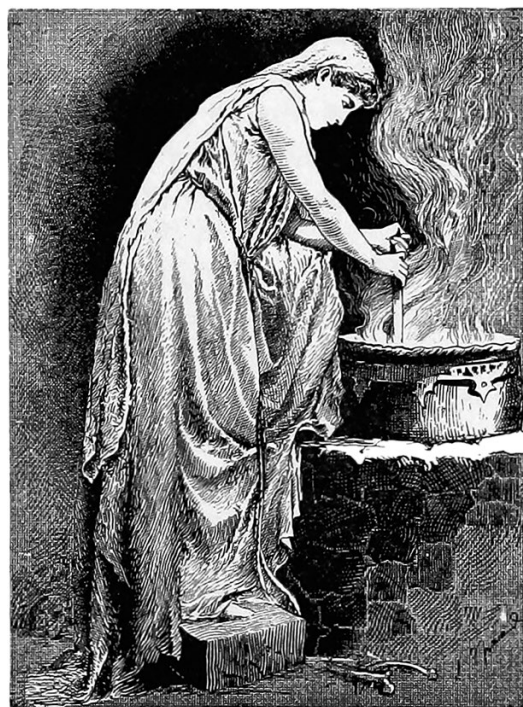
Players and DMs will want to invent formulae that produce substances with new effects. A description of a new formula's effects should be written out, including the time required to manufacture the product, the product's manufacturing costs and the number of uses created in a single batch. Successful alchemical research is indicated by a positive alchemy roll.

Several requirements must be met for research to be

conducted. A lab with 3 production lines (see Laboratory section later in this section) is needed and the production lines must be capable of handling the complexity of the desired substance. The library that the alchemist utilizes must also be of sufficient size to deal with the complexity of the desired compound (i.e. a 10,000 gp library for producing Mundane compounds, 20,000 gp for Common, and so on; see Library section later).

The research cost is 4 times the manufacturing cost of a single batch, and the research will normally take 8 times the normal manufacture time. A skill check at the end of the procedure determines if the formula was a success. Uncommon formulae impose a -1 to the check, and Rare formulae impose -3. Failure results in a flawed formula that produces an inert compound.

These rulings and costs can also be used to reverse engineer an unknown formula from an existing alchemical product. This requires a number of uses of the substance equal to the average number of uses in a batch of that substance (see Table 2), rounded up.



### Identification

A successful alchemy roll may also identify an unknown alchemical product. The check is made at -1 for Uncommon and -3 for Rare products.

## Requirements of Alchemy

### Laboratory

An alchemist's primary tool is the laboratory. It is within this assembly of complex, bizarre, precise and expensive instruments that the miraculous transformation of base ingredient into functional product occurs.

The standard cost of a lab is 2,000 gp. If the lab is to produce product of the Uncommon or Rare categories, an additional 1,000 gp is required for each upgrade. Thus, it will cost 2,000 gp to construct a laboratory capable of producing Mundane and Common products, 3,000 gp for Uncommon, and 4,000 gp for Rare types.

A laboratory may process one batch of formula at any given time. More batches can be run through additional production lines attached to the core equipment, thus increasing the yield; however, the same formula must be used in the core equipment and the additional lines. Additional production lines each cost 1,250 gp, and a maximum of four additional lines can be attached to the core equipment. If such lines are to produce Uncommon or Rare products then they cost an additional 625 gp per upgrade.

When an operating line is switched to a different product then a cleansing time of 5 days is required to prevent contamination. If this waiting period is skipped, the new formula will spoil.

## Library

An alchemist is worth nothing without an extensive cache of literature, notes, technical specifications, and unsettling ramblings scribbled upon questionable materials. From this store of knowledge comes guidance, rules and techniques for practical alchemy. These libraries vary in cost between 10,000 gp and 40,000 gp, based upon the complexity/scarcity of the materials to be manufactured (10,000 gp for Mundane, up to 40,000 gp for Rare).

## Business and Practices

An ordered society may set certain requirements on the practice of alchemy. In a chaotic society, those who poke their noses into an alchemist's business can expect to get them burnt off or dissolved. Thus, depending upon his particular campaign setting, the DM may require that none, some or all of the following restrictions be observed. The DM can use the restrictions to add colour to the use of alchemy and to regulate it both in the campaign environment and as a player resource. Each of the restrictions should come with a hefty cost, as characters do need something to spend their money on.

**Permits:** Permits may be required to buy, manufacture, store, and trade some alchemical ingredients or formulae.

**Regulations:** The alchemist may need to observe local regulations, for example, random inspections, guild membership, competency examinations, or nomination by other practitioners before establishing a business.

**Safeguards and Storage:** Alchemical reagents and products can be dangerous, and there may be regulations involved with their manufacture and storage. For example, a sufficiently robust structure may be required for the laboratory building. Storerooms may also need to be lined in lead or other, special materials. Perhaps a magical dampening field is required or that the structure needs to be subterranean, or that it be able to be flooded at a moment's notice to dilute harmful substances.

**Sale Restrictions:** Some products may be unsuitable to particular ages or races. Or, alchemy could be a state secret, with formulae and products being tightly controlled and harsh punishments meted out for trading with outsiders. A quota system may also apply, where clients cannot purchase more than a specific amount of product.

**Table – Effects of an Alchemical Error**

d%	Effect on product
01–70	The product is completely inert.
71–80	The product functions at 1/2 strength with respect to duration, potency, etc.
81–85	Only 50% of the uses in the batch work as normal; the rest are inert.
86–90	Only one use in the batch works, but its effects are doubled. For formulae that produce only one use there is a 50% chance the product is inert.
91–94	All uses of the product have a secondary effect; this may be ruled by the DM or chosen randomly from formulae of the same type on the alchemy table.
95–99	The product has double the normal effect.
00	The batch has a unique effect as determined by the DM. If careful notes were kept and the defect can be traced (a second alchemy roll required at half the normal chance), then a new and repeatable formula has been discovered, and the alchemist may add this to his or her list.





## Tables of Alchemical Formulae\*

Mundane Formulae	Time to Manufacture	Manufacturing Cost	Uses	Average Sale Cost per Use
Blinding powder	1 week	115 gp	1d2+1	50 gp
Flash powder	1 week	180 gp	1d3+1	75 gp
Laxative	1 week	25	4d4+4	15 sp
Narcotic – Grade 1	1 week	variable*	variable*	variable*
Pop grit	1 week	150	1d4+1	60 gp
Sleeping quaff	1 week	150	1d2+1	60 gp
Stain	1 week	200	1d4+2	60 gp

Common Formulae	Time to Manufacture	Manufacturing Cost	Uses	Average Sale Cost per Use
Glue	2 weeks	500	1d3+1	200
Heat granules	2 weeks	225	1d3+1	150
Icing fluid	2 weeks	1,000	1d2+1	440
Litmus paper	2 weeks	500	1d4+1	200
Narcotic – Grade 2	2 weeks	variable*	variable*	variable*
Radiant liquid	2 weeks	850	1d3+1	400
Resin	2 weeks	1,000	1d6+1	250
Scent	2 weeks	200–1,000+	3d4+3	variable*
Sharp stone	2 weeks	1,000	1d2+1	800
Smoke solution	2 weeks	800	1d3+1	350

Uncommon Formulae	Time to Manufacture	Manufacturing Cost	Uses	Average Sale Cost per Use
Class antidote	4 weeks	4,000	1d6+1	1,250
Coagulant	4 weeks	1,400	1d2+1	750
Dust of magic reaction	4 weeks	1,000	2d4	260
Embalming fluid	4 weeks	1,800	1d2	1,800
Life veil	4 weeks	3,000	1d2+2	1,000
Liquid silk	4 weeks	4,000	1d3+1	1,800
Mace	4 weeks	1,600	1d4+1	700
Melanin	4 weeks	2,000	2d3+2	1,000
Narcotic – Grade 3	4 weeks	variable*	variable*	variable*
Poison indicator	4 weeks	2,000	1d2+1	815
Scorcher	4 weeks	1,250	2d4+2	250
Set clay	4 weeks	3,000	1	3,500
Snub drop	4 weeks	800	1	1,000
Spirit flame	4 weeks	2,500	1d2+1	1,250

Rare Formulae	Time to Manufacture	Manufacturing Cost	Uses	Average Sale Cost per Use
Acid	6 weeks	4,000	1d2+1	2,000
Alkali	6 weeks	4,000	1d2+1	2,000
Antibiotic	6 weeks	8,000	1d3+1	2,500
Biotic accelerator	6 weeks	20,000	1d3+1	8,000
Bitewater	6 weeks	6,000	1d2+1	3,000
Copy fluid	6 weeks	85,000	1	100,000
Gunpowder	6 weeks	9,000	10	1,000
Narcotic – Grade 4	6 weeks	variable*	variable*	variable*
Necrotic enzyme	6 weeks	45,000	1d6+1	12,000
Razor wire	6 weeks	40,000	1	50,000
Softener	6 weeks	50,000	1d2+1	20,000
Solvent	6 weeks	25,000	1d2+1	12,000
Spontaneous combustion fluid	6 weeks	55,000	1d2+1	20,000
Universal antidote	6 weeks	26,000	1d3+1	8,000

\* All characteristics listed as “variable” should be determined by the DM; all prices should be suitably modified for campaign economies

## Alchemical Formulae Descriptions

### Mundane Types

**Blinding powder:** This pepper-based powder is a weaker version of mace. If a dose is flung into the face of an individual (successful attack roll required), it will temporarily blind the target for 1d4+1 rounds if a save vs. breath weapon is failed. A blind individual suffers a -4 on attack rolls, and opponents gain a +4 on attack rolls against the victim.

**Flash powder:** This is a magnesium-based powder that produces bright light when combusted. The colour of the light is variable but white, blue, and yellow are the most common. One use will remain lit for 3d4+3 rounds and produce a light brighter than a blazing torch. The powder is often used on perimeter traps or on torches to give them a brighter initial glow. A torch coated in flash powder can be lit by striking it against a solid surface. Flash powder will burn underwater for 1d4+1 rounds but cannot be lit in this environment.

**Laxative:** This weak potion aids the digestive process and is often sold commercially. The recipient of a this potion will experience 2d4 bowel movements in a day. The effect is limited to two on a successful saving throw.

**Narcotic – Grade 1:** Grade 1 narcotics are weak, lightly refined drugs. They produce mild effects such as a feeling of euphoria, discrepancies in the senses, slight physical effects, and changes in mood and the perception of the passage of time. They may be addictive if used in excess on a daily basis. Many of these drugs are legal, and those that are enforced usually carry only small penalties for possession and dealing.

Example: *Melt* – a drug released when a particular type of seaweed is dried, powdered, and eaten. Melt bestows feelings of euphoria for 1d3+1 hours. It lowers inhibitions and increases behaviours associated with social interaction. It is popularly taken during festivals and celebrations, or at mead halls, beer houses, or other venues. Melt effectively increases the charisma of the recipient by 2 while in effect, but intelligence and wisdom are each reduced by 1. Melt is generally non addictive, although those with social anxieties may tend to overuse the drug.

**Pop grit:** Pop grit consists of honeycombed capsules of calcium. These produce a popping sound audible for 60 feet if they are crushed. The grit is normally used in perimeter or passage defence, or by those wishing to create a distraction. One use of grit can cover a 10' X 10' area.



**Sleeping quaff:** This weak potion promotes relaxation and the onset of sleep. Given to a willing person, a dose will rapidly ease him or her into a deep sleep. Unwilling victims who are not aware of the application gain a save vs. paralysis with a -2 modifier to resist the effects. An unwilling target that realises the potion has been applied gains +2 on the save.

**Stain:** Stains come in a variety of colours, usually bright and vivid, and some are fluorescent or phosphorescent. It is a thin liquid that stains any surface it comes into contact with. The stain is persistent and normal or magical processes must be used to remove it (or a week of normal skin loss). If the liquid is allowed to dry, a nearly invisible residue results. This residue will assume the properties of the stain on contact with water (the moisture on the skin of a humanoid will suffice). It is thus often applied to items of value and the stained hands used as proof of guilt. Phosphorescent stains take double the time and cost to manufacture relative to normal stains.

### Common Types

**Glue:** Glue is used in a variety of commercial applications. Alchemical glue is stronger than that obtained from conventional sources. It is often used to assemble delicate structures or to repair important objects. This glue is not as strong as magical glue, its effects being similar to normal super glue. One use is equivalent to about 1 tablespoon.

**Heat granules:** These fine granules produce a great deal of heat. They may be activated in several ways, this being decided upon during manufacture. They may be activated by mechanical agitation, 1/10 of a use (a pinch) is enough to warm the hands and raise general body temperature for 1 hour. One full use will heat a 2-4 man tent by several degrees for 6 hours. The granules may also be used to heat liquids, activating on contact with water. One full use can boil 1 gallon of water.



**Icing fluid:** Icing fluid is a two-part mixture dissolved in liquid. One part of the mixture stabilises the fluid at a temperature above freezing, allowing it to initially act like a liquid. This substance evaporates quickly when exposed to air, allowing the second part, a quick cooling agent, to activate. Active icing fluid freezes in a matter of seconds. It can be used to coat an area in ice, freeze a target, or freeze a liquid.

One use will cover a circular area 40' in diameter. Any moving creature in the area must make a successful DEX check at -4 or lose balance. Any stationary creature must save versus spell or be frozen to the ground (STR check to free each foot). A direct hit of icing fluid on a creature will cause 2d6+2 pts of damage, possibly more on water- or fire-based creatures (at the DM's discretion). One use of icing fluid will freeze approximately 5 gallons of liquid at room temperature, or drop 1 gallon from the boiling point to room temperature. It may form an ice bridge over liquid if enough uses are available.

**Litmus paper:** A specific vegetable dye is impregnated into paper to form this alchemical tool. Two types of the paper may be made. Blue litmus paper is turned red by acids. Red litmus paper is turned blue by alkalis. This tool is often used for laboratory practices and for the identification of unknown liquids.

**Narcotic – Grade 2:** A stronger narcotic than grade 1, this often results from refining the ingredients of grade 1 drugs. They have similar but more pronounced, psychoactive effects. The addictiveness of the narcotic is also higher, as is regulation.

Example: *Nimble* – a light moisturising cream that increases sensation and sensitivity when applied to the skin. It is sometimes sold to increase pleasure and is common in houses of ill repute. However, its original purpose, from which it gained its name, was to enhance sensitivity for intricate work. As such it bestows a +1 on any checks involving manual dexterity, e.g., gem cutting, juggling, setting snares, etc. It also gives a +5% bonus on thief skills such as *find/remove traps* or *open locks*. One use of nimble lasts for 2+1d4 turns. Excessive use may cause dryness or itchiness in the applied area; chronic or addictive use will increase the effects of nimble to +2 or +10%, but at all times when nimble is not in effect all rolls will be made at -1 or -5%. Nimble is lightly regulated, but considering its illicit purposes, any user must be licensed. An unlicensed individual in possession of nimble may receive a fine or could be held for questioning.

**Radiant liquid:** This liquid is a suspension of marine bacteria. Upon the addition of a food solution, normally sugar, the bacteria metabolise and bioluminesce. The

amount of light emitted is directly related to the mass of sugar added. The light may be blue or yellow depending upon the bacterial batch and manufacturing conditions. The brightest light (saturating the suspension with sugar) will illuminate a 30' radius with light equivalent to daylight and a further 60' of half daylight, lasting 5+2d6 rounds. Dimmer light will last for longer, up to 6 turns at 30' half daylight. A use of radiant liquid can be activated only once; the light dims when the bacteria have produced enough toxins to kill the confined colony.

**Resin:** This is a very viscous liquid that solidifies into a hard, consolidated material. It is waterproof and can be applied underwater. It is often used as an adhesive or anchoring point and is popular as a marine cement. One use is equivalent to one pint of liquid.

**Scent:** A scent is usually a liquid or a saturated vapour. Commercially they form the basis of the perfume industry. Popular brands usually sell for a huge mark-up on the manufacturing cost. Scents may be subtle or strong. Other uses for scents are to stun the olfactory system. This causes distraction in an affected target, reducing all scent tracking rolls by 1/2 for 2 hours. This will affect any creature encountering the scent deployed across its trail. Subtle scents are often used in traps to allow tracking by bloodhounds or similar creatures.

**Sharp stone:** A sharp stone is a superlative alchemical aggregation used to bestow a keen edge to a weapon. A sharp stone may increase the effectiveness of any edged weapon a person is proficient with. By sharpening the weapon for 30 minutes each day, a +1 damage bonus is received. If the weapon is not sharpened each day the bonus is lost. A single sharp stone can be used 20 times.

**Smoke solution:** This usually consists of a pressurised liquid-fuel solution. On release the fuel burns rapidly with little heat and no flame. A great deal of black smoke is liberated by the reaction, enough to form a cloud at least 30' in radius. It is noxious and disorienting to be caught in or to enter such a cloud. Thus, a full round of initiative is lost to anyone in or entering the cloud. Sense of direction may also be lost (on an unsuccessful intelligence check), with new direction being determined randomly.

### Uncommon Types

**Class antidote:** A class antidote is created to neutralise one class of poisons (injected, ingested, contact, inhaled, etc.). It is effective in neutralising any single application of poison from its target class.

**Coagulant:** A coagulant is a nontoxic compound that solidifies liquids. It is commonly used to stop wounds from bleeding, thus reducing hit point loss. One use

of the compound will seal a wound, restoring 1 hp of damage in the process. The coagulant stops excessive bleeding from wounds that do not clot (vampire bat bites, sword of wounding damage) and inhibits infections that could result from the wound. It also has a 65% chance to stop damage from an injected poison if applied within 7 segments of the time of wounding.

**Dust of magic reaction:** This is a light granular dust that is made of various magically activated compounds. When in contact with magic these items fluoresce. At the DM's option, the colour of the light emitted may reveal the type and strength of the magic.

**Embalming fluid:** Embalming fluid is a potent preservative. It prevents the onset of physical decomposition for 2d4x10 years. When used in conjunction with other mummification procedures a corpse can be preserved indefinitely. One use of embalming fluid is enough to affect a human-sized corpse.

**Life veil:** If smeared on the body this oil acts to dampen the life-force emanation of any living creature. The user becomes invisible to creatures capable of detecting life forces for 1+1d4 hours.

**Liquid silk:** This alchemical solution is a thin white liquid that polymerises into silk after several seconds of contact with an activator chemical. The activator is added from an attached dropper. The silk is extremely strong and can bear weight efficiently. It is a versatile alternative to rope and takes up less room. One use produces about 100' of rope. For negotiating heights, the solution is usually tipped over the drop, solidifying into a serviceable rope as it spills. Pitons are not required to secure the rope as the silk attaches strongly to most surfaces.

**Mace:** This is an alchemically improved extract of the nutmeg family. The dried spice is placed into a liquid suspension that can be sprayed or splashed into a humanoid target's eyes and face. A successful attack roll renders the humanoid incapacitated for 2 rounds. If a save versus poison is failed, this lasts another 1d6+1 rounds. Incapacitation is caused by irritation to the eyes and respiratory system.



**Melanin:** Melanin is coloured oil that may be applied to skin to alter its tone. Various shades can be made from the melanin, from very pale to very dark. Once applied, the tone appears to be natural (the oil is undetectable). Melanin is a useful addition to the disguise proficiency as heavy, possibly noticeable skin makeup is not required; its use grants +2 on disguise rolls.

**Narcotic – Grade 3:** These are highly refined or synthetically created hard drugs. They may produce a range of effects including:

- Changes in mood, behaviour, and perception
- Convulsions, anxiety, and delirium
- Visual and audio hallucinations, synaesthesia, and sense intensification
- Physiological changes, both short- and long-term
- Potential mental and physical damage, detachment, or euphoria
- Changes in pain reception and reaction
- Schizophrenia

These drugs are highly addictive and, in most societies, enforcement agencies attempt to regulate them. Impurities are potentially fatal to the consumer and overdoses are common.

Example: *Barbarus* – A highly addictive drug often used by warriors, or by those engaging in gladiatorial combat. Barbarus mimics a range of hormones linked to aggression, pain reduction, and physical performance. Anyone taking Barbarus gains a +2 to STR and 1 bonus hit point per level for the duration of the dose. All damage affects the extra hit points first. Barbarus has a 10% chance to cause addiction, increasing by 5% for each subsequent use. Once addicted, the individual requires barbarus once every 3 days; failure to ingest the drug causes irrational behaviour and aggression, reducing the individuals CHA by 3. Once an addicted individual has taken 30 doses of Barbarus, intake must increase to daily or a –6 is suffered on CHA, resulting in behaviour such as violence, aggression, mood swings, severe restlessness, and a desire for physical confrontation. Barbarus is illegal in most societies.

**Poison indicator:** A piece of paper, papyrus, or hide is used as a base and is impregnated with various toxin indicators. Linked to a dye, the indicators change colour when the base comes into contact with poison. At the DM's discretion the indicators may provide information on the type of poison.

**Scorcher:** Scorcher is a thick, sticky substance that adheres to most surfaces. It is often used to coat a heavy, wadded ball that is to be flung as a weapon; a thick, fire-



proof glove providing protection to the thrower. A strike will cause 3d4+3 points of damage and each use will provide enough scorcher for 10 such missiles. Applied to standard missiles, scorcher bestows a 1d4 or 2d4 points of fire damage bonus based upon the missile's size and absorptive properties. Scorcher is often used in traps to destroy flammable contents, such as documents, to keep them from falling into the wrong hands. A source of ignition is required but, once burning, scorcher will consume paper, parchment, vellum, and cloth with alacrity.

**Set clay:** This orange clay is extremely malleable and, in skilled hands, can be made into objects of intricate design. The clay sets solidly, taking on the strength of metal but retaining the weight and appearance of the clay. A sharp rap of kinetic energy is required to fuse the molecules and cause the clay to instantly set. One use of the clay is equal to the volume of a cylinder 12 inches long and 3 inches in diameter.

**Snub drop:** One use of this liquid, equal to a few drops, produces a profound physiological response in the imbiber. The individual slowly sweats out the product over the course of the next 24 hours. This sweat has a subtle but unpleasant scent and causes an unhealthy, disquieting pallor to the individual. Any observer who comes within 10' of the victim during the active phase will react to that individual as if his Charisma score has been reduced by 4 (this reaction lasts for 12 hours after the observer first encountered the effects of the Snub Drop). Snub drop can be used in many scenarios to gain an advantage or to sabotage dealings during diplomatic meetings, trade negotiations, the delivery of important speeches, and so on. There is no save against these effects once the drops have been consumed. The drops are colourless and flavourless, but they do heighten the sweetness of any food or drink they are added to.

**Spirit flame:** Spirit flame is a thin liquid that burns with a bright flame yet gives off little heat. If applied over thick cloth it will not harm the wearer when ignited. The flame's colour can be changed by the addition of different compounds, and this is often used for specific effects, for example:

- Fire based religions or cults often use spirit flame in ceremonies, or to terrify observers.
- Thick body suits covered with the liquid will scare off beasts of animal intelligence when ignited.
- Circus or theatre performers may use spirit flame in their acts.
- Traps may ignite spirit flame to scare thieves or to illuminate an area to raise the alarm. The resulting flames will not harm whatever the substance is coating.

## Rare Types

**Acid:** Acids may cause burns to bare skin. Concentrated acids cause 2d4 points of damage per round for 6 rounds or until neutralised, treated, or removed. Acid damage cannot be healed magically until 1 turn has elapsed.

**Alkali:** Alkalis may cause burns to bare skin. Concentrated alkalis cause 2d4 pts of damage per round for 6 rounds or until neutralised, treated, or removed. Alkali damage cannot be healed magically until 1 turn has elapsed.

**Antibiotic:** An antibiotic reduces microbial action. Antibiotics are usually provided in a cream, which is applied to wounds. Antibiotics effectively remove the chance of microbial (and possibly other biological organism) contamination, infection, and disease. One use will treat wounds totalling 10 pts of damage. Antibiotics are potentially useful as weapons versus entities composed of microorganisms (some moulds, puddings, some algae) where they will act like acid (q.v.).

**Biotic accelerator:** The reverse of an antibiotic, a biotic accelerator promotes the growth of microorganisms. If applied to a weapon or a trap, it is likely to cause an infection in any wound, effects of the infection at the DM's discretion. The product may also be used to increase the size and strength of entities made up of microorganisms (increasing HD by 4) or to heal such entities (restoring 4d8 hit points per use).

**Bitewater:** This large-grained powder is a powerful desiccant. It can be used to keep an enclosed area (e.g., a room or tomb) free of atmospheric moisture for 100–1,000 years depending upon relative humidity (some conditions are so arid that a desiccant would have no further effect). The main use of Bitewater is as a weapon against water-based entities such as water elementals and water weards. Against such creatures Bitewater causes damage in the following schedule: rounds 1–2 damage of 1d6+1, rounds 3–4 damage of 1d12+4, rounds 5–6 damage of 1d8+2. Bitewater is capable of absorbing up to 1,000 cubic feet of water or water-based liquid.

**Copy fluid:** This rare alchemical liquid creates an exact copy of any non-magical item or creature. One application is enough to cover one human-sized object. The copy is exactly the same as the original at the time of copying. Copies have a longevity 1/10 that of the item copied (e.g., a human copy may live 6–8 years, a sword may last 20 years if well cared for, a picked apple 1 day).

**Gunpowder:** A mixture of saltpetre, charcoal and sulphur. The cost and time involved denotes the dangerous nature of gunpowder and the need to produce a product that is uniform in its effects. Gunpowder

can be used as a propellant or for its explosive power. Damage should be determined by the DM based upon the amount of gunpowder used. For example, one use could reasonably provide 100 musket shots, 10 cannon shots, or an explosion at 6d6.

**Narcotic – Grade 4:** These are the strongest drugs available. They may cause any of the symptoms listed at grade 3 to the maximum possible extent. These drugs may have magical, spiritual, medicinal, and sensory effects. Some of these narcotics may be legal and have specific uses. The addictiveness and physical and mental effects of these drugs are very specific, and they are usually stringently regulated.

Example: *Arca Opiate* – This drug is of vast benefit to magic-users, but comes with severe side effects. The Arca Opiate increases mental cognition and magical awareness that benefits practitioners of the arcane in the following ways: 1) +1 to Intelligence score, 2) +20% or +4 on all proficiency, magical item/spell creation, or chance to learn new spells rolls, 3) all spells of the caster's highest level are cast as though the caster were 2 levels higher. This opiate is normally taken during spell research, item creation, or other, vitally important or complex magical undertakings. If taken on an ad hoc basis the opiate lasts for 2d3 days. If it is taken at the beginning of a research or manufacturing process, the effects will last for the duration of that project but only function for spells and rolls associated with that work. The opiate has an uncanny ability to saturate the mental areas most active when it is consumed, which may explain its lengthy duration.

The drug does have severe side effects. There is a 3% chance per caster level that, at the end of the period of influence, the abnormal mental cognitions have caused lasting damage to the arcane practitioner's mind. In this case the magic-user will never again be able to cast spells of the highest level he was capable of at the onset of drug use. Gaining additional levels may open up new levels of spells, however nothing short of a *wish* will restore the ability to cast the 'burned out' level again.

**Necrotic enzyme:** Necrotic enzymes cause rapid cell death in animal, plant, or microbial cells (determined before the batch is run). If applied to a weapon, a successful hit by the weapon causes an additional 4d6+4 points of damage. Each application is effective for 4 strikes. The damage caused by the necrotic enzyme cannot be healed, magically or conventionally, until a period of 1 hour has elapsed.



**Razor wire:** A silicon-based alchemical compound that is applied to any metal, this substance causes the metal to be abnormally sharp and slippery. It also allows thin objects to retain a high degree of tensile strength and flexibility. Razor wire has several deadly applications in traps and weapons, including garrotes. The damage caused by razor wire is at the DM's discretion, but should always be heavy.

**Softener:** A softener breaks down the bonds between molecules, causing a loss of cohesion in solid, inorganic objects. The process occurs randomly, throughout the material and is unlikely to result in the solid liquefying (unless a great excess is used upon the object). Each application of softener will reduce the subject's hardness by half, the DM determining the effects of this upon the object. One use may affect 8 cubic feet of material.

**Solvent:** This solvent will dissolve nearly any compound that it comes into contact with, the rate of dissolution dependent upon the type of material. One use of the solvent can coat an object of about 10 square feet. Note that dissolving magical items is potentially dangerous. If used as a weapon on organic matter, the solvent causes 1d12 points of damage every round that the solvent remains in contact. If coming into contact with, or used as a weapon against objects and creatures of other makeup (e.g. extra-planar material), the results should be judged by the DM. Note that if the solvent is not removed promptly from an affected weapon, damage may be caused to the item.

Material	Time to dissolve
Organic material	4 rounds
Stone	2 turns
Metal	4 turns
Gems	5 turns
Magical items	12–24 hours
Artefact	Variable (DM's discretion)

**Spontaneous combustion fluid:** This fluid removes the cellular-energy control pathways in living organisms, releasing vast amounts of heat in the process. The effect takes one round to manifest, after which the target must make a save versus poison. A failure means the target spontaneously combusts, leaving nothing but a pile of ash and any possessions that make a save versus dragon breath. A successful save means 2d12+2 points of damage are instead taken by the target. The fluid must be injected to produce an effect.

**Universal antidote:** This antidote will neutralise one application of any poison, regardless of the poison type. There may be extremely rare or unique exceptions to this.



## Addendum: Alchemical Items

Alchemy skill checks can be improved by the possession of special or unique items. A few examples are provided here, however the DM should feel free to create their own items for the players to find or purchase.

### The Slanted Notes

So named for the distinctive, slanted writing of their creator, these notes contain a number of half-complete formulae, ingredient write-ups, technical diagrams, and half-formed theory. While the originator of the notes is not disclosed, the notes are intriguing and insightful. Anyone in possession of a copy of the notes gains a +1 to alchemy skill due to the information contained within.

### Book of Scrupulous Description

This book describes a huge range of alchemical substances (including their principal ingredients) in minute detail (colour, smell, viscosity, etc.). As such, it is a boon to anyone attempting to identify an alchemical concoction, or to reverse-engineer a formula. Thus all identification or reverse-engineering checks are made at +2.

### Brintangle's Crucible

An unusually shaped, but superbly efficient crucible, this item is used for the

melting or rendering of alchemical ingredients. This device lowers the cost of creating alchemical products by 10%.

### Ivan Norgold's Treatise on Shortcuts and Swiftness

This is a comprehensive document detailing all methods of speeding, simplifying and shortcutting the alchemical process. If followed, the methods will cut the manufacture time of any alchemical formula by 25%.

### The Glass Maze

This unique confusion of glassware resembles a maze but, to a skilled alchemist, this singular construct is the pinnacle of manufacturing equipment. Of unknown origin, the puzzle consists of a full, four-line lab capable of producing rare formulae. The item's superb components and intricate design have been added to and adapted over the course of several centuries. Only an alchemist with a proficiency score (Intelligence check at a -3 modifier) of 15 or above may attempt to use the lab; to others it is simply a confusion of glass. The lab improves all alchemy rolls by +2, reduces manufacturing time by 25% and increases the uses in a batch by 100%. Because the Glass Maze is unique it has been fought over for decades. An alchemist finding this in his possession will provoke the jealousy, and ire, of the entire alchemical community.



# Land Halfling! Human Character Background Tables



by Alan Powers

In October, 1976, a very new magazine called *Dragon* printed an article by Brad Stock and Brian Lane entitled “Birth Tables”. Those tables provided a system for players to generate backgrounds, of sorts, for characters of any standard human, demi-human or humanoid race. At the time, the article was a wondrous aid for character generation but, as time passed and the game of *Dungeons & Dragons* evolved, it became obvious that Stock and Lane’s “Birth Tables” were best suited for human and halfling characters. And, as I began to run my own campaign world, I was prompted to use the tables as a basis for generating more detailed background tables—updating and expanding the originals until they took the form given hereafter.

## Using the Tables

Go through the tables in numerical order, starting with Roman numeral I and rolling the appropriate dice, usually percentile dice. Sections I–V are sufficient for generating very simple backgrounds, where the only concerns are characters’ starting monies and skills. The remaining skill tables (VI–VIII) are by no means exhaustive and DM-created skills may be added to, or even swapped with existing entries to modify or expand the tables’ selections. Section VI is mainly for characters of the Noble social class, Section VII for determining the classes and levels of NPC adventurers, and Section VIII for determining the amount of prior experience a character has.

## Sample Use of the Tables: Garvin the Ranger

Starting with Table I, a 93 is rolled for Social Class. The result: Gentleman.

A 3 is rolled for Table II, with a 5 on the subsequent d6 roll. These make Garvin the second-born child, but **not** an orphan.

On Table III, under the Gentleman category, the percentile dice yield an 89, meaning that the character is Well-to-do. At this point the DM knows that Garvin starts with an initial 150 gold, or whatever coin the referee uses as the monetary base in his world, and that Garvin will receive a monthly allowance but **not** an inheritance (Garvin is not an orphan). Using Skills Schedule C, the character will receive one skill from Group 1, one from Group 2 and one from Group 3. Players of characters using Skills Schedules B–F may opt to replace those professional skills found in Groups 1 and 2 with skills found under the Common Skills table, with the restriction that the character must take his father’s occupation as one professional skill.

Moving to Table IV the player observes that, because Garvin is from the Gentleman class, the occupation of the character’s father comes from the Group 3 sub-table on Table V. The dice come up a 56 for the sub-table, with the result being: Physician.

With the number of starting skills having been previously determined from Schedule C, the player finds the character’s professional skills to be that of a Physician (mandatory, from father) and of choices from both Group 1 and Group 2. The Common Skills list can be used in lieu of Groups 1 and 2, and most DMs would allow players to choose skills rather than roll, but stickler DMs may insist that a player roll randomly. The player decides to roll on Group 2, and this yields: Merchant (a roll of 37). Deciding to choose a common skill rather than use the the Group 1 table (as his DM is being rather generous), Garvin’s player then decides to pick First-Aid. If he had been forced to roll and had rolled a 13, for example, then the unfortunate Garvin would have been found to be proficient at Dancing.

Not being a Noble, Table VI is skipped, as is Table VII – Garvin’s father was not an Adventurer.

The only thing left to do is refer to Table VIII: Previous Experience. A roll of 33 under Gentleman means Garvin has no prior adventuring experience. If the roll had been above a 60 the value would have been multiplied by the associated factor. For example, a roll of 83 would have been multiplied by the factor of 30, giving: 2490. In that case, Garvin would have started play with 2490 experience points—enough to make him 2nd level. Garvin’s level (2) would have then been multiplied by his initial starting money (150gp), to give 300gp.

This completes the use of the tables for the character.



# Human and Halfling Background Tables

## I. Social Class

01–30	Commoner	} Halflings may not roll above 95.
31–85	Merchant	
86–95	Gentleman	
96–00	Noble	

## II. Sibling Rank

1–2	1st born	} There is a 1 in 6 chance the character is an orphan and only the first born receives an inheritance; none receives an allowance. All first born receive 10% more initial monies and allowance. Bastards receive 10% less initial monies and allowance.
3–4	2nd born	
5	3rd born	
6	4th born	
7–8	Bastard	

## III. Social Rank

Commoner		Initial	Allowance	Inheritance	Skills
01–25	Peasant	10	0	0	A
26–40	Average	30	1	15	A
40–70	Well-to-do	60	5	50	B
71–00	Wealthy	100	10	100	B

Merchant		Initial	Allowance	Inheritance	Skills
01–25	Small	50	5	100	A
26–60	Average	100	10	150	B
61–80	Well-to-do	120	15	200	C
81–95	Wealthy	170	20	250	C
96–00	Very Wealthy	200	30	400	D

Gentleman		Initial	Allowance	Inheritance	Skills
01–20	Impoverished	70	0	75	C
21–65	Average	100	5	150	C
66–90	Well-to-do	150	15	250	C
91–95	Wealthy	200	20	350	D
96–00	Very Wealthy	250	30	600	E

Noble		Initial	Allowance	Inheritance	Skills
01–20	Impoverished	80	0	100	C
21–40	Poor	120	10	150	D
41–85	Average	200	25	300	E
86–95	Well-to-do	250	35	450	E
96–97	Wealthy	300	45	700	F
98–00	Very Wealthy	400	60	1000	F

## Definitions

**Initial:** the amount of money a character begins with; the amount is multiplied by level

**Allowance:** the sum of money the character's family gives to the character each month for the first year or until the character reaches 3rd level, whichever comes first

**Inheritance:** the amount of money that the first-born receives upon the death of the father

**Skills:** see Skills & Professions table for the number of skills that a character may take

## Skills & Professions

- A:** 1 – Group 1  
**B:** 1 – Group 1, 1 – Group 2  
**C:** 1 – Group 1 or Common, 1 – Group 2 or Common, 1 – Group 3  
**D:** 2 – Group 1 or Common, 2 – Group 2 or Common, 1 – Group 3  
**E:** 3 – Group 1 or Common, 2 – Group 2 or Common, 2 – Group 3  
**F:** 4 – Group 1 or Common, 4 – Group 2 or Common, 3 – Group 3

## IV. Father's Occupation

The following number indicates which Skill group should be used to determine the occupation of the PC's father. On those tables peasants may not roll above 54. Well-to-do may not roll below 11.

Social Class	Group
Commoner	1
Merchant	2
Gentleman	3
Noble	3

## V. Skills & Professions

Percentage numbers are ignored if simply choosing a player's skills. One of the character's professions must be the father's occupation. Adventurer and the first 5 professions of Group 3 are prohibited to PCs. A skill preceded by a number in parenthesis requires that number of picks to be proficient, double that to master.

Common Skills		Group 1 Professions	
01-06	Cooking	11-45	Farmer/Serf
07-11	Ciphering	46-47	Fisherman
12-20	Dancing	48-49	Miner
21-23	Diving	50-52	Soldier
24-29	First Aid	53-54	Woodsmen
30	Juggling	55-56	Blacksmith
31-33	Land Navigation	57	Bowyer/Fletcher
34-38	(2)Read & Write	58-59	Brewer
	Language	60-64	Carpenter
39-44	(2) Riding	65-69	Cobbler
45-49	Running	70-74	Cooper
50-65	Service	75-76	Musician
66-80	Singing	77-81	Potter
81-82	(2)Sound Imitation	82-83	Sailor
83	(3) Spellcraft	84-87	Tailor
84-90	(2) Speak Language	88-90	Tanner
91-94	Swimming	91-92	Teamster
95-98	(3) Theology	93-95	Tinker
99-00	(2) Tumbling	96-99	Weaver
		00	Adventurer



## Human and Halfling Background Tables (cont.)

### V. Skills & Professions (cont.)

Group 2 Professions	Group 3 Professions
01-02 Animal Trainer	01-02 Assassin/Spy
03-05 (2) Appraiser	03-07 Sheriff
05-06 (2) Armorer	08 Magistrate
07-08 Bird Trainer	09 Sage
09-11 Bookkeeper	10 Alchemist
12-13 Cartographer	11-12 Ancient Historian
14-15 Chef	13-15 Astronomy
16 Glass Blower	16-18 Barrister
17-21 Herbalist	19 Biologist
22-24 Horse Trainer	20-21 Contemporary Historian
25-26 Jeweler	22-25 Engineer
27 (2) Locksmith	26-30 Diplomat
28-32 Mason	31-35 Interpreter
33-34 Mountaineer	36-45 Gambler
35-49 Merchant	46-47 Mathematician
50-51 (2) Navigator	48-49 Musician
52-56 Orator/Actor	50-55 Orator
57-58 Painter	56-57 Physician
59-61 Perfumery	58-59 Artist/Sculptor
62-66 Scribe/Calligrapher	60-62 Seamon
67-71 Seaman	63-65 Shipwright
72-78 Service/Etiquette	66-80 Soldier
79-82 Silver/Goldsmith	81-85 Writer
83-84 Slaver	85-00 Adventurer
85-89 Military Specialist	
90-94 Teacher	
95-97 (2) Vintner	<b>Adventurer:</b> For players this possibility is taken care of under VIII. Previous Experience
98-99 (2) Weaponsmith	
00 Adventurer	

### VI. Nobility

Father's Title	Royalty
01-30 Knight	01-30 Distant (of average wealth)
31-60 Baron	31-60 3rd Cousin (well-to-do)
61-80 Count (Earl)	61-80 2nd Cousin (wealthy)
81-90 Margrave	81-99 1st Cousin (very wealthy)
91-95 Duke	00 Immediate Family
96-00 Royalty (use Royalty Table)	(1000 Starting Monies, Allowance: 100, Skills: F)

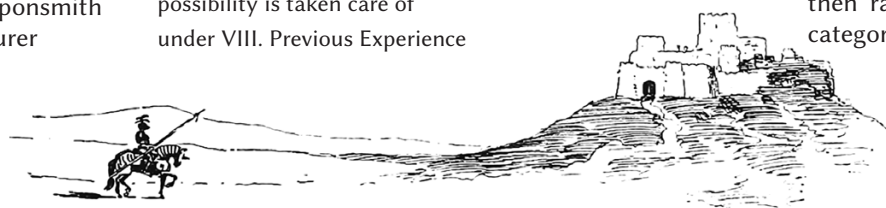
Father's Position									
Knight		Baron		Count(Earl)		Margrave		Duke	
01-40	1	01-40	1	01-35	1	01-30	1	01-20	1
41-50	2	41-50	2	36-45	2	31-36	2	21-25	2
51-90	3	51-80	3	46-65	3	36-50	3	26-40	3
91-95	4	81-90	4	66-80	4	51-80	4	41-72	4
96-00	5	91-95	5	81-90	5	81-90	5	73-82	5
30% A		96-00	6	91-00	6	91-99	6	83-95	6
		25% A		20% A		00	7	96-00	7
						15% A		15% A	

#### Key:

- 1 – Land Holder Only
- 2 – Orator
- 3 – In Army
- 4 – Courtier
- 5 – Sheriff
- 6 – Magistrate
- 7 – Advisor to the King
- A – % for an Adventurer

#### Note:

If the player is 1st born and an orphan, title and land only are received, not the position. Knighthood cannot be inherited. A child in the Immediate Family is never an orphan. Raise the social rank to minimum. After Rolling on the Royalty table, re-roll on the Father's Title table, ignoring 96-00, then raise the Father's Title by one category.



### VII. Adventurers

Commoner	Merchant	Gentleman	Noble
01-50 1st Level	01-40 1st Level	01-35 1st Level	01-30 1st Level
51-70 2nd Level	41-65 2nd Level	36-50 2nd Level	31-45 2nd Level
71-95 3rd Level	66-75 3rd Level	51-65 3rd Level	46-60 3rd Level
96-00 4th Level	76-85 4th Level	66-80 4th Level	61-75 4th Level
<b>Type:</b>	86-95 5th Level	81-90 5th Level	76-85 5th Level
1-3 Thief	96-00 6th Level	91-95 6th Level	86-90 6th Level
4 Bard	<b>Type:</b>	96-98 7th Level	91-94 7th Level
5 Cleric, Druid	1-2 Cleric, Druid	99-00 8th Level	95-98 8th Level
6-8 Fighter, Ranger	3-6 Fighter	<b>Type:</b>	99-00 9th Level
	7 Magic-User	1-2 Cleric – Specialist	<b>Type:</b>
	8 Bard	3-6 Archer, Spec. Fighter	1-3 Cleric – Specialist
	9-10 Thief	7 Magic-User	4-7 Fighter, Cavalier
		8 Bard	8-9 Magic-User, Illusionist
		9-10 Thief	10 Thief

### VIII. Previous Experience (multiply % dice by number)

Commoner	Merchant	Gentleman	Noble
01-85 × 0 (nil)	01-70 × 0 (nil)	01-35 × 0 (nil)	01-50 × 0 (nil)
86-96 × 20	71-90 × 20	61-80 × 20	51-70 × 20
97-99 × 30	91-96 × 30	81-93 × 30	71-85 × 30
00 × 50 = 5000	97-99 × 50	94-97 × 50	86-92 × 50
	00 × 70 = 7000	98-99 × 70	93-97 × 70
		00 × 100 = 10000	98-99 × 100
			00 × 130 = 13000



All human and halfling characters start with a belt, belt pouch, belt knife, soft boots, cloak, pants and tunic. Also, some character classes may have inherent abilities and skills (e.g. reading and writing for Bards). A player should consult his DM regarding such inherent skills and abilities.

Humans may have Mastery in only one skill before being required to add years to their starting ages. Character starting age is addressed in the *Dungeon Master's Guide*.

### Common Skills

**Bookkeeping** – Enables the character to keep basic business accounts. Mastery adds 10 years and gives a 5% chance per level to successfully falsify account books.

**Cooking** – Allows the character to prepare meals both in the kitchen and on the road. Can recognize different herbs. Mastery increases the character's ability to create truly outstanding meals and adds 3 years.

**Ciphering** – Allows characters to perform simple arithmetic.

**Dancing** – The character is familiar with various styles and varieties of dances common to his homeland and social class, from basic folk dances to some formal dances.

**Diving** – Must already have Swimming. Allows the character to hold his breath for extended periods of time. A character normally can hold his breath for 5 seconds per point of constitution. Diving doubles that to 10 seconds per point of constitution.

**First Aid** – Can bind fresh wounds and reset and splint broken bones, healing 1–4 points of damage and giving a 45% chance to save a life in an emergency situation. Mastery adds 10 years, automatically allows bleeding stoppage and increases life-saving probability to 60%.

**Juggling** – Allows the character to juggle objects for entertainment or distraction. Characters with this skill may also try to catch small thrown items meant to harm them (e.g. dagger or flask of oil). Roll attack versus AC: 0 plus Dexterity and thieving bonus (if any). Failure means that the character is automatically hit or affected by the object.

**Land Navigation** – A character with this skill is adept at moving around the countryside and rarely gets lost,

reducing the chance of getting lost by 20%. While outside, character is able to tell direction 75% of the time.

**Read/Write Language** – Self explanatory.

**Riding** – The character knows how to ride horses better than average and has a 65% chance to control a mount during a crisis situation. Mastery increases chance of control to 90%, adds 5 years to starting age and allows some trick riding.



**Running** – The character can move at twice his normal movement rate for one day. At the end of the day the character must rest for 8 hours. After the first day's movement the character must make a constitution check on 2d12. If the roll succeeds the character can continue his running movement the next day. If the roll is failed the character cannot use the running ability the next day. Each successive roll is made at -2. If involved in a battle during a running day a -1 to hit is incurred.

**Service** – The character is able to properly serve/attend the upper classes as a valet.

**Singing** – The character can carry a tune and perhaps entertain others, earning money while doing it. Mastery adds 5 years and enables the creation of choral works.

**Sound Imitation** – Enables a character to imitate woodland and domestic animal calls and noises. Mastery adds 5 years and the ability to imitate voices 80% of the time. Taking this skill a third time gives the character a chance, (Dexterity + Charisma) x 3%, to practice ventriloquism.

**Spellcraft** – Gives the character familiarity with the different forms and rites of spellcasting. If the character sees and overhears a spellcaster casting a spell, or examines the material components used, then the character can attempt to identify the spell being cast: 10% + 7% per level. Those attempting to identify a spell from their own field gain a bonus of 30%. Mastery gives a bonus of 3% per experience level during spell research and adds 7 years.

**Speak Language** – Self explanatory.

**Swimming** – Allows the character to control their movement in liquids. A character with this skill can swim without problems while unencumbered. In "emergency situations" the character has a 30% + (2% per point of Dexterity) of successfully controlling the situation.

**Theology** – Character knows the common beliefs and cults of his homeland and the major faiths of neighboring regions. Common information about said religions is known, with a 30% chance to know particulars. Mastery represents research into special dates and events (similar to ancient history), and adds 7 years.

**Tumbling** – The character is practiced in various types of gymnastics – dives, rolls, flips, and so on. The chance to successfully tumble is (Dexterity x 5%). Check round by round. Only those with light encumbrance or less can perform Tumbling moves with any hope of success. Aside from entertaining, a character with tumbling can improve Armor Class by 4 in a round of combat if: (a) the character has the initiative, (b) the character forgoes all attacks that round, and (c) the attacks are directed solely at that character. This reduction in Armor Class is in place of any bonus from Dexterity. Also, unarmed combat attack rolls can be made at a +2 with Tumbling. On a successful proficiency check only ½ the normal damage is suffered from falls of 30' or less and none from falls of 10' or less; falls from greater heights result in normal damage.

### Group 1 Professions

**Vagabond** – This character is adept at scrounging and living at the edge of society. Gives thieves an additional 5% chance to pick pockets.

**Farmer/Serf** – Knows how to cultivate, harvest and preserve useful plants. Can differentiate weeds from most cultivated plants.

**Fisherman** – Can use a net or hook and line to catch fish. Can make and repair nets. Adds +2 to hit with nets.

**Miner** – Knows how to dig and reinforce tunnels and chambers and to deal with things such as ventilation and the removal of dirt. Gives the equivalent of a gnome's chance to detect fresh tunneling and depth while underground. Mastery gives a dwarf's chance and adds an extra 16.6% to find secret doors and pit traps; it adds 10 years.

**Soldier** – The character has had training in a militia or army and receives a +1 on hit probability until 4th level if a Fighter type, 6th level if a Cleric type, 8th level if a Thief and 10th level for Magic-Users.

**Woodsmen** – Character is able to live off the land by hunting, tracking and trapping. Adds 10% to move quietly, 15% to hide in shadows and may track as a 1st level ranger. Also adds 10% to spotting and 20% to removing outdoor traps. Mastery doubles bonuses and adds 8 years.

**Blacksmith** – Can forge metals and make and recognize the value of metal tools and basic weapons. Gives a 15% chance to recognize magical metal weapons and armor. Mastery adds 8 years, doubles bonuses and enables the smith to work steel.



**Bowyer/Fletcher** – Can make and recognize the value of bows, crossbow stocks, arrows and bolts. Adds 20% to the chance of recognizing magic bows, crossbows and arrows. Mastery adds 20 years, doubles bonuses and gives the ability to make superior/custom bows and arrows.

**Brewer** – Can make and judge the quality of beers, ales and meads. Mastery heightens quality and adds 10 years.

**Carpenter** – Can make furniture, cabinets and other wooden items. Adds 10% chance to knowing if a wooden item is magical and in finding traps or secret compartments in such items. Mastery adds 15 years, allows character to make fine woodworking and doubles bonuses.

**Cobbler** – Can make and repair shoes and boots. Mastery adds 8 years, heightens the quality of shoes and doubles the base of 10% to detecting magic footwear.

**Cooper** – Can make and recognize the value of barrels, chests, and other containers. Gives a 5% chance to spot traps and false bottoms in these items. Mastery adds 8 years, doubles bonuses and adds the ability to construct false bottoms.

**Musician** – Can competently play one common musical instrument. Mastery adds 5 years, the ability to play two more instruments and the ability to compose music. Multiple Masteries are possible.

**Potter** – The character can create any type of clay vessel or container that is commonly used in the campaign world. Can also fire and glaze these items.

**Sailor** – Allows characters to get a working berth on a ship or boat.



**Tailor** – Can make clothing and quilted armor and can judge the general wealth of others from their attire. Mastery allows fine needlework and adds 7 years.

**Tanner** – Can treat hides to produce leather and make leather goods and armor. Adds 10% to chance of recognizing magic leather items. Mastery heightens quality, doubles bonuses and adds 7 years.

**Teamster** – This skill applies to animal drawn vehicles such as wagons, carts and chariots, and to the harnessing and driving of animals to pull these vehicles. Gives a 65% chance of controlling a team in a crisis situation, minus 10% per each additional animal. Mastery adds 5 years and raises percentage to 90%.

**Tinker** – Can make and repair pots, pans and other household items. Mastery allows character to innovate and invent, but adds 5 years.

**Weaver** – Can make and dye fabrics, cloths, tapestries, felts and rugs. Adds 10% to detecting magic rugs and fabrics. Mastery adds 7 years, heightens quality and doubles bonuses.

## Group 2 Professions

**Animal Trainer** – Can train and manage common domesticated animals with a 50% chance of the animal learning a simple trick in one week. Mastery adds 10 years, increases the chance of learning tricks to 75% and adds the possibility of training exotic animals.

**Appraiser** – This skill allows the character to estimate the value and authenticity of antiques, art objects, jewelry, cut gemstones and other crafted items. The character must have the item in hand to appraise it. The chance to successfully appraise an item is 40%, plus 50% if the character has skill in the item's manufacture. Mastery adds 20 years and doubles the bonuses.

**Armorer** – Can make and recognize the value of armor and shields. Mastery adds the ability to work steel and to make banded and plate armors of high quality armor; adds 20 years.

**Bird Trainer** – Can train and manage birds of prey and members of the parrot family. Mastery adds 10 years and the ability to train smaller birds and pigeons.

**Bookkeeper** – See bookkeeping under Common Skills, above.

**Cartographer** – Can draw simple maps or make copies of more complex maps or blueprints. Has a 25% of remembering a recently traveled route without a map. Mastery adds 15 years and allows the charting of coastlines and other topography as well as doubling the bonuses and enhancing the accuracy of everything considered.

**Chef** – Allows the character to prepare astounding meals and feasts, both in the kitchen and on the road. Can recognize different cooking herbs. Mastery adds 5 years and allows specialization: pastry, bakery, soups and stews, etc.

**Glassblower** – Can make and judge the value of glass items, lead crystal and so on. Can make false gems and has a base 40% chance of detecting them (increases 5% per level). Mastery adds 15 years and the ability to etch and cut glass.

**Herbalist** – Allows the character to identify plants and fungus and to prepare non-magical potions, salves, unguents and infusions for medicinal and non-medicinal purposes. The chance of recognizing a specific plant or fungus, when first encountered, is 40% plus 5% per level. Characters with this skill can add +2 points for every two days of healing when done under the care of a physician using poultices and salves.

**Horse Trainer** – Can train horses for war. Gives a 65% chance of remaining on and controlling a mount in a crisis. Mastery adds 10 years and raises the chance to 90%.

**Jeweler** – Can make and judge the value of jewelry, and can judge the value of gemstones. Can set stones in sword hilts, flagons, crowns and so on. Mastery allows gem cutting and adds 15 years.

**Locksmith** – Can construct normal locks and traps, adds 15% chance to pick locks and detect/remove traps. Mastery doubles bonuses and allows the construction of complex locks and traps but adds 15 years.

**Mason** – Can build with stone and brick and gives an extra 16.6% to find secret doors and pit traps in stone. Mastery enables the building of secret and concealed doors and doubles detection bonuses; adds 15 years.



**Mountaineer** – Can cut paths or find the easiest route through rough terrain. Characters know how to repel downward. If armored, this allows climbing as if wearing the next easiest armor type.

**Merchant** – Enables the character to effectively haggle over the price of an item when buying or selling, giving a 50% chance of buying/selling items for 10 – 40% above/below the retail price. Mastery increases the chance to 75% and adds 10 years.

**Navigator** – Character can study the stars and chart and set a course for an ocean-going boat, or for a general direction of travel when in the wild. Lessens chance of getting lost by 10% per day. No Mastery.

**Orator/Actor** – Knows stage presence and can attract and hold a crowd's attention. Has a 65% chance of guessing someone's profession and is adept at make-up and disguise. Receives a +1 when rolling random reactions.

**Painter** – Character is able to paint signs, logos, buildings and objects. Mastery allows the painting of portraits and other detail work but adds 12 years.

**Perfumery** – Makes perfumes and colognes. Masters have a 65% chance to reproduce an unknown or unusual scent.

**Scribe/Calligrapher** – Can copy or produce documents and letters and recognize any modern written language. Has an 80% chance of recognizing an ancient language, with a 35% chance to read it.

**Seaman** – A trained sailor with some experience.

**Service/Etiquette** – The character is able to properly serve the upper classes and has a basic understanding of the proper forms of behavior and address. Gives an 85% chance of not breaching etiquette in normal instances and a 70% chance in unusual instances.

**Silver/Goldsmith** – Makes household and decorative items of gold, silver, bronze, brass and, on occasion, platinum. Mastery adds 18 years and allows sculpting, coining, and fine detail/etching.

**Slaver** – Able to judge both the worth of a slave and the slave's particular set of skills.

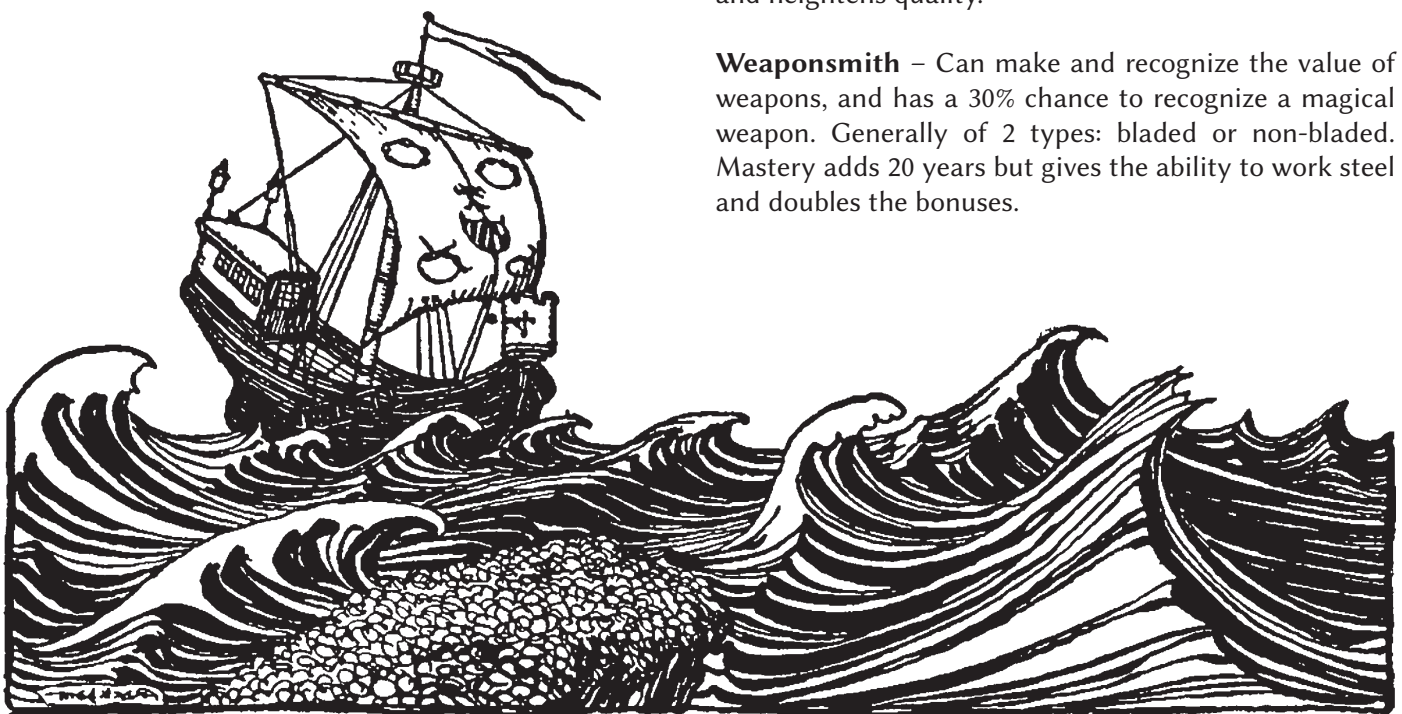
**Military Specialist** – The character has received specialized military training. This converts into an extra weapon proficiency (specialized if allowed) or similar skill related to the type of training. Will not aid specialist classes in their own field, such as a Cavalier's horsemanship ability. Referee approval required.

- **Artillerist:** Knows how to construct and use siege artillery. Mastery adds +2 to hit and 15 years.
- **Horseman:** Light or Heavy – Gives the character horsemanship, or mastery if already taken.
- **Horsed Archer/Crossbowman:** Gives either horsemanship skill or a weapon proficiency.
- **Sapper-Miner:** Can design and supervise underground tunneling for siege purposes.

**Teacher** – Allows characters teach up to their full rating or level in any skill or proficiency they possess, instead of the normal ½ rating.

**Vintner** – Can make and judge the quality of wines, champagnes and related potables. Mastery adds 13 years and heightens quality.

**Weaponsmith** – Can make and recognize the value of weapons, and has a 30% chance to recognize a magical weapon. Generally of 2 types: bladed or non-bladed. Mastery adds 20 years but gives the ability to work steel and doubles the bonuses.





### Group 3 Professions

**Assassin/Spy** – A paid killer or infiltrator. Assassins are usually evil and normally prohibited to player characters.

**Sheriff** – Patrols roads and trails enforcing the laws of the land, quelling disorder, settling disputes, tracking criminals and occasionally collecting taxes. Normally prohibited to player characters.

**Magistrate** – Character is well versed in the laws of the land can judge cases in court. Normally prohibited to PCs.

**Sage** – An expert in one particular subject with a fair understanding of the overall field and a smattering of most other things. Normally prohibited to PCs.

**Alchemist** – Knows basic chemistry and handles the creation of potions, ointments, salves and concoctions. Also is familiar with the making of equipment for such operations. Normally prohibited to PCs.

**Ancient Historian** – The character has learned the legends, lore, and history of some ancient time and place. The knowledge must be specific concerning time period and place, culture and race. The knowledge acquired gives the character familiarity with the principal legends, historical events, characters, locations, battles, breakthroughs (scientific, cultural, magical), unsolved mysteries, crafts and oddities of the time. DM call on relevant percentages.

**Astronomer** – Plots the movement of the stars and planets, the length of the day and the times of the year. Can act as a navigator (see above).

**Barrister** – Has knowledge of the laws of the country where educated as well as procedure and proper conduct in a court of law. In a local court using local law this gives a 50% chance to win a case that could go either way. Mastery adds 30 years, increases the chance of winning the case to 75%, and gives average knowledge of another type of law system (e.g. Dwarven, Gnomish, Elven).

**Biologist** – A student of nature, adept at studying not only nature as a whole but creature types and their place in the scheme of things.

**Contemporary Historian** – Similar to ancient history, but concerned with modern peoples, places, and lore.

**Engineer** – Can supervise and/or design above ground constructions and fortifications. Has a 30% chance of guessing the purpose of ruins; if successful there is a 15% chance to deduce the basic floor plans if character is of the same race as the original builders. Knows how to construct and employ siege artillery. Mastery adds +2 to hit and adds 20 years.

**Diplomat** – The character is skilled at negotiation and the workings of government bureaucracies. Increases chance of negotiating successfully by 10%. Mastery adds 10 years but doubles the chance of a successful negotiation.

**Interpreter** – Characters may know languages as if their Intelligence scores were 3 higher. Two of these extra languages must be picked at time of character creation. No Mastery.

**Gambler** – Characters with this skill are familiar with numerous games of chance. Gives a + 10% chance to win a given game. If the character wishes to cheat then the bonus is doubled, however, the other players are entitled a saving throw versus Rod/Staff/Wand to see if the cheating is noticed. Mastery doubles all bonuses and adds 5 years.

**Mathematician** – Can perform advanced mathematics and algebra. Mastery adds 15 years and the ability to do calculus. Must have at least an intelligence score of 12.

**Musician** – Can competently play two musical instruments and compose music. Mastery adds 5 years and the possibility of two more instruments. Multiple Masteries are possible.

**Orator** – Knows stage presence and oratory techniques and rules. Can write and deliver speeches

**Physician** – Can bind wounds, reset/splint broken bones, and treat diseases, healing 1–6 points. Has a 75% chance to save a life in an emergency situation. Usually (75%) recognize helpful from harmful drugs. Mastery adds 20 years and enables them to heal for 1–8 points 50% of the time.

**Artist/Sculptor** – Enables painting of portraits and the sculpting of statues and reliefs using clay, stone and wood. Mastery adds 15 years and allows life-like detail.

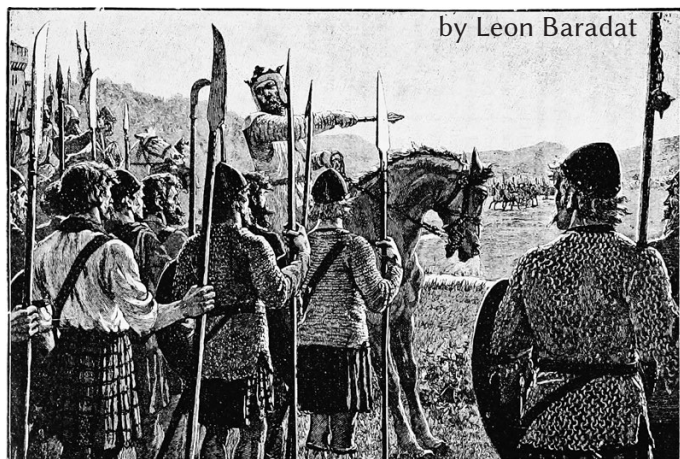
**Seaman** – A trained sailor with some experience; able to be hired on a ship as an officer.

**Shipwright** – Can design and build boats and ships. Mastery adds 15 years and allows for better designs for speed, tonnage and structural hit points.

**Soldier** – See Soldier from Group 1.

**Writer** – Knows proper grammar and story forms for however many written languages the character knows. Is knowledgeable of all sorts of writing applications. Automatically has the reading and writing common skill.

# B11a: Priest's Errand



An AD&D add-on Adventure to the Basic D&D Module *B11: King's Festival*. For 5–7 characters of 1st level.

This work can be used as a low-level, independent adventure but it has been specially designed for parties that failed to acquire enough experience in *B11: King's Festival* to be ready for the follow-up module, *B12: Queen's Harvest*. This add-on adventure can provide such a party the boost needed to tackle B12. It also provides more information about the town of Stallanford, which is not detailed in B11; in particular the adventure offers a map for the village, which the original module never delivered.

## Prelude

When the party completes the second level of the B11 dungeon and returns to the surface, it is late afternoon. Once the characters reach Stallanford three hours later, it is dark. The party passes Lernan's Farm and then the Temple of Vhal, and is surprised to see all of the temple's windows dark. It then hears shouts and screams from up ahead, sees torchlight down the street, and passes a few bodies (both men and goblins, though this will not be apparent unless the characters stop to check). Approaching the Hungry Halfling, the group finds the inn besieged by ten goblins.

Many of the villagers are holed up inside, since the inn is the town's gathering spot and is the natural place to run for shelter. Within the building are twenty farmers armed with clubs, axes, and spears, plus ten hunters armed with short bows, spears, and long knives. Also inside is Aralic the Priest and Dunomoros, a druid passing through town and visiting Aralic when trouble came.

As the party approaches, one of the goblins breaks a window and is hit in the head by a sling stone for his trouble. Another comes around a corner with a torch and says something in their language (characters who speak goblin will translate it as "Let's set it on fire.") This should cue the party to engage the besiegers.

**Goblins (10):** AC 6; MV 90'; HD 1-1; HP 7,7,7,6,5,2,2,2,2,1; #AT 1; Dmg 1-6; XP 17,17,17,16,15,12,12,12,12,11.

On the second round of combat, Dunomoros (who fired the sling stone) will emerge from the inn armed with his shield and scimitar and will assist the party. No one else from the inn will come out to fight; they are in a good defensive position and also a bit skittish.

**Dunomoros (D1):** S10 D18 I12 C17 W16 Ch15; AL N; AC 3 (leather, wooden shield, Dex); HP 7; #AT 1; D 1-8 (scimitar)/1-4 (sling stone); Spells: animal friendship, detect magic, faerie fire; Items: backpack, pouch, tinder box, lantern, oil (4 pints).

Once the fighting is over and the area is secured, the party will be approached by Aralic and Dunomoros. Aralic explains that just after sundown, a swarm of goblins erupted from the temple's catacombs without warning. He and a few worshippers fled to the inn with the goblins in pursuit; his assistant Akkel was on an errand at the time and so avoided the danger (he will return later that evening).

Aralic is alarmed by this sudden attack on his town and, given the treatment he recently received from a band of orcs, he is rather frightened as well. He considers it urgent that the adventurers investigate the catacombs and clear out whatever's down there—this is more immediate to him than delivery of the note to Kavorquian (plot device linking B11 and B12). He may also want to study the note before deciding to send it on to Penhaligon.

The grateful villagers will gladly exchange the party's smaller coins for gold pieces (at cost), and will supply torches, oil, iron spikes, rope, and similar dungeoneering supplies at no charge, but within reason. They will also provide each party member with a week's iron rations for free, if requested. Aralic will heal the party and Hordan the innkeeper will provide characters with free room and board until they are ready to enter the catacombs.

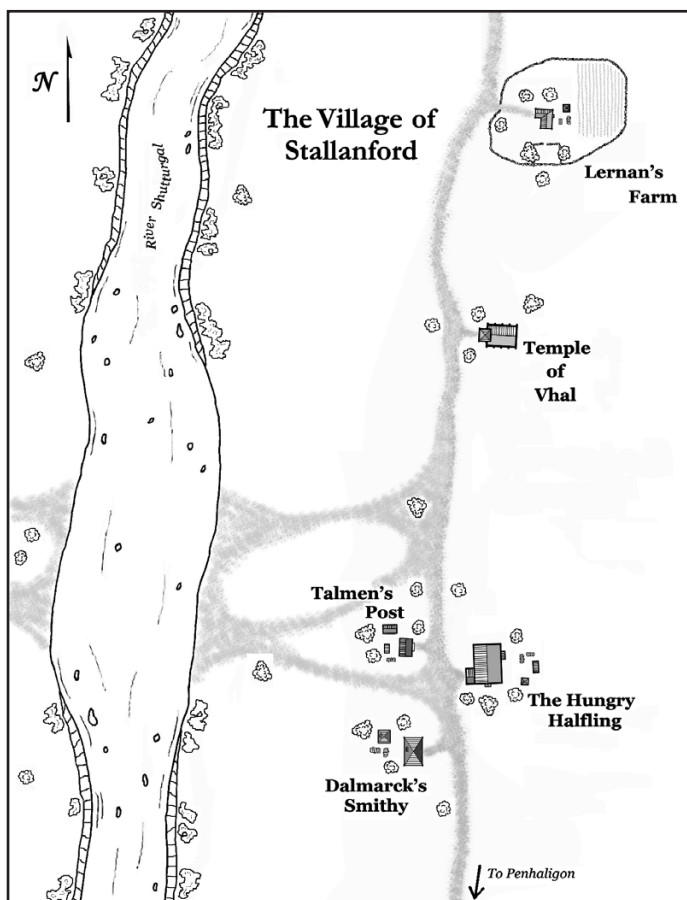
Dunomoros is anxious to join the party in clearing out the goblins, both to help a fellow cleric and because the attack made the fight somewhat personal for him. He will be happy to join the party permanently—or temporarily—as a player character, or can remain an NPC, at the discretion of the DM and the players.

## The Village of Stallanford

Stallanford is home to a few hundred people, mostly farmers. It has no standing army but can field up to 20 hunters armed with short bows, spears and long knives, plus up to 50 farmers armed with clubs, hand axes, and the occasional spear. These men are scattered in farmsteads centered upon the village core and do not train together.



The Temple of Vhal is served by Aralic and his assistant, Akkel (C1). Aralic is seen as a father figure by the villagers; often to be found in the Hungry Halfling, where he answers questions, offers advice, and welcomes visitors. Akkel is also friendly, but would be no good in a fight and will be no more willing to enter the catacombs than Aralic. The temple is in the north side of town, next door to Lernan's Farm. When the goblins exited the temple they went south, so the proprietor of Lernan's Farm, Harribal Flatfeet, was not harmed during the attack. He heard the fighting, though, and is hiding in his barn if the party insists on finding him right after the attack on the Halfling.



The Hungry Halfling is the only inn in town. It has a cowbell on the door and is run by Hordan Stonefield, a retired dwarf adventurer from the north. Hordan is a follower of Vhal, and is very protective of his staff: Meera (serving girl), Sayra (kitchen assistant and Meera's mother), Tahan (hunter/butcher), Darah (baker and Tahan's wife). Rates are as follows:

- **bunk:** 1 sp/night per person (2 sp for a room alone)
- **stable:** 6 cp/day per horse (includes grain)
- **meals:** 2 cp (poor), 5 cp (common), 1sp (good)
- **ale:** 1 cp/mug, 1 sp/gallon;
- **wine:** 2 sp/mug fine, 3 sp/gallon (watered)

Across the street from the Halfling is Talmen's Post, run by Eggard Talmen. His prices are 10% higher than standard, but he guarantees his merchandise if it

breaks through normal wear and tear. Eggard employs three guards: Olged (usually on duty during the day), Sado-of-Stallanford (night), Keyden (evening hours, the least social of the three).

Dalmareck's Smithy is run by Dalmareck the Dwur, a dwarf who claims—with considerable justification—to be “The FINEST smith in all the Lowland Fiefs”. Here the party can get horses shod or iron items repaired.

## The Catacombs

These lie beneath the Temple and are where the local dead are buried. The round anteroom is bare and the two side rooms are strewn with the bones of local villagers. The room at the end is largely bare and dusty, though there are some bones piled along the walls in places. Three of the alcoves at the far end hold statues of no particular significance, while the last has had its statue toppled forward and broken into several pieces. At the back of the alcove the wall has collapsed, revealing the start of a tunnel.

The goblins were digging when they unexpectedly broke through. Recognizing the catacombs as human construction, the goblins surmised that it must connect to the town above and soon decided to organize a raid. Those goblins staying behind are not expecting a retaliatory expedition and have taken no special precautions.

## The Goblin Tunnels

### 1. Small Cavern

There are five goblins milling around here, armed with spears. In principle they are guarding against intruders from the catacombs, but none expects any, so security is lax. The goblins will not be surprised, but neither will they gain any advantages to their initiative.

**Goblins (5):** AC 6; MV 90'; HD 1-1; HP 5,4,4,3,2; #AT 1; Dmg 1-6; XP 15,14,14,13,12.

### 2. Guardroom

This is the main entrance to the goblin tunnels. Until they broke through to the catacombs, this was the only way in or out of their lair. In the corner is a passage that leads gently upward, to the surface. This tunnel terminates in a clump of boulders and thick bushes just north of Lernan's Farm, so the entrance is normally hidden by foliage.

On duty here are six goblin guards sitting at a table and armed with short swords and spears. They will not be surprised, as guard duty here has always been taken seriously. There is a rack of short swords along the wall.

All ten swords are in decent shape and, like other short swords found in the tunnels, will each fetch a price of 5 gp.

**Goblins (6):** AC 6; MV 90'; HD 1-1; HP 7,6,4,3,1,1; #AT 1; Dmg 1-6; XP 17,16,14,13,11,11.

The long curving tunnel between here and location #1 skirts some harder stone to the south. A dwarf or gnome will recognize this if they stop to examine the walls.

### 3. Connecting Room

This room is empty except for a pile of trash in the southwest corner, which is home to four giant rats that will attack if the pile is disturbed.

**Giant Rats (4):** AC 7; MV 120'; HD 1-4 hp; HP 3,3,2,1; #AT 1; Dmg 1-3 + disease; XP 8,8,7,6.

### 4. Guest Room

There are two beds here, both ragged and of no real value, plus a plain wooden chair. Two bugbears are here, dispatched on an errand similar the bugbear visitor in location #7 of B11. When the bugbear tribe sent a representative to the orc caverns, it also sent these two to the goblins to see if the goblins were onboard with the planned orc attack on Stallanford and to gather any intelligence the goblins might have (the bugbear chief wants to avoid any chance of betrayal during the engagement). Each bugbear carries 10 gp. Any loud noises in locations #3, #5, #8, or #7 is likely to arouse the bugbears' curiosity and attract them.

**Bugbears (2):** AC 5; MV 90'; HD 3+1; HP 16,14; #AT 1; Dmg 2-8; XP 160,140.

### 5. Dining Room

Down the middle of the room is a long table set with chairs, metal plates and tankards. At the head of the table (before the chief's seat) are a silver plate (5 sp value) and a golden cup (2 gp value). If sold together they will fetch a total of 3 gp since they are a matching set—though made of different materials they are of similar style.

### 6. Kitchen

In this food preparation area are three goblins that have been assigned to kitchen duty. They will, of course, fight any intruders who enter.

**Goblins (3):** AC 6; MV 90'; HD 1-1; HP 5,3,2; #AT 1; Dmg 1-6; XP 15,13,12.

### 7. Slaughterhouse/Pantry

This room is heady with the smell of mushrooms and meat that is past its prime, but still edible. Inside are two human slaves, kidnapped farmers who have been put to work as butchers and food packers.

**Andarin (0-level human):** AC 10; HD 0-level HP 7; #AT 1; Dmg 1-2 (fist).

**Senonius (0-level human):** AC 10; HD 0-level HP 3; #AT 1; Dmg 1-2 (fist).

They are chained here and will beg to be freed. Each character may make one bend bars attempt per prisoner to break a chain (each man has an ankle chained to a sturdy loop sunk into the floor), but if the prisoners' chains can not be broken in this way, the party will have to smash them in order to set the men free—attracting the attention of the bugbears in location #4.

Andarin and Senonius know the layout of the tunnels and can be of real service to the party. If freed, they will pick up large knives (count as short swords) and pot lids (count as small shields, making them AC 9) and will join the party until it returns to Stallanford. They are eager to help clear out the goblins, but then they will simply wish to return to their farms. If the party requires it, the men can assemble a day's standard rations for each party member (unappealing food, but nourishing). The food will spoil on the second day if not eaten.

### 8. Empty Room

This is a connecting room, bare of any furnishings or items.

### 9. Bachelor's Commons

This is the main hangout for the tribe's male goblins. There are ten humanoids inside, half armed with short swords and half with morning stars. A clever party will use the passage to bottleneck its attackers and avoid being surrounded. Each goblin carries 2-8 cp.

**Goblins (10):** AC 6; MV 90'; HD 1-1; HP 6,6,5,4,4,4,4,3,2,1; #AT 1; Dmg 1-6; XP 16,16,15,14,14,14,14,13,12,11.

### 10. Storeroom

This disorderly room is heaped with short swords, spears, and mining tools. All items are in working order, though none is of any great value.

### 11. Treasure Room

Andarin and Senonius know that the tribe's valuables are



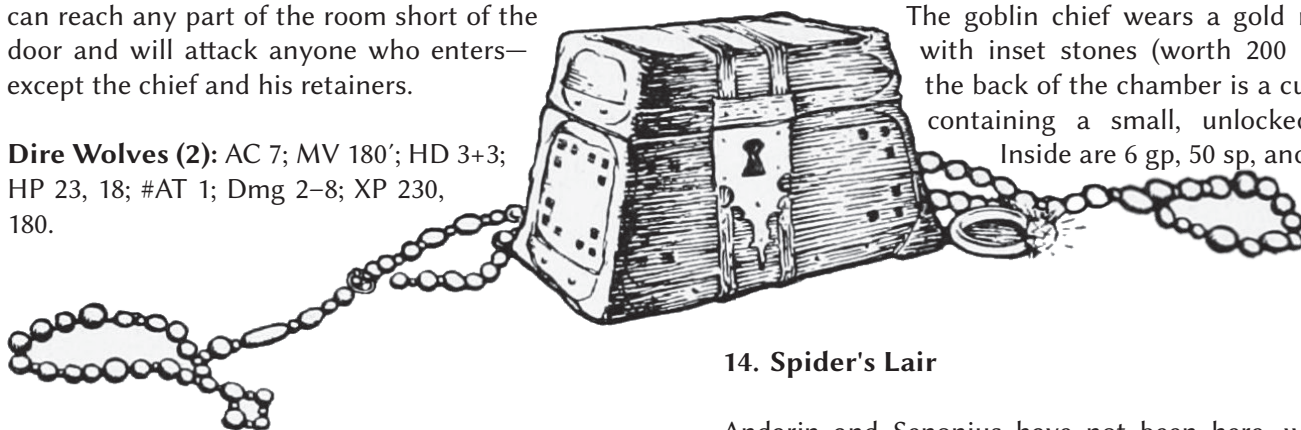
kept here, that only the ranking goblins go in or out, and that it is well guarded. They don't know exactly what guards the chamber, as the men have never been allowed to approach it. They've overheard hushed discussions hinting that something fearsome waits inside the room.

The door is locked, and a thief must successfully roll against Open Locks to open it quietly. Breaking down the door will make enough noise to attract a group of 2–5 goblin guards armed with morning stars. Each party member (except Andarin and Senonius) may make one attempt to break the door down.

**Goblins (2–5):** AC 6; MV 90'; HD 1-1; HP 1-7; #AT 1; Dmg 2–8; XP 10+1/hp.

Inside are two large dire wolves. They are chained to the floor so they cannot escape the room. The dire wolves can reach any part of the room short of the door and will attack anyone who enters—except the chief and his retainers.

**Dire Wolves (2):** AC 7; MV 180'; HD 3+3; HP 23, 18; #AT 1; Dmg 2–8; XP 230, 180.



The goblin chief wears a gold necklace with inset stones (worth 200 gp). At the back of the chamber is a cul-de-sac containing a small, unlocked chest. Inside are 6 gp, 50 sp, and 250 cp.

Provided he is with the party, Dunomoros will cast animal friendship, potentially neutralizing one of the wolves. At the DM's discretion it could work on both wolves, if the party is badly weakened—or, if it's too strong for this add-on and is having too easy a time, it could be ineffective or Dunomoros could simply not think of it. If a player has taken him on as a PC, the DM may suggest the spell, depending on the party's need to take one of the wolves out of commission (one dire wolf should be a challenge for a typical first-level party).

In the back of the room is a chest, locked but not trapped, containing 300 gp, 400 sp, two 50 gp gems, a scroll of cure light wounds (x2), and a pair of bracers AC8.

## 12. Horticulture Cavern

This large cavern is used to grow fungi to supplement the goblins' preferred diet of meat. Mushrooms of all sizes abound and obscure the view of the floor. There is nothing of value here, though like in location #7, the party can scavenge a meal here if it wishes. If the party thoroughly searches the room it will find goblin children and females hiding within. These noncombatants will not attack and will plead to be left alone.

## 13. Throne Room

Near the far end of the tunnel is a wooden throne, in front of which is the goblin chief and his retainers.

**Goblin Chief:** AC 5 (shield); MV 90'; HD 1+1; HP 7; #AT 1; Dmg 2–8 (morning star); XP 34.

**Goblin Retainers (4):** AC 5 (shield); MV 90'; HD 1+1; HP 8,6,6,3; #AT 1; Dmg 2–8 (morning star); XP 36,32,32,26.

After two melee rounds, five more goblins will arrive (AC 6; HD 1-1; HP 1-7; AT 1; Dmg 1–6; XP 10+1/hp) armed with short swords. Three rounds after that, the two bugbears from location #4 will show up if they have not yet been defeated. If the bugbears have been previously dealt with four additional goblins will arrive instead.

## 14. Spider's Lair

Andarin and Senonius have not been here, while the goblins know something awful lies down the corridor and avoid it. The two will follow the party down the passage but will hang back, avoiding entering the room. The chamber's southern half is heavily webbed and likely to entangle the party during a fight, but the webs are highly flammable.

On the ledge in the northwest corner is a giant spider that waits for something to walk below. It will wait until most of the party has passed and then leap upon someone in the rear (not Andarin or Senonius, who will not enter the room). The spider will not flee down the passage unless it is in dire straits, especially with Andarin and Senonius positioned in the corridor. If seriously pressed, the creature will scuttle into the pervasive webbing as long as there is a clear path.

**Giant Spider:** AC 4; MV 30'/120' (web); HD 4+4; HP 24; #AT 1; Dmg 2–8 + save vs. poison or die; XP 285.

Scattered under the webs are 7 gp, 12 sp and 11 cp. Also hidden are the skeletons of three goblins—one empty-handed, one with an old short sword, and the last a smaller skeleton possessing a fine dagger worth 20 gp. If the party kills the spider, Andarin and Senonius will suggest that this location would be a good place to rest

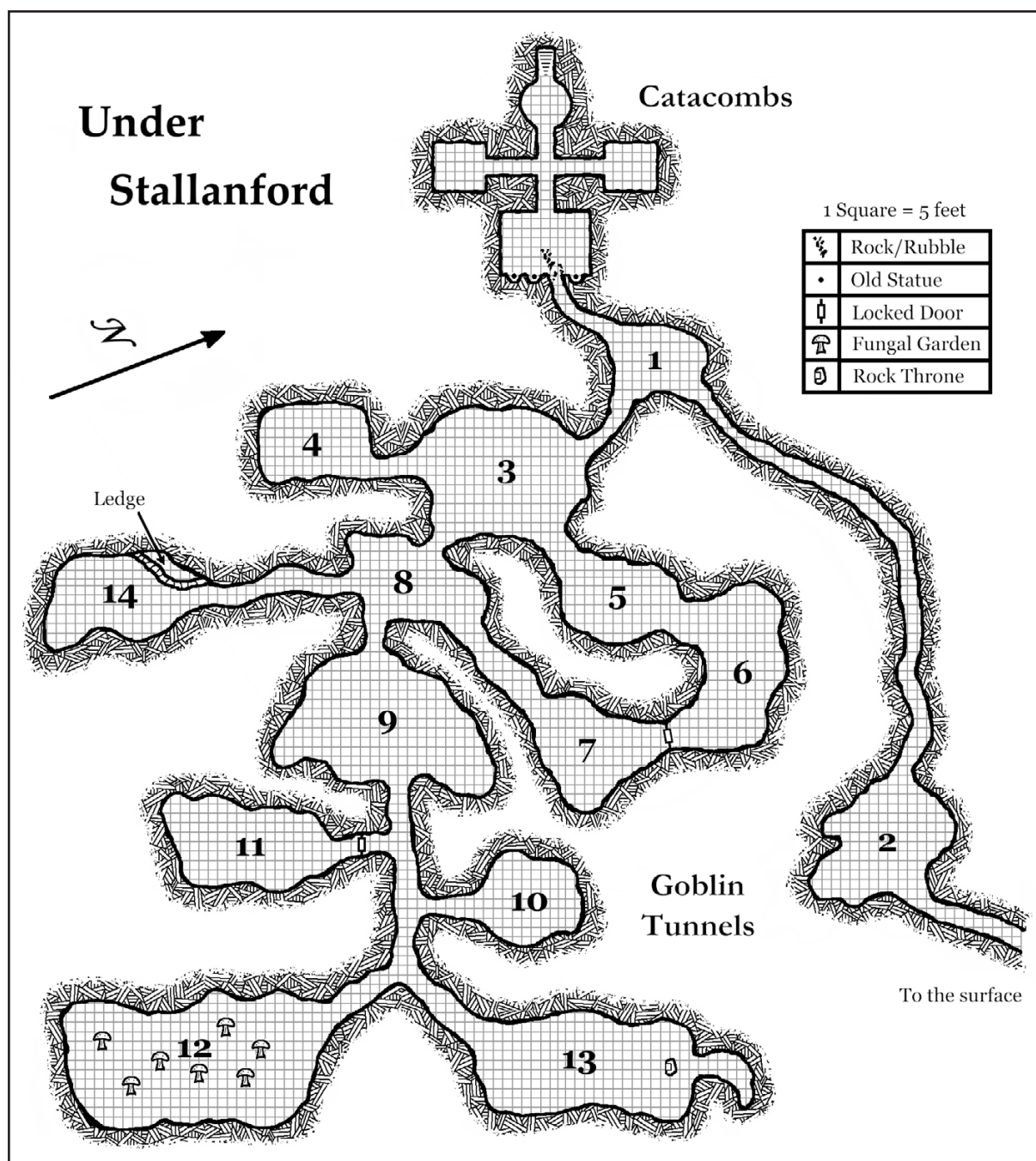
and recuperate when needed, since the goblins fear the place and will not approach it.

## Epilogue

Upon returning to Stallanford, the party will report to Aralic and receive free room and board at the inn. Also as before, the villagers will exchange money for the party and replenish the characters' supplies of adventuring equipment (but not weapons), within reason. The town will send the group off with up to a week's supply of iron rations.

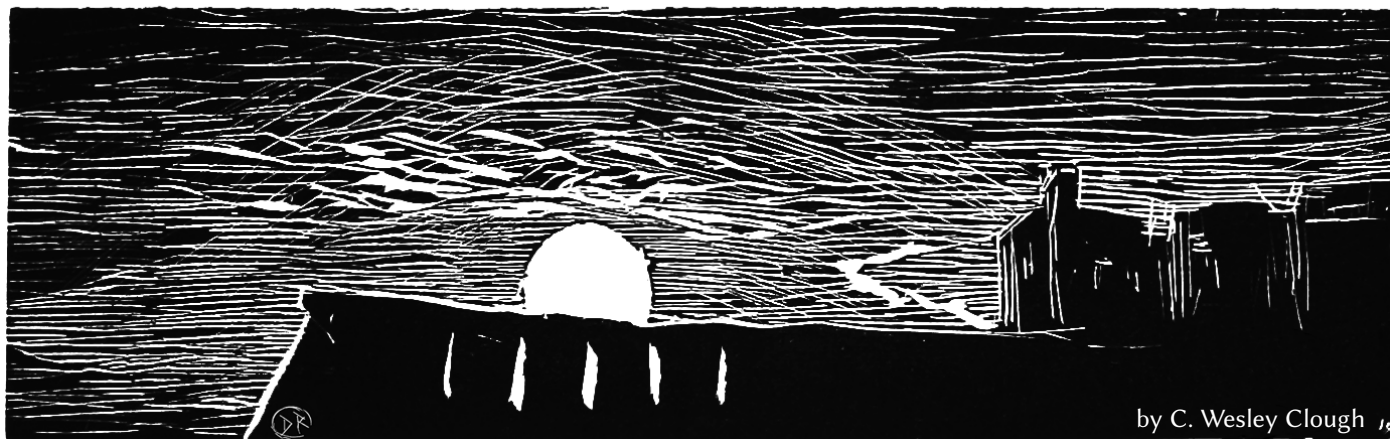
I created this add-on adventure when my children suffered a total party kill (TPK) at the end of module B11 (see <http://goo.gl/XqrL5G> for a recounting of it) and had to start over with a fresh party. Rather than send a hapless first-level group into the next module, B12

(which is geared to characters of at least second level), I invented this adventure as something to help build them up. Each party member earned around 600 experience points and the bracers found at the end of the adventure replaced the ring of protection +1 that had been acquired in B11, but had been taken by Petrides when he fled. Even after completing this adventure the new party was still not approaching second level. I therefore improvised another errand, which the DM may also need to consider. On the characters' return to Stallanford, I had Aralic inform them that the recent goblin and orc activities may be related to the old stronghold of Rogahn and Zelligar, a ruined fortress located in the mountains to the east. Thus, I ran the players through module B1 to gain still more experience. In our campaign, Aralic and the Stallanford townsfolk considers this urgent because they are a bit paranoid about the attacks—the bad guys could come for town again if they are not stopped.





# The EYE of ISHUR



by C. Wesley Clough

"You are an adventurer, are you not? You have that look about you. Are you in need of work?"

Arakam glanced to the side; he saw a stout man in silk clothing watching him intently. The man looked much like the other people Arakam had seen in Kolos since he had arrived the day before, although the stranger's clothing was finer. The man's dark hair fell in tight ringlets, and he had a gold chain braided into his beard.

"Do you know me?" Motioning to an empty seat at his table, Arakam took another pull of his ale.

The man eased his bulk into the chair. His dark, beady eyes quickly glanced around the tavern's mostly empty common room before coming to rest upon Arakam across the table. Arakam saw a glimmer of recognition in the man's eyes, but the stranger shook his head.

"Should I know you?" The man waited for a response. When none was forthcoming he continued, "I have need of a man who is not from Kolos, and at the quay yesterday morning I saw you arrive on a caravel. The way you carried yourself, and the easy way your blade hung on your hip, suggested that you might be just the man for me."

"I am not a killer for hire." Arakam set his tankard down and reached for the buttered bread in the bowl in front of him. He was not lying. Arakam had a fearsome reputation as a swordsman, but he actually preferred not to fight if he could help it. Adventurer, the term that the stranger had first used, was what described Arakam best. He lived by his wits, a traveler who seldom passed up an opportunity to acquire some coin or go after a lost treasure.

"Of course you're not, and it isn't a killer I am seeking . . . rather I seek a man willing to liberate the property of others or, to put it more bluntly, a thief. I mention your easy way with a blade simply because there may be an element of danger involved." The man leaned forward. "What if I told you there was an amethyst the size of your head lying unguarded not a mile from here. It is known as the Eye of Ishur, and if you get it for me I will split the profits of its sale with you. Giving you perhaps twenty percent?"

"Twenty percent? In truth, you must not know me," Arakam chuckled. After chewing a mouthful of bread, he

asked, "How do you know that I won't keep the gem for myself once you tell me its location?" Arakam had stolen before, both for himself and at the behest of others, and his skills in that area were not inconsiderable. Some of his more daring heists had made it into minstrel lays in the kingdom of Garland, although Arakam was not at all certain that a famous thief was a good thief.

"I already have a buyer lined up, ten thousand gold coins," the stout man replied. "Moving a gem that large and recognizable would be difficult for a stranger. You would be forced to sell it to somebody like me in any case, undoubtedly for less than you would get if we split the profit I am going to make."

Arakam looked thoughtfully across the table. "You need an outsider because the gem is on display in a public place, or at least located in place of high traffic where you can't risk being seen and associated with the theft." Ishur, the name struck a chord in Arakam's memory. If he wasn't mistaken, Ishur was one of the gods worshipped in Kolos—a fire god. Rumors swirled of human sacrifices consigned to Ishur's flames. "The gem rests in a temple perhaps?"

The man's eyes widened slightly, but he nodded. "In Kolos everyone knows Danit the Jeweler," he swept his arms wide in one of the grand gestures that were common among speakers from Kolos. "Attempting to take it myself would be a sure way to get caught. People would remember seeing me on the street near the temple after the gem was discovered missing."

"Getting caught? Is that the danger you hinted at before?"

"No, it should be easy enough for a stranger to get into the temple and out again without being recognized. I expect the discovery of the missing gem will not come until sometime after dawn. If you get in and out before midnight you'll have plenty of time to make good your escape," Danit shifted forward in his chair. "The danger I speak of is . . . competition. Not an hour ago my sources informed me that another jeweler, my competitor Hychaim, has also hired outside assistance and means to make his own play for the gem tomorrow night."

"Why is the gem not guarded?" Arakam asked, "Does fear of being sacrificed to Ishur keep local thieves away?"

"No," Danit shook his head. "Despite rumors to the contrary, Ishur doesn't demand the lives of his faithful. Mostly it is respect for the god that keeps thieves away, that and an inability to sell such a well-known item."

"And you are not so pious and have the means to see to its sale," Arakam nodded. "Alright, I'll retrieve the gem for you, but it will cost you thirty percent of the sale."

"That's agreeable," Danit replied after a moment's consideration. "You will go tomorrow night."

"Why not tonight, and be sure of beating Hychaim's men to the prize?" asked Arakam.

"There's a ceremony being held at the temple of Ishur this night," Danit said. "The place will be thronged with people—including myself—until well past midnight. I don't want the amethyst stolen on a night when I am within half a mile of the temple," he waved his hand. "My spy in Hychaim's household said that his men won't attempt to steal the amethyst until an hour after midnight, giving you plenty of time to steal it out from under them if you get there earlier."

"Tomorrow night it is then," Arakam took another pull from his tankard. "Tell me about the temple and where you want me to bring the gem once I have it."

After describing the temple of Ishur to Arakam in exhaustive detail and giving him an address near the docks to deliver the gem, Danit pulled his heavy form out of the chair and exited the tavern by the front door. A moment later Arakam stood and dropped three royals, the silver coins of the Kingdom of Garland, on the table to pay for his ale and bread, and he slipped out the door after the jewel merchant.

Arakam was certain that Danit had recognized him, but he was unsure why the jewel merchant had chosen to lie about it. Most people tried to flatter Arakam and play up his fame when they sought to hire him for this sort of work. A sense of disquiet had developed in his belly the longer Danit had talked, and Arakam had long since learned to trust such feelings. He had told Danit he would steal the gem, but Arakam never felt overly obligated to keep his word to those who asked him to perform illegal acts; he would find out more about the jewel merchant before committing to a course of action. The caravel that Arakam had arrived on was to sail out of Kolos harbor on the predawn tide the morning after the next, and Arakam planned to be on it one way or the other.

The island city of Kolos, with its mudbrick buildings and stone-paved streets crouched around the harbor. Near the water the buildings were large, some rising to three or four stories in height, and close set, while further up the surrounding hills the streets got steeper and narrower. Up there the buildings were smaller and more broadly spaced. There were, of course, exceptions. The few larger temples in Kolos were invariably located higher up on the flanks of the hills surrounding the harbor.

The streets teemed with people during the day, and

often late into the night, as the merchants and artisans that made up the majority of the population went about their business. Even the drizzling rain from the dark afternoon sky could not disperse the crush of the throngs.

Arakam had no trouble blending into the crowds as he followed Danit. The jewel merchant led Arakam a meandering path through the narrow, crooked streets before finally stopping at what appeared to be a private residence near the very temple that Danit had approached Arakam about robbing. Arakam crept into the shadowed alley alongside the dwelling. Typical of most homes in Kolos outside of the harbor area, the house was made of mudbrick; it was roughly square in shape but only a single story in height. Out of sight of the crowds on the street fronting the home, Arakam scrambled up the wall to the building's flat roof. In the center of the house was an open courtyard, and Arakam could hear voices speaking quickly and excitedly. Like a silent shadow, Arakam slipped forward. Danit's voice rose from below along with the voices of two others that Arakam didn't recognize. The adventurer sat back on his haunches to listen.

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A chilly breeze blew from the harbor and tugged at his cloak as Arakam reached the top of the temple's outer wall. He crouched on the ceramic tiles of the roof and glanced around. The Temple of Ishur was laid out just as Danit had described it. Fronting the street was an entry house with a peaked roof; from there colonnaded galleries stretched to the larger fane, which showed peaked roofs and a central



dome. Between the entry and the sanctuary was a paved court with a round pool roughly in the center. Arakam assumed that at a certain time of day the main temple would be reflected in the pool. Oil lamps set on top of six-foot iron poles lit the pool.

From the outer walls on the side of the complex tiled roofs sloped down above the galleries, and it was on one of these that Arakam now crouched. The street in front of the temple had still been busy an hour before midnight, but the small alley that ran alongside the compound had been deserted. Unseen, Arakam had easily scaled the temple's outer wall. He scanned the courtyard but saw no movement and heard nothing beyond a faint din from the street. He then crept down the slope of the roof until he was at the edge. Lying on his belly, Arakam leaned his head over and glanced around the dark gallery below.

Satisfied that there was no one lurking, Arakam gripped the edge of the roof and allowed himself to slide forward a bit further. He twisted as he slid free of the roof, landing quietly on the balls of his feet and dropping into a crouch. The thief counted to thirty in his head while listening intently, but the gallery remained silent and no sounds of guards came from the grounds.

Arakam rose to his feet, a slightly darker shadow in the shadow-filled gallery. He quickly checked himself over to make sure that he had lost none of his equipment during the climb. His hand brushed the hilt of the short arming sword hanging at his left side from a leather baldric, making sure it was still secure in its scabbard. His other hand checked the long dagger similarly sheathed on his right hip. His gear intact, Arakam moved carefully down the gallery toward the main temple.

The double wooden doors leading into the main temple were half again as tall as a man and each was six feet broad. Arakam tugged on the pull ring set into the right-hand door, but it didn't budge. Looking more carefully at the relief carvings of gods and men that covered the surface of the doors, he found a slide mechanism that would release the bolt holding the doors closed. Arakam had seen the like before, and he suspected that there was another slide working the bolt from the inside of the door as well.

Pushing the bolt back, Arakam frowned as it made a loud thumping noise. He waited in silence for a guard to come around the corner or out of the entry house. Half a minute later, when no one had appeared, Arakam relaxed slightly and pulled open the right-hand door far enough to slip inside.

A hallway stretched perhaps ten paces from the double doors before opening up into the great sanctuary. Light in the sanctuary provided a dim illumination to the hall. Still thick with shadow were the alcoves that lined the hall, three on each side, and from his place near the door Arakam

couldn't tell what, if anything, they held. Seeing and hearing no movement, Arakam pulled the great door closed behind him and worked the slide to rebolt it.

Arakam slipped up to the first alcove. The opening was about two paces wide and slightly more than that tall, coming to a pointed arch at the top. A red-dyed linen curtain hung from the ceiling just inside the entrance. Easing the curtain aside and glancing beyond Arakam let out a low gasp and reached for his blade. As his eyes adjusted to the darkness he realized that the men he saw ahead of him were mere images on a tiled mosaic some three paces from where he stood. They were depicted in ceremonial red and yellow garb, and he took them to be the images of priests. Arakam let the curtain fall and moved quietly down the hall to the next alcove. Slipping aside the curtain revealed a nearly identical space, differing only in the positions of the mosaic figures. Comforted that the alcoves appeared to hold no danger, Arakam continued toward the temple's sanctuary.

A large circular room fully one hundred feet across sat beneath the temple's dome. Carvings and statuary in half relief depicted men and women in poses of worship and covered the walls of the sanctuary. Arakam could see that the passage of countless feet had worn smooth and polished the floor. A semicircular trench in the room's floor separated the far third of the room from the entrance area. The channel was some twelve feet across and bridged by a single six-foot-wide stone slab. The light that filled the room came up from the trench and Arakam could see the flames licking above the rim here and there along its length.

In the sacred area on the far side of the flame-filled moat, Arakam could see a long, flat altar stone, carved with images of flames and leering faces. Behind the altar was a copper statue, nine feet high, of a figure manlike and yet not a man. The statue sent a chill through Arakam, although he could not say for certain why; it was grotesque in some subtle way that he could not consciously comprehend. The head was too large, its open mouth frozen in a perpetual grimace. The statue's arms were disproportionately long, and its legs where too short, creating a slightly simian appearance. Strangest of all was the huge amethyst placed in a hollow in the center of the statue's forehead, like a gigantic, violet third eye. Arakam could only guess that the statue was an image of the god Ishur itself.

Arakam was about to enter the sanctuary when he heard the loud thump of the door bolt being drawn back. Acting quickly, he ducked into the alcove to his right, pulling the curtain to stillness behind him. Arakam heard stealthy footsteps in the hall; he listened closely as they passed by the alcove and entered the great sanctuary.

Looking about the shadowed alcove Arakam saw a set of shutters on the wall fronting on the sanctuary, and, pulling them open a crack, he could see into the sanctuary through



a small window concealed among the carvings that covered the sanctuary's walls. Arakam watched two men and a woman walk quietly across the sanctuary. They were not of Kolos by the cut of their clothing and physical features. Arakam guessed that Hychaim's thieves had arrived much earlier than Danit had told him they would. Arakam was surprised to recognize the taller of the men.

Lionel of Herth was a minor noble of Garland who had sided with King Odollord's younger brother Neilus in his play for the throne. Arakam had been present when the baronet had been sentenced to death, in absentia, for treason. At the king's request Arakam had led a team of mercenaries to try to capture Lionel in the closing weeks of the war, but the wily noble had managed to escape. Lionel had vanished into exile with Neilus when the prince fled as his support crumbled in the waning days of his failed rebellion. Arakam's failure to capture the baronet had been one of the factors that played into the cooling of his relations with King Odollord and his eventual leaving that monarch's service. Arakam knew that in Garland there was still a hefty price on the disgraced noble's head, dead or alive.

The three thieves stopped at the slab that led over the burning moat. By some trick of the acoustics of the vaulted chamber Arakam could hear their whispered conversation as if he was standing there with them.

"I don't think I want to go any further," the woman said, her blond hair catching the light coming from the trench as she uneasily eyed the slab that served as a bridge. From her accent and clothing, Arakam took her to be from southern Garland, likely near Herth. Perhaps a relative or retainer who had followed Lionel into exile, Arakam mused.

"Stay here and watch the door then," replied Lionel, "Kastor and I will retrieve the jewel. You just make sure that we are not caught unaware by guards or the thief that Hychaim's rival hired."

"Tat's a creepy lookin' ting, isn' it?" The shorter man, Kastor, said, indicating the statue. Kastor's short, kinky brown hair and sallow skin marked him as a Duran, one of the nomads that dwelt along the northern edges of the Stonelands of Tern. Arakam wondered what the short nomad was doing so far from home.

"It's just a statue; it can't hurt you," Lionel said with a shake of his red-bearded head. "Come on."

The former noble started across the slab with Kastor on his heels. The woman turned to face the hall that led to the main doors, her hand resting on the hilt of her anelace.

Lionel and Kastor approached the altar with caution. The two men stood looking up at the statue for a long moment. "I am the heavier of us," Lionel said. "I will boost you up, and you can retrieve the eye." He dropped to all fours directly in front of the grotesque statue.

Kastor stepped up onto Lionel's back. From his vantage it looked to Arakam that the short thief's eyes were still nearly a foot below the level of the amethyst. Kastor grabbed the

statue's shoulders and heaved himself a bit higher, finding purchase for his feet on the decorative bands carved on statue's upper thighs. "Damn, tis ting is 'ot to te touch," he said down to Lionel.

"Forget about that," Lionel replied, rising to his feet. "Get the jewel and let's get the hell out of here."

"A bit of wire is all tat 'olds it in place." Holding on to the side of the head with one hand, Kastor reached around with the other to pull forth a foot-long poniard that was nestled against the small of his back. "I'll 'ave it out right quick."

The sound of snapping wire carried to Arakam as Kastor dug around the amethyst eye with his poniard. The thief hanging on the statue replaced the dagger in the sheath on his back and reached into the hollow with the hand that had been holding it. He delicately pulled the head-sized amethyst free from its socket.

"I'm goin' to drop it down to you," Kastor said looking at Lionel. "Be ready, tis damn statue is getting 'otter."

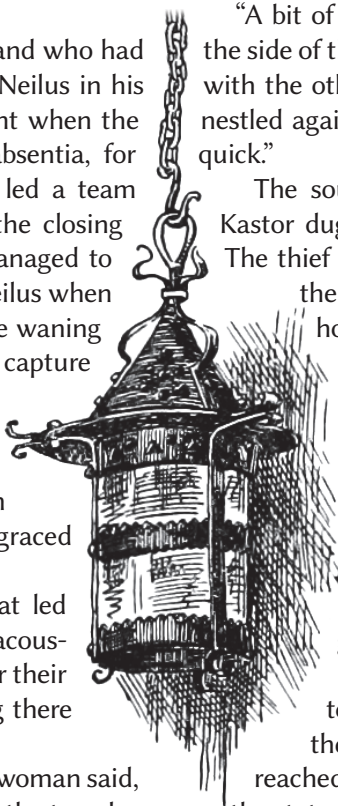
Lionel caught the amethyst with a grunt, using both hands. Kastor dropped back to the ground while the former noble slid the huge gem into a silk sack.

"Let's go," Lionel said, turning to start back toward the slab over the channel. There was the sound of groaning metal behind him. As he reached the slab over the moat he turned—to see that the statue was moving! Its arms shot forward to enwrap Kastor from behind. The short Duran's shriek was quickly cut off, and then the only noise was the sounds of his ribs breaking. Arakam felt his guts twist with horror; the statue was hot enough to glow, and the smell of searing flesh quickly permeated the sanctuary.

"Illyana, run!" Lionel shouted, and he started to spring across the slab that bridged the fiery moat. The woman, who had looked back when she heard the commotion, needed no more urging and took off toward the hall. The statue tossed Kastor's broken, smoldering body into the fire-filled trench and came after Lionel with surprising swiftness for a nine-foot-tall mass of copper.

Illyana sprinted past the alcove where Arakam was watching the action unfold. The adventurer drew his sword, keeping an eye on the statue through the window. Lionel had nearly made it to the hallway when his boot slipped on the worn stone of the floor and he fell. The silk bag holding the amethyst flew from his hand and slid along the floor until it came to rest just in front of the curtain of Arakam's alcove. Arakam felt a twinge of pity for the disgraced noble; treacherous cur that he was, Lionel of Herth deserved a better death than this. Arakam thought about rushing to the fallen rogue's aid, but then it was too late.

Lionel rolled over onto his back as the statue loomed over him. The baronet slid backward as he tried desperately to draw his broad sword. There was a whistling sound, like a boiling kettle, just as Lionel's sword came free of its scab-





bard. From the statue's mouth, still frozen in its eternal grimace, a jet of steam rushed forth. The whistling stopped, and the statue continued forward again, walking past the scalded corpse. From the window Arakam could see that it was headed toward the hall and the alcove he was hiding in.

Arakam moved toward the curtain. Hearing the statue stop just outside of the alcove he burst into motion. With one sweep of his sword he slashed the cords that held the curtain, and with his free hand he hurled it over the statue's head and upper body. Kicking the sack with the amethyst further down the hallway toward the door, Arakam struck out with his sword at the statue's left leg.

Arakam expected the sword to glance off the copper, leaving a small nick or gouge at the most and hopefully knock the thing off-balance. Instead, the blade bit deeply. There was a shriek of metal, followed by a blast of steam out of the wound around the sword blade. Arakam dropped the sword and leapt away to avoid being scalded. The statue was hollow, its metal skin forming a reservoir for the super-heated water with in it. Ducking under one of the statue's flailing arms, Arakam could see that the curtain was already starting to smoke; it would not take long before the heat of statue burned it off.

Arakam turned and ran toward the door that the fleeing Illyana had left open. He reached down and scooped up the sack with the amethyst as he passed it, and then he was outside. He slammed the door closed and shot the bolt into place.

The large wooden doors shuddered as something massive and strong slammed into them. Arakam backed away as the blow was repeated. Glancing around for a potential weapon, his eyes fell upon one of the iron lamp poles. Reaching it in two quick strides Arakam pulled the six-foot iron pole from its socket in the pool's low rim, tipping the oil lamp off into the water. The heft of the pole told him it was made of solid iron.

There was a crash as the temple's doors burst open, giving way as the bolt tore free in a shower of jagged splinters. The statue stood framed in the doorway, a few flaming bits of fabric all that remained of the curtain that Arakam had thrown over it. Seeing Arakam standing at the edge of the pool the statue rushed forward in a lumbering run, its simian arms spread wide to grasp him in the same deadly grip that it had used upon Kastor.

At the last possible moment Arakam leaped to one side and thrust the iron pole at an angle between the statue's legs, shoving the far end between two cobblestones. The statue's momentum bent the pole, but it also threw the copper goliath off balance. For a moment it teetered on the edge of the pool, and then Arakam launched his shoulder into the small of its back. The heat of the statue burned his shoulder through his cloak and shirt, but the contact was brief, and the tottering statue fell forward into the cold water.

With the shriek of tearing metal, steam and twisted copper exploded upward from the pool. Backing away from the pool Arakam thought he saw, for just a moment, in the column of boiling water and steam three violet eyes that

gazed malevolently at him before collapsing back into the pool.

"I'll be taking the amethyst, thank you." Arakam felt the point of a blade against the center of his back. "I don't know who you are, but the gem is mine. I am taking back to Hychaim for my reward."

"That would be a mistake," Arakam said, turning his left foot slightly outward but making no other movements. "Hychaim sent you here to die, just as Danit did to me."

"What are you talking about?" Illyana said, forcing the point of her short wedge-shaped sword a bit deeper.

"Hychaim and Danit are not rival jewelers," Arakam said. "They are rival priests of Ishur. It is a competition, the one that provided the better sacrifice tonight being acclaimed high priest on the morrow. Hychaim sought to gain favor by sending three strangers to die as sacrifices to Ishur, you three. Danit sought to trump him; he recognized me on the dock and sought to send me to my death, feeling that I was more valuable than three nobodies."

"My cousin Lionel was not a 'nobody.'"

"True enough; I recognized him at once," Arakam responded, keeping his voice carefully neutral. "A half dozen years ago Hychaim and Danit may have recognized him as well, but Lionel of Herth has been too long out sight, my fame has eclipsed his, I am afraid."

"Your fame?" Illyana hissed, "Who are you?"

Arakam spun on his left foot, his right hand freeing the long dagger from his belt at the same time as his left hand slapped the flat of Illyana's anelace, forcing the short sword wide. Arakam ended his movement facing Illyana, with his dagger tip resting against her left armpit and her blade out of position. "Arakam of Aluana," he said with a slight smile.

"Damn," Illyana said, lowering her blade. "Had I known who you were I would never have tried to take the gem."

"Sure you would have," Arakam said, still smiling, while he stepped away. "You just would have struck instead of talked and then taken the amethyst from my corpse."

"Perhaps so," Illyana said with a dark look on her face. "What you said about our employers, was that true or just a play for time?"

"True," Arakam replied. "After he left me last evening I followed Danit in secrecy. He came to a dwelling very near this temple and met with several other members of his order. I listened in on their conversation."

"And now that you have the gem, what do you plan on doing with it?" she asked.

"I'll sell it elsewhere, perhaps in Garland," Arakam responded thoughtfully.

"How will you get away? Kolos is an island city. It will not be difficult for them to find you once they realize that you survived and the amethyst really was stolen."

"The caravel I arrived on is set to leave the harbor with the predawn tide. We can be at sea before they realize what has happened."

"Why did you come to steal the gem if you knew it was a trap?" she asked.

"The challenge," he replied with a shrug.

# Shards from the Workshop

You will find here creatures and constructs suitable for use in Advanced Dungeons & Dragons and similar systems. The authors wish to share their creations, but they hold

copyrights to their creatures' names and descriptions. Unless otherwise indicated, the entirety of each entry is to be construed as the author's Product Identity.

The following creature is OSRIC™ Open Content

**Fungal Sloth (Cap Creeper)** by Stephen McFadden

**Frequency:** Very Rare  
**No. Encountered:** 1d20  
**Size:** Small (3–4 ft tall)  
**Move:** 30 ft  
**Armor Class:** 8  
**Hit Dice:** 1–1  
**Attacks:** 1  
**Damage:** 1d2  
**Special Attacks:** See Below  
**Special Defenses:** See Below  
**Magic Resistance:** Standard  
**Lair Probability:** 100%  
**Intelligence:** Semi-  
**Alignment:** Chaotic Neutral  
**Level/XP:** 1/10 + 1 per hp



Fungal sloths, also called cap creepers, are small, koala bear-like animals that shun all creatures other than funglings (mushroom men), which they tolerate. Content to spend their lives up, under the fruit caps of gargantuan fungi, fungal sloths do little more than eat from their host mushroom and defecate out hallucination-inducing excreta. Living underground, or anywhere that fungal forests will thrive, cap creepers are inexorably tied to their food sources.

Fungal sloths have loose, thick hides that deflect attacks fairly well. Thus, even though they move extremely slowly, and always lose initiative, cap creepers have moderate armor classes of 8. Fungal sloths will always retreat from a threat but, if cornered, will lash out with an oddly shaped arm tipped with two sharp claws. If a fungal sloth connects with such a blow the recipient must save versus poison (at a -4 penalty) or rapidly die (1d4 rounds) from mycetic poisoning (plant and fungi-based life forms are immune to this effect.) Likewise, the flesh of fungal sloths is highly poisonous and is shunned by all living creatures.

Cap creeper excrement is hallucinogenic and is used in potion manufacture by magic users and by king funglings and evil 'shrooms alike. Worth its weight in platinum, the excrement of fungal sloths is prized throughout the underdark and is used as a trade commodity between fungling communities and outsiders. When refined, the excrement becomes a prime ingredient in mind-altering potions of the following types: *clairaudience*, *clairvoyance*, *ESP*, *heroism*, *human control*, *love*, *persuasiveness*, and *super-heroism*. Indeed, king funglings often designate large swathes of their mushroom forests as sanctuaries for fungal sloths, protecting the cap creepers from harm and keeping

the animals out of the possession of those who covet their scat. King funglings and their evil counterparts ('shrooms) have been known to take fungal sloths as familiars and ready sources of potion-creating excrement, going so far as to allow favored sloths to cling to the undersides of their own fruit caps and eat their own tissues. Other funglings shudder at such base behavior, but alchemy-practicing kings and 'shrooms can become quite attached to their personal cap creepers.

A humanoid coming into skin contact with a fungal sloth's excrement must save versus poison or suffer one of the following effects (d8): (1–2) a *scare* spell; (3–4) a *forget* spell; (5–6) a *fear* spell; (7) a *confusion* spell; (8) a *potion of delusion* of the type listed in the previous paragraph, chosen randomly. All spell-like effects are as cast by a 7th level magic user, the *potion of delusion* effect lasting for 1d6 turns. As a precaution, fungal sloths hiding within a host-mushroom's fruit cap will attempt to fling their scat upon any non-vegetable or non-fungi based lifeform that walks below (on a successful hit versus AC 10).

Cap creepers do not have possessions and ignore any items that others would deem to be treasure.

**Golem, Decanter** by John A. Turcotte

**Frequency:** Very Rare  
**No. Appearing:** 1–4  
**Armor Class:** 9  
**Move:** 9"  
**Hit Dice:** 1 (6 hit points)  
**% in Lair:** 100%  
**Treasure Type:** Nil  
**No. of Attacks:** 1  
**Damage/Attack:** Special  
**Special Attacks:** See below  
**Special Defenses:** See below  
**Magic Resistance:** See below  
**Intelligence:** Non-  
**Alignment:** Neutral  
**Size:** M  
**Psionic Ability:** Nil  
**X.P. Value:** 196



Decanter golems are exceedingly rare constructs. In appearance, they are humanoid in shape, exquisitely fashioned out of glass. Clever hinges built into the tops of their heads permit their pates to swing open like teapots, allowing the hollow golems to be filled with liquid. Contact poisons and acids are commonly used to fill golems, and the golems' contents determine their coloring. It will not be immediately



apparent to onlookers that decanter golems are liquid-filled; they will outwardly appear to be constructed from a crystalline substance of similar color.

These golems can attack by touch or at normal melee range, small spouts in their fingertips allowing them to spray their contents on an opponent up to 3' away upon a successful hit. However, the golems' creators actually intend the constructs to be attacked with weapons. Any blow inflicting 6 hp of damage on a decanter golem will cause the construct to shatter and explode, inflicting a triple-strength direct hit (see DMG, p. 64) back upon its attacker. This also results in a double-strength splash upon all creatures within a 5' radius. The capacity of a decanter golem is 160 pints (20 gallons) of any liquid.

Decanter golems are immune to most spells, including all mind-affecting magic, holding, paralysis, death magic and illusions. They are not subject to poison. They are unaffected by acid, electricity and magic missiles but, if a decanter golem fails its saving throw against fire or cold-based spells (saving as 3 HD monsters), its contents will freeze/boil as appropriate and cause it to shatter, as above. If the save is made the golem is unaffected by the spell. Decanter golems are entitled to a saving throw against *shatter* spells but are destroyed if the save is failed.

The following creature is OSRIC™ Open Content

#### Mermonoceros (Sea Unicorn) by Stephen McFadden

**Frequency:** Rare  
**No. Encountered:** 1d6  
**Size:** Large (10 feet long)  
**Move:** 210 ft  
**Armor Class:** 3  
**Hit Dice:** 4+4  
**Attacks:** 3  
**Damage:** 1d4/1d4 (forelegs), 1d12 (horn)  
**Special Attacks:** Charge  
**Special Defenses:** None  
**Magic Resistance:** Standard  
**Lair Probability:** 10%  
**Intelligence:** Average  
**Alignment:** Neutral Good  
**Level/XP:** 3/200+3/hp



Sea unicorns dwell only in warm, coastal waters of moderate or shallow depth. They are fiercely independent creatures, but live in small herds of related animals and will work cooperatively with sea elves (with whom they closely associate) to chase away predators and evil creatures such as sahuagin, scrags and sea hags.

Mermonoceri are not natural and they broke away from their land-dwelling cousins when aquatic elves mysteriously diverged from grugach. Possessing porpoise-like lower halves, sea unicorns propel themselves through the water at a fast pace while making subtle adjustments to their movement with their front appendages. Their forelimbs have become cloven over time and webbing connects the two halves of their feet together. Mermonoceri only superficially

appear to possess scales and, not having the fully developed frontal fins of hippocampi, they move through water at slightly slower rates than do the fish-horses.

Sea unicorns' forelegs are capable of lashing out with great force but, like normal unicorns, their horns are their primary means of attack. Charging through the water at 320 feet per round, a mermonoceros can overtake most aquatic foes (surprise on a six-sided roll of 1–4) and deal double damage with its great horn (2 feet long). Such a charge will stun opponents of medium or small stature for 1d4 rounds if the recipient of the charge fails to save versus paralyzation. Their horns are magical, and by possessing such sea unicorns can innately *detect evil* and *dimension door* (as 9th level magic users) thrice per day.

Five mermonoceri are able to collectively *conjure a water elemental* once per week (performed at the level of an 11th level magic user). Doing this requires an hour of casting, during which time the mermonoceri swim in a circle at an ever-quickening pace. This eventually creates a vortex in the water, within which the elemental appears.

Mermonoceri care nothing for treasure and will avoid directing others to shipwrecks, considering it ill luck to visit such sites of misfortune.

#### Wise Old Owl by Gordon Wheaton

**Frequency:** Very Rare  
**No. Appearing:** 1  
**Armor Class:** 5  
**Move:** 3"/30" (flying, MC: C)  
**Hit Dice:** 2  
**% in Lair:** 10%  
**Treasure Type:** Nil  
**No. of Attacks:** 3  
**Damage/Attack:** 1–4  
**Special Attacks:** Nil  
**Special Defenses:** See below  
**Magic Resistance:** 25%  
**Intelligence:** Godlike  
**Alignment:** Lawful Good  
**Size:** S  
**Psionic Ability:** 300  
**Att/Def Modes:** ABCDE/FGHIJ



A Wise Old Owl appears to be any ordinary eagle-owl, save its eyes. Looking into an Owl's eyes is like staring into a clear sky on a moonless night and hints tantalizingly at the creature's intelligence and wisdom. Each Owl is all-knowing, knowing all that was and currently is. However, it does not know of what is to come.

An Owl will answer only one question posed to it during a particular encounter, answering the question truthfully. It will deign to answer questions only from druids, rangers, paladins, monks and good-aligned clerics and barbarians. Regardless, an Owl will only answer an individual's question once in his or her lifetime.

The first qualifying character to see an Owl will be the one permitted to pose a question. Using telepathy, the Owl will give the individual leave

to pose the question, instructing that it be spoken aloud. However, the Owl will answer the individual solely through telepathy, with only the questioner being privy to its response. Owls seem to appear when needed the most, and druids of 12th or higher level may call upon an Owl if they have never before encountered one. Such a summoning may only be done on an evening of a new moon, taking six complete turns.

Owls will never attack with their talons or beak preferring, instead, to use their psionic abilities. Owls may teleport without error twice a day, can never be surprised and can only be harmed by magical weapons.

### Bloodwight by C. Wesley Clough

**Frequency:** Rare

**No. Appearing:** 1–4

**Armor Class:** 5

**Move:** 9"

**Hit Dice:** 4

**% in Lair:** 75%

**Treasure Type:** D

**No. of Attacks:** 1

**Damage/Attack:** 1–4

**Special Attacks:** See below

**Special Defenses:** See below

**Magic Resistance:** See below

**Intelligence:** Average

**Alignment:** Lawful Evil

**Size:** M

**Psionic Ability:** Nil

**Level/X.P. Value:** IV/175 + 4/HP



Bloodwights are similar in appearance to normal wights, appearing like the desiccated corpses of the persons they once were. Sages speculate that the first bloodwights were cursed with undeath after being interred in ground forsaken by the gods of Weal. Indeed, some of these creatures continue to be created this way, but the vast majority is now formed when existing bloodwights slay the living and spread their curse. These undead hate the living and have an insatiable hunger for blood.

When a bloodwight attacks a living creature blood erupts from where the victim was struck, spilling from open wounds or seeping from the very pores of the skin. The blood then arcs through the air and is absorbed by the attacking bloodwight. In addition to the damage normally caused, this *bloodleech* attack immediately drains one point of constitution from the victim. Lost constitution can only be recovered through one of the following methods: a *remove curse* spell (restores 1 point per casting), a *cure critical wounds* spell specifically meant to restore constitution (returns 1 point but does not heal any hit points), a *heal* spell (will restore 1 point of lost constitution along with its normal effects), a *limited wish* or *alter reality* spell (restores 1–4 points of lost constitution at a time), a *regeneration*, *restoration*, or *wish* spell (will restore all points of lost constitution).

Any human slain by a bloodwight will rise the following night as a half-strength bloodwight under the control of its slayer. There is no

limit to the number of half-strength spawn a bloodwight can control and half-strength bloodwights only have 2 HD, do 1–2 points of damage per attack, have a 50% chance of draining a point of constitution, and cannot generate servitors of their own. They are worth 44 +2/HP XP (a level II monster), but are otherwise identical to a normal bloodwight. If the controlling bloodwight dies, its spawn will be freed from servitude and will acquire their full abilities and powers within 24 hours. Note that, while the number of bloodwights that appear in an encounter is normally low (1–4), each will normally have 1–10 half-strength spawn attending it.

Boodwights are immune to *sleep*, *charm*, and *hold* spells, as well as to poisons and disease. Weapons that are not silver or enchanted deal only half damage to a bloodwight. Holy water deals 2–7 points of damage per full vial that strikes a bloodwight and the creatures are turned by a cleric as if they were regular wights. Bloodwights fear and shun sunlight, although it does not physically harm them. While in sunlight, or other areas of intense illumination (such as the radius of a *continual light* spell, but not that of a normal *light* spell), a bloodwight fights at –1 to its 'to hit' rolls.

The following creature is OSRIC™ Open Content

### Ethereal Ghoul by Stephen McFadden

**Frequency:** Very Rare

**No. Encountered:** 2d4

**Size:** Small (5–6 ft tall)

**Move:** 180 ft

**Armor Class:** 6

**Hit Dice:** 3

**Attacks:** 3 (claw, claw, bite)

**Damage:** 1d4/1d4/1d6

**Special Attacks:** See Below

**Special Defenses:** See Below

**Magic Resistance:** 50%

**Lair Probability:** 0%

**Intelligence:** Average to High

**Alignment:** Chaotic Evil

**Level/XP:** 2/50 + 2 per hp



Similar in many respects to normal ghouls, but roaming the ethereal plane, ethereal ghouls are able to smell the residue that is created in the ether when spells and spell-like powers manifest on the prime material plane. When within 1000 feet of such a disturbance in the ether, a pack of ethereal ghouls will home in on the spellcaster's or creature's location and briefly materialize. Appearing between 10' and 100' from the target (the distance determined by a d10), the ghouls have no chance of being surprised, but will surprise their prey 50% of the time.

Once in material form ethereal ghouls will size up the situation. Pouncing upon weak prey, the ghouls will readily flee from strong opponents. Capable of paralyzing a humanoid with enervating touches that are somehow tied to its home plane, the attacks of an ethereal ghoul are as powerful as those of a ghast and affect even elves and fey beings. Once paralyzed, a victim will immediately be consumed by the pack of ghouls unless confronted by additional





attackers. The remains of those slain by ethereal ghouls themselves turn ethereal, the soul worms of the individuals transmogrifying into nascent ghouls just one day later. Ethereal ghouls are turned as are ghastrs.

Ethereal ghouls may only reside on the material plane for one turn and, because of vagaries in the ethereal wind, will only be able to locate the former spot in the prime material if the original prey utilizes another spell or spell-like ability within 1000 feet. These strange ghouls may materialize or become ethereal at will, but they may never spend more than one turn in the material plane. Unlike normal ghouls, fastidious ethereal ghouls clean themselves after feeding and are avid collectors of garishly ornamented bracelets, necklaces, rings and charms. They may (5% chance) have in their possession a magic item of one of those types. Otherwise, an ethereal ghoul's jewelry will hold a total value of 2d10 gold pieces. Appearing as unusually featured humans, ethereal ghouls have sloping foreheads, grossly exaggerated noses and an initial slate black skin coloration. Much like sufferers of vitiligo, the pigmentation of the ghouls' skin is destroyed over time, turning the longest surviving of these undead into weird albinos.

### **Pestilence Wraith** by C. Wesley Clough

**Frequency:** Very Rare

**No. Appearing:** 1-4

**Armor Class:** 3

**Move:** 18" (flying, MC: A)

**Hit Dice:** 10

**% in Lair:** Nil

**Treasure Type:** Nil

**No. of Attacks:** 1

**Damage/Attack:** 1-4

**Special Attacks:** See below

**Special Defenses:** See below

**Magic Resistance:** See Below

**Intelligence:** Very

**Alignment:** Chaotic Evil

**Size:** M

**Psionic Ability:** Nil

**Level/X.P. Value:** VII / 2,850 + 14 per HP

A pestilence wraith manifests as a nebulous, vaguely human shaped cloud of swirling, black-green vapors. Other than a pair red glowing eyes, a pestilence wraith lacks specific features. However, its form is still substantial and the wraith can both give and receive damage.

Pestilence wraiths are undead creatures that have been born of sickness, pain and death. They despise all living things, seeking to bring to others the suffering and death that they, themselves, experienced.

A pestilence wraith is about the size of a human but, since it is composed of mist, it is virtually weightless and moves via flight (Maneuverability Class A). Pestilence wraiths are very intelligent and speak whatever languages they knew in life (usually common).

Pestilence wraiths seek to use stealth and ambush in combat, aiming to touch as many opponents as possible and spread their characteristic disease. A pestilence wraith moves silently unless it chooses otherwise, and the wraith can hide in shadows as if it were a 10th level thief. Combined, these abilities allow a pestilence wraith to achieve surprise 66% of the time (4 in 6 chance). A creature touched by a pestilence wraith must save against poison or immediately become infected with the disease known as *Wraith Wrack*. *Wraith Wrack* causes those infected to suffer from intense fever and chills while slowly succumbing to the illness' more insidious effects. Characters suffering from *Wraith Wrack* do not benefit from natural healing, suffer a -2 penalty on all to hit rolls and saving throws, and can move at no more than half speed. Those victims also begin to waste away, losing 1 point of Strength, Dexterity, and Constitution every day. If any ability score reaches zero the character dies (for living creatures without ability scores, assume that an infected creature can survive for 10 days.) While sick, a victim infected by *Wraith Wrack* is very contagious, and any living creature that comes into direct physical contact with the sufferer must save versus disease or contract the



illness itself. *Wraith Wrack* is a magical disease, and a cleric's *cure disease* spell will not affect it unless a *remove curse* spell is also cast. A character that is cured of *Wraith Wrack* will regain lost ability points at the same rate of 1 per day.

Pestilence wraiths are unharmed by non-magical weapons, and magic weapons of less than +3 enchantment deal only half damage. They cannot be affected by poison, paralysis, disease, gas or cold and are turned by a cleric as if they were ghosts.

The following creature is OSRIC™ Open Content

**Vollgrim, Lesser/Greater** by Stephen McFadden

**Frequency:** Very Rare / Very Rare

**No. Encountered:** 1d8 / 1d4

**Size:** Medium to large (6–20 ft tall)

**Move:** 60 ft / 90 ft

**Armor Class:** 7 or 5 / 5

**Hit Dice:** 3 or 7 / 4+12 or 8+12

**Attacks:** 1

**Damage:** 1d8 or 4d4 / 3d4 or 4d4

**Special Attacks:** Nil

**Special Defenses:** See Below

**Magic Resistance:** See below

**Lair Probability:** 0%

**Intelligence:** Non / Low or non

**Alignment:** Neutral / Neutral (evil)

**Level/XP:** (2/100+2 per hp) or (4/400+4 per hp) /

(3/150+5 per hp) or (5/500+5 per hp)



Vollgri are wholly unnatural, the twisted products of a necromancer's evil mind. Lesser vollgri are much inferior to the greater kind, and can be manufactured on the fly by any magic user capable of casting the *animate dead* and *lignification* spells (see below). When a magic user of the appropriate level (9th+) casts *lignification* and *animate dead* upon a number of fresh bodies (humanoid, animal or monster), the corpses' and carcass' tissues are first lignified and then animated. Each lesser vollgrim that is animated in this way becomes a fundamentally stronger and more durable humanoid or animal/monster-type zombie. Over time, however, a lesser vollgrim will lignify completely and then either root itself in loose ground or petrify throughout. This process is unavoidable for all lesser vollgri and occurs within a number of months equal to the necromancer's level. If a lesser vollgrim becomes rooted (which may occur only above ground, exposed to light), it begins to foliate and become a true tree, albeit one possessing a highly evocative form. If unable to root itself, the lesser vollgrim will simply petrify, making it completely immobile.

Lignification adds one to the armour class of the unusual zombie, lowering a normal zombie's AC from 8 to 7 and a monster/animal zombie's AC from 6 to 5. The process also grants the affected carcass a permanent +1 bonus to all non-magic based saving throws. This is similar in every respect to the 2nd level druid spell *barkskin*, and it also increases the durability and toughness of the zombie's body, granting it an extra hit die. Thus, humanoid-type lesser vollgri possess 3 hit dice, while animal and monster-type lesser vollgri are of 7 HD. Lesser vollgri have the same immunities and limitations as regular zombies, except that fire does normal damage to the things. Clerics turn lesser vollgri as ghosts and plant-affecting spells are fully effective on them.

Greater vollgri are created in laboratories and menageries by evil magic users of 18th level or higher, this because the process involves the use of an *energy drain* spell. Prior to killing a humanoid, animal or monster by stealing the last of the victim's life via *energy drain*, the magic user wishing to create a greater vollgrim casts a *lignification* spell upon it. This casting is normally done with the target creature

fully restrained, and after the necromancer has completed his battery of experiments on the victim. Once the lignification process has begun, the target creature gains the same benefits as a lesser vollgrim (lower AC and a +1 bonus to non-magical saves) before it is transformed into a juju zombie. Superior to lesser vollgri in every respect, the greater vollgrim that is created will also have all of the powers of a juju zombie (hit only by +1 or better magic weapons, piercing and blunt weapons only doing half damage, immune to mind attacks, *magic missiles*, poison, electricity, death and cold spells). Acid, fire and holy water will affect a greater vollgrim normally, but it is turned as a spectator and plant-affecting spells are ineffective against it. All greater vollgri attack as 8 hit die creatures and, unlike their lesser cousins, they never petrify or become rooted. These unfortunate creatures will spend eternity as exceptionally durable juju zombies, the humanoid-type greater vollgri possessing 4+12 hit dice and the animal and monster types having 8+12.

Vollgri do not possess treasure, and they act as zombies of the normal or juju types with respect to behavior.

#### *Lignification* (Alteration)

**Level:** 4 Components: V, S, M

**Range:** 10 feet Casting Time: 4 segments

**Duration:** 4 rounds + 1 round/level Saving Throw: None

**Area of Effect:** 10' radius

Similar in most respects to the second level druid spell *barkskin*, this fourth level magic user spell is castable at a short distance and affects all creatures within a 10 foot radius of the target location. Handy for preparing a number of troops for battle, this spell will also permanently will turn affected creatures' skin to bark if they die soon before or after the spell is cast. Thus, if cast upon a fresh corpse within a period of time equal to the duration of the spell the alteration will permanently lignify the recipient's tissues.



The following creature is OSRIC™ Open Content

### Wiht (Bog Maiden) by Stephen McFadden

**Frequency:** Very Rare

**No. Encountered:** 1d4

**Size:** Medium

**Move:** 120 ft (90 ft swimming)

**Armor Class:** 5

**Hit Dice:** 3+2

**Attacks:** 2 (raking claw)

**Damage:** 1d4

**Special Attacks:** Paralyzing touch

**Special Defenses:** See below

**Magic Resistance:** Standard

**Lair Probability:** 80%

**Intelligence:** Low

**Alignment:** Neutral Evil

**Level/XP:** 3/350 + 3 per hp



Bog cultures have drowned young maidens for millenia, believing that the practice ensures their tribes' continued prosperity. Choosing young, unmarried women for this particular "honor," marsh dwellers drown the bound girls in order to supplicate their primitive gods. However, drawn by the ceremonies' commotion and once being victims of the same horrific rituals, a handful of undead creatures, wihts, may be waiting below. Ready to receive the unfortunate victim into their dark, cold embrace, these fervid creatures crave nothing more than the stealing of innocents' souls.

Anticipating the sacrifice, 1d4 wihts may have swum to the victim undetected, their darkened skins blending easily with the bog's black, acidic waters. Possessing paralytic powers similar those of lacedons (marine ghouls) and ghosts, the undead bog maidens will render the girl immobile if she has not already drowned. Once the victim is paralyzed, the wihts will then hold her close and whisper false promises into her ears: that she will be allowed to continue living if she only surrenders to them her immortal soul. If the girl agrees, the wihts will immediately jostle to place their mouths over the maiden's own. Once secured, the dominant wiht will then begin to draw the girl's soul from her body—a process that culminates when the victim drowns (in 1d4 rounds). Taking the girl's ethereal soul into its own cursed body, the wiht will regurgitate the precious worm only when consigning it to the shellycoate (greenhag) mistress that it has sworn fealty to.

Wihts will perform this routine upon any humanoid in possession of a soul, regardless of the victim's species or gender. Its soul removed, the body of the victim will drift to the bottom of the bog, where its skin will tan and mummify into a dark semblance of its former self. There the corpse will lay unless a modicum of its essential soul is returned to it—something the greenhag which obtained the soul worm will do only for human maidens, and then, only rarely. In those cases, the shellycoate will harbor the majority of the fragmented soul within

itself, ensuring the loyalty of the subservient wiht. A greenhag's internal collection of soul worms enables it to maintain a stable of undead wiht servitors, but the shellycoate will normally pass the soul worms it obtains on to nighthag partners.

When that modicum of essential soul is returned to the bog maiden's mummified body the unfortunate will find herself in an undead state, with the only means of regaining her freedom being to kill others, harvest the new victims' souls and then consign those souls to her greenhag mistress. A satiated greenhag may eventually impart the remainder of the maiden's soul into her mummified body—at which time the wiht will strengthen, grow and regain its life in a fell transformation. It will then have become a new greenhag.

Wihts appear to be animated corpses, but with dark, mummified skin. Possessing jagged fingernails and unblinking, shark-like eyes, wihts are unnerving to behold. And, although their bodies smell no worse than the bogs in which they dwell, wihts' exhalations of air act in similar fashion to those of ghosts' unbridled, carrion stench (producing retching and nausea in opponents unless a saving throw versus poison is made). Those within 10' of an exhaling wiht attack at -2 unless their saving throw is made. Unlike ghosts, wihts' paralyzation does not affect fey creatures (elves, fairies, dryads and so on) but, like all undead, they are not affected by *sleep*, *charm* and mind-based effects. Likewise, wihts' mummified bodies are tough and durable, causing blunt trauma and piercing attacks directed against them to only do half damage. Clerics turn wihts as ghosts.

Wihts care nothing about treasure but, if somehow forced, can identify where a sizeable treasure has been lost in a bog 50% of the time. Bog maidens are capable of speech and are familiar with those tongues that they knew in life.



by Marco Cavagna

The *Monster Manual*, *Monster Manual II*, and *Fiend Folio* are contradictory in their descriptions of undead and in undead creatures' resistance to specific effects and conditions. This article aims to clarify the immunities of undead, proposing a unified, consistent scheme.

Undead may be categorized into two types: material and spiritual. Material undead are basically walking corpses or skeletons. Spiritual undead are insubstantial beings such as shadows, spectres, and wraiths that mostly exist on another plane, often the **Negative Material Plane**. Apparitions and ghosts exist completely on the **Ethereal Plane**, but partially enter the **Prime Material Plane**

when attacking; the astral wolf (from *Lankhmar: City Of Adventure*) exists only on the **Astral Plane**. Note that some undead are completely immaterial and are invulnerable to all attacks and spells from those on the **Prime Material Plane**. Ghosts and apparitions can be attacked when they semi-materialize in order to perform their own attacks, whereas astral wolves never materialize. Instead, the wolves draw their prey's astral form into that plane, where the creature may be fought normally.

The following table organizes undead from the official 1st edition *Advanced Dungeons & Dragons* manuals and sourcebooks and is arranged according to the classes

Turning Class	Material	Spiritual
Skeleton	skeletal bat <sup>‡‡</sup> , skeleton, animal skeleton	wandering poltergeist
Zombie	zombie	
Ghoul	ghoul, ethereal ghoul <sup>§§</sup> , lacedon	poltergeist in lair
Shadow	plague ghoul <sup>§§</sup>	lesser ghost <sup>††</sup> , shadow
Wight	bloodwight <sup>§§</sup> , dread warrior <sup>**</sup> , huecuva, night gaunt <sup>‡‡</sup> , wight	
Ghast	ghast, lesser vollgrim <sup>§§</sup> , wiht <sup>§§</sup> , monster zombie	
Wraith	coffer corpse, pënggangan	sheet phantom, wraith
Mummy	mummy, son of Kyuss	
Spectre	salt walker <sup>§§</sup> , sheet ghoul, greater vollgrim <sup>§§</sup> , juju zombie	apparition, spectre
Vampire	vampire, eastern vampire	swordwraith <sup>*</sup> , gaseous vampire
Ghost		ghost, pestilence wraith <sup>§§</sup>
Lich	lich, crawling lich <sup>§§</sup>	
Special	greater vampire <sup>††</sup>	
Oriental <sup>‡</sup>	jiki-ketsu-gaki, jiki-niku-gaki, shikko-gaki	con-tinh, shinen-gaki, kuei
Immune to Turning	blood warrior <sup>§</sup> , crypt thing, death knight, demi-lich (skull), eye of fear and flame, revenant, skeleton warrior, sea zombie <sup>*</sup>	astral wolf <sup>‡‡</sup> , demi-lich (ghost form), demi-lich (wraith form), dracolich <sup>#</sup> , gaseous form, potion, groaning spirit, haunt, phantom, spectral minion <sup>†</sup> , wraithform spell

\* *Greyhawk Adventures*† *Dragonlance Adventures*‡ *Oriental Adventures*§ *FR1: Waterdeep And The North*# *FR2: Moonshae*\*\* *FR6: Dreams Of The Red Wizards*†† *REF5: Lords Of Darkness*‡‡ *Lankhmar: City Of Adventure*§§ *Footprints 23*



delineated in the “Matrix for Clerics Affecting Undead” found in the *Dungeon Masters Guide*. The groaning spirit, crypt thing, eye of fear and flame, and phantom are all considered undead.

*Oriental Adventures* makes no distinction between undead and other spirit creatures; this is not particularly important for the Oriental setting, since shukenja and sohei have no *turning* ability. Nevertheless, there are beings in the *Oriental Adventures* manual that are clearly manifestations of the restless dead, listed above in their own category. These beings have added vulnerabilities and immunities common to spirit creatures in Oriental campaigns. Note that “spirit creature” is different from “spiritual undead” as used here, which simply refers to an undead being’s absence of a physical body.

Many material undead are not harmed by ordinary weapons, but as a general rule, all spiritual undead are totally invulnerable to ordinary weapons, apart from those affected by silver or cold iron. One odd exception is the sheet phantom, a spiritual undead that can be struck by normal weapons.

All undead, material and spiritual, are immune to mind-influencing magic. This includes all enchantment/charm spells and any illusion/phantasm spell that specifically affects the mind (*fascinate*, *fear*, *hypnotic pattern*, *paralyzation*, *phantasmagoria*, *phantasmal killer*, *rainbow pattern*, *spook*, *tempus fugit*, or *weird*). Undead are affected by illusion/phantasm spells such as *audible glamour* and *phantasmal force*, unless specifically described as immune to illusions (e.g., juju zombie, sea zombie). Moreover, even if undead do not appear to possess biologically functional eyes, they do depend on vision (unless stated otherwise: e.g., night gaunt). Thus, undead are affected by magical *light* and *darkness*. Undead are immune to all forms of paralyzation, insanity, and magical fear effects (in fact, most illusion/phantasm spells listed above which cannot affect undead specifically play on a target’s fears.) Finally, all undead are immune to energy draining effects and death magic, such as *death spell*, *destruction* (reverse of *resurrection*), *energy drain* (the magic-user spell or the reverse of cleric’s *restoration*), *finger of death* (which is actually an enchantment/charm spell), *power word kill*, and *slay living* (reverse of *raise dead*).

*Magic missile* affects material and spiritual undead, unless specifically immune (e.g., juju zombie). *Disintegrate* is powerful magic, and does affect the insubstantial stuff that comprises a spiritual being’s body, assuming the undead fails its save. When cast from the **Prime Material Plane**, *magic missile* and *disintegrate* have no effect on phantoms and astral wolves, nor on fully immaterial ghosts and apparitions. Material undead are subject to *polymorph* spells, although there are exceptions, such as the lich. Furthermore, undead

which possess shape-changing abilities, such as the vampire, huecuva, and gaki, should also be presumed immune to *polymorph*. Material undead with flesh, such as zombies, coffer corpses, mummies, revenants, wights, and vampires, are subject to petrification. Purely skeletal undead (e.g., death knight, lich, crypt thing, eye of fear and flame, skeleton warrior, huecuva) are immune to being petrified, as are spiritual undead. Night gaunts, being blind, are immune to petrification by gaze, but can be targets of *flesh to stone*. For shape-changing undead, petrification might be considered only a temporary inconvenience.

Undead, material or spiritual, are harmed by all forms of fire and electricity, unless stated otherwise in the monster’s description (e.g., juju zombies and sea zombies take ½ damage from fire; haunts take minimal damage from non-magical fire; juju zombies and groaning spirits are immune to electrical attacks). The vampire is a special case. Per the *Monster Manual*, a vampire takes half damage from electricity, while the description of the **potion of gaseous form** states that a gaseous being is affected by magical fire and lightning. Thus, a vampire in human, wolf, or bat form takes full damage from normal fire, full damage from magical fire, and half damage from electricity. A gaseous vampire takes no damage from normal fire, full damage from magical fire, and still half damage from electricity.

Undead creatures, regardless of type, are immune to all attacks or conditions that influence normal biological processes. Therefore, they are not subject to poison or disease. Gas likewise does not affect beings without functional lungs, unless the gas is corrosive, in which case it should be considered an acid. Acid only harms material undead. *Cause wound* spells damage only the material undead subject to attacks by normal weapons (those affected by silver or cold iron, but not other non-magical weapons, are immune to *cause wound* spells). *Cause wound* spells cause rents to appear in the target’s flesh, or break the bones of fleshless undead. Thus, a death knight could be injured by *harm*, as long as the spell bypasses its 75% magic resistance. Note that these spells require the cleric to touch his target, which is detrimental with many undead (e.g., a son of Kyuss, which is otherwise vulnerable to *cause wound* spells, although the damage is temporary because of its regeneration).

Spiritual undead are immune to all forms of cold, and in fact most inflict damage via a frigid touch. Material undead are affected by cold attacks unless stated otherwise in the monster’s description. Many material undead happen to be immune to cold as well, but some are affected by these attacks, such as ghouls and ghosts. Sea zombies actually take double damage from cold, while vampires take half damage.

The following table summarizes the damage and spell immunities of undead. This is merely intended to be a guide for situations not explicitly covered in the undead being's description. Almost every category below has at least one exception, many of which are mentioned above. Interestingly enough, the nigh indestructible demi-lich has exceptions to what are otherwise the two most consistent immunities of undead: enchantment/charm and death magic. The demi-lich is affected by *forget*, and is destroyed by a *power word kill* from an astral or ethereal caster.

Damage Type	Undead Type	
	Material	Spiritual
Normal Fire	yes	no
Magical Fire	yes	no
Cold	yes*	no
Electricity	yes	yes <sup>†</sup>
Holy Water	yes	yes <sup>†</sup>
Acid	yes	no
Poison	no	no
Gas	no	no
Disease	no	no
Paralyze	no	no
Polymorph	yes*	no
Petrify	yes*	no
Death Magic	no	no
Magic Missile	yes	yes <sup>†</sup>
Disintegrate	yes	yes <sup>†</sup>
Normal Weapons	yes*	no
Magic Weapons	yes	yes <sup>†</sup>
Silver/Cold Iron Weapons	some	some
Cause Wounds Spell	yes*	no
Enchantment/Charm	no	no
Illusion/Phantasm	yes*	yes*

\* many exceptions exist

<sup>†</sup> unless completely immaterial

There are contradictions about **holy water**. Page 64 of the *Dungeon Masters Guide* states **holy water** deals 2–7 hit points with a direct hit. However, *Monster Manuals I & II* list **holy water** damage as 2–8 hit points for the mummy, skeleton, spectre, wight, wraith, zombie, and monster zombie. Only the vampire is stated to take 2–7 damage per vial. No other undead monster descriptions in those two books mention **holy water**, although the *Dungeon Masters Guide* states, on page 65, that the ghost is only affected by **holy water** when it materializes. The *Fiend Folio* is particularly careless about covering **holy water**, only stating that the revenant is immune, the poltergeist is driven back but not harmed, and the son of Kyuss is prevented from regenerating by **holy water** (without specifying the damage taken).

In general, the damage stated in the *Dungeon Masters Guide*, 2–7 HP for a direct hit and 2 HP for a splash,

should be used as the standard damage from a vial of **holy water** unless stated otherwise as 2–8. If **holy water** effects are omitted from a monster's description, then it should be assumed that any undead subject to *turning* is also vulnerable to **holy water**, taking standard damage. Undead that cannot be *turned* are considered immune to other religious trappings such as **holy water**. Therefore, the crypt thing, death knight, demi-lich, eye of fear and flame, revenant (already stated as immune), skeleton warrior, sea zombie, groaning spirit, haunt, phantom, and spectral minion are unaffected by **holy water**. The son of Kyuss takes standard damage, as do the ghost, ghoul, ghast, lich, shadow, animal skeleton, juju zombie, apparition, coffer corpse, huecuva, and sheet ghoul/phantom. The pēnanggalan cannot be *turned* when in human form, and thus is immune to **holy water** in this state. The detached head/gut take standard damage from a vial. All Oriental undead should be presumed immune to the effects of **holy water** and *turning* by Western clerics.

## New Undead and Consumers of the Dead

### Ghoul, Plague

**Frequency:** Uncommon

**No. Appearing:** 1–20

**Armor Class:** 8

**Move:** 6" (see below)

**Hit Dice:** 1+1

**% in Lair:** 15%

**Treasure Type:** C

**No. of Attacks:** 3

**Damage/Attack:** 1–2/1–2/1–4

**Special Attacks:** Paralyzation, disease

**Special Defenses:** See below

**Magic Resistance:** Undead immunities

**Intelligence:** Semi-

**Alignment:** Neutral

**Size:** M

**Psionic Ability:** Nil

**Attack/Defense Modes:** Nil

**Level/XP Value:** III/125 + 2/hp

These relatives of ghouls are less bestial in appearance than their cousins. With their repulsive skin, covered in pustules and buboes, they are easily mistaken for lepers or plague victims. They are found in any place with large numbers of unburied corpses—typically epidemic-stricken cities where the dead are left lying in the streets, but also uncovered mass graves, besieged towns, or battlefields where there has been a rout. Unlike most undead, plague ghouls are indifferent to the sun. They often shamle about their plague-ridden towns in full daylight, often ignoring the living while consuming bodies left rotting in gutters, alleys, or abandoned death carts. While they usually shuffle about clumsily, they can muster short bursts of speed (up to 15" movement for 1–4 rounds every other turn), mostly to harry the living when their supply of corpses runs out.



Plague ghouls are more frail than ordinary ghouls. Their filthy claws and jagged teeth do little damage. However, victims must save versus paralyzation or become rigid for 2–12 rounds. What is far worse is that plague ghouls inflict disease with any bite. While elves are immune to the paralysis, nobody, not even paladins or higher-level monks, can avoid contracting the disease. The affliction causes permanent loss of 1 point of Strength, Dexterity, Constitution, and Charisma per week. If any score reaches 0, the victim dies and immediately rises as a plague ghoul. The disease can only be removed by first casting *cure disease*, followed by *remove curse*, *heal*, *limited wish*, or *alter reality*. Lost ability scores are not restored, however.

Plague ghouls are immune to mind-influencing spells, poison, and death magic. They are affected by cold and are harmed by any weapon. However, unless *disintegrated* or utterly incinerated by magical fire or dragon breath, plague ghouls rise again within 24 hours with full hit points. Other than by destroying the body, this can be prevented by casting *cure disease* on the “dead” plague ghoul. **Holy water** inflicts 2–7 damage per vial but does not stop a plague ghoul from rising again. They are *turned* as shadows, but not destroyed on a ‘D’ result.

### Lich, Crawling

**Frequency:** Very rare  
**No. Appearing:** 1  
**Armor Class:** 10  
**Move:** 8"  
**Hit Dice:** 12+  
**% in Lair:** 80%  
**Treasure Type:** P, T, Y  
**No. of Attacks:** 1  
**Damage/Attack:** Rot grub infestation  
**Special Attacks:** See below  
**Special Defenses:** See below  
**Magic Resistance:** Undead immunities  
**Intelligence:** Supra-genius  
**Alignment:** Chaotic evil  
**Size:** M  
**Psionic Ability:** See below  
**Attack/Defense Modes:** See below  
**Level/XP Value:** X/10500 + 16/hp

A high-level magic-user or magic-user/cleric who does not seek immortality through the rite of lichdom sometimes rises from the grave anyway. The sorcerer’s corpse will harbor those scavengers that have fattened themselves on its body and denuded its skeleton and, with a squirming envelope of worms, will walk again to spread its evil. The crawling lich often conceals its writhing body under robes and a mask, sometimes moving freely among the living. It must pose as a mute, however, for it is incapable of speech. So horrific is one of these unmasked things that creatures below 5th level or 5 HD automatically flee in panic, while others are allowed a save vs. magic.

In combat, the crawling lich can touch an opponent, an attack that does no damage but infests the victim with 1–4 rot grubs. Anyone

slain by these worms immediately rises as a coffer corpse to serve the lich. The collective mass of worms forming the crawling lich’s body is soft and vulnerable to normal weapons, although it takes minimum damage from piercing attacks and half damage from slashing. The body regenerates 4 HP per round, even after death. Only fire or acid prevent this. If even just one worm survives, however, the crawling lich eventually reforms itself over a period of many weeks. At least 90% of the time, these vile undead will have compensated for their weaknesses and poor AC by using magic items such as **robes of the archmagi**, **cloaks of protection**, **rings of fire resistance** and **bracers of defense**. Rather than engage in direct combat, the crawling lich prefers using spells, or psionics if possessed in life. However, the creature is handicapped by its inability to make any verbal sound whatsoever: a crawling lich spends centuries researching spells such as *vocalize* and unique spell variants without verbal components. Even so, it can never use any magic where speech is a fundamental element of the spell, such as *Leomund’s lamentable belabourment*, *shout*, *suggestion*, *taunt*, *tongues*, *truename*, *ventriloquism*, *wish*, any *power word* spells, *command*, *chant*, *enthrall*, *speak with animals*, *speak with dead*, *speak with plants*, *speak with monsters*, *tongues*, *word of recall*, *holy/unholy word*, and so on.

Once a day, the crawling lich can inscribe each magic-user *symbol*. Those with cleric levels may also use the clerical variants. A crawling lich can cast *explosive runes* and *sepia snake sigil*, each twice a day, plus *glyph of warding* 3 times a day, regardless of whether it has cleric spell ability. As a last resort, the lich can send forth part of its body as a *creeping doom*, but loses 1 HP per 50 worms in the swarm (*i.e.*, 10–20 HP). This damage is not regenerated, but recovered at 1 HP per day. The crawling lich is immune to enchantment/charm, electricity, poison, *polymorph*, and *death spells*. Although it is not immune to cold effects it is *turned* as a regular lich.

### Salt Walker

**Frequency:** Rare  
**No. Appearing:** 1–10  
**Armor Class:** 2  
**Move:** 9"  
**Hit Dice:** 7+1  
**% in Lair:** 90%  
**Treasure Type:** C, Q (no potions)  
**No. of Attacks:** 2  
**Damage/Attack:** 1–10/1–10 + special  
**Special Attacks:** See below  
**Special Defenses:** Magic weapons to hit  
**Magic Resistance:** Undead immunities  
**Intelligence:** Average  
**Alignment:** Neutral evil  
**Size:** M  
**Psionic Ability:** Nil  
**Attack/Defense Modes:** Nil  
**Level/XP Value:** VII/1450 + 10/hp

These undead appear to be desiccated, salt-encrusted corpses.

They arise from botched mummification rituals, but also animate spontaneously from the bodies of workers entombed in collapsed salt mines or drowned in briny lakes. Walkers' withered limbs are unable to move very quickly, but their deceptively gaunt bodies are sturdy and they strike with surprising strength.

A salt walker absorbs water from its prey when it strikes, doing an additional 1–8 damage per blow unless a save vs. petrification is made. Creatures such as water elementals save at –4 and take double the extra damage. Every third round, a salt walker may exhale a powerful blast of abrasive salt in a cone 12' long by 6' wide at the base. This attack is in addition to its claws. Those caught in the salt sustain 1–4 damage and, if they fail a save vs. petrification, are also blinded for 1–4 rounds. A salt walker radiates an aura that causes mild dehydration, withers plants and effectively *slows* all within 20' that fail a save vs. paralysis (plant monsters or beings from the **Elemental Plane of Water** save at –2 and also take 1–2 damage per round on a failure). **Holy water** or potions brought within this aura are ruined unless they save vs. acid.

Salt walkers are immune to mind-influencing spells, poison, paralyzation, *death magic*, and cold. Their dry bodies take +1 damage per die from fire, and they save at –2 against such attacks. They are unaffected by acid and **holy water** and are *turned* as spectres. Those killed by a walker immediately rise as one of these undead, but are not controlled by their killer.

**Sand walker:** These desert-dwelling variants of salt walkers haunt pyramids, mastabas, and mass graves long-buried in the sands of the remotest deserts. They spew gritty sand instead of salt, but are otherwise identical to salt walkers.

**Ash walker:** These undead arise from those entombed by cinderous, volcanic ash that swallowed entire villages. They are blackened, shriveled corpses that breathe clouds of abrasive, hot ash at their opponents. They function in other respects as salt walkers, except they are not vulnerable to normal fire. They can be affected by cold attacks.

## Scarab, Corpse

**Frequency:** Common

**No. Appearing:** 4–24 (50–400)

**Armor Class:** 6

**Move:** 15"

**Hit Dice:** 1 hp

**% in Lair:** 10%

**Treasure Type:** Nil

**No. of Attacks:** 1

**Damage/Attack:** 1

**Special Attacks:** Attacks as 4 HD monster

**Special Defenses:** Nil

**Magic Resistance:** Standard

**Intelligence:** Non-

**Alignment:** Neutral

**Size:** S

**Psionic Ability:** Nil

**Attack/Defense Modes:** Nil

**Level/XP Value:** 1/8

These 2" black beetles are voracious flesh-eaters that lay their eggs in rotting carrion. When buried with a corpse, larvae can live for months, the adult beetles eventually chewing their way out of the coffin and digging to the surface. Grave robbers and ghouls alike must be wary of corpse scarabs, for they aggressively and indiscriminately attack anything that disturbs them. Corpse scarabs are immune to most of the afflictions transmitted by the touch of undead beings, such as disease, paralyzation, and even energy drain; it is not unheard of to cut open a zombie or mummy in combat and be assaulted by one of these vicious, scurrying insects.

Individually, corpse scarabs are not very dangerous, although they have relatively low AC and enhanced "to hit" due to their agile scuttling and tendency to slip under clothes or armor. Rarely, however, these beetles form deadly swarms capable of overwhelming and completely enveloping prey. A creature brought to –20 HP by a swarm is assumed to have been reduced to denuded bones. There are tales of magical corpse scarabs, capable of remaining dormant in crypts for centuries, then attacking tomb-robbers by burrowing into their flesh, killing them immediately (*c.f.*, **scarab of death**). Others are rumored to be able to transform their victims into beetle-infested undead.

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by Andrew Hamilton

A 1E AD&amp;D Adventure for Characters of Levels 10–14

### Author's Note

If you wish to extend this adventure into a full campaign, I suggest dusting off a few gnoll lairs, such as the one in the “Low Level Book of Lairs” published by *& Magazine*. You could also retool the gnoll caves found in *B2 Keep on the Borderlands*, replace the norkers with gnolls in the temple described in TSR’s *WG4* and add some more gnolls to the fortress in *UK3 The Gauntlet*. This module’s scenario has gnoll war-bands marauding all over; hopefully the players will wonder what is going on and investigate. They should clean out a few gnoll lairs before rolling into this adventure, a throw-down with a god.

I am targeting levels 10–14 with this adventure, but it can be adapted for a variety of character levels depending on the number of characters involved and the skill of your players. Most of the adventure is made up of low-level foes, but sheer numbers and good tactics should make up for their weaknesses. The centrepiece of the adventure, however, is Yeenoghu, the *really* Big Bad Boss that can easily maul even high-level adventurers. Fortunately, the Demon Lord might choose not to stick around too long since he hails from The Abyss.

Hopefully anyone reading this takes some enjoyment from it. Feel free to let me know what you think. You can drop me a line at: [decostop@shaw.ca](mailto:decostop@shaw.ca)

### Player's Background

While gnolls have always been a danger in the Borderlands, recent attacks have been increasing in frequency and ferocity. Worse, the gnolls have been taking far more captives than usual, subsequently marching the prisoners into the hills. The gnoll war-bands are more common than the King’s Patrols these days, and many patrols have actually fallen before the humanoid marauders. Communities, churches and military commanders have all called for aid. Even the lesser nobles fear for their safety, and are demanding that action be taken.

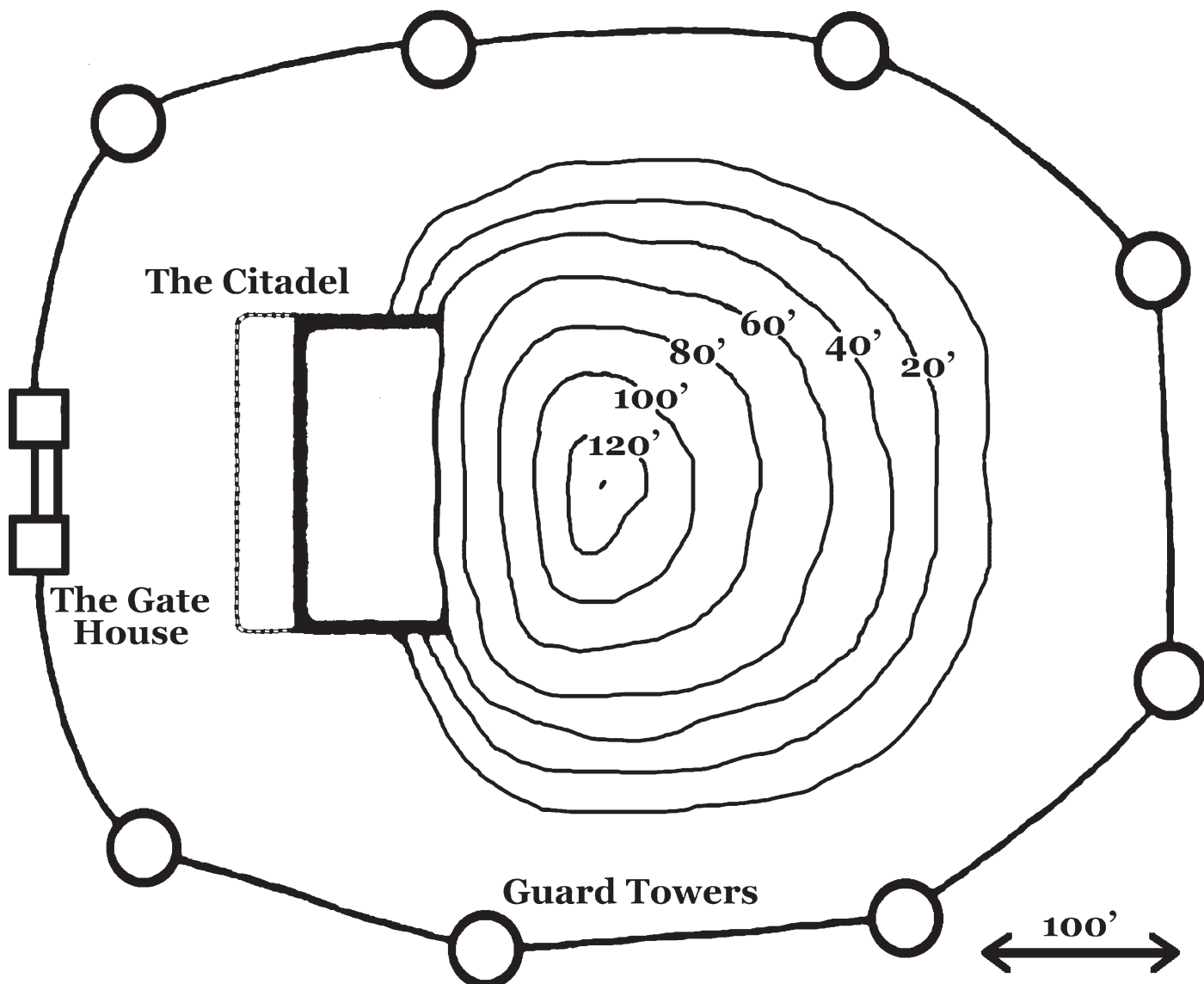
Clearly, the situation cries out for heroes; someone to track down the gnolls and their new “king”, and to end the growing threat. That the gnolls have been hauling cartloads of loot away may provide additional motivation for the players.

### DM's Background

The recent increase in the level of gnoll activity (and ferocity) started a year ago, when a powerful shaman called upon Yeenoghu to assist in overthrowing a powerful troll that had taken over its tribe. Yeenoghu responded in person, destroying the troll and its minions and then demanding that the gnolls raise a fortress-temple in the demon’s honor.

The gnolls immediately decimated a clan of gnomes

## Citadel of the Carrion Eaters: Overview Map



(seeking slaves and food for Yeenoghu), and then sent emissaries to nearby gnoll tribes. The fortress they then built, known as The Citadel of the Carrion-Eaters, has grown larger and larger, with gnolls arriving to fill its barracks everyday.

Since Yeenoghu's appetite for sacrifices and treasure is insatiable, the humanoids must range farther afield to gather victims (humans, elves, even orcs and goblins) sufficient to appease the demon lord's cravings. If left unchecked, Yeenoghu will eventually gather an army of one thousand gnolls and several hundred ghouls and then descend upon the Borderlands. Only war and bloodshed will appease the gnolls' demon-fuelled appetites.

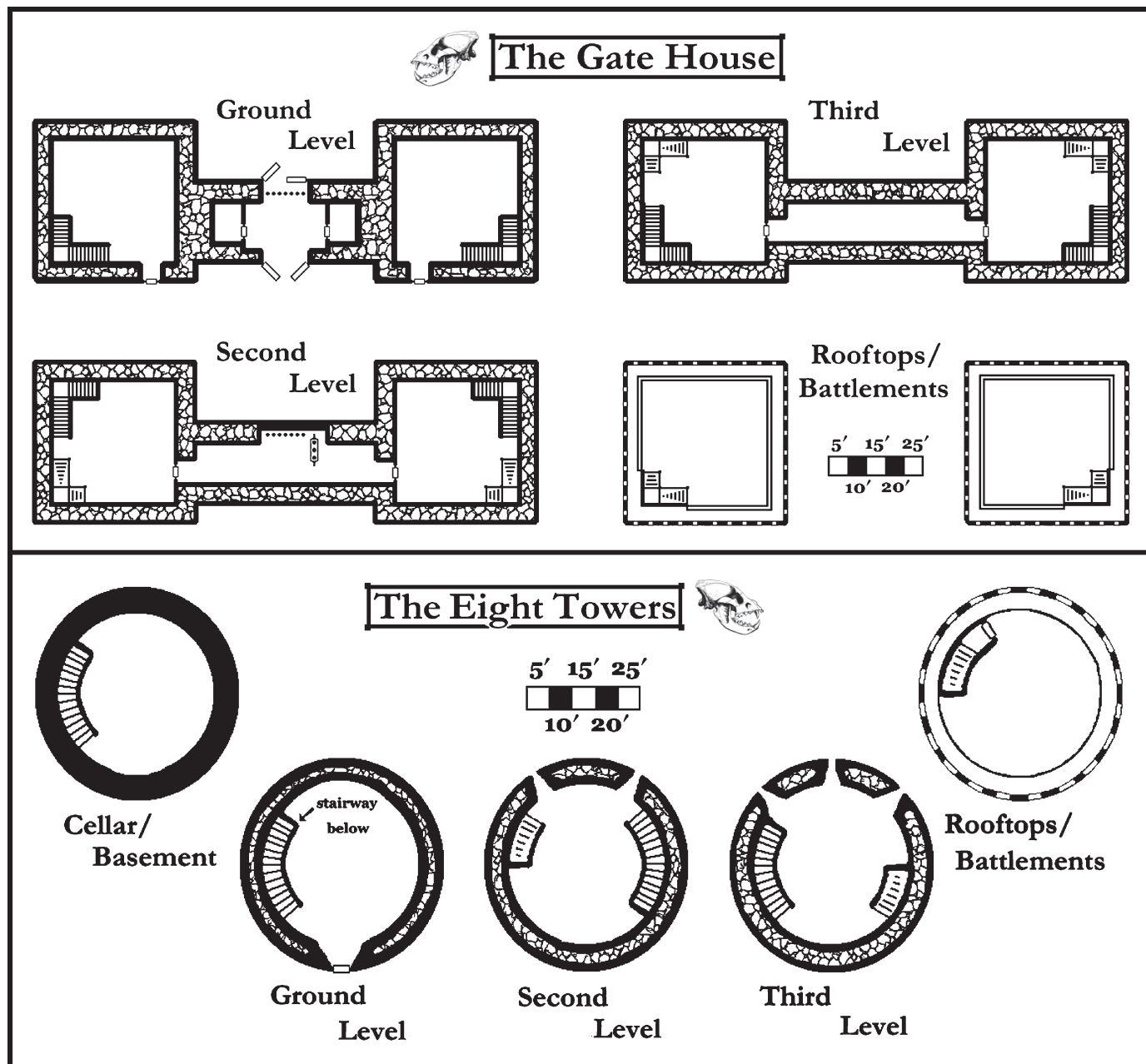
### The War-Bands

Not all of Yeenoghu's followers and worshippers are to be found in the Citadel. Over a dozen war-bands actively scour the countryside looking for captives and loot. The bands range in size from 30 to 52 gnolls, and they aggres-

sively attack any small group that they encounter. If the gnolls encounter a larger group (or an obvious military force), they will use hunting horns, barks and howls to call for assistance. Typically 0–3 war-bands will be within hearing distance and be able to respond. Adventurers should encounter at least one war-band as they look for the gnoll stronghold.

A war-band consists of the following: 20+3d8 gnoll warriors, 3 gnoll leaders, 4 hyenas, 2 gnoll archers, a Lesser Shaman and either a Gnoll War-Lord or 2 ghunna.

The war-band will seek to weaken defenders (especially spell casters or archers) with missile fire before charging in to overwhelm the targets with sheer numbers. If the gnolls outnumber their targets, the creatures will attempt to grapple and overbear (I recommend that the DM use the rules presented in *Unearthed Arcana*, Appendix Q.) Members of the war-bands intend to take captives back to the Citadel, to be sacrificed to Yeenoghu.



## The Citadel of the Carrion-Eaters

The Citadel is a fortress dug into a hillside and it sits atop a subterranean temple and ghoulish infested catacombs. The Citadel itself is surrounded by a 20' high stone wall with eight circular towers (40' diameter, 50' high). Access to the Citadel is controlled by a large gate-house.

### The Gate-House

The gate-house is comprised of 2 square towers (40' square, with 5' thick walls), each with three floors. The towers are connected by a wall and two gates (an outer gate and an inner gate). The outer gates are decorated with the corpses of two-dozen soldiers and warriors that are pinned to the wood with large spikes and spears. These are just some of those that the gnolls have defeated. The passage between the gates may also be barred with a portcullis (the winch to operate the portcullis is on the second floor.)

Twenty (20) gnolls live in each tower, along with 2 leaders and a single champion. In the west gate tower there are also 2 ghuuna. In the east tower, there is also a Lesser Shaman and a pair of gnoll archers.

The gnolls maintain sentries on the roof at all times, and they will raise the alarm the minute they see anything unexpected; returning war bands always announce their arrival with a horn call before coming into sight. The gates are normally kept closed, but the sight of an attacking force will lead the host to gather just inside the gates. The gnolls are believers that a good offense eliminates the need for a defense, and will open the gates to sally out against any force they consider inferior.

When alert, gnolls may send a patrol out to sweep outside the walls every few hours. This patrol will consist of 5 to 10 gnoll warriors, 3 hyenas, and some type of leader. The hyenas are likely (20%) to identify hidden or invisible creatures unless some means of masking scent is utilized.





## The Eight Towers

Each of these 50' tall towers is 40' in diameter, with stone walls 5' thick. The ceilings of the ground, second and third floors are 14' high, and a staircase allows access to the roof. Each tower serves as a barracks, occupied by a war-band of 20 gnolls and 2 gnoll leaders, with 2 champions and 2 archers dwelling in the cellars. You may choose to have these bands competing rivals, and if any wandering bands have returned with prisoners or treasure they can be based here.

Every gnoll within a tower has access to a great bow, 60 arrows, a polearm, and normal melee weapons (an axe or sword). In the event of an attack, 10 gnolls and 2 archers will ascend to the roof and use their great bows to attack intruders seen inside or outside the walls. The remaining gnolls will defend the tower, or will sally forth should intruders breach the walls and make the courtyard.

## The Citadel – Main Floor

### G. Twin guard posts

Gnoll warriors (3) and hyenas (3) stand guard at each post. The hyenas have sharp senses, and may detect invisible or hidden creatures (20%). One of the staircases leads down to the pit (location #19 below).

### 1. The Entry

The entry is not normally guarded. However, at the top of the large staircase opposite the door there are two gnoll “sentries” that look more like statues. These are actually flesh golems, which will animate and attack any creature

other than a gnoll, ghoul or hyena that approaches the stairs. This staircase leads down to the pit (#19 below). If intruders have breached the Citadel, the combined forces of all the gnolls on this level will meet them here. Archers will also attack from the balcony above (location #4).

**Flesh Golems (×2):** AC 4 (armored); MV 8”; HD 9; hp 40 each; #AT 2; DMG 2d8/2d8; SD magic weapon need to hit, fire & cold slow but do not harm, healed by electricity (1 hp/die), no other spells effect the golem; MR special (see MM); Int Semi; AL N; Size L (8' tall); XPV 2380

### 2. Barracks

Two long barrack rooms are each home to 48 gnolls, 4 leaders, 2 champions, and 1 lesser shaman. The gnolls here will respond to any alarm or sounds of combat and will muster in the entry (location #1) if the Citadel has been breached.

### 3. Armory

There are 4 ghuuna living here, and they will secure the room before responding to any alarm. The armory includes piles of damaged weapons scavenged from hundreds of defeated foes; nearly any non-magical weapon may be found.

## The Citadel – Second Floor

### 4. The Balcony

This balcony is 20' above and over-looks the Entry (#1, above). It has a 4' high stone railing (50% cover). In the event that intruders reach the Citadel, the regular gnolls from the archers barracks (#5, below) will take positions here and saturate the intruders with arrows while their more powerful leaders hold the stairs.

### 5. Archers Barracks

These two long barracks rooms are each home to 48 gnolls, 4 leaders, 2 champions, and 1 lesser shaman. All of the gnoll warriors in these barracks have great bows and 36 arrows.

### 6. Shamans' Quarters

There are bunks for 20 gnolls here, but only 3 shamans and 4 lesser shamans are normally present. The shamans will immediately move to assist the other occupants of this level in the event of combat.

### 7. War-Lords' Quarters

There are bunks for a dozen gnolls here, although only 2 gnoll war-lords are present at any given time. They will move to defend the stairs if they hear the sounds of alarm or battle.

### 8. Archers' Quarters

In addition to the archers that are found scattered amongst the other warriors and barracks, there are 6

gnoll archers here. There are bunks for two-dozen gnolls total.

### 9. Armory & Workshop

There are six dwarf slaves here, forced to maintain the gnolls' weapons and armor. They have grindstones and an anvil, but no forge. The dwarves are in terrible shape, suffering from malnutrition and beatings, and they have had the toes and bones in their feet broken to "prevent escape". Four of the dwarves are normal, one is a 3rd level Fighter and their leader is a 5th level Fighter (a son of a dwarf clan-chief). If the dwarves are rescued, their clans will be quite grateful.

### 10. Storage Room

This room is used to store foodstuffs, materials to repair clothing or armor, and supplies that may be useful. Importantly, all alcohol recovered during raids is stored here and doled out by the Gnoll King (he wants to keep the forces happy, but not incapacitated, as he fears Yeenoghu's reaction should the gnolls not be in fighting shape.) The guards from #G have been posted here to prevent the theft of the alcohol.

## The Citadel – Third Floor

### 11. The Watch Platform

There are normally 6 gnoll archers and 6 gnoll warriors present here, along with 2 hyenas. Should an alarm be raised or intruders sighted, one gnoll will immediately run to alert the Gnoll King and rally a defence.

### 12. Barracks

This barracks room is home to 48 gnolls, 4 leaders, 2 champions, and 1 Lesser Shaman.

### 13. Lesser Shrine

This shrine has been established by the gnoll shamans as a secondary place of worship, where rituals are conducted for the gnolls not worthy enough to enter Yeenoghu's presence. A golden ritual service is here (cup, ewer, bowl and knife—worth 500, 700, 1,000 and 800 gp respectively).

### 14. The Vassal's Throne

The Gnoll King, a loyal minion and vassal of Yeenoghu, can usually be found here with his bodyguards (4 champions and 4 archers) and advisor (a greater shaman). The throne is a simple wooden chair, with the ears and scalps of various humanoids nailed to it.

### 15. The Gnoll King's Quarters

The gnoll king sleeps here, with a harem of 5 severely cowed gnoll females. The quarters are empty with the exception of the king's personal treasure. Hidden behind a loose stone in the wall, it is comprised of: 748 gp, 6 × 50 gp gems, 4 × 100 gp gems, a platinum necklace with gems worth 4,000 gp, a **potion of fire resistance**.

### 16. The Ghuuna War-Lord's Room

The massive ghuuna war-lord resides here, along with his two most loyal ghuuna warriors (+1 to hit & damage, and 48 hp each). There are also 6 female gnolls present, mistreated and beaten. The ghuuna have amassed a small treasure that is kept in a locked steel box (poison needle trap, save vs. poison or die). Their treasure includes 153 pp, 217 gp, 12 × 10 gp gems, 3 × 500 gp gems, a **potion of extra-healing** and a bejewelled, golden torc worth 6,000 gp.

### 17. War Room

The gnoll leadership meets here to plot raids and prepare missives to be sent to other gnoll clans. Since Yeenoghu seeks to amass a huge army and bring terror, death, suffering and chaos to the lands of man, there are several mangled maps pinned to a table with daggers and knives. The gnolls have marked up the maps with unintelligible glyphs. One of the daggers used to pin a map down is a **dagger +4**.

### 18. Secret Passage

The Gnoll King maintains this secret passage as a means of sallying a force from the Citadel and into the bailey. It may also prove to be a liability. The exterior exit, on the northern side of the mound, is well hidden. Under canvas, it is covered with dirt and brambles and is treated as a secret door. The tunnel is trapped with bits of metal tied to long strings that are strung just above the ground. Unless traps are detected and disarmed, stepping on or kicking a string will set off a clatter and alert the occupants of room #17, should any gnoll be present there. Otherwise, this may be a means to sneak into the heart of the fortress undetected.

## The Under Citadel – The Temple Level

This entire level is suffused with Yeenoghu's essence, which has the effect of a double strength (3rd level clerical) *prayer* spell on his followers. **Thus all gnolls, gnoll-kin, ghouls and ghouls on this level gain +2 to hit and damage and +2 to all saves. Intruders likewise suffer a -2 penalty to hit, damage and all saving throws.** In addition, any gnoll within 6" of Yeenoghu is treated as if under the influence of an *aid* spell (2nd level cleric spell) of maximum efficacy. **Such gnolls will gain an additional +1 to hit and on saving throws, and gain a temporary +8 hp.**

### 19. The Pit

Yeenoghu itself holds court here, sitting on a throne of skulls. The demon is flanked by 4 shoosuva, 4 ghuuna, 6 gnoll archers, the witch-doctor, a great shaman and 3 shamans. The 3 statues shown are actually Type I demons (the fourth statue is an illusion hiding the door to the cells, #20, below.) Additionally, the "secret door" of the passage leading up to the ground floor is actually

a **mimic** (AC 7; MV 3"; HD 10; hp 70; THAC0 10; #AT 1; DMG 3d4; SA glue; SD camouflage; Int Semi; AL N; Size L; XPV 2,780). This monster, which is under Yeenoghu's influence, will attack any non-gnoll that touches it, effectively preventing anyone from sneaking into Yeenoghu's Court.

Sacrifices are brought before a pit (70' deep) that sits in front of the throne. Yeenoghu, which brings victims over the pit with telekinesis, then slays them (with a bite, blow from its flail, etc.) and drops the corpses into the Bone Pile (#23, below).

This encounter can be tough to referee because Yeenoghu has so many options. Here are some suggested tactics:

- Yeenoghu may use telekinesis to drag and drop PCs into the deep pit.
- The 4 shoosuva can leap over the pit to melee.
- The 3 statues reveal themselves as Type I Demons by moving to attack from behind.
- The gnoll archers will target spell casters.
- A wall of gnoll shamans protects Yeenoghu and intercepts attacks against their god.
- Yeenoghu can gate in allies (6–66 gnolls, 6–16 ghouls or 2–5 Type I demons) to cover a retreat.
- Yeenoghu might leap down into the Ghoulish Pits before summoning more gnolls and ghouls, hoping to use the twisting tunnels as a way of trapping PCs between itself and a wall of slaving death (or using transmute rock to mud to engulf PCs in a narrow hallway).
- Do not underestimate the use of *mass charm*, especially if Yeenoghu is hiding invisibly and flying above the pit where fighters can't get to him.
- Teleporting in and out of a fight is a legitimate offensive technique (using that as a means of scattering PCs all over the Citadel, forcing them to face hordes of ghouls and gnolls alone is also a legitimate use of teleport.)
- All survivors from the upper levels will descend to this level in order to defend their god.

## 20. The Cells

There are 6 gnolls stationed here as guards. They tend to not be very alert as they believe that no intruder could ever defeat their god.

Each of the 10 cells contains 0–5 prisoners (80% human, 5% dwarf, 5% elf, 10% humanoid/other). There is a 1 in 10 chance that a human, elf or dwarf prisoner possesses levels in a random character class. However, rescued captives will be in no shape to help, having lost 90% of their hit points and possibly having gone insane from exposure to a Demon Lord (or are possibly subject to Yeenoghu's *mass charm* ability.) If sane, such prisoners will be grateful and likely to offer service or some other form of reward.

## 21. Sanctum

Within are 14 gnoll concubines, poorly treated by Yeenoghu and all with child. If Yeenoghu is forced to flee, it will attempt to take the concubines with him, as the demon is desirous of having its progeny available as lieutenants and shock troops in its rivalry with Baphomet. Yeenoghu has 3 war-lords, 3 ghuuna and 1 cambion-gnoll keeping an eye on his harem. There is some treasure here: a large silver goblet (1,000 gp) holding a number of gems (14 × 500 gp and 7 × 1,000 gp gems), a silver flask (1,000 gp) containing a **potion of growth**, an ivory scroll tube (1,500 gp) containing a **scroll of protection from magic**, and a gold crown (worth 5,000 gp and resting on the severed head of the former owner, an elven lord).

## 22. Stairs Down

This trapped staircase leads to the *Sanctum Carranicus*, Yeenoghu's most personal sanctum on this plane. The trap is a series of 5 *glyphs of warding*, each on a subsequent step. Each explodes in a 10' radius causing 10 hp of (respectively) fire, cold, electrical, negative energy and fire damage.

## The Ghoulish Pits

The Ghoulish Pits are desecrated ground, tainted with essence of the Abyss. Any attempts to turn undead in the Pits are done so at a penalty of -5 on the d20 roll, with T and D results treated as a "4" and the number of affected undead reduced by 50%. Furthermore, each time a cleric attempts to turn undead in the Pits attract the attention of the Ghoulish King and cause a necromantic backlash that chills the cleric to the soul (causing 1d4+1 hp of damage). Multiple turning attempts results in repeated damage.

The gate to the Ghoulish King's realm (location #35, below) has also invigorated the ghouls and ghouls on this entire level. **Treat all ghouls and ghouls on this level as if they were under the effects of an aid spell (+1 to hit, +1 to all saves and +1d8 hp).**

## 23. The Bone Pile

Located in the pit before Yeenoghu's Throne, bodies are thrown here after the Demon Lord delivers a killing blow (although live captives are sometimes thrown in for entertainment). Yeenoghu's ghoulish and ghoulish servitors then descend upon the corpses in a feeding frenzy.

There are 66 ghouls and 22 ghouls in the ghoulish pits, along with 6 great ghouls. They immediately respond to any sounds of combat or cries of pain. If an initial attack fails to overwhelm any intruders, the ghouls and ghouls will retreat into the Pit's tunnels, hoping that the targets move into the maze and make themselves susceptible to attack from the rear. Paralyzed victims will be dragged through the tunnels and to the Grim Nests (#24–32, below).



### 24–32. Grim Nests

These nine locations are nests where the ghouls and ghouls rest and feed. Buried amongst the bones, tattered cloth and excrement of each nest can be found some treasure: 1d100 gp, 1d4 50 gp gems and one jewel (1d4 × 1,000 gp). Characters rooting through the filth are likely to catch a disease, with a substantial chance of contracting an infection each time a pile is searched (65% chance with a +3 penalty, per page 14 in the *Dungeon Masters Guide*).

### 33. The Foul Well

This sinkhole drops 10', down to foul, black water. A layer of oil on the surface will burn if touched with a torch or magical flame. This is a watery path to the Underdark and, if PCs look too closely, they will be attacked by 6 lacedon-ghasts that seek to drag any living creature into its depths.

**Lacedon-Ghasts (×6):** AC 4; MV 15"; HD 4; hp 32; THAC0 15; #AT 3; DMG 1d4/1d4 (claws) & 1d8 (bite); SA stench, paralyzation, immune to *sleep*, *charm* & *hold person*; Int Very; AL CE; Size M; XPV 343 each

*Author's Note:* In my own campaign this well connects to The Ghoul Warrens, an excellent adventure location authored by Marco Cavagna. This location is included in the *Encyclopaedia Subterranea* (module D4 at Dragonsfoot), and is also available at: <https://sites.google.com/site/deadgreyhawk/mappingthedepts>.

### 34. The Guardian

A bodak stands watch here, lurking on a dark crag. If the bodak gains surprise (a 3 in 6 chance), then it will bring its death gaze to bear. The bodak always prefers to use its death gaze if at all possible. Otherwise the bodak fights with a serrated broadsword (1d6+3 damage) if forced into melee.

**Bodak:** AC 5; MV 6"; HD 9+9; hp 62; THAC0 12; AT 1; DMG by weapon (1d6+3); SA death gaze (30' range, save vs. death or die), +1 weapon or cold iron to hit, ½ damage from cold, fire, electricity and gas, immune to poison, *charm*, *hold*, *sleep* or *slow*; Int Low (but cunning); AL CE; Size M; XPV 4,168

### 35. The Reeking Pool

The pool is a gate to the Realm of the Ghoul King and, if his minions have been destroyed, the Ghoul King is likely to send a score of ghouls through the gate in order to teach any intruders a lesson or lure them through the gate and into his nightmarish realm. Activating the gate is as simple as wading waist-deep into the pool.

If PCs have been having too easy a time of it more powerful ghouls could be used, such as the Ghoul Lord

from AD&D 2E, or the Ghoul King (stats will have to be provided by the DM) himself.

### The Sanctum Carranicus

The deepest level of The Citadel is The *Sanctum Carranicus*, Yeenoghu's private quarters and treasury on the Prime Material Plane.

### 36. The Twelve Chosen

While on the Prime Material Planes, Yeenoghu takes the opportunity to find the most powerful gnolls, and elevates them to serve in its personal war-pack. This is not an honor, as Yeenoghu consumes most of the gnolls' souls, leaving behind juju zombies. Standing in each niche is thus a single juju zombie. Once mighty gnoll warriors, these creatures are larger, more scarred, and more dangerous looking than any normal gnolls:

**"Chosen of Yeenoghu" (Juju Zombies) (×12):** AC 4; MV 9"; HD 3+12; hp 33; THAC0 13; #AT 1; DMG 3d4; SA strike as a 6 HD monster, +1 or better weapon to hit, ½ damage from piercing & blunt weapons, climb as a 6th level thief, immune to *sleep*, *charm*, *hold*, illusions, cold, *magic missiles*, and death spells; Int Low; AL NE; Size L (8' tall); XPV 382 each

### 37. False Gate

An archway has been built into the eastern wall, within which is a churning, sickly swirl of purple and green energy. Due to the apparent heavy traffic leading into the arch it looks like a gate or planar portal. This is actually a trap, as the swirling vortex is a **Churning Orb**, a ball of energy that discharges a blast of energy (12d6 hp, save vs. Spells for ½ damage) if touched or if more than 100 gp weight of conductive metal comes within 6' of it. The **Churning Orb** can discharge 12 times before its magic is exhausted, and each subsequent discharge is weakened by 1d6 hp (i.e. 11d6 hp damage on the 2nd discharge, 10d6 hp damage on the 3rd discharge, and so on).

In addition to the trap, there are 4 shoosuva present to guard both this "gate" and the treasure scattered about. The treasure, piled in one corner consists of 314 pp, 2,477 gp, 26,528 cp and 3 pieces of jewellery (a wrought silver brooch worth 200 gp, and two wrought silver crowns, one worth 100 gp and the other worth 800 gp).

### 38. Trapped Corridor

When the false door at the far end is opened, the entire hallway floor drops away, dropping the PCs into a 20' deep pit with 3' of water in it (1d6 hp falling damage). A 12d6 hp fireball simultaneously detonates, filling the entire corridor and pit and igniting the oil that floats on the water. The oil then burns for 6 rounds (2–7 hp damage/round).

### 39. Trapped Corridor

When the false door at the far end is opened, the corridor becomes blanketed in *continual darkness*. Simultaneously, a temporary gate opens and 24 shadows emerge to attack. Subsequent *continual darkness* spells are triggered each and every round, for the next 6 rounds (meaning that PCs will likely be fighting in the dark at least part of the time).

**Shadows (×24):** AC 7; MV 12"; HD 3+3; hp 21 each; THAC0 15; #AT 1; DMG 2–5; SA strength drain (1 point/touch), 90% undetectable in shadows, +1 or better weapon to hit, immune to cold, immune to *sleep*, *charm*, and *hold person*; Int Low; AL CE; Size M; XPV 244

### 40. Torture Chamber

This room is Yeenoghu's play room, where he has tortured to death several paladins, lawful good clerics, a pair of dwarf warriors and several elven heroes; the remains of the playthings are pinned to the walls with various spikes, hooks, etc. and it is clear that terrible injuries were inflicted on these individual before they died.

### 41. The Sleepers

Six (6) shoosuva guard the 5 pregnant gnoll females that are kept here in stasis. Yeenoghu is keeping them here in stasis, so all can later be taken to give birth in The Abyss. These are Yeenoghu's true treasures, as his cambion offspring serve as elite warriors and commanders in his demonic army. If Yeenoghu has not been defeated when the PCs enter this room, the Demon Lord will teleport here to defend his progeny. If he is in danger of losing a fight, he will snatch up the females and teleport back to his realm, collapsing the gate (location #43, below) behind him.

### 42. The Treasure Room

There is a massive pile of treasure and loot here, the fruits of the gnolls' depredations. The pile includes 12,493 pp, 77,211 gp, 14,635 ep, 149,977 sp, and 1,301,133 cp. Mixed in with the coins are 25 × 10 gp gems, 26 × 50 gp gems, 37 × 100 gp gems, 23 × 500 gp gems, 12 × 1,000 gp gems and a single 5,000 gp gem.

There are also 34 pieces of jewellery and 31 magical items:

**Jewellery:** gold crown w/gems (8000 gp), gold earrings w/gems (5000 gp), gold necklace w/gems (4000 gp), gold pendant w/gems (2000 gp), gold ring w/gems (4000 gp), gold perfume vial w/gems (3000 gp), gold torc w/gems (4000 gp), jade brooch carved like a griffon (1800 gp), platinum star-shaped brooch w/gems (7000 gp), platinum jewellery box with tree on the lid w/gems (8000 gp), platinum earrings w/gems (8000 gp), platinum necklace w/gems (8000 gp), platinum ring w/gems (6000 gp), platinum statuette (of a dancing satyr) w/gems (9000 gp), silver anklet w/gems (2000 gp), silver skull-shaped

brooch w/gems (2000 gp), silver goblet w/gems (3000 gp), silver bracer set with jet in the shape of a serpent (6000 gp), silver earrings w/gems (6000 gp), silver scroll tube decorated with mother of pearl (2000 gp), silver necklace w/gems (6000 gp), silver pendant inset with a massive sapphire (6000 gp), silver tiara w/gems (3000 gp), wrought platinum earrings (1700 gp), wrought platinum ring (1800 gp), wrought gold bracelet (1700 gp), wrought gold brooch (1600 gp), wrought gold bowl (1200 gp), wrought gold earrings (700 gp), wrought gold circlet (1300 gp), wrought gold dice set (4 dice, 350 gp each), wrought gold rod (1200 gp), blue-steel long sword with gems inset cross-piece (1800 gp), wrought silver dagger (100 gp).

**Magic Items:** 16 potions (*Oil of Slipperiness* ×2, *Philter of Love*, *Brass Dragon Control*, *Climbing*, *Diminution*, *Gaseous Form*, *Green Dragon Control* ×2, *Healing*, *Invulnerability*, *Levitation*, *Sweet Water* ×2, *Treasure Finding*, *Water Breathing*), 6 magical scrolls: *clerical scroll* (*animate dead*, *bestow curse*, *cause disease*, *dispel magic* ×2, *obscure object*, *prayer*), *illusionist scroll* (*emotion*, *massmorph*), *magic-user scroll* (*darkness 15' radius*), *magic-user scroll* (pyrotechnics), *protection from magic scroll* ×2, *ring of water walking*, *scarab of protection*, *Talisman of Zagy*, *chain mail* +2 (human), *leather armor* +1 (human), *plate mail* +2 (human), *scale mail* +1 (elf), *short bow* +1, *long sword* +2.

*Author's Note:* This treasure list, with only a few edits, was generated by the random treasure tools found at [donjon.bin](http://donjon.bin), a site with a ton of cool tools and generators.

*Editor's Note:* The jewellery list was not removed because DMs may find it useful when creating treasure lists for their own adventures.

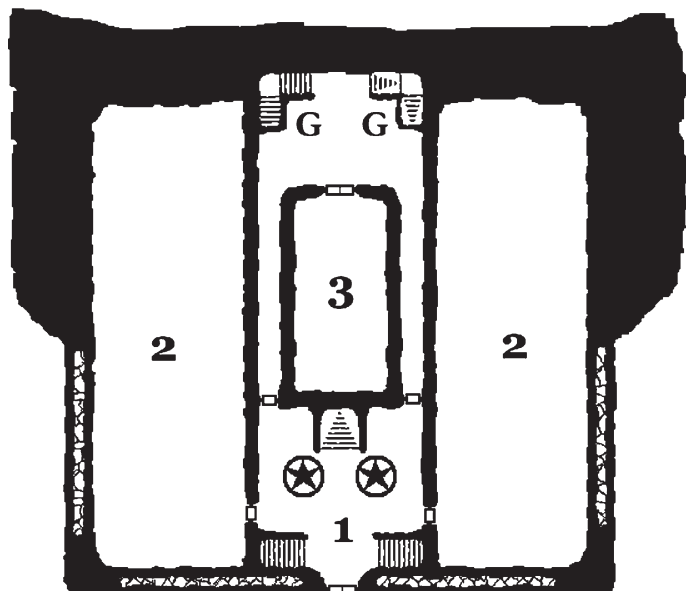
### 43. Yeenoghu's Gate:

This large "cave mouth" shimmers and crackles with black lightning; it is a gate anchored to Yeenoghu's realm in the Abyss. Four (4) shoosuva, 4 gnoll-cambions, 6 ghuuna, 2 vrock and a Greater Shaman stand guard here, the final guardians to prevent intruders from reaching Yeenoghu's realm.

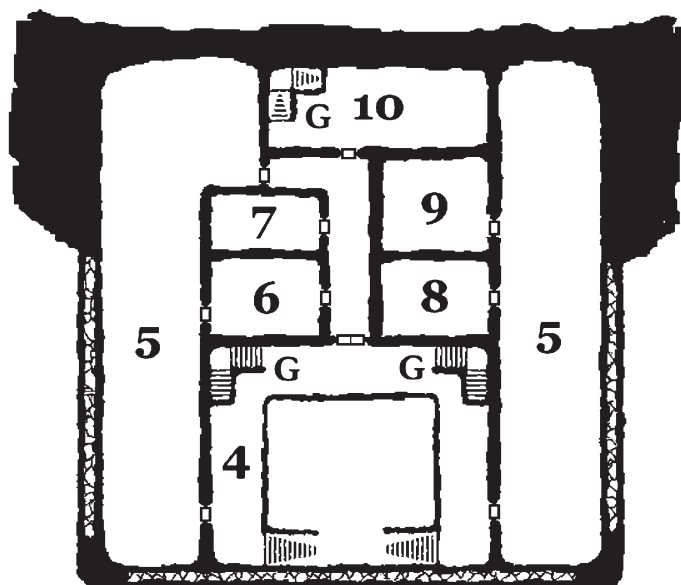
If PCs choose to pass through the gate, they will be instantly mobbed by 66 demonic gnolls and 16 demonic ghouls, with more powerful reinforcements arriving on the next round. Given the reduction in the power of normal magical items in the Abyss, even high-level PCs may find that they have bitten off more than they can chew if they decide to use the gate.



# Citadel of the Carrion Eaters

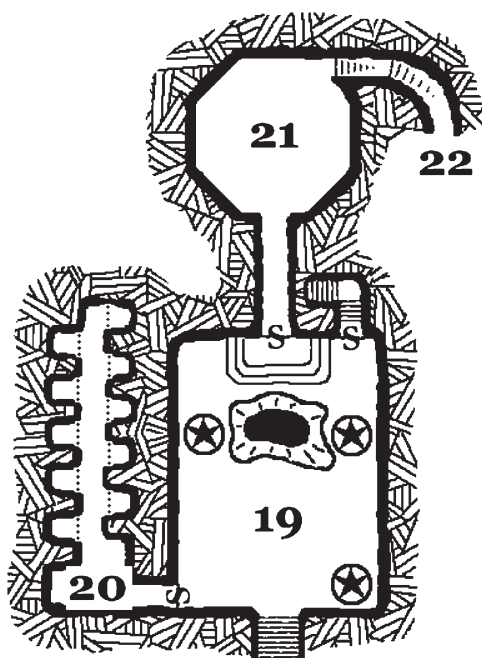


Main Floor



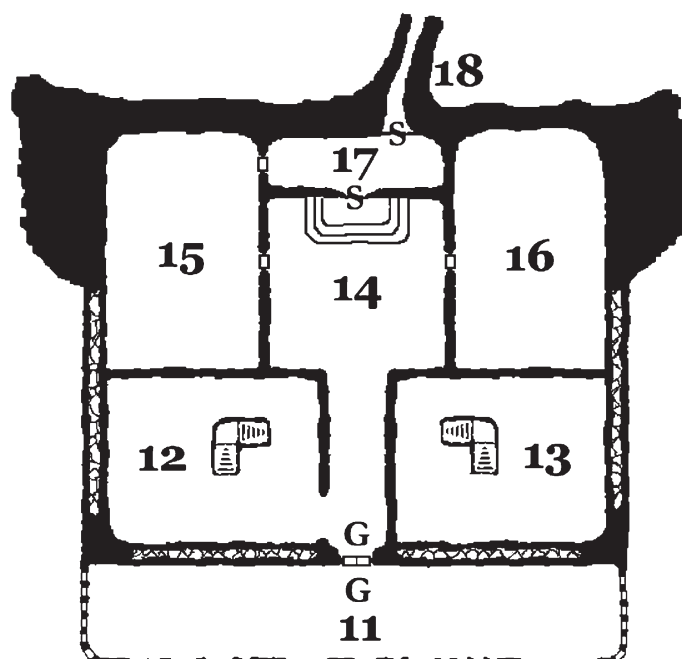
Second Floor

	Creature-Statue		Door
	Stairs Down		Secret Door
	Stairs Up		Guard Station



The Under-Citadel  
(Temple Level)

10' 30' 50'  
20' 40'







Third Floor

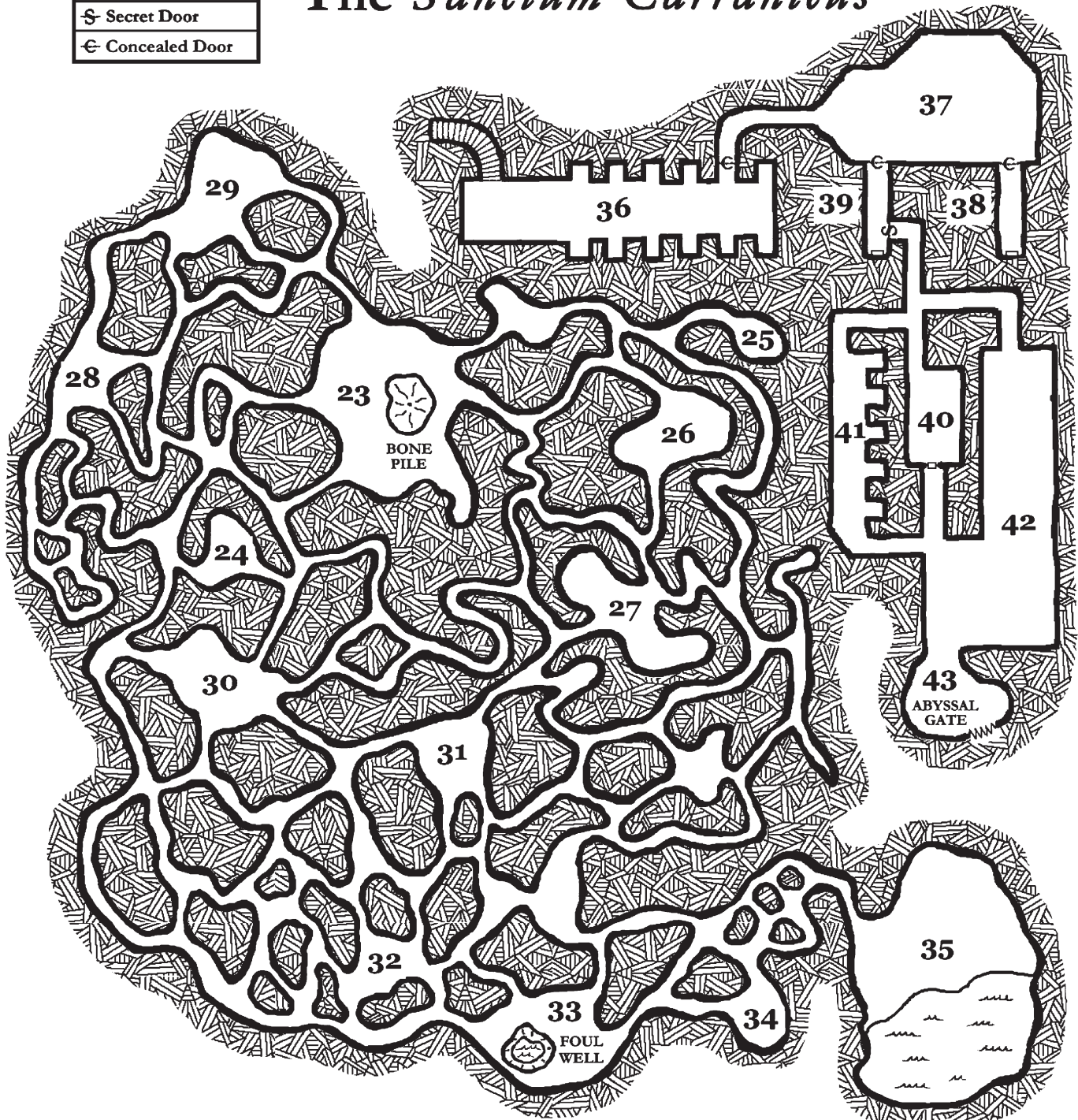
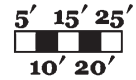


# The Ghoulish Pits

## &

# The Sanctum Carranicus

	Door
	False Door
	Secret Door
	Concealed Door



## Appendix: Monster Statistics

**Gnoll Warrior (×473):** AC 5; MV 9"; HD 2; hp 11; THAC0 16; #AT 1 or 2 (bow); DMG 2d4 or by weapon; SA great bows; Int Low to Average; AL CE; Size L (7' tall); XPV 50

Even before falling under the influence of the Demon Lord these gnolls were vicious killers. Now they are constantly on the edge of bloodlust and rage, and they will fight to the death. The gnoll warriors wear piece-meal armor and

carry axes and swords (1d8 damage). 35% have polearms and 15% have great bows (as a longbow, but 1d8 damage). Each has personal treasure of 3–14 gp.

**Gnoll Leader (×40):** AC 4; MV 9"; HD 3; hp 16; THAC0 16; #AT 1 or 2 (bow); DMG 2d4 or by weapon; SA great bow; Int Average; AL CE; Size L (7' tall); XPV 98

Leaders are armed as gnoll warriors, but 50% have great bows. They also carry personal treasure of 6–20 gp.

**Gnoll Tracker-Archer (3rd level Archer) (×40):** AC 4; MV 9"; HD 4+4; hp 26; THAC0 15; #AT 1 (melee) or 2 (bow); DMG 1d12+1 (two-handed sword) or 1d8+1 (great bow); SA +2 hit & +1 damage with bow at <50', +1 hit & damage at 51' to 210'; Int Average; AL CE; Size L (7' tall); XPV 239 (per the Archer NPC class in Best of Dragon #3)

Lightly armored, these gnolls carry two-handed swords for use when forced into melee, but they much prefer the use of their great bows. Each gnoll tracker-archer carries a personal treasure of 22–60 gp.

**Gnoll Champion/Guard (×30):** AC 4; MV 9"; HD 3; hp 20; THAC0 16; #AT 1; DMG 2d4+1 or by weapon +1; SA great bow; Int Low to Average; AL CE; Size L (7' tall); XPV 110

These massive gnolls carry large shields and swords or axes; and only 10% have great bows (they prefer close combat.) Each gnoll champion carries a personal treasure of 21–40 gp.

**Gnoll War-Lord (×5):** AC 2; MV 9"; HD 4; hp 22; THAC0 15; #AT 1; DMG 2d4+2 or by weapon +2; SA great bows; Int Average; AL CE; Size L (8'+ tall); XPV 173

These brutes are large enough to wield a two-handed sword in one hand, and they have massive shields in addition to their piecemeal armor. Each carries a personal treasure of 32 to 70 gp and a piece of silver jewellery worth 1d6 × 100 gp.

**Gnoll King:** AC -1 (plate & shield +2); MV 9"; HD 5; hp 30; THAC0 15 (14 with axe); #AT 1; DMG 1d8+3+1 (**battle axe +1**); SA great bow; Int Average; AL CE; Size L (8' tall); XPV 320

The Gnoll King wears plate mail and uses a wicked axe in combat. He carries 17 pp, 46 gp, 3 × 100 gp gems, 1 × 500 gp gem, a silver bracer (750 gp) and a gold torc (1,400 gp).

**Lesser Shaman (2nd Level Cleric) (×10):** AC 4; MV 9"; HD 3; hp 16; THAC0 16; #AT 1; DMG 2d4 or by weapon; SA spell: typically *command*, and *pro. from good*; Int Average; AL CE; Size L (7' tall); XPV 153

Lesser shaman are armed and armored like a gnoll warrior. Each carries personal treasure of 21–40 gp and 5–8 pp.

**Greater Shaman (3rd Level Cleric) (×6):** AC 4; MV 9"; HD 4; hp 19; THAC0 16; #AT 1; DMG 2d4 or by weapon; SA spells: *command*, *darkness* or *pro. from good*, *chant* or *hold person*; great bow; Int Average; AL CE; Size L (7' tall); XPV 162 each

Each gnoll shaman is armed and armored like a gnoll warrior and carries a personal treasure of 21–40 gp, 5–8

pp and 1d3 50 gp gems.

**Head-Shaman (5th Level Cleric) (×3):** AC 2; MV 9"; HD 6; hp 29; THAC0 15; #AT 1; DMG 2d4 or by weapon; SA spells: *command*, *cure light wounds*, *darkness* or *pro from good*, *aid* or *chant*, *hold person*, *silence 15' r*, *dispel magic* or *prayer*; Int Very; AL CE; Size L (7' tall); XPV 276

These brutes have better armor than the average gnoll but carry similar weaponry. Each also carries a personal treasure of 41–60 gp, 12–18 pp, 1d4+1 50 gp gems and a piece of jewelry worth 500–800 gp. Each also has a single magical item: #1—**necklace of missiles (3, 5 & 6 die missiles)**, #2—**staff of striking (8 charges)**, #3—**scroll of flame strike**.

**Gnoll Witch-Doctor (C5/MU2):** AC 4; MV 9"; HD 8; hp 30; THAC0 15; #AT 1; DMG 2d4 or by weapon; SA spells: *affect normal fires*, *burning hands*, *command*, *cure light wounds*, *pro. from good*, *chant*, *hold person*, *silence 15' r*, *dispel magic*; wand; Int Very; AL CE; Size L (7' tall); XPV 355

The demented gnoll responsible for summoning Yeenoghu, the witch-doctor is revelling in the blood-letting that has resulted. The witch-doctor is unusual in that he does not seek personal power; instead he wants to see gnolls grind the forces of humanity beneath their clawed feet. He has a personal treasure of 11 pp, 16 gp, 6 × 100 gp gems, a silver necklace (300 gp) and an electrum armband (700 gp). He also has a **potion of fire-breathing**, a **scroll of teleportation**, a **scroll of cone of cold**, and a **wand of paralyzation (36 charges)**. The witch-doctor will not hesitate to use his magical items in combat.

**Hyena (×21):** AC 7; MV 12"; HD 3; hp 12+1d12; THAC0 16; #AT 1 (bite); DMG 2d4; Int Animal; AL N; Size M; XPV 35 + 3/hp

**Ghuuna (×15):** AC 4; MV 12"; HD 6+6; hp 32; THAC0 13; #AT 1 (bite or weapon); DMG 4d4 (bite) or by weapon; SA diseased bite; SD cold iron or magical weapons to hit, surprised only on a 1; Int Average; AL CE; Size L (8' tall); XPV 984 (Ghuuna are detailed in Creature Catalog I and in *Dragon Magazine* #89)

**Ghuuna War-Lord:** AC 0 (bracers +2); MV 12"; HD 7+7; hp 59; THAC0 12; #AT 1 (bite or weapon); DMG 4d4+2 (bite) or **battle axe +2** (+3 hit & +4 damage); SA diseased bite; SD **bracer of defence +2** (to AC & saves), cold, iron or magical weapons to hit, surprised only on a 1; Int Average; AL CE; Size L (8' tall); XPV 1,665

**Shoosava (×12):** AC 3; MV 15"; HD 6; hp 27; THAC0 13; #AT 1; DMG 6–15; SA creeping paralysis, SD hit only by silver or +1 weapons, immune to psionics, mind control, and enchantment/charm spells; MR 30% (vs cold, heat,



electricity and poison gas; take ½ damage if MR fails, ¼ if save successful; Int Very; AL CE; Size L (6' at shoulder); XPV 664 (Shoosuva are detailed in Dragon magazine #63)

**Ghoul (×66):** AC 6; MV 9"; HD 2; hp 13; THAC0 16; #AT 3; DMG 1d3/1d3 (claws) & 1d6 (bite); SA paralyzation, immune to *sleep*, *charm* and *hold person*; Int Low; AL CE; Size M; XPV 99

**Ghast (×22):** AC 4; MV 15"; HD 4; hp 26; THAC0 15; #AT 3; DMG 1d4/1d4 (claws) & 1d8 (bite); SA stench, paralyzation, immune to *sleep*, *charm* and *hold person*; Int Very; AL CE; Size M; XPV 319

**Great Ghast (×6):** AC 2; MV 15"; HD 4+8; hp 40; THAC0 15; #AT 3; DMG 1d4+1/1d4+1 (claws) & 1d8+2 (bite); SA stench (save at -2), paralyzation (save at -2), immune to *sleep*, *charm* and *hold person*; MR 15%; Int Very; AL CE; Size M; XPV 480 each

*Note:* The demonic legions represent the gnolls and ghouls that Yeenoghu can summon from his home realm in the Abyss or will meet a party stepping through his gate to the abyss. These creatures are all a little tougher and able to cause more damage than their Prime Material Plane counterparts. They also share the resistance to cold, electricity, fire and gas that demons have.

**Demonic Gnoll Legion Member (×66):** AC 2; MV 12"; HD 2+2; hp 16; THAC0 16; #AT 1; DMG 2d4+2 or by weapon +2; SA demon bone arrows (type A insinuate poison 15 hp if save failed, 0 hp if save successful), +1 to hit, immune to *fear*, *sleep*, *charm* and *hold person*, ½ damage from fire, cold, electricity and gas; Int Low to Average; AL CE; Size L (7' tall); XPV 168 each

The demonic gnoll legions are made up of the souls of gnolls that have been gathered in Yeenoghu's realm. They wear armor made of metal riveted to the hides of Abyssal beasts, use wickedly serrated swords and axes, and the 24 arrows that they carry are made of the bone of demons and Abyssal beasts and are effectively poisoned with Type A insinuate poison. Alternately, a DM could refer to the expanded list of poisons in *Best of Dragon* #2 if they want a poison that causes injury even on a successful saving throw.

**Demonic Ghoul Legion Member (×16):** AC 6; MV 9"; HD 2+2; hp 16; THAC0 16; #AT 3; DMG 1d3+1/1d3+1 (claws) & 1d6+1 (bite); SA *paralyzation* (save at -2 penalty); SD immune to *fear*, *sleep*, *charm* and *hold person*, ½ damage from fire, cold, electricity and gas; Int Low; AL CE; Size M; XPV 168 each

**Type I Demon "Vrock" (×5 + any gated in):** AC 0; MV 12"/18"; HD 8; hp 50; THAC0 12; #AT 5; DMG

1d4/1d4/1d8/1d8/1d6; SA spells: *darkness* 5' r, *detect invisibility*, *telekinesis* (2000 gp weight), *gate* (10% 1 type I demon); SD ½ damage from fire, cold, gas and electricity; Int Low; AL CE; Size L; XPV 1,850

**Gnoll Cambion (×6):** AC 2 (0 with armor & shield); MV 12"; HD 9+18; hp 72 each; THAC0 10; #AT 3 (2 weapons & 1 bite); DMG by weapon +4 or 2d4+1 (bite); SA Strength 18/51 (+2 hit & +4 damage with weapons), spells: *darkness* 5' r, *detect invisibility*, *hold person* (1/day), *diseased bite* (a successful bite causes a random disease, as per the DMG page 14), *cause fear* (barking, 3' range, 3/day), track as a 9th level ranger; SD ½ damage from cold, fire, electricity and poison gas; MR 25%; Int Low; AL CE; Size L (9' tall); XPV 4,458

Looking like an over-sized gnoll (9' tall) with patches of fur falling out, longer arms than seems normal, and a huge muzzle with ragged teeth protruding from the mouth, these creatures wear demon hide armor with steel plates riveted to it, carry a large shield, and wield a massive sword in combat (1d10 hp base damage). These creatures are the result of a mating between Yeenoghu and a gnoll female (the results of which are invariably fatal for the gnoll). While they are immensely powerful compared to gnolls, the gnoll blood-line is not as conducive as the human blood-line in hosting demonic essence; thus, Yeenoghu's cambion progeny are weaker than most marquis cambions. Although Yeenoghu is a little disappointed with the lack of intelligence that his off-spring typically displays, he is still trying to breed enough of them to create an army powerful enough to defeat his rivals in the Abyss.

**Yeenoghu:** AC -5; MV 18"; HD 22 (equivalent); hp 100; THAC0 7; #AT 1; DMG 3d6 and/or possible paralyzation and/or confusion; SA spell-like abilities: *darkness* 10' r, *magic missile* (3/day, 6 missiles at 2d4 hp damage), *detect magic*, *read magic*, *read languages*, *detect invisibility*, *invisibility*, *fly*, *hold person*, *dispel magic* (level 20), *suggestion*, *polymorph self*, *fear*, *teleport*, *telekinesis* (10,000 gp weight), *transmute rock to mud*, *mass charm*, psionics (see MM), triple-headed flail, *summon gnolls* (1/day, 6 to 66), *summon ghouls* (1/day 6 to 16), *gate* (1/day, 80%, 1d4+1 Type I Demons); SD +1 or better weapon to hit, ½ damage from fire, cold, electricity and poison gas; Int Exceptional; AL CE; Size L (12' tall); XPV 54,500

These statistics are from the 1E *Monster Manual*; as a deity Yeenoghu should also be given the powers described in *Deities & Demi-gods* (page 8, Standard Divine Abilities). These abilities include *command* (2 round duration), *comprehend languages*, *detect alignment*, *gate* (as the spell), *geas*, *quest* (no saving throw), *teleport* and *true seeing*. Since Yeenoghu is a god, you should feel free to toss in whatever other powers it requires to cause a high-level party trouble.



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