

footprints

MAGAZINE

Number 24
January 2019

IDEAS AND ADVENTURES FOR ADVANCED FANTASY GAMING



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Number #24
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Publisher

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Over 23 issues I've managed to dodge having to write this piece. I find writing such things difficult, which is odd for a gamer, someone who uses their creativity and imagination regularly. I suppose everyone fails a save sometimes.

I came to AD&D late, it was 1988 and I was 16. In the UK, after you finish your main schooling, you can stay on for another two years to do more advanced learning, usually in preparation for going to University. During this time I met Mark O'Reilly, who had always attended the same school as me, but we had never crossed paths until we ended up in the same advanced classes together. He introduced me to the game. I still remember the first session in the local village hall, I was given an Elf Fighter/MU/Thief to play. I don't remember his name, but I do recall he was Chaotic Neutral. That first game was the foundation for a friendship and shared love for the game that lasted through the years. Mark was an outstanding and passionate DM, who's love for the game shone. His greatest gift was to share his enthusiasm and kindle that enjoyment and love for the game in others. I took a break and went to University, but came back home after. I moved away for a job, but still lived close enough to continue my participation in the group, a group that forged strong friendships that still continue today.

Mark created the first incarnation of Dragonsfoot in 1999. Looking back it would have been impossible to predict the highs and lows of the last twenty years, particularly the OSR. Over this time there have been good friends made and good friends lost. Issue #24 is dedicated to those we have lost along the way. These are the ones I can name:

Mark O'Reilly, Steve "bloodymage" Willet, Jerry "JRMapes" Mapes, Alphonso "Munafik" Warden, "SiPfan" and, of course, Gary GygaX.



Just over ten years ago I moved away again, too far away to keep gaming with the same group, but we kept in touch. My new home had a local group, but they didn't play the games I was interested in, and I am a barely adequate DM at best. So my love for the game was kept alive by play-by-post-forum games and seeing your love for the game every day on the forums. Dragonsfoot is a family, very often a dysfunctional one, and one that doesn't agree, but still a family none the less.

Recently, technology has come to the rescue! My old DM is now my new DM, of an online campaign he created for me (Thanks Ryan!). We've even used it to introduce a new player to the wonders of the game. Online gaming is not 100% the same as face-to-face gaming, but for me it is close enough. So, if you yearn for a game I urge you to give online gaming a try if you can. Maybe it won't be right for you, but you won't know unless you give it a go.

That's enough about me. So, here it is, Issue #24. Almost 15 years after Issue #1 was published and two years later than planned, but better late than never, as they say. I hope you enjoy it, and I hope that 2019 fulfills all of your gaming hopes.

--Steve Yates
Eldritch Overlord

Artist:
Lawrence van
der Merwe





by DeltaDemon

DM: "Alright Bob, Salazaar enters the crypt and you see a statue of a humanoid with the head of a jackal. At the base is written: Anubis."

Bob: "Has Salazaar ever heard of Anubis?"

DM: "Do you have history, or religion?"

Bob: "No"

DM: "Well, I guess you don't know anything about Anubis."

Bob: "You mean there's no chance that I know anything about this Anubis?"

DM: "If you don't have the skill, you don't know anything about it."

Bob: "That doesn't make sense. I'm not a florist but I know a bit about flowers. I'm not a mechanic but I know the basic functioning of a car. Why can't my character have heard something about this Anubis guy? There should be a chance!"

DM: "You're right..."

Most people have a variety of knowledge beyond their specific formal skills. Over the years, a person collects tid bits of information by interacting with people, living their lives, or simply observing the world around them.

These tidbits of knowledge are not necessarily linked to intelligence, but more linked to age and world experience. It does not matter how bright and sharp you are, by simply living life you will retain some pieces of information.

The Experience Check is a simple way of identifying whether or not a character has heard of, or knows anything about any subject.

A successful Experience Check can yield as much or as little knowledge as the DM feels the character would have acquired. Additionally, the DM should explain how the character has gathered this information. The information gathered should never be too detailed. It should also never give more information, or even as much information, than a related skill would. After all, this information has been gathered from over hearing a conversation, or from stories told to the character by his grandfather, etc...

Also, a successful Experience Check does not signify that the character necessarily has any knowledge. The DM may simply state that information is not known. However, it is recommended that, should an Experience Check be successful, at least a minimum amount of information should be imparted. At the very least, the character should have heard about the subject.

For example, a successful Experience Check to find out if Salazaar has heard of Anubis could yield the fact that a few years ago Salazaar had overheard a conversation between two sailors in a tavern in Britania about Anubis. While Salazaar didn't pay attention to the conversation, he distinctly remembers one of the sailors saying Anubis.

In the above example almost no information has been given, but it gives the player some sense of history for his character. Plus it might be an adventure hook because the player might wish to go to Britania to find out more information.

A character's base Experience Check is equal to his level modified by age and race. A multi-classed or dual classed character will use the highest level for the check. The following are some modifiers to the base Experience Check:

<u>Age Modifiers</u>	<u>Modifier</u>
Age Category: Childhood	0
Age Category: Adolescence	0
Age Category: Young Adult	1
Age Category: Adulthood	2
Age Category: Middle Age	3
Age Category: Old Age	4
Age Category: Venerable	5

<u>Racial Modifiers*</u>	<u>Modifier</u>
Dwarf	1
Elf	2
Gnome	2
Halfling	1
Half-Elf	1
Half-Orc	-1
*Other long-lived or short-lived races not listed should receive a positive or negative modifier as appropriate	

The following are some modifiers to a specific Experience Check that could be applied based on the specific situation:

<u>Situational Modifiers</u>	<u>Mod.</u>
Subject linked to character's race	+1 to +4
Subject linked to character's class	+1 to +4
Subject linked to character's Nationality	+1 to +4
Subject linked to character's age	+1 to +4

A successful check is accomplished by rolling equal to or less than the character's experience on a d20. A roll of 19 and 20 will always fail with a roll of 20 possibly representing a catastrophic failure yielding false information. Of course, the DM is free to add, modify, or remove any modifications he feels are necessary for the specific situation.

Artist:
William
McAusland

CENTAURS

By
Alan
Powers



Artist: Dean Spencer

The air was thick with anticipation and tension. It was an hour past sun-down and a band of the tribe's youth still had not returned. They had been given the task of escorting a Dray – a physically powerful, but simple minded centaur – to an area near the edge of the centaur territory and returning with him along with a wagon-load of lumber. Most of the parents of the youths were gathered, along with Chrack, the Tribe Leader and sire of the young group's leader, near the western edge of the village – where the group of youngsters would enter the village when they returned. Although there were only one or two lanterns, the night was not really dark to the centaur. Their night-vision allowed them to see the land as bathed with varying degrees of indigo and violet. Not as good as a sunny day, but more than adequate to travel by night or defend oneself at range.

Many of the centaur present at the edge of the village were armed. Even in the heart of their territory, night-time attacks were not unheard of. Though Chrack knew that most were armed in preparation – in case he ordered a group to go look for the overdue youngsters and their charge. They waited for his order, but the tension was obvious – most of them could not keep still and their murmuring to each other was growing louder. Chrack moved to the center of the track, so that he was between his centaurs and the way out of the village, and cleared his voice. The murmuring stopped and they all looked at him.

"They are overdue. There are many reasons that this could be. But they are not foals. Many of them have skill with weapons that rival our own: we have trained them well. And they have Dimock with them. Still, if they have not returned by the moon's rise... Ronet Giantfoe, you will take Thraif Shoefixer and eight others and search for them along the road."

"I will," said Ronet. "Thraif, select four to go with us and I will then fill out our band's roster."

It was a good choice and the tension in the pursuant murmuring eased. Ronet was a good Leader and an experienced fighter, and Thraif had some skills in magic – she would pick wisely, those to go with them.

Time passed. Those who were selected to go in search were gathering gear and some provisions. With a plan in place some of the parents had returned to their stables. Chrack remained at the village edge, watching down the slightly curving track. All his senses focused to detect any sign of movement or sound. There! A centaur came into view on the track, moving at a slow, cautious pace. A moment later another appeared from the brush some lengths to the right. That was not normal – to have out-runners unless... The breeze brought him the scent of wet iron...blood!

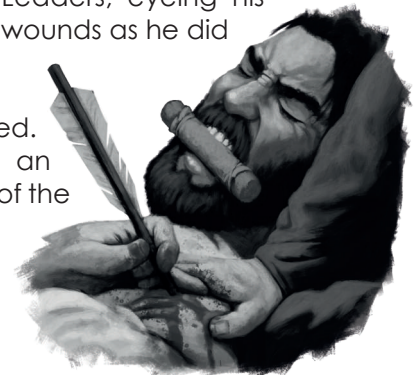
"You three," Chrack said, addressing the three centaur closest to him, "with me, weapons out!"

Starting forward, Chrack drew his sword. "And someone get the priests and healers!"

Chrack and the other centaur moved toward the younger centaurs and escorted them into the village. Two of the young centaurs had been placed on top of the lumber on the wagon; one was unconscious. Most were wounded in some way or another. Dimock and four others were pulling the wagon.

In the village where was not much for the healers to do, most of the wounds had already been bandaged. Those centaur who were also Servants of Skerritt said what prayers they knew and tended to the two more seriously injured youngsters. Chrack pulled Medok aside to a small group of Leaders, eyeing his offspring's bandaged wounds as he did so.

"Tell us what happened. Is there danger of an attack here or on one of the smaller settlements?"



Artist: Dean Spencer

"No, Sire, I do not believe that there is any danger of an attack on any of our settlements. It was orcs; they ambushed us on the road this afternoon. First arrow fire from cover and then they rushed us from a different direction. There were perhaps 15 of them, in all. My first thought was to flee the killing ground so I ordered Dimocks harness leads cut, but by then we could not get free of the orcs. We used the wagon for cover from the bow-fire and tried to get into a defensive formation but then Tequa got pushed over. They seemed to be everywhere among us. Sire, it was terrifying." Medok paused, the horror of the afternoon's violence still fresh in his eyes.

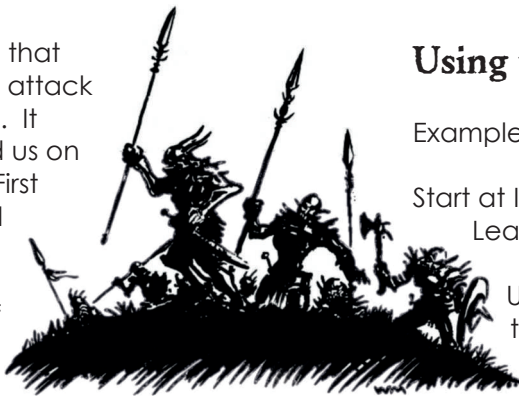
"Yes," Chrack said, "Orcs are terrifying creatures, they will kill us and worse if they can."

"No, not the orcs," said Medok, "It was Dimock. Tequa is from his Band. When she went over he yelled...no, more screamed, he turned and actually took a log from the lumber wagon and threw it into the orcs. The log hit Peras and Toria, too. Then he was on them, stomping, striking and kicking. The log only killed one or two of the orcs but between that and Dimock's fury, it turned the tide of the fight. We killed eight of them and wounded maybe three more, before they fled."

"Tending our wounds and repairing the harness leads contributed to our tardiness, as did our caution in travel speed. We were very watchful after the attack."

Chrack placed his hand upon Medok's shoulder. "You did well." The other Leaders nodded in agreement. "You had been told but now do you fully understand why we must care for Dray as we do? Their thinking may be slow, but their love runs deep. We would not be as we are if not for them."

The above story is a continuation to the introduction for the centaur culture and player character viability article in Footprints #23. The Centaur Background Tables references the Monster Manual's centaur write-up and divide centaur society into three groups based on the type of weapon used by a certain percentage of centaurs when encountered in a group: Half (50%) are armed with clubs; 25% armed with composite bows; 25% with shield and lance and are referred to as Leaders. The background tables use the Stock-Lane format.



Artist: William McAusland

Using the Background Tables

Example: Dacid Bowbender is a Centaur Archer

Start at I. Social Class. The percentile dice yield an 81: Leader.

Under II. Sibling Rank a 6 is rolled on the d.6 and then a 1 on the d.8. That makes Dacid a child of the Third wife, and an orphan.

At III. Social Rank, under Leader, the percentile dice read a 24: Band Stud. At this point we know that Dacid starts with an initial of 90 gold/silver, or whatever the referee uses as the monetary base for his world, and will have 6 skill slot selections: Three (3) from Herdmember or Common Skills, two (2) from Elite Skills, and one (1) from the Leader Skills Table. Those are in addition to the skills centaurs have automatically. Why an Initial of 90 instead of 100? Because Dacid is an orphan so he receives 10% less initial.

Next is IV. Sire's Occupation. Because Dacid is from the Leader social class, the Leader Skills Table is used to determine his father's occupation – yes, even though he's an orphan. On Leader Skills the dice come up a 24: Artillerist. That takes up the skill slot from that table.

In Section V Dacid's player has 5 skills that may be selected: 3 from Herdmember, and 2 from Elite. The skills selected are: Herdmember/Common – Animal Husbandry, Foraging, Singing (common skill) and Elite – Interpreter, and Teacher. Add to those the Sire's Occupation (which took up the Leader Table pick slot) and the skills that all Centaurs have: Foraging, Teamster, and Swimming. Having Foraging twice results in a Mastery (M) in that skill.

The only thing left is section VII. Previous Experience. A roll of 36 under Leader indicates that Dacid has no prior adventuring experience. If the roll had been a 76, the 76 would be multiplied by 50 to result in 3800. Dacid would then have started play with 3800 experience points - enough to make him 2nd level in most character classes. His level (2) would multiply his Initial starting money (90) to make 180. That completes the use of the Centaur Background Tables for Dacid Bowbender the Centaur Archer.



Artist: Public Domain

Centaur Background Tables

The break-down of Centaur social classes is taken from the differences, both implied and detailed, in the 1st Ed. Monster Manual. One half are average centaurs, simple herd members; one-quarter are archers, or advanced/elite – more intelligent; and the remaining quarter are Leaders.

I. Social Class	
01 - 50	Herdmember
51 - 75	Elite
76 - 00	Leader

Unlike most other races Centaurs player-characters do not individually inherit wealth, per se. Being a communal patriarchy culture with more emphasis on ability than familial relationship, any personal wealth held by a head of a family would be divided between that centaur's wives, not given directly to any offspring. Fully half of a centaur population are herdmembers of one sort or another. These centaur are the everyday crafters and laborers who are

II. Sibling Rank	
1 - 3	Child of 1 st Wife
4 - 5	Child of 2 nd Wife
6	Child of 3 rd Wife
Roll a d.8: a 1 indicates that the player is orphaned. The 1 st wife's offspring receive 10% more Initial funds. Orphans receive 10% less Initial funds.	

III. Social Rank		Skills: Number of Picks			
Herdmember		Initial	Common or Herdmember	Elite	Leader
01 - 15	Dray	25	1		
16 - 55	Forager	35	2		
56 - 90	Herdmember	50	2	1	
91 - 00	Herder	75	3	1	

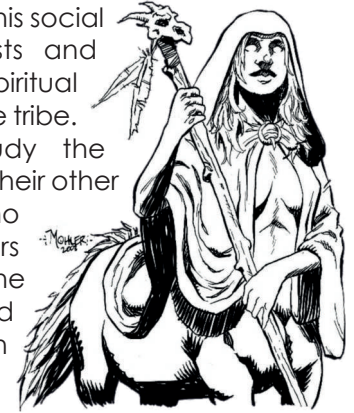
proficient in the more common crafts and professions. As such, and due to the partially communal nature of centaur society, these centaur have less need for financial resources. Simple and average centaurs would only have access to the skills of their peers, while those with more responsibility often have enough association with the more intelligent, Elite centaurs to secure instruction for their offspring in those skills.

Elite		Initial	Common or Herdmember	Elite	Leader
0-50	Hunter	50	2	1	
51 - 80	Archer	75	3	2	
81 - 90	Priest	100	2	3	2
91 - 00	Scholar	150	3	4	2

The more intelligent and out-going centaurs tend to gravitate to skills and callings that require more presence of mind and mental acumen. For these centaurs, toiling in the fields and groves day in and day out holds little interest for them. Instead, the majority of this group of centaurs spend a lot of their time hunting wild game and patrolling the Tribe's territory.

The remaining numbers of this social class make up the priests and scholars that see to the spiritual and intellectual needs of the tribe. Some scholars even study the magical arts, in addition to their other interests. Those centaurs who are priests and scholars become well known to the leaders of their Troop and Tribe and will seek training in the Leader skills.

Artist: William McAusland



Centaurs, as noted previously, do not have any noble or aristocratic class, as such. They do have Leaders who act as organizers, supervisors, commanders in armed conflict, and general decision makers in matters that affect the Band, Troop or Tribe. Player-characters from this social class may be either gender as well as any class allowed by the Referee/DM.

Leader		Initial	Common or Herdmember	Elite	Leader
01 - 75	Band Stud	100	3	2	1
76 - 90	Troop Leader	150	3	2	2
91 - 00	Tribe Leader	200	3	3	3

Note: In the Herdmember class all but Herder start with only the skills that all centaurs have and their picked skills. Herder has Animal Husbandry as well. All Elite and Leader class start out with Reading/Writing (Elvish or Common) and Cyphering. All centaurs have certain traits and skills automatically.

- Racial modifiers for Centaurs: +1 CON., +1 WIS., -2 DEX.
- Natural Armor Class: 6 until 5th Level, then AC 5. See notes in Centaur article in Footprints #23
- **Swimming** - Allows the character to control their movement in liquids. A character with this skill can normally swim without problems (when unencumbered). In "emergency situations" the character has a 30% + (2% per point of Dex.) of successfully controlling the situation. Centaurs upper, human half can melee or fire bows while swimming.
- **Teamster** - This skill applies to animal drawn vehicles and to the harnessing and driving of animals to pull these vehicles. Gives a 65% chance of controlling a team (1 animal) in a crisis situation, minus 10% for each additional animal. If the centaur is harnessed with the team in question then consider the skill to be a Mastery. Mastery adds 5 years and raises percentage to 90%.
- **Foraging** - Is adept at harvesting and gathering crops and finding foodstuffs in the forest/pastureland such as roots, berries, nuts, edible mushrooms, etc... Can also find clean water.

Sire's Primary Skill/Occupation

If:	Table
Herdmember	Herdmember Skills
Elite	Elite Skills
Leader	Leader Skills

Roll on the appropriate Social Class Skill Table for Sire's primary skill/occupation. The skill rolled will count as one of the home category skill choices (disregard multiple skill slot numbers – treat as single slot). In the case of player-character prohibited skills either roll again or chose a similar non-prohibited skill. Example: rolled Magistrate - pick Barrister (lawyer).

Skills

Skills require 1 slot to become proficient, 2 slots to Master. Skills preceded by a number require that number of slots to be proficient, double that to Master. Skills preceded by an (*) are prohibited to player characters. Centaur may have Mastery in two skills without adding years to the character's starting age as long as one of the skills' mastery does not take more than 10 years to achieve.

Artist: Public Domain

Roll	Herdman Skills
01 - 08	Animal Husbandry
09 - 11	Blacksmith
12 - 13	Book-keeping
14 - 15	Bowyer/Fletcher
16 - 25	Carpenter
26 - 35	Cooper
36 - 47	Farmer
48 - 52	Ferrier
53 - 56	Fisher
57 - 70	Forager
71 - 72	Herbalist
73 - 74	Mason
75 - 79	Potter
80 - 83	Scribe
84 - 85	Soldier
86 - 89	Tanner
90 - 91	Tinker
92	Vintner
93 - 97	Weaver
98 - 99	Woodsmen
00	*Adventurer

Roll	Elite Skills
1	Alchemy
2	Ancient History
03 - 05	Armor Smith
06 - 08	Astronomy
09 - 10	Barrister
11 - 13	Biologist
14 - 16	Bird Trainer
17 - 18	Calligrapher
19 - 20	Cartographer
21	Contemp. History
22 - 26	2-Engineer
27 - 31	Forester
32 - 36	Herbalist
37 - 38	Interpreter
39	Jeweler
40	Mathematician
41 - 50	Musician
53 - 57	Orator
58	Painter
59 - 63	2-Physician
64	Sculptor
65 - 67	Silversmith
68 - 70	Spellcraft
71 - 85	Teacher
86 - 88	Theology
89 - 94	Veterinarian
95 - 97	Weapon Smith
98 - 99	Writer
0	*Adventurer

Roll	Common Skills
01 - 10	Cooking
11 - 25	Cyphering
26 - 40	First Aid
41 - 50	Land Navigation
51 - 60	Read/Write Lang.
61 - 75	Singing
76 - 85	Sound Imitation
86 - 90	Speak Language
91 - 00	Swimming

Roll	Leader Skills
01 - 10	Accounting
11 - 20	Ancient History
21 - 28	Artillerist
29 - 35	Contemp. History
36 - 38	Diplomacy
39 - 44	Engineer
45 - 54	Etiquette
55 - 64	Interpreter
65 - 74	*Magistrate
75 - 84	Musician
85 - 94	2-Physician
95 - 99	Soldier
0	*Adventurer



Artist: V-Shane

VI. *Adventurers					
Herdmember		Elite		Leader	
10 - 50	1st level	01 - 30	1st level	01 - 20	1st level
51 - 75	2nd level	31 - 55	2nd level	21 - 45	2nd level
76 - 00	3rd level	56 - 75	3rd level	46 - 70	3rd level
		76 - 90	4th level	71 - 85	4th level
	Fighter	91 - 00	5th level	86 - 95	5th level
				96 - 00	6th level
		1 - 4	Archer		
		5 - 7	Bard	1 - 2	Archer
		8	Druid	3 - 6	Cavalier
		9 - 12	Fighter/M.U.	7 - 9	Fighter
		13 - 15	Priest	10	Fighter/M.U.
		16 - 19	Ranger	11 - 12	Ranger
		20	Ranger/M.U.		



Why have this chart for Adventurers if the skill is prohibited to player-characters? To add depth and history flavor to a character's background. A Centaur character with a sire who used to be an Adventurer gives the referee/DM an extra option for character/party adventure hooks, information and possibly even magic items.

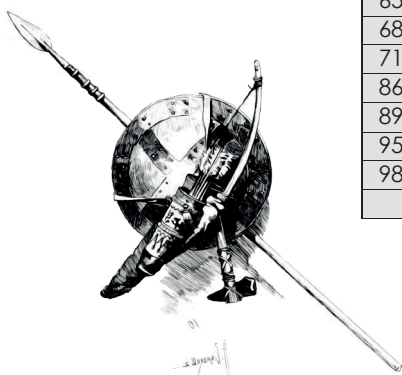
VII. Previous Experience					
Herdman		Elite		Leader	
01 - 75	Nil	01 - 65	Nil	01 - 55	Nil
76 - 85	x 25	66 - 75	x 25	56 - 75	x 25
86 - 95	x 30	76 - 90	x 40	76 - 90	x 50
96 - 99	x 40	91 - 99	x 50	91 - 99	x 75
00	x 50	0	x 75	0	x 100

CENTAUR SKILLS

Herdmember Skills

Animal Husbandry - Can keep, train, manage, and breed common domesticated animals with a 50% chance of an animal learning a simple trick in one week. Mastery adds 10 years, increases the chance of learning to 75% and adds the ability to veter (first aid) animals.

Blacksmith - Can forge metals, craft, and recognize the value of metal tools and basic weapons. Gives a 15% chance to recognize magical metal weapons and armor. Mastery adds 10 years and doubles bonuses and enables the smith to work steel.



Artist: Public Domain

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.

Bowyer/Fletcher - Can make and recognize the value of bows, arrows, and bolts. Adds 25% to the chance to recognize magic bows and crossbows, and 15% chance to recognize magical arrows. Mastery adds 25 years, doubles bonuses and gives the ability to make superior/custom bows and fabricate special/custom arrows.

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

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 10 years, doubles bonuses and adds the ability to construct false bottoms.

Farmer - Knows how to cultivate, harvest and preserve useful plants. Knows weeds from most cultivated plants. Centaurs tend to farm groves of nut and fruit-bearing trees. Their crop fields tend to be smaller – 5 to 10 acres.

Ferrier - A special type of metal-smith adept only in the forging and fitting of horse shoes. Gives a 35% chance to detect and identify magic horseshoes.

Fisher - Centaurs fishers ply forest streams, pools and lakes with nets or hook-and-line for many different fish and marine animals. They can also make and repair nets. Adds +2 to-hit with nets.

Foraging - Is adept at harvesting and gathering crops and finding foodstuffs in the forest/pastureland such as roots, berries, nuts, edible mushrooms, etc... Can also find clean water. Mastery doubles the amount of edible foodstuffs found.

Herbalism - Allows the character to identify plants and fungus and to prepare non-magical potions, salves, unguents, infusions, etc... for medical and non-medical 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 per 2 days to healing done when under the care of a medic or physician if poultices and salves are available.



Art: Public Domain

Potter - The character can create any type of clay vessel or container commonly used in the campaign world. Can also fire and glaze these items. Mastery gives the ability to create items of fine china.

Scribe - Can copy or produce documents and letters, recognize any modern written language and has an 80% chance of recognizing an ancient language with a 35% chance to read it. Includes the ability to read & write.

Soldier - Character has had combat training and receives a +1 on hit probability until 4th level if a Fighter type, and 6th level if a Cleric type.

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.

Tinker - Can make and repair pots, pans and other household items. Mastery allows for innovations and inventions and adds 5 years.

Vintner - Can make and judge the quality of wines, champagnes, meads, and related potables. Mastery heightens quality.

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

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

Common Skills

Art: Public Domain



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

Cyphering - Allows characters to perform simple arithmetic.

First Aid - Can bind fresh wounds (within 1 turn of injury) and reset and splint broken bones for 1- 4 points and gives a 45% chance to save a life in an emergency situation. Mastery adds 10 years, automatically knows how to stop bleeding and increases life-saving to 60%. Centaur first-aid skills enable a centaur to also tend to animals.

Land Navigation - A character with this skill is adept at moving around the countryside and rarely getting lost. Reduce chance of getting lost by 20%, able to tell direction 75% of the time.

Read/Write Language - Self explanatory.

Singing - The character can carry a tune and even perhaps entertain others and earn money 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 with 80% to pass for real.

Speak Language - Self explanatory.

Elite Skills

Alchemy - Knows basic chemistry and handles the compounding of substances into potions, ointments, salves, etc... Also is familiar with the making of equipment for such operations.

Ancient History - 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, race, etc... 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. GM call on %.

Armor Smith - Can make and recognize the value of armor and shields. Mastery adds the ability to work steel and to make banded and plate armors as well as high quality armor, adds 20 years.

Astronomy - Plots the movement of the stars and planets, the length of the day and the times of the year. Can navigate.

Barrister - Has a knowledge of the laws of the country where educated as well as parliamentary procedure and proper conduct in a court of law. Centaurs seldom need courts of law, and when they do the procedures are kept simple and relatively direct. Centaur barristers are usually familiar with elven law. In an elven court using elven law this gives a 50% chance to win a case that could go either way. Mastery adds 30 years and increases the chance of winning the case to 75%, also gives average knowledge of another type of law system (Dwarven, Gnomish, parochial human).

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.

Bird Trainer - Can train and manage birds of prey, members of the parrot family, and common domestic fowl. Mastery adds 10 years and the ability to train smaller birds and pigeons.

Calligrapher - Can copy or produce documents and letters, recognize any modern written language and has an 80% chance of recognizing an ancient language with a 35% chance to read it. Calligraphers can produce documents of fine script. Includes the ability to read & write.

Cartography - 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, also doubles the bonuses and enhances the accuracy of everything considered.

Contemporary History - Similar to ancient history but concerning a much nearer time.

Engineer/Architect or Artillerist - 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 15 years.

Forester - Can identify tree types. Is knowledgeable in all type of forestry conservation and lumbering – when & how to plan & harvest trees. Mastery enables to cultivation of trees outside their normal setting, adds 15 years.

Herbalism – see Herdsman skills

Interpreter - Characters may know languages as if their Int. were 3 higher. These extra languages must be picked at time of character creation. No Mastery.

Jeweler - Can make and judge the value of jewelry, and can judge the value of gemstones. Can set stones in various things such as sword hilts, flags, crowns, etc.. Mastery allows gem cutting, adds 15 years.

Mathematician - Can perform advanced mathematics and algebra. Mastery adds 15 years and the ability to do calculus, differential equations, matrices and statistics. Must have at least a 12 intelligence.

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 the bonuses, adds 12 years.

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

Musician - Can competently play any 1 common musical instrument. Mastery adds 5 years, the possibility of 2 more instruments and the ability to compose music. Multiple Masteries are possible.

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

Orator - Knows stage presence and can attract and hold a crowd's attention. Is able to compose and deliver speeches. Receives a +1 when rolling random reactions.

Painter - Character is able to paint signs, logos, etc.. Mastery allows the painting of portraits and other detail work, adds 12 years.

Perfumer - Makes perfumes and colognes. Masters have a 65% chance to reproduce an unknown or unusual scent.

Physician - Can bind wounds, reset/splint broken bones, and treat diseases for 1- 6 points. Has a 75% chance to save a life in emergency situations. Usually (75%) recognize helpful from harmful drugs. They can be depended on to mix a potion that might help and definitely will taste horrible. Mastery adds 20 years and enables them to heal for 1- 8 points instead of 1- 6 points, 50% of the time.

Sage - An expert in one particular subject with a fair understanding of the overall field and a smattering of most other things. Prohibited to player-characters.

Sculptor - Enables the sculpting of statues and reliefs using clay, stone, wood, etc.. Mastery adds 15 years and allows life-like detail.

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

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.

Teacher - This skill lets characters teach up to their full rating or level in any skill or proficiency they possess, instead of the normal 1/2.

Theology - Character knows the commons beliefs and cults of their homeland and the major faiths of neighboring regions. Common information about said religions is known and a 30% to know specifics and particulars. Mastery represents research into special time/events - similar to ancient history, and adds 7 years.

Veterinarian - A Physician for animals (centaurs, too). Can bind wounds for 1- 6 points, reset/splint broken bones, and treat diseases. Has a 75% chance to save an animal's life in an emergency situation. Usually (75%) recognizes helpful from harmful drugs. If used on demi/humans counts as First-Aid. Mastery adds 20 years and enables them to heal for 1- 8 points instead of 1- 6 points, 50% of the time.

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, the ability to work steel and doubles the bonuses.

Writer - Knows proper grammar and story forms for however many written languages the character knows. Is knowledgeable of all sorts of writing applications.

Leader Skills

Accounting - Enables the character to understand and keep multiple financial accounts for both business and personal purposes. Gives a 5% chance per level to successfully falsify account books. Mastery adds 10 years and doubles the ability to falsify and detect false financial accounts.

Ancient History - 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, race, etc... 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. GM call on %.

Artillerist - Knows how to construct and employ siege artillery. Mastery adds +2 to hit and adds 15 years.

Contemporary History - Similar to ancient history but concerning a much nearer time.

Diplomacy - The character is skilled at negotiation and the workings of government beurocracies. Increases chance of negotiating successfully by 10%. Mastery increases the chance of getting the upper hand in negotiations by 20 %.

Engineer/Architect - 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.

Etiquette - The character has a basic understanding of the proper forms of behavior and address required in many different situations, especially those involving nobility and persons of rank. Gives an 85% chance of not saying/doing the wrong thing in normal instances and a 70% chance in unusual instances.

Interpreter - Characters may know languages as if their Int. were 3 higher. These extra languages must be picked/rolled at time of character creation. No Mastery.

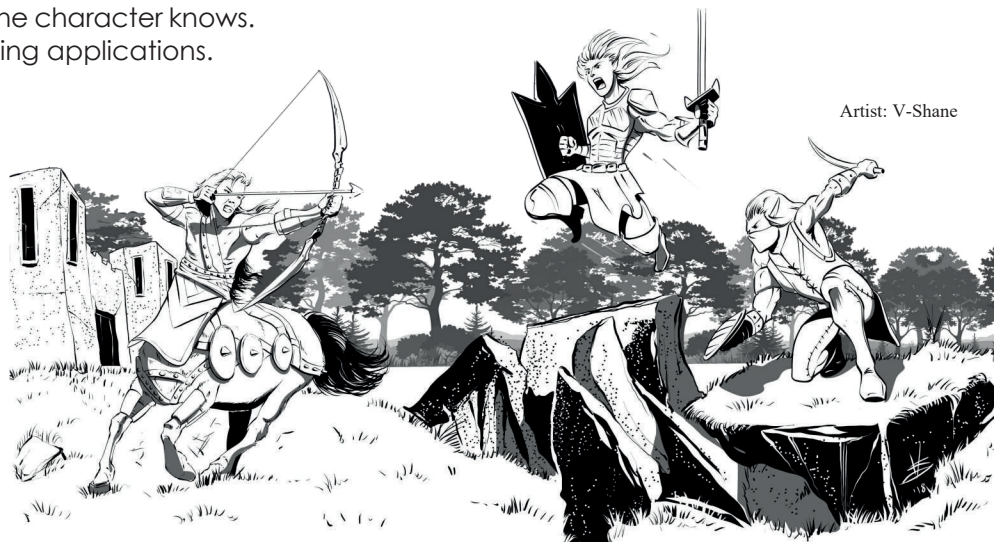
Magistrate - Character is well versed is the laws of the land and judges cases in court. Normally prohibited to player-characters

Musician - See Elite Skills.

Orator - See Elite Skills.

Physician - See Elite Skills.

Soldier - See Herdmember Skills.



Artist: V-Shane

REVISITING the GHOST TOWER



C2 Ghost Tower of Inverness – Revised

Fitting C2 Ghost Tower of Inverness, into a 4 hour convention slot without scoring.

By Ken Marin

A DM attempting to run C2 at a convention will face a number of challenges. This article addresses those challenges directly, and also provides a few suggestions on how to make the module a more playable.

Challenge #1: The “equipment purchasing” phase at the beginning of the session can easily last 45 minutes.

Challenge #2: To complete the module it is important that, at minimum, all five pre-generated characters be played. Yet, those who have run convention games know that if a session is limited to five attendees some invariably will not show up, leaving the DM short of players.

Challenge #3: There are nine major encounters (5 in the tower, 4 below the tower) in the module, all of which must be faced to complete the adventure. That is much to accomplish in a short, four-hour time slot.

Challenge #4: Without scoring and wandering monsters, the party has no reason not to rest and memorize spells after every encounter.

Addressing Challenge #1: Speeding up the equipment purchasing phase.

Presented here are three options for determining characters' equipment lists. Made from the official tournament lists, these options will speed things along. Players may use a set as is, or as a foundation to be modified slightly. This should cut equipment purchasing down to no more than 15 minutes.

Equipment Option 1 (with 45 gp remaining)

Lembu (fighter): chainmail, small shield, spear, longbow, arrows (24), **flame tongue longsword**, **potion of healing**

Hodar (magic-user): dagger, darts (12), **scroll of dimension door**, **decanter of endless water**, **potion of water breathing**.

Zinethar (cleric): chainmail, small shield, horseman's flail, war hammer, **ring of free action**.

Li Hon (monk): light crossbow, bolts (20), spear, **ring of water walking**.

Discinque (thief): daggers (2), **leather armor +1, dagger +1 / +2 vs smaller-than-man-sized, potion of neutralize poison, potion of speed**.

Equipment Option 2 (with 90 gp remaining)

Lembu (fighter): plate mail, small shield, spear, longbow, arrows (12), **arrows +1 (12), longsword +1, potion of speed, potion of extra-healing**.

Hodar (magic-user): daggers (4), **scroll of cone of cold, scroll of stone to flesh, potion of ESP, potion of healing**.



Artist: William McAusland

Zinethar (cleric): plate mail, small shield, war hammer, **mace +1, potion of speed, potion of flying, scroll of part water**.

Li Hon (monk): halberd, **throwing axe +2, potion of water breathing**.

Discinque (thief): leather armor, sling, bullets (12), dagger, **longsword +1, potion of speed, potion of invisibility, potion of healing**.

Equipment Option 3 (with 10 gp remaining)

Lembu (fighter): plate mail, shield, longsword, spear, longbow, arrows (6), **arrows +1 (10), arrows +2 (4), javelin of lightning, potion of speed**.

Hodar (magic-user): darts (12), **scroll of invisibility 10'r, scroll of rope trick, scroll of detect magic, potion of treasure finding, potion of healing**.

Zinethar (cleric): plate mail, shield, mace, **scroll of resist fire, scroll of sticks to snakes, potion of extra-healing, potion of speed**.

Li Hon (monk): spear, light crossbow, bolts (10), **bolts +2 (10)**.

Discinque (thief): leather armor, longsword, **wings of flying, potion of invisibility, potion of speed**.



Artist: William McAusland

Addressing Challenge #2: The number of players can vary.

If seven players are allowed to sign up for the convention game a couple of players will likely be no-shows, leaving the DM with the optimal number of players: five. However, the DM still has to be ready if six or seven players actually do show up. The characters that follow are provided to deal with this eventuality.

These pre-generated characters come with the equipment listed and do not participate in the primary characters' equipment purchasing phase. The characters below should have only a minimal impact on the party's overall power, so I recommend that the DM only increase the difficulty of the chess room, make the Soul Gem's force field slightly stronger and add one additional encounter:

If six or seven characters venture into the chess chamber, the 6th opponent should be another bishop, the 7th another rook.

With six starting characters, the force field protecting the Soul Gem should be made to have 24 hit points; with seven characters, 28 hit points.

Turning the "Not for Tournament Use" su-monsters in location #21 of the Earth level into an official encounter is an appropriate way to compensate for the presence of additional characters.

Snubub (half-orc C4/T6)

Str 17, Int 9, Wis 14, Dex 15, Con 15, Cha 8
Hit Points: 39

Armor Class: 6 (**leather +1** and Dex adjustment)

Weapons: sling, bullet (12), daggers (2), **broadsword +1**.

Miscellaneous: **scroll of spiritual hammer**, **scroll of cure serious wounds**, **potion of invisibility**.

Thief Abilities: PP 50%, OL 52%, FT 50%, MS 47%, HS 37%, HN 25%, CW 97%, RL 20%, Backstab for triple damage

Spells: 1st level – 5 slots, 2nd level – 2 slots

Notes: (1) My reading of the PHB allows infravision to be used to see through clerical darkness (in contrast to the specific mention for magic-user/illusionist darkness, where it cannot). Thus, I would allow Snubub to wrap himself in silence and darkness and be able to see. However, the Umber Hulk will still be able to sense the vibrations made when Snubub moves. (2) Snubub can backstab with the spiritual hammer.

Drexel (gnome I7)

Str 9, Int 17, Wis 10, Dex 18, Con 8, Cha 12

Hit Points: 28

Armor Class: 6

Weapons: darts (6), **dagger +1 / +2 vs. smaller than man-sized**

Miscellaneous: **scroll of minor creation** (at the 14th level), **scroll of shadow monsters**, **potion of climbing**, **potion of extra-healing**, **ring of feather falling**.

Spells: 1st level – 4 slots, 2nd level – 3 slots, 3rd level – 2 slots

Spellbook: All illusionist spells in the PHB of levels 1-3

Notes: (1) Anyone protected with non-detection will not awaken the suspended animation bugbears when passing through the doorway.

(2) Gaze

reflection is very useful

in this scenario! (3) Minor

creation can be

used to create a raft

7' x 4' x 1 1/2' on the water

level, with the tree on the island providing the spell's wooden component.



Artist: Patrick E. Pullen

Addressing Challenge #3: The tournament session is short.

The Tower's powerful magical enchantments cause it to appear only during certain astronomical convergences. Thus, it appears irregularly, every few decades, and only for a period of six hours. The Seer has identified the cosmic resonance that triggers the Ghost Tower's appearance, and predicts that it will reappear at midnight on a particular day, the Duchy's only chance to retrieve the Soul Gem. No one knows what will happen if the party is still within the Ghost Tower come dawn.

Keeping strict track of time, the DM should end the game if the party is still within the Ghost Tower at 6 AM. Any characters left behind are never heard from again. To encourage fast play, the dungeon level is modified significantly, to simplify the approach to the Tower proper.

Gaining Entrance

The Seer's divinations have revealed that while *passwall* is ineffective as a means to gain entry, two entrances on opposite sides of the Tower exist below ground level [a modification from the module]. To that end, the Duke's men have gone to the ruins and cleared out the dungeon level. They did indeed find two tunnels that reached opposite sides of the great central pit. One has a plaque labeled 'Beware the death that will someday end,' and the other has a plaque labeled 'Hail to the King.' The party chooses which way to enter..

Instead of the substantial dungeon complex presented in the official module, the basement level of the Tower has been modified to contain only two encounter areas [see dungeon map, below], only one of which must be passed to reach the next level. The tunnel with the plaque that reads 'Beware the death that will someday end,' leads to a wizard locked door that can be opened via *knock*. This leads to a corridor that enters into the bugbear chamber. In this modified version, the sarcophagus in the bugbear chamber does not have runes on it. Also, strike the part that describes the bugbears as being "without weapons," as it is clear from both the picture of the bugbear and the damage in the statistics block that they are armed. The tunnel with the plaque reading 'Hail to the King' leads to a similar wizard locked door. This entrance leads to the corridor with the 5 cubicles and the chessboard. Both the bugbear and chess chambers lead to doors that give entry the central chamber, but require one of the keys to open. This central chamber works like it does in the module, but does not actually involve time travel, just magic that opens the ceiling hole. In this modified, quick-entry version, the central chamber only has two, one-way doors leading into it (a *knock* spell could force a door open from the inside.)

Tower Levels

The Air level contains the manticore instead of the hieracosphinx. Once it becomes aware of the party, the manticore will make a patrol of the room. When it sees the party through the mist (visibility 10 feet for both sides), the monster will launch a missile volley at them and continue flying. Scattered about the chamber are 10-foot tall rock piles that the manticore may land on. Because of this modification, the DM need not keep track of the manticore's turning radius and determine its movement from round to round. This allows the manticore to utilize hit and run tactics and makes the Air level a far more memorable encounter than using the sphinx (that cannot make effective use of the mist).



Artist: Jacob E. Blackmon

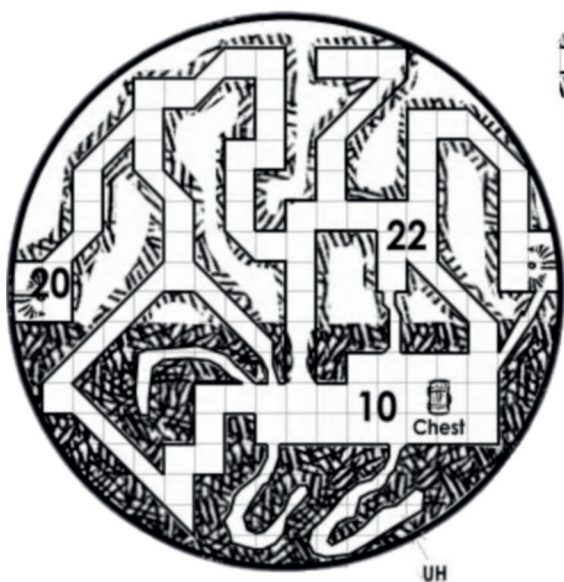
The Earth level (see map) contains both the umber hulk and medusa encounters. In this scenario the entire lower half of the Earth level is cavernous. Note that after facing the umber hulk, the party may well take the wider passage and still have to face the medusa...from an angle that should allow the medusa to look up and petrify the front-row party member. The party will need to take the narrow tunnel at the end of the room to avoid the medusa.

The Fire level is not modified in this version, except that the non-tournament fire bats are added to increase the fun.

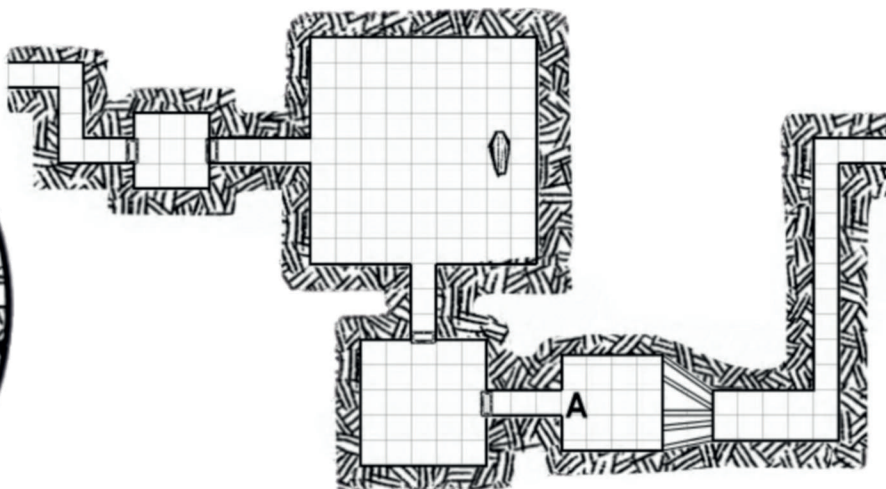
The Water level is unchanged.

The Final encounter area is also unchanged, but needs more description for what happens to party members who wait in the shaft between the hatch and the Soul Gem room. The DM should emphasize that both the walls of the shaft and ladder rungs are coated with a fine ashen powder. This should be sufficient warning that waiting in the shaft is deadly. If the Soul Gem strikes area 1, all party members in the shaft must save or die, albeit saves are at +4 (top of shaft), +6 (middle of shaft), and +8 (bottom of shaft). Still, the area is not safe!

Earth Level



Basement Level



Shards from the Workshop

CREATURES CTHULHIC



[The following creature and Deities is offered as OSRIC Open Game Content (OGC)]

Gug [author: Steve McFadden]

Frequency: Rare
No. Encountered: d2 (d8 in lair)
Size: Large (16-20 feet tall)
Move: 120 feet
Armor Class: 3
Hit Dice: 10-14
Attacks: 3 (fist/fist/stomp or fist/fist/bite)
Damage: 2d8 (fist), d12 (stomp), d20 (bite)
Special Attacks: See below
Special Defenses: None
Magic Resistance: None
Lair Probability: 30%
Intelligence: Low
Alignment: Neutral evil
Level/XP: 8/3200 + 15/hp

Gigantic, gorilla-like gugs once roamed across the Dreamlands' surface, until fell Nyarlathotep took offense to some heresy of theirs and banished the brutes to a series of caverns far beneath the lighted realms. A giant, stone portal was then set into place by the outer god, intended to imprison the gugs forever. A great monolith, the rounded capstone covers a massive staircase that spirals downwards, descending to Nether Zln, where lie the gugs' largest cyclopean city. Cursed, and marked by Nyarlathotep with the Sign of Koth, the stone is openable by any being other than a gug capable of shifting it. The black haired giants are terrified to even to touch the portal, but subterranean ghouls occasionally use the gugs' skittishness to their

own advantage, slipping past the giants that guard the staircase and gaining entry to the woods above.

Gugs' lives are long (250 or more years) and their memories are cherished, with elder gugs reminiscing fondly over their lives on the surface and the sweet taste of man-flesh. Men seldom find their way down to gugs' caverns, however, and the monstrous, 20' tall giants are now forced to subsist on the white rubber-meat of the loathsome creatures know as ghaists. Aiding their capture of such prey are the gugs' hypersensitive, bat-like ears, which are capable of discerning footfalls hundreds of feet away and provide the giants with the ability to echolocate. Echolocation allows gugs to surprise creatures 50% of the time and strike targets in complete darkness without penalty, in every direction. Gugs suffer the normal effect of blindness (-4 on attacks) if caught in darkened caverns that have also been magically silenced, but their heavy-browed, heavily lashed eyes work well in even the faintest illumination. Gugs' pink-colored, saucer-sized orbs are set fully four feet apart, projected half a foot away from the sides of the monsters' barrel-shaped heads by large, boney protrusions. Extending much further than those of camels and giraffes, gugs' laterally-situated eyes provide them with monocular vision over extensive, 360-degree fields of coverage. In dim-to-normal lighting (i.e., candlelight or better), a gug's eyesight complements its phenomenal hearing and grants the monster a +2 attack bonus against all opponents within reach.

Hunched, knuckle-walking and looking much like a giant gorilla, gugs' most immediate alien feature is the anatomy of their long, simian-like arms. Bifurcated at their elbows, gugs' powerful biceps branch into two separate forearms capable of near-independent motion.

Tipped with massive, taloned hands that are two feet wide and as strong as a stone giant's, a paired set of guggish arms may span a distance of ten feet and either deliver two strikes at 2d8 points of damage or attempt to grasp both the neck and feet of a being as large as an ogre.

Furthering their otherworldly appearances are gugs' enormous, vertically-aligned maws. Gaping and full of yellowed, conical teeth, the giants' hideous mouths mash together horizontally, like those of hagfish. Designed for excising enormous chunks of flesh from the carcasses of titanic beasts, gugs' have learned to use their savage maws in concert with their numerous hands when preying upon creatures less than 10' in height. Seizing a single victim's torso and feet in a paired set of hands (two successful, simultaneous hits, but causing no damage), a gug will draw the intended morsel to its opened mouth and then quickly lop the victim's head off in the most unceremonious of fashions. Targets unfortunate enough to be seized this way will have their heads automatically bitten off the very next round, no save allowed.

Gugs are somewhat afraid of subterranean ghouls, and timid, solitary gugs will often (50% of the time) flee their own colossal graveyards if they observe undead feasting upon their departed kin. Ghouls invade guggish burial sites and tombs quite often, for a buried Gug will feed a community of ghouls for nearly a year. Yet, the carrion eaters must be careful, for gugs in groups, and those of 13 or 14 HD are not chased away so easily and will use their weird arms to tear the undead into pieces.

Zin, or the Vault of Zin, is the name given the gugs' largest underground metropolis. In that city dwell hundreds of the nightmarish creatures, living in gigantic towers and megalithic dolmens with ceilings extending up to 30'. There, half of the Dreamlands' gugs languish in self-pity, awaiting the time when they may trudge the mile-long staircase spiraling up to the surface and cast aside Nyarlathotep's hated capstone. Called the Tower of Koth, that column which supports the staircase marks the center of the Vault of Zin, and is always guarded by several of the community's youngest members.

Gugs deem living remembrances of the surface world to hold the greatest value, including those creatures they find most delectable, like men. The giants bargain amongst each other for the right to consume human and demi-human captives, and will lock up other, less savory surface creatures as curios to marvel at. Live surface plants are deemed precious, with the plants' valuations falling significantly once they have perished. Lesser value is placed upon items such as wood, ivory and amber, but they are still collected by

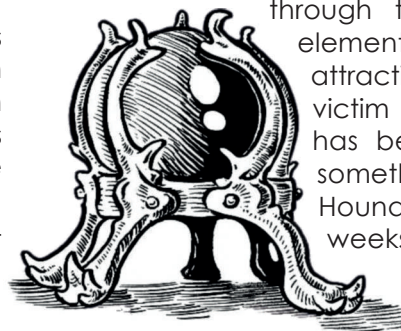
most gugs. Items and treasure prized by other creatures will be placed strategically by gugs, used to lure unsuspecting prey into traps. Within a mile of a gug community will be found a number of such lures (each containing 2d20 gp worth of treasure), placed by gugs that deem themselves clever.

HOUND OF TINDALOS [author: Marco Cavagna]

FREQUENCY: *Very rare*
NUMBER APPEARING: 1
ARMOR CLASS: 2
MOVE: *Nil (see below)*
HIT DICE: 9+6
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-12/1-12/3-18
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *+3 or better weapon to hit*
MAGIC RESISTANCE: 30% (*see below*)
INTELLIGENCE: *Exceptional*
ALIGNMENT: *Neutral evil*
SIZE: M
PSIONIC ABILITY: 141
Attack/Defense Modes: B, D/F, G
LEVEL/X.P. VALUE: IX/7200 + 16/hp

Hounds of Tindalos prowl the voids and non-spaces juxtaposed between planes of existence. Though they travel the interstices of space and time, the Hounds cannot ordinarily extend their senses into other planes and are seldom encountered. However, reckless spellcasters whose magic allows them to escape the bounds of reality sometimes tell of meeting indescribable, bodiless beings of evil. Invariably, such tale spinners are found dead, weeks or months later, for once a Hound of Tindalos becomes aware of another sentient being, it relentlessly tracks that prey through the ages and across the realms of existence.

Use of a **crystal ball** or **mirror of mental prowess**, and employment of spells such as *magic mirror*, *magic font*, or *reflecting pool* to scry other planes of existence has a 1% chance per turn (10 minutes) of attracting a Hound of Tindalos. The spell *contact other plane* has a chance equal to 1% per target plane step for a Hound to become aware of the caster, and those traveling through time (e.g., with a time elemental) run a 5% risk of attracting a Hound's attention. A victim intuitively realizes that he has been marked as prey by something deadly, with the Hound reaching its target 1-20 weeks later (from the character's perspective).



Artist: William McAusland



Hounds of Tindalos can only penetrate into the real world through lines and/or points in space where two or more planes of physical matter intersect. When a Hound finally reaches its target, it will immediately pass into its prey's realm through the closest intersection of material surfaces — ideally a corner, but an edge where wall meets wall or floor will do — materializing and surprising on a 1-5. If no such intersection is available, the Hound waits in its non-spacetime and attacks as soon as possible. The target (and only the target) may realize that something lurks nearby, with a chance equal to

its probability of detecting a scrying attempt (see DMG page 141); success reducing the Hound's chance of surprise to 1-2. If the Hound enters the real world via a corner, it will fight at full strength, whereas if forced to enter through an edge (e.g., where two walls meet), then it is weakened: fighting at -2 to hit, doing -2 damage, having a +2 penalty to AC, and able to be struck by +2 weapons (instead of +3 or better). A Hound always strikes as soon as it is able to, never waiting for more advantageous circumstances.

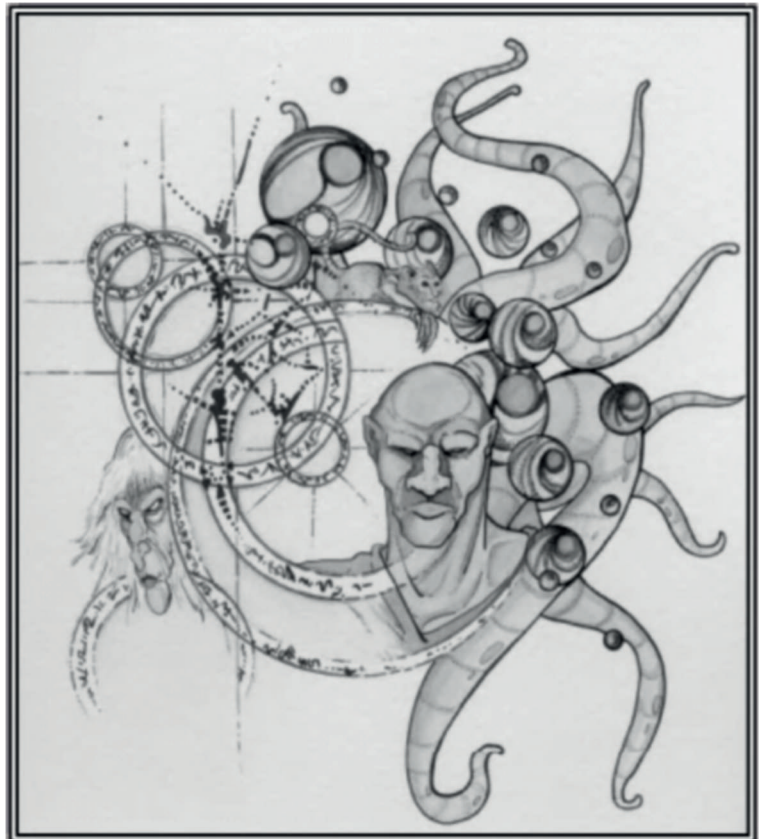
Hounds' physical bodies actually bear little resemblance to canines, with their small heads, endless, black well eyes, and jaws that split into four elongated mandibles making them resemble obscene flowers, if anything. Hounds' acrid-smelling drool mixes with a dripping blue pus that covers the rest of their bodies, and they possess two triple-jointed, razor-clawed paws that sprout from their shoulders. Hounds never completely enter their preys' worlds, with only their heads and forepaws emerging from the lines and vertices of penetration, and then with a maximum reach of 12'. If their prey flees, whether physically or magically, Hounds pursue them across ANY intervening distance or plane, only to attack from a different intersection of material surfaces. If no such intersections are readily available, they will wait patiently for an opportunity to arise. A Hound of Tindalos does not fight to the death, and if driven off, never returns.

In combat, Hounds bite and strike with their forepaws, a hit by a paw spreading bluish spittle-mucus onto the target. This ichor is actually alive and quickly migrates over the victim's body, doing an automatic 1-8 HP of acid damage each subsequent round. But it can be wiped away, requiring a 'to hit' versus AC 9, or washed

off automatically by applying the equivalent of one skin of water. On a bite, a Hound's hollow, funnel-shaped tongue penetrates its victim, disintegrating flesh. Of the 3-18 points of damage done by a bite, 1-6 HP are permanent losses, and are recoverable only through *regeneration* or through the use of powerful magics, such as a *limited wish* spell.

Hounds of Tindalos are immune to mind-affecting spells, illusions, *maze* and *imprisonment*, and ignore any magical effects related to time, such those caused by *haste*, *slow*, *temporal stasis*, *tempus fugit*, *time stop* and *withdraw* spells, or by **potions of speed**. Indeed, a Hound of Tindalos always seems to move at an individual's relative speed. Thus, a hastened PC attacks a Hound only once per round, while someone affected by *slow* or *temporal stasis* can still attack and defend against it without penalty, even though the spells are not neutralized with respect to others. A Hound attacks without hindrance beings that are invisible, out of phase, under the effects of a *blink* spell, protected by *sanctuary*, or wearing a **cloak of displacement**. With all other spells, the hound's 30% magic resistance applies.

Wise time travelers prepare safe havens — rooms with rounded corners and furnishings, which can be accessed by *teleport* or *word of recall* to thwart pursuit by a Hound of Tindalos. Virtually the only other way to throw one off is via an **amulet of proof against detection and location**. Most victims do not survive their first encounter with a Hound.



[The following creature is offered as OSRIC Open Game Content (OGC)]

NIGHT-GAUNT [author: Steve McFadden]

Frequency: Rare
No. Encountered: d4 (d10 in lair)
Size: Medium (7 ft tall, slender)
Move: AA VI or III: 360 ft or 180 ft (burdened)
Armor Class: 0
Hit Dice: 6
Attacks: 3 (2 claws and tail)
Damage: d4 (claws) and d6 (tail)
Special Attacks: See below
Special Defenses: immune to mind effects
Magic Resistance: Standard
Lair Probability: 20%
Intelligence: Low
Alignment: Neutral
Level/XP: 5/1000 + 5/hp

Beneath the Dreamlands' craggiest spires, within bore pits of seemingly limitless depth, dwell the terrible night-gaunts, creatures capable of inducing terror in all mortals, whether man or moon-beast.

Night-gaunts are humanoid-like in size and shape, but numerous alien features hint at the creatures having some strange, extra-dimensional plane of origin. Pitch black in coloration and possessing taut, rubbery skin that runs from their melon-shaped heads down to their hooked, prehensile tails, only the pads of night-gaunts' otter-like paws sport any real hair. Their rail-thin, elongated limbs and torsos give the impression that night-gaunts must have the weak musculatures and low bone densities of most bat-winged creatures. But these terrible creatures defy earthly logic and possess such iron strength and unflagging endurance that they may cradle fully grown men in their arms and fly with such burdens throughout an entire night.

Fast flying (AA type VI) and whisper-quiet, night-gaunts only erupt from their cliff face lairs on the darkest of nights, when they are essentially undetectable (noticed only 10% of the time). Night-gaunts hover over, and then swoop down upon surprised victims (surprising others on a roll of 1-5). Wrapping their barbed, prehensile tails around targets' legs and then hugging their victims tight, night-gaunts will capture prey in this manner as long as the victims' legs are successfully ensnared (strikes occurring from behind, at +2 to hit and victim loses any shield and dexterity bonuses.) Victims suffer no damage in the assaults, as the night-gaunts' tail barbs are cleverly used as hooks to aid in this procedure. Night-gaunts are capable of looping their lengthy (10') appendages around their barbed ends and pinning victims' legs while their own dextrous, multi-jointed arms and legs simultaneously grasp the victims' necks and arms. No medium sized humanoids

are able to break such holds (with effective strengths of 19), and night-gaunts are able to then pacify living captives by stroking the victims with the bristly pads of their under paws; the bristles creating electric tickling sensations that soothe victims' struggles. These strokes are intended, however, to enervate their prey (permanent loss of 1 point of strength and intelligence per turn), which night-gaunts psychically feed upon. If a victim's strength score is brought to zero he perishes, while intelligence scores falling below three indicate that the victim has become comatose. The loss of characters' ability scores may only be reversed by use of spells such as *Restoration*, *Wish*, and *Alter Reality*.

Furthering their alien, demon-orcine appearances, night-gaunts do not possess any visible orifices. Indentations along their smooth, melon-shaped heads give only the faintest hints that night-gaunts possess normal sensory organs. Pairs of inward curving, antenna-like horns erupt from the templar regions of night-gaunts' heads and what functions these back-curling horns serve is unknown. Pointing towards the very tops of their crania, the horns are believed by the most knowledgeable of sages to aid night-gaunt communication.

It is rumored that night-gaunts are creations of the god Nodens, and that they could possibly be physical manifestations of that deity's own fractured psyche. Neutral towards most beings found in the Dreamlands, night-gaunts must nevertheless obtain nourishment from living beings and will prey upon intelligent creatures they chance upon that are not directly allied to Nodens' goal of suppressing the mi-go, moon-beasts and Leng-men that revere the fell god Nyarlathotep. Undead that are not active agents of Nyarlathotep or the various Great Old Ones (e.g., most ghouls) are never threatened by night-gaunts (which cannot feed upon the dead anyway), and the two populations can often be found both sharing underground realms and actively cooperating with each other. Indeed, night-gaunts can register and understand the mewling language of the ghouls, and the creatures have been known to convey the corpse eaters across vast, overland distances when their aims overlap (speed is cut in half and aerial ability then drops to type III when burdened.) Humans known to be furthering Nodens' plans may also count night-gaunts amongst their friends...assuming that such individuals are able to speak the ghoulish language and make their allegiances known.

Miles down the night-gaunts' bore shafts, at the nethermost reaches of the Vale of Pnoth, lie massive charnel pits. Tens of feet deep and hundreds of feet wide, these places are formed from the corpses of countless humans, gugs, ghouls, Leng-men, mi-go and moon-beasts that have fallen prey to the night-gaunts and then casually discarded.

Dholes are rumored to glide through the pits' layers of rot-flesh and snapped bone, eating of the corpses and acquiring powers unknown. Night-gaunts care nothing of the treasure held within their charnel pits, but vast wealth could be scavenged from them, including those devices and artifacts lost by some of the Dream-land's most alien and sinister beings.

QUICKSILVER [author: Marco Cavagna]

FREQUENCY: *Rare*

NO. APPEARING: *1 (see below)*

ARMOR CLASS: *8*

MOVE: *18"*

HIT DICE: *12 (see below)*

% IN LAIR: *Nil*

TREASURE TYPE: *See below*

NO. OF ATTACKS: *2 per fragment*

DAMAGE/ATTACK: *4-24*

SPECIAL ATTACKS: *Absorbs metal weapons and armor*

SPECIAL DEFENSES: *Immune to metal weapons*

MAGIC RESISTANCE: *See below*

INTELLIGENCE: *Non-*

ALIGNMENT: *Neutral*

SIZE: *L (12' diameter)*

PSIONIC ABILITY: *Nil*

Attack/Defense Modes: *Nil*

LEVEL/X.P. VALUE: *IX/5800 + 16/hp*

This creature resembles a huge mass of living mercury. The shimmering metallic liquid rapidly flows along floors, freely dividing and rejoining parts of its body. On any given round, 1d4 is rolled for the number of separate fragments facing the party: 1 = 1x12 HD; 2 = 2x6 HD; 3 = 3x4 HD; 4 = 4x3 HD; the quicksilver's current hit points distributed as evenly as possible amongst its components. Each blob fights independently, striking with two pseudopods as a creature with the indicated number of hit dice. The appendages corrode flesh by touch, doing 4-24 damage regardless of the size of the globule.



Artist: JEShields

A quicksilver liquefies metal upon contact and an unsuccessful save vs. acid. Metal weapons used to attack the quicksilver are affected this way, and if a target wears metal armor, the quicksilver needs only to hit AC 10 (modified by the target's Dexterity bonus and any "plusses" if the armor is magical) to attempt to liquefy and absorb the armor. Yet, when a quicksilver attempts to destroy a target's armor in this manner, the wearer does not take damage from the creature's attack. For every "plus" worth of magic metal absorbed by the quicksilver, it gains 1-4 HP, even beyond its maximum, whereas ordinary weapons and armor heal it only 1 HP per object. The quicksilver is never harmed by metal, even by magic weapons that successfully save. If an iron golem touches a quicksilver and fails its save, the construct is entirely absorbed, causing the quicksilver to enlarge by 16d4 HP and effectively become a 24 HD creature!

The strange substance that forms a quicksilver deflects most magic but makes it vulnerable to electrical attacks, saving at -4 against such magic and taking double damage. Cold spells, including *chill metal*, do no damage to the creature but slow a quicksilver for 4 rounds (or in the case of *chill metal*, for the spell's duration.) During this time, each globule has its movement and number of attacks cut in half, and the creature becomes both temporarily vulnerable to all weapons and incapable of absorbing metal. Spells such as *transmute metal to wood* and *crystalbrittle* instantaneously destroy an individual globule that fails its save. Spells such as *wall of iron*, *glassteel*, or *blade barrier* are absorbed by the quicksilver, giving it 1d4 hit points per level of the dweomer. *Spiritual hammer*, *Mordenkainen's sword*, or *Bigby's clenched fist* inflict full damage on a quicksilver and cannot be absorbed. The other *Bigby's hand* spells are ineffective, as the quicksilver simply flows between the fingers. *Magic missile* inflicts full damage. The quicksilver is vulnerable to acid, and takes full damage from *Melf's acid arrow* and *death fog*. It is immune to all other spells.

Fire of any sort has no effect on a quicksilver, but a globule is destroyed by a rust monster's attack if it fails to save vs. poison. A lodestone tossed on the floor attracts all portions of a quicksilver, causing it to become a quivering iridescent pool surrounding the magnet. It will strike at those coming within melee range, but will not budge from the spot for 2-8 rounds.

When all parts of a quicksilver are slain, its body will contract into dozens of silvery beads made of mithril, worth 50 g.p. apiece. One bead will form for every hit point possessed by the quicksilver (including any HP that were gained at the expense of player characters' equipment).

SPAWN OF SHUB-NIGGURATH [author: Marco Cavagna]

FREQUENCY: *Very rare (common near Shub-Niggurath)*

NO. APPEARING: 1 (3-36 near Shub-Niggurath)

ARMOR CLASS: *Varies*

MOVE: *Varies*

HIT DICE: 1-20

% IN LAIR: 10%

TREASURE TYPE: *Nil (see below)*

NO. OF ATTACKS: *Varies*

DAMAGE/ATTACK: *Varies*

SPECIAL ATTACKS: *Varies*

SPECIAL DEFENSES: *Varies*

MAGIC RESISTANCE: *Standard (see below)*

INTELLIGENCE: *Non-, animal, or semi-*

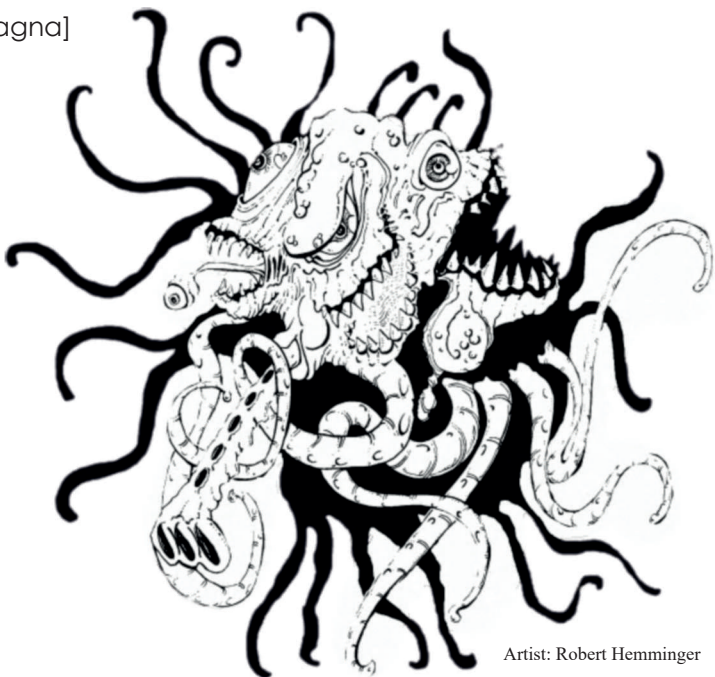
ALIGNMENT: *Neutral*

SIZE: *S (1-4 HD), M (5-8 HD), L (9+ HD)*

PSIONIC ABILITY: *Nil*

Attack/Defense Modes: *Nil*

LEVEL/X.P. VALUE: *Varies*



Artist: Robert Hemminger

The vile deity Shub-Niggurath constantly gives birth to all manner of creatures. A few duplicate the forms of more familiar monsters, while the majority defy classification. Most die, because either their partly formed organs cannot support life, or their stunted limbs cannot carry them away fast enough to escape being devoured by their own progenitor. Those that do survive mindlessly crawl, wriggle, or flop away to live out their pathetic existences.

The following tables are used to randomly generate statistics for a spawn that survived. The DM should move down the tables in order, making rolls when necessary (some requiring zero or multiple rolls, noted beside the headings) and keeping to a high threshold for vetoing results. It is conceivably possible to generate from the tables a creature with no limbs, eyes, mouth, or head: basically a flopping, fleshy mass. Only true contradictions (e.g., bald and hairy head) should be rerolled, and even then the DM should consider reconciling the results (e.g., bald with scattered bristles or hairy patches). These tables serve to create a rough outline and statistics for a monster, but it is the DM's job to synthesize the results and describe the strange beast. Due to the complexity of the tables, it is recommended that the DM prepare spawn well ahead of time.

Locomotion (roll d12 once)

Die	Description	Move
1	Biped	12"
2	Quadruped	15"; 25% can charge at 30" with +2 to hit on attacks
3	Multi-legged (5-20)	18"; 25% are like millipedes: multiply # of legs by 6 and creature can scuttle on walls or ceiling
4	Gastropod (e.g., as slug or snail)	3"; moves on walls, but not ceiling
5	Flopping	3"
6	Rolling	6"
7	Amorphous	3"; moves on walls or ceiling
8	Slithering	15"
9	Flying (2-7 wings)	4"/18" (MC:B)
10	Floating	/3" (MC:A)
11	Gliding membranes	1"/15" (MC:D)
12	Hopping (1-3 legs)	3"; hop 30' with +1 to hit on attacks

Integument (roll d12 once)

Die	Description	Armor Class
1	Skin	9
2	Furred	8
3	Exoskeleton	4
4	Shell (e.g., as starfish, crab, snail, turtle, urchin, clam)	2; 15% have very tough shell with AC -1 to -4; 10% have iridescent lining of nacre worth 100-400 g.p.
5	Scaled	6
6	Skinless	10; +1 damage from fire
7	Membranous	10
8	Hide (e.g., thick or folded as rhino)	7
9	Feathered	8; any color possible
10	Woody bark	3
11	Quills	5; an attack with weapons 3' long or less inflicts 1-3 HP on attacker; 25% can fling quills for 1-3 HP
12	Patchwork (roll twice)	Average rounded up is AC

Limbs (1d6-1; d20 for each of first 3, then d20 once for rest)

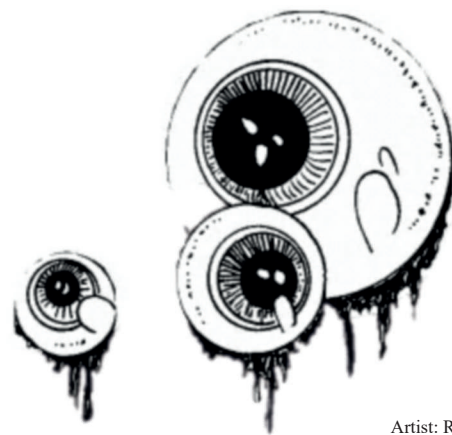
Die	Description	Damage
1	Paw	1
2	Hand (2-8 fingers)	1-2
3	Foot	1-2
4	Hoof	1-3
5	Skeletal	1-4
6	Knobby club	1-6
7	Clawed	1-8
8	Hook	1-10
9	Blade	1-12
10	Pincer	1-12
11	Branch	1-3; 60% chance of leaves
12	Tentacle	1-4; constricts for automatic damage after initial hit
13	Pseudopod	1-8; corrodes as black pudding
14	Telescoping spike	2-20; 10' range; 25% inject poison (save or die)
15	Wing	0; add 6" flying move per wing (MC:C)
16	Boneless	0; completely useless
17	Fronds	0; 10% secrete contact poison (save or die)
18	Sucker	0; suckered limb immobilizes target, then +4 to hit victim with other attacks
19	Mouth	mouth on end of limb or palm; roll under "mouth" below
20	Eye	eye on end of limb or palm; roll under "eyes" below

Mouth (1d4-1; roll d12 for each)

Die	Description	Damage
1	Proboscis	1-6; blood drain for 1-6 HP per round
2	Fanged	1-8; 25% poisonous (save or die)
3	Toothless	none; 10% spit acid for 2-7 damage (15' range)
4	Tusked (1-4)	2-8 total; 25% of being worth 100-600 g.p. each
5	Sucker (e.g., as leech or lamprey)	1-4; blood drain for 1-4 HP per round
6	Saw-toothed (e.g., as shark or crocodile)	3-12
7	Blowhole	none; 10% emit toxic gas/spray: 10' long cone, 5' base; save vs. poison or take 3-18 damage)
8	Baleened	none
9	Compound mouth	1-8; grabs for automatic damage after initial hit
10	Beak	2-12; 25% of having gizzard-like organ with treasure type Q
11	Tusked	1-6
12	Bill	1-2

Eyes (1d6-1; d10 for each of first 3, then d10 once for rest)

Die	Description	Notes
1	Compound	surprised on a 1
2	Slitted	
3	Blank	no pupils, but can still see
4	Glowing	fights at -2 in bright light
5	Black holes	
6	Glittering	10% are 50 g.p. gems
7	Swirling	5% can mesmerize; save vs. petrification or be affected as by <i>hypnotic pattern</i> until spawn averts gaze
8	Bloodshot	
9	Swiveling sockets	ringed by bone ridges
10	Empty sockets	blind if no other eyes



Artist: Robert Hemminger

Other Sensory Apparatus (1d4-1; roll d12 for each)

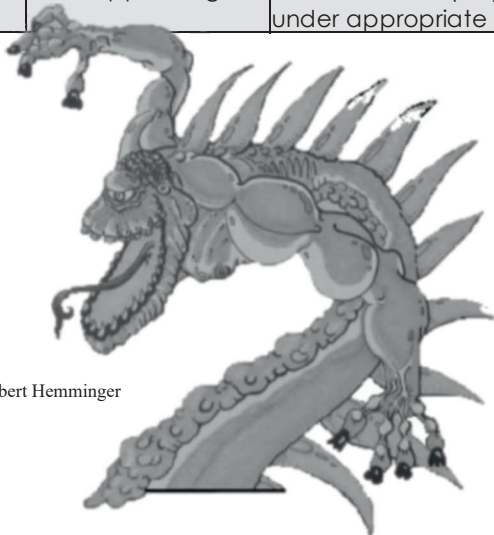
Die	Description	Notes
1	Cilia (1d20x10)	
2	Antenna/feelers (1-4)	
3	Snout	50% have keen smell, and are surprised on a 1
4	Nose	
5	Trunk	grapples, then +2 to hit victim with other attacks
6	Tympanic membrane	
7	Prehensile tongue	grapples, then +4 to hit victim with other attacks
8	Ears (e.g., as human, cat, dog, pig, etc.)	70% paired; 30% single ear
9	Huge ears (e.g., as rabbit, elephant)	70% paired; 30% single ear; surprised on a 1
10	Eyestalks (1-4; roll once under "eyes" above)	surprised on a 1, unless eyestalks are empty
11	Nostril holes	70% paired; 30% single nostril
12	Vibration sensing skin	never surprised

Head Features (1-4; roll d12 for each)

Die	Description	Notes
1	Bald	
2	Hairy	
3	Mane	25% are writhing cilia
4	Horn (1-4)	damage 1-6 per horn, treat as single attack
5	Crest or comb	
6	Bone plate	AC 0 from the front
7	Exposed brain	instant death on successful called shot at -4 to hit
8	Wattles	
9	Gills	
10	Antlers (4-11 points)	damage 2-8 total
11	Ornaments (e.g., as frilled lizard, cobra hood, flaring bone flaps, bullfrog chin inflation)	startling when flared; spawn gets 1 extra segment's worth of attacks if it surprises enemies
12	Headless	mouths, horns, etc. on body; all biting or goring attacks at -3 to hit due to awkwardness

Tail (1d4-1; roll d12 for each)

Die	Description	Notes
1	Whip	damage 1-4
2	Clubbed	damage 2-9
3	Stinger	damage 1-6; save vs. poison or paralyzed for 3-18 turns)
4	Rattle	audible up to 60'
5	Prehensile	grapples
6	Barbed	damage 2-20
7	Lobster-like	
8	Horse-like	
9	Bioluminescent organ	visible up to 90'
10	Spinneret	fling webs 20' as spell every other round
11	Spiked ovipositor	damage 1-4; lays eggs that kill host in 4-32 turns; cure disease kills larvae
12	Extra appendage	limb (1-3), eye stalk (4-6), or another head (7-8); roll once under appropriate tables



Artist: Robert Hemminger



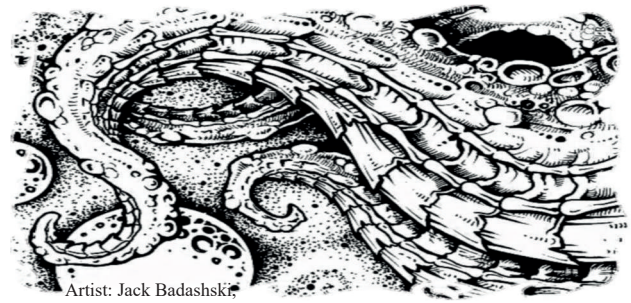
Artist: Robert Hemminger

Body Features (1d6-1; roll d20 for each)

Die	Description	Notes
1	Exposed organs	suffers double damage in combat
2	Spikes	body slam for 2-7 damage
3	Eyes (1-6; roll under "eyes" above for each of first 3, then once for the rest)	surprised on a 1; on 10%, body is covered with many identical eyes, and spawn is never surprised
4	Mouth (roll under "mouth" above)	potential extra attack, but at -3 to hit due to inconvenient location
5	Exposed skeleton	flesh appears partly melted from bones
6	Acidic blood	edged weapons save vs. acid or dissolve and inflict ½ damage; PC scoring hit takes 1-4 damage from splash
7	Poisonous blood	splashes all within 5' when hit by edged weapons; save vs. poison at +3 or take 3-24 damage
8	Fins or flippers (1-8)	swimming rate 3" per fin
9	Vestigial limbs (1-6)	atrophied useless stumps
10	Leaves	any color possible
11	Prehensile neck	
12	Fluorescent	any color possible; visible up to 60'; treat as though under effects of <i>faerie fire</i>
13	Boneless	½ movement rate for spawn that uses legs to locomote (see 1st table above)
14	Mindless	moves randomly without purpose; no attacks, but passive defenses still operate (e.g., poison secretions, acid blood, infestations, etc.)
15	Ornaments (1-3)	flaring crests, ridges, fronds, frills, bone plates, etc.
16	Scent glands	see subtable below
17	Secretion	see subtable below
18	Infestation	see subtable below
19	Immunity/resistance	see subtable below
20	Conjoined spawn	extra spawn sprouts from 1st; reroll on all tables except under "locomotion"; both fight at -2 to hit due to awkwardness; both must be killed individually; if 1st is killed, 2nd is immobilized

Scent Sub-table (roll d8 only if called for)

Die	Description	Notes
1	Sweat	foul smell detected to 100'
2	Perfume	wonderful smell detected to 100'; 10% chance of pheromones: if save vs. poison fails, victim refuses to harm spawn (but will defend against it)
3	Musk	squirts 10'x10'x30' spray; as giant skunk musk
4	Corrosive fumes	items within 10' save vs. acid each round or decay; living things take 1-4 HP of acid damage per round, with no save
5	Flammable gas	open flames within 30' ignite explosion, causing 6-36 damage to all within radius, spawn included
6	Poison gas	all within 20' save each round or lose 1-8 HP
7	Foul breath	as troglodyte revulsion
8	Hallucinogen	all within 20' save once or act confused for 1-6 turns



Infestation Subtable (roll d12 only if called for)

Die	Description	Notes
1	Worms or larvae	As rot grubs (5-60) on 10%
2	Mold or fungus	As yellow mold (5%), zygom (5%), or phycomid (5%); yellow mold is any color and emits spores with any hit received
3	Disease	Any struck in melee must save vs. poison or contract disease
4	Lesser spawn	Vomits tiny spawn from mouth or other orifice once per 2-5 rounds
5	Bud	Limb, tail, head, eye, or other appendage can detach, sprout 3-9 spider-like legs, and scuttle about at 8" movement; can fight as 1-1 HD creature if it has a mouth, claw, horn, etc.
6	Living blood	Any cut on body releases blob of blood that fights independently; HP equal to the damage that was done; fights as gray ooze with HD equal to 1/4 the number of HP (round up)
7	Eggs	Lays or ejects 1 egg every other round; tiny spawn hatches in 1-4 rounds
8	Tendrils	on melee hit, filaments grow into opponent who becomes mindless thrall in 2-5 rounds; cure disease destroys tendrils
9	Slime	patch on body sloughs off and attacks as ochre jelly
10	Embryos	after spawn is killed 1-6 tiny spawn erupt violently from carcass
11	Swarm	flying bugs crawl on body or out of slits; form a distracting swarm (-1 to hit for all within 10') on a 25%, sting as wasps doing 1-2 damage per round to all within 10' on a 15%, or fight as pernicons (10-100) on a 10%
12	Crawlers	creeping bugs crawl on body or out of slits; fight as huge centipedes (3-12) on 25%, as goldbugs (2-8) on 15%, or as large spiders (1-4) on a 10%



Artist: Jack Badashski

Secretion Sub-table (roll d8 only if called for)

Die	Description	Notes
1	Mucus/slime	disgusting, but nothing more
2	Irritant	severe skin reaction if touched; victim at -2 to hit for 48 hours from itch
3	Contact poison	save or die if touched, even after spawn's death
4	Acid	weapons save vs. acid or corrode and break after next successful hit
5	Glue	weapons stick; wrenched free with BEND BARS/LIFT GRATES x4%; treasure type Q stuck in glue
6	Oil	+2 damage per die from fire
7	Watery	-2 damage per die from fire
8	Resin	tends to harden, giving -2 bonus to AC; leaves trails of tough hardened resin

A spawn with 16 or more HD have a 25% chance of being able to swallow whole size M opponents, as long as it possesses a mouth. Swallowing occurs on a natural 20, and the victim takes 4-16 HP per round. The victim is unconscious on round 3, and totally digested at -10 HP, beyond help of *resurrection*. Swallowed creatures can attack with daggers or similar small, sharp weapons, not including short swords. A spawn's stomach has AC 9.

Child spawn have $\frac{1}{4}$ HD if the parent creature has 8 or less HD; $\frac{1}{2}$ HD if the parent has 9-16 HD; or 1-1 HD if the parent has 17-20 HD. Those with $\frac{1}{4}$ HD do no melee damage, but any poison, acid, disease, or other special attacks apply. Those with $\frac{1}{2}$ HD do no more than 1-2 damage per melee attack form inherited from the parent. Lesser spawn with 1-1 HD do half damage (rounded up). Movement rate of small spawn is half that of the parent, as are the ranges of poison gas clouds, musk sprays, acid spittle, and so on.

Immunity/Resistance Sub-table (roll d10 only if called for)

Die	Description	Notes
1	Fire	immune to normal fire, 1 HP per die from magic fire (or no damage on save); nullifies fire vulnerabilities
2	Cold	includes magic cold
3	Acid	spawn with acidic blood or secretions is presumed to be already immune
4	Electricity or lightning	40% store electricity from such attacks, discharging it for full damage against next thing that touches spawn
5	Poison or gas	spawn with a poison attack form is not necessarily immune to poison
6	Magic	80% magic resistant due to weird body composition
7	Piercing weapons	minimum damage due to having few organs
8	Slashing weapons	minimum damage due to tough or stony body
9	Blunt weapons	minimum damage due to rubbery body/bones
10	Physical damage	regenerates 1-8 HP per round; vulnerable to fire, lightning, cold, poison, acid, <i>magic missile</i> , etc. unless spawn has other immunities

A spawn with absolutely no eyes fights at -4 to hit. An exception is a creature with two or more alternative forms of sensory apparatus. Furthermore, any non-eye features that reduce a spawn's chance of surprise will also effectively compensate for lack of vision.



Artist: Jack Badashski,

[The following creature is offered as OSRIC Open Game Content (OGC)]

Zoog [author: Steve McFadden]

Frequency: Rare
No. Encountered: 2d20 (+ 3d20 in lair)
Size: Small (2-3 ft tall)
Move: 90 ft (120 ft brachiating)
Armor Class: 8 (4 in foliage)
Hit Dice: d4 hit points
Attacks: 1 (bite or dart)
Damage: d2
Special Attacks: See below
Special Defenses: None
Magic Resistance: Standard
Lair Probability: 50%
Intelligence: Low
Alignment: Chaotic neutral
Level/XP: 1/2 per hp

Zoogs are small, arboreal creatures that possess both lemur and tarsier-like characteristics. Although their crania and overall body shapes are similar to those of lemurs, tawny furred zoogs are usually active at night and possess the type of oversized, light-reflecting eyes common to tarsiers. Their sharp, conical teeth provide zoogs with some natural defense, while their slender, elongated forelimbs allow the creatures to brachiate through trees at a fair clip. Primarily fungivores, zoogs spend much of their time feeding on the phosphorescent lichens and green-grey, hallucinogenic mushrooms that blanket the trees of their Dreamland homes, but they will occasionally capture humans with their poisoned darts and feast upon the victims' flesh in a semi-ritualized, communal manner. Zoogs also raid the litters of forest dwelling cats (ocelots, caracals and lynx) when opportunity strikes and view the offspring of small and medium-sized felines as delicacies. Predation between the two populations goes both ways, however, and forest cats will prey upon any zoog found alone or in a small group. Great animosity exists, in particular, between all zoogs and the Cats of Ulthar (unusual, intelligent cats living on the verges of some human communities). Both species are capable of flitting between the prime material and the dream world, crossing paths on a frequent basis. This leads to constant warring between the species, with no quarter given either way.

Zoogs reside in the dream world, but their Dreamland thickets verge upon the temperate and tropical forests of the real plane. Entering the prime material, these furtive, capricious creatures dare not venture too far from their protective forests, yet they are still responsible for many strange occurrences and vanishings both in, and around human communities.

Certain occultists, lotus eaters and addicts of the poppy may come across groups of zoogs when in an engaged in trances or dream states. When chanced upon, the first encounter will be a dicey affair, as the fickle zoogs are just as likely to attempt to slay and eat the interloper as make him a new friend (50% each). If befriended, a tribe's Council of Sages will make an effort to teach the dreamer the zoogish language of whispers and flutters and to extract from him promises of future aid. Aided in this by an alcohol derived from the fermented sap of a moon-tree (causes -1 to wisdom score per swig, all effects disappearing one hour after the last swallow is taken), oaths given to a zoog Council act as a [i]geas[/i] spell upon the alcohol imbiber and may prove most dire.



Fermenting moon-tree sap actually lessens the substance's potency, and a quarter of all zoogs encountered outside one of their communities will carry small darts coated in a moon tree's natural residue. Each time he is struck by such a dart, a victim failing a save versus poison at a +4 penalty will fall into an immediate stupor that lasts one hour (wisdom drops to 3 and the affected will blindly follow the guidance and suggestions of the creature administering the dose.) A moon-tree is a tribe's most prized possession, and although they will barter gourds of their strange liquor for whatever objects the Council deems of immediate need, a zoog tribe will never reveal the tree's location to an outsider. Other than an assortment of odds and ends that it has acquired (worth d20 gp), a zoog tribe's only treasure will be d10 gourds of mind altering liquor and its hidden moon-tree.

DEITIES

CYÄEGHA [author: Marco Cavagna]

BOKRUG (*The Great Water-Lizard*) [author: Steve McFadden]

Demigod

No. Encountered: 1
Size: L (400 ft long, 50 ft tall)
Move: 180 ft or 240 ft (swimming)
Armor Class: 0
Hit Points: 400
Attacks: 2 (stomp/bite or stomp/tail slash)
Damage: d100 each
Special Attacks: See below
Special Defenses: See below
Magic Resistance: 30%
Alignment: Chaotic evil
Worshiper's Alignment: Any neutral or evil
Symbol: Sea green water lizard
Plane: Prime Material
CLERIC/DRUID: Nil
FIGHTER: As 16+ HD monster
MAGIC-USER/ILLUSIONIST: Nil
THIEF/ASSASSIN: Nil
MONK/BARD: Nil
S:25 (+7, +14) I:13 W:16 D:9 C:25 CH:0

For eons Bokrug and Dagon were bitter rivals, fighting each other long before nascent Deep Ones came into existence and learned to venerate the two. But, several millennia after gaining the worship of a majority of the Deep Ones, Dagon succeeded in banishing its rival from the world's oceans.

Exiled to a vast and deep lake, located in a remote land that would come to be called Mnar, Bokrug took with it those Deep Ones which had managed to escape Dagon's purge. Over time, the demigod's followers mixed with the land dwellers found on the lake's shores and a new race came to be. Green hued, bulge-eyed and flabby lipped, Bokrug's troglodytic-appearing children faithfully devoted themselves to their god, and came to build one of the world's first cities: cyclopean, grey-stoned Ib.

Demigod

ARMOR CLASS: 3
MOVE: /24" (MC:A)
HIT POINTS: 160
NO. OF ATTACKS: 10
DAMAGE/ATTACK: 3-36 (x10)
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: 50%
SIZE: L (100' diameter)
ALIGNMENT: Chaotic evil
WORSHIPER'S ALIGN: Any (see below)
SYMBOL: Disembodied eye
PLANE: Prime Material
CLERIC/DRUID: Nil
FIGHTER: As 16+ HD monster
MAGIC-USER/ILLUSIONIST: 14th level magic-user
THIEF/ASSASSIN: Nil
MONK/BARD: Nil
PSIONIC ABILITY: 210
Attack/Defense Modes: All/all
S:20 (+3, +8) I:14 W:13 D:14 C:25 CH:-5

Cyäegha is an obscure being that appears to be a huge floating eye surrounded by a mass of writhing tentacles. It resides in a vast underground cavern, where it remains dormant. Awakened, Cyäegha floats above the field of battle, flailing and crushing enemies with its tentacles.

Rites that serve both to appease the entity as well as keep it dormant are performed once per decade. Anyone who is a descendant of a worshiper of Cyäegha will feel a hypnotic urge to secretly perform the rituals and prayers, wherever he may be, and afterwards have absolutely no memory of the event. There is otherwise no benefit for being an unknowing cultist of Cyäegha; the deity grants no cleric spells and, in fact, hates its worshippers.



Artist: Public Domain

GHATANOTHOA [author: Marco Cavagna]

Lesser god

ARMOR CLASS: 1
MOVE: 9"
HIT POINTS: 110
NO. OF ATTACKS: 2 *barbed tentacles*
DAMAGE/ATTACK: 3-30/3-30
SPECIAL ATTACKS: *Curse of Ghatanothoa*
SPECIAL DEFENSES: *Immune to enchantment/charm*
MAGIC RESISTANCE: 60%
SIZE: L (30' tall)
ALIGNMENT: *Chaotic evil*
WORSHIPER'S ALIGN: *Chaotic evil*
SYMBOL: *Bloody tongue*
PLANE: *Prime Material*
CLERIC/DRUID: *Nil*
FIGHTER: *As 16+ HD monster*
MAGIC-USER/ILLUSIONIST: *Nil*
THIEF/ASSASSIN: *Nil*
MONK/BARD: *Nil*
PSIONIC ABILITY: *Nil (immune to psionics)*
Attack/Defense Modes: *Nil*
S:22 (+4, +10) I:12 W:13 D:8 C:20 CH:-7 (*special*)

Ghatanothoa is a loathsome entity trapped in a catacomb below a city that sank into the ocean 200,000 years ago. It is an exceedingly horrible, amorphous conglomeration of tentacles, mouths, tongues, eyes, cilia, feelers, antennae, fronds, tympani, and other sensory organs. Ghatanothoa's hideousness transcends the normal definition of negative Charisma. So blasphemous is this thing to behold that each round, any present must save vs. petrification or feel the *Curse of Ghatanothoa*. With every failure, the onlooker's movement rate, chance to hit, and Dexterity permanently drop by 1-4, as skin and sinews gradually harden to the consistency of stiff leather and bone. If either base movement or Dexterity reaches 0, the victim has become a shriveled, leathery mummy. What is most terrible is that the brain and organs of the victim remain alive and viable, forever preserved in a fibrous shell; the victim is aware yet unable to scream for release (1% cumulative chance per day of permanent insanity). The curse can be removed by *wish*, *regenerate*, or *alter reality* spells, and even then the very low percent chance of success equals the caster's level. A **ring of free action** or a **scroll of protection from paralyzation** will not provide immunity to the curse, but each will give a cumulative +3 bonus on saves.

Looking at a perfect image of Ghatanothoa has the same effect as seeing the god in person. Woe unto any who think to avoid the curse by using a mirror! Needless to say, rare are those insane enough to worship this deity.

MORDIGGIAN (*The Charnel God*) [author: Marco Cavagna]

Greater god

ARMOR CLASS: -5
MOVE: 9"
HIT POINTS: 360
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 4-40
SPECIAL ATTACKS: *Swallow, energy drain aura*
SPECIAL DEFENSES: *+3 or better weapon to hit*
MAGIC RESISTANCE: 50%
SIZE: L (100' long)
ALIGNMENT: *Neutral*
WORSHIPER'S ALIGN: *Any*
SYMBOL: *Jackal skull*
PLANE: *Negative Material Plane*
CLERIC/DRUID: *24th level cleric*
FIGHTER: *As 16+ HD monster*
MAGIC-USER/ILLUSIONIST: *15th level magic-user*
THIEF/ASSASSIN: *Nil*
MONK/BARD: *Nil*
PSIONIC ABILITY: 210
Attack/Defense Modes: *All/all*
S:22 (+4, +10) I:19 W:25 D:17 C:22 CH:-7

Mordiggian is the god of charnel things. He appears as a great, billowing worm-shaped shadow that seems to suck in all light and heat. Mordiggian cares not about the living, for sooner or later every living thing is destined to die and become his. His wrath is rarely unleashed; the only blasphemy against Mordiggian is attempting to reclaim the dead destined for his repast. Mordiggian attacks by engulfing opponents with his shadowy mouth. On a natural 20, or a roll of 4+ above that needed to hit, he has swallowed his prey, which is instantly obliterated, body and soul, and cannot be recovered even via *wish*. All within 20' of Mordiggian's frigid aura must save vs. death magic each round or suffer permanent loss of one energy level.

In places where Mordiggian is worshipped, the deceased are given to his priests, who bring the corpses to their temples to be devoured. Mordiggian's clerics are ghouls, who are never seen without their raiments of voluminous hooded robes, mittens, and silver skull masks. These priests normally disregard those who are still alive, but robbing the priests of their meals, or resurrecting the dead, are sure ways to spur them into a frenzy.

Y'GOLONAC [author: Marco Cavagna]

Demigod

ARMOR CLASS: 4
MOVE: 15" (*special*)
HIT POINTS: 75
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-4/1-4
SPECIAL ATTACKS: *Permanent damage, possession*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: 40%
SIZE: L (12' tall)
ALIGNMENT: *Lawful evil*
WORSHIPER'S ALIGN: *See below*
SYMBOL: *Headless humanoid*
PLANE: *Prime Material*
CLERIC/DRUID: *Nil*
FIGHTER: *20th level fighter*
MAGIC-USER/ILLUSIONIST: *15th level in each*
THIEF/ASSASSIN: *10th level assassin*
MONK/BARD: *Nil*
PSIONIC ABILITY: 250
Attack/Defense Modes: *All/all*
S:21 (+4, +9) I:23 W:24 D:14 C:25 CH:-4

Y'gonolac is a grossly fat, glowing humanoid with no head, but in possession of a set of drooling mouths on its flabby palms. The demigod is imprisoned behind a great brick wall deep below the earth, but is able to freely possess any of its worshipers, wherever they may be, even on other planes. Such a host may *shape change* into the true form of the deity and use any of its powers. However, Y'gonolac may manifest itself and directly interact with (this includes attacking) only those who are aware of the being's existence. Acting through possessed cultists, the deity strives to attract more thralls by tricking potential candidates into studying forbidden tomes and lore that reveal enough knowledge about it to make the reader/occultist vulnerable to assault. Eons ago, the powers of Good and Evil actually allied with each other to purge Y'gonolac's followers and check the demigod's rapid rise. The being is now almost totally forgotten and is all but powerless.

In combat, Y'gonolac attacks with its mouths. Damage inflicted by these maws is permanent, for the festering, purulent wounds never close. The demigod also attacks psychically, forcing a target to save vs. magic each round or lose a point of Intelligence and Wisdom. When either ability reaches 0, the victim becomes another mindless vessel of Y'gonolac, to be possessed at will, at any time. Ability scores are recovered at a rate of 1 point per week.

ZOTH-OMMOG [author: Marco Cavagna]

Demigod

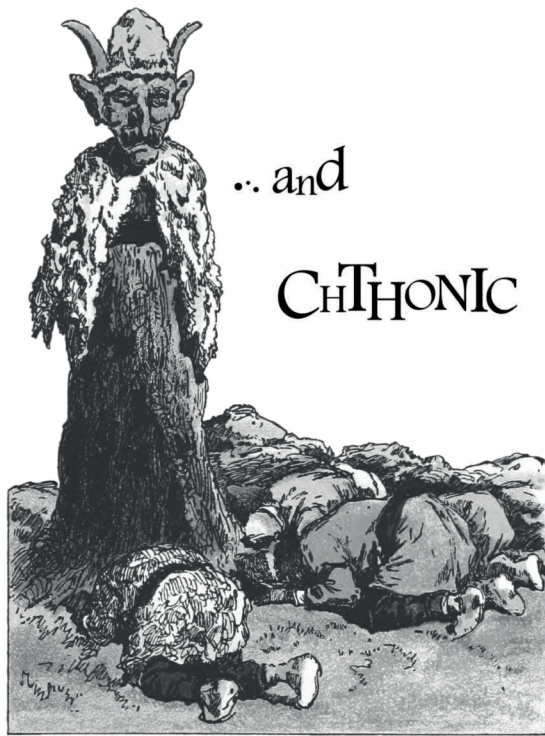
ARMOR CLASS: 0
MOVE: 12"/24"
HIT POINTS: 90
NO. OF ATTACKS: 5
DAMAGE/ATTACK: *Special (x4)/4-9*
SPECIAL ATTACKS: *Grapple*
SPECIAL DEFENSES: *Regenerate 3 HP/round*
MAGIC RESISTANCE: 50%
SIZE: L (20' tall)
ALIGNMENT: *Chaotic evil*
WORSHIPER'S ALIGN: *Chaotic evil*
SYMBOL: *Triangle topped by serpent head*
PLANE: *Prime Material*
CLERIC/DRUID: *Nil*
FIGHTER: *As 16+ HD monster*
MAGIC-USER/ILLUSIONIST: *12th level magic-user*
THIEF/ASSASSIN: *Nil*
MONK/BARD: *Nil*
PSIONIC ABILITY: 150
Attack/Defense Modes: *B,D/F,I,J*
S:20 (+3, +8) I:12 W:13 D:12 C:25 CH:-3

Zoth-Ommog is imprisoned beneath the ocean with Great Cthulhu in the sunken city of R'lyeh. It has the appearance of a large fleshy cone topped by a huge lizard-like head similar to that of a tyrannosaurus. Surrounding the reptilian head is a mane of small writhing tendrils, while sprouting from the neck are four flat tentacles, or pseudopods that resemble the arms of a starfish. In combat, Zoth-Ommog bites and grapples with its pseudopods, which grab a victim on a successful hit. Starting the next round the arm constricts for an automatic 5-30 damage per round.



Zoth-Ommog's worshipers mainly consist of Deep Ones and Aboleth, although there are sahuagin, locathah, Kuo-Toa, scrags and (rarely) terrestrial reptilians that have discovered this obscure deity. Able to manifest itself through any of its consecrated statues scattered about the world, Zoth-Ommog usually does so only to convert new followers or destroy defilers.

Artist: Mario Zuccarello



CHTHONIC

[The following creatures are offered as OSRIC Open Game Content (OGC)]

Abolengo (*Soulstealer*) [author: Steve McFadden]

Frequency: Very rare
 No. Encountered: 1d4
 Size: Small (2 ft long)
 Move: 10 ft//30 ft (in water)
 Armor Class: 4
 Hit Dice: 2
 Attacks: Special
 Damage: See below
 Special Attacks: See below
 Special Defenses: See below
 Magic Resistance: Standard
 Lair Probability: 100%
 Intelligence: Very
 Alignment: Neutral evil
 Level/XP: 3/100 + 5 per hp

It is unknown whether abolengo are related to the beings known as aboleth, but it is posited by the most knowledgeable human sages that the creatures are one and the same; abolengo simply being aboleth in their larval stage. The truth of matter is known only to the creatures themselves, and perhaps to those brain squids and other chthonic horrors that share the monsters' deep, subterranean waters.

What is obvious is that hoary abolengo both resemble aboleth in many ways and are sometimes found in the larger creatures' domains. Wherever they are found, abolengo swim languidly through the deepest of sub-

terranean lakes and waterways, mingle in loose pods and communicate with each other telepathically. Feeding upon tiny stygofauna for years, perhaps even decades, abolengo wait patiently for opportunities to employ their startling mental powers upon suitable hosts.

Abolengo, known as soulstealers by the dvergar, are able to employ all of their abilities, including a form of ESP (equivalent to the magic user spell of the same name) out to a distance of 60 feet. Sensing and studying the surface thoughts of an appropriate creature [essentially any intelligent, soft-skinned creature, such as a brain squid or a humanoid; even a behir could be affected], a soulstealer will wait until the target is alone to send the equivalent of an improved phantasmal force its way.

Using the combination of its illusion-creating and telepathic abilities to convince the prospective host to relax and sleep (taking helmets off, if applicable), the abolengo will creep towards the prone target after it has settled down and been made susceptible (1d4 rounds has elapsed). Reaching the target, the abolengo will crawl up and over the creature's head and nape, and position itself to simultaneously clamp into the target's skin, hide or scales with its caterpillar-like legs and plunge all four of its 2 foot long tentacles into the unfortunate's eyes and ears/tympanic membranes. This attack will always occur with a bonus of +4 to hit against a simple armor class of 10, with only magical rings, amulets, charms and the like providing the victim with any added protection. Factors such as the victim's armor type or the possession of heavy scales are unimportant, as the abolengo will be able to find hinges, holes and gaps to lock on to before it commits to the attack. If successful (often on a roll of 2 or greater), the soulstealer's tentacles will pierce down, into the victims brain, and cause 4 points of immediate, permanent damage. Any creature with 4 or fewer hit points will immediately perish, and surviving host creatures will thereafter be permanently blinded and deafened.

At that point, the victim will be jerked out its reverie and react, attempting to dislodge the abolengo. Given a single saving throw vs. paralyzation, if the victim fails its roll it immediately loses control of its mind and body to the insidious parasite. If the save is successful, the victim may then attempt one attack against the thing, at a penalty of -6 to hit its armor class of 4. If successful, the victim has managed to dislodge the abolengo before the monster has had an opportunity to take control of the victim's mind. If the desperate attack fails, the abolengo immediately asserts control over the victim, and the host loses its will until the parasite is removed by some external agent.

After asserting itself over the victim, the abolengo-host pair will have all of the host's normal physical abilities, with the abolengo being able to freely acquire all of the creature's skills, memories, and non-clerical, non-alignment based abilities at the rate of 10% per week (e.g. a paladin's special abilities will not be acquired). After 10 weeks have elapsed, the abolengo will have fully integrated itself to the host, and the host creature will perish if the abolengo is ever involuntarily removed.

The abolengo-host will have the abolengo's visual acuity (one-half a human's ability to see in the visible spectrum, heat vision to 90 feet) and hearing ability (one quarter that of a human), but it will still possess all of its normal mental faculties (i.e. telepathy, ESP, and illusion-creation to a distance of 60 feet). Abolengo-hosts will pursue projects in accordance to the abolengo's individual interests, knowing full well that it is considered anathema to its host's civilization.

Pig, Woolly Cave (*Six-Legged*) [author: Steve McFadden]

Frequency: Uncommon
 No. Encountered: 1d6
 Size: Medium (4' at shoulder)
 Move: 120 feet
 Armour Class: 5
 Hit Dice: 3+3
 Attacks: 2 tusks
 Damage: 2d4/2d4
 Special Attacks: See below
 Special Defenses: See below
 Magic Resistance: Normal
 Lair Probability: NA
 Intelligence: Animal
 Alignment: Neutral
 Level/XP: 2/100 + 1 per hit point

Adapted to live underground, the woolly cave pig has mutated over eons to thrive in that realm's strange radiation and conditions. Feeding upon the bacterial mats and fungal spreads found in and around wet caverns, these six-legged creatures seek to avoid contact with possible predators but will attack with their razor-sharp tusks if threatened. Nearly blind to normal light, and possessing only weak heat vision (out to 30 feet), the cave pigs are still able to avoid predators, and to defend themselves, through their keen sense of smell.



Artist: Public Domain

Cave pigs' tusks are quite formidable in their own right, but through constant dredging through bacterial mats and the tearing of endless amounts of fungal tissues they become decidedly poisonous. Any non-cave pig that is even scratched by one of the beasts' poisonous tusks must save versus poison at -4, or die within ten rounds. Likewise, these unusual creatures are inured to all toxins and poisons and are not affected by such. Strangely enough, the deadly substances that the cave pigs are constantly exposed to fail to reach their own flesh and make the creatures a staple for most underground sapient species.

Spider, Swarming Cave

[author: Steve McFadden]

Frequency: Rare
 No. Encountered: 10d20
 Size: Small (1 ft diameter)
 Move: 60 ft/90 ft (in web)
 Armour Class: 10
 Hit Dice: 1 hp
 Attacks: 1 (bite)
 Damage: 1
 Special Attacks: See below
 Special Defenses: None
 Magic Resistance: Standard
 Lair Probability: 50%
 Intelligence: Animal
 Alignment: Neutral
 Level/XP: 1/5



Artist: Jason Walton, Louis Porter Jr Design

The size of a dinner plate and not overly poisonous, a swarming spider can usually be ignored if encountered singly, or if in a small group. However, these arachnids normally form large colonies and utilize complex eusocial behaviors to both create enormous web structures and to bring down creatures as large as hill giants. When present in such a collective, swarming spiders are difficult to stop and are capable of killing nearly any prey that is susceptible to poison.

When underground, swarming spiders will weave inflammable, funnel-shaped webs immediately below sinkhole openings and near the terminuses of slippery, down-sloping tunnels. Those creatures that fall into a colony's thick, near-impenetrable webs will find themselves irrevocably stuck unless they possess strength scores of 16 or greater. In those cases, the victims will be able to break through the spider webs at one-half that rate normally allowed for a web spell, but will be incapable of protecting themselves while doing so.

Swarming spiders' bites cause 1 hp of damage per hit and inject strangely-acting paralytic poisons. Victims of swarming spider attacks may ignore the poisoning effects of a number of bites equal to the differences between 20 and their saving throws vs paralyzation. Once that number is met, however, every subsequent bite causes a +1 penalty to the victim's base saving throw. Thus, a 2nd-level fighter with a saving throw vs paralyzation of 14 will be able to ignore six of the spiders' bites before being forced to make a save. The fighter will subsequently make progressively worse saves each time he is struck, and will be automatically paralyzed after the sixth additional bite. Failing a save indicates that the victim's hit points have fallen to 1 and that it will be paralyzed for d10 turns.

The number of swarming spiders that may attack a target each round is determined by the victim's size: large - 48, medium - 24, small - 12. These attacks are against the target's base armour class, modified only by magical adjustments (armour, ring, etc.) Swarm victims, on the other hand, are able to automatically slay a number of spiders equal to the damage done by their short and medium length melee weapons and natural attacks (i.e. maces - d6, daggers - d4, fists - d2, and so forth) with previously non-attacking members of the swarm automatically replacing those killed during the next round.

Paralyzed victims of a swarm will be fully cocooned by the spiders in d10 rounds, with the affected creature left where it fell. The colony will return to the site d4 days later, and will drain the victim of all fluids at that time.



Artist: Luigi Castellani-Artikid

Spigre (*Heretical Horror*) [author: Steve McFadden]

Frequency: Very rare
No. Encountered: 1d4
Size: Large (4 ft or 6 ft at shoulder)
Move: 120 ft//90 ft (in web)
Armour Class: 4
Hit Dice: 4+4 or 6+6
Attacks: 3 (bite, chelicerae x2)
Damage: 1d4/1d4x2 or 1d6/1d6x2
Special Attacks: Poison, web
Special Defenses: See below
Magic Resistance: Standard
Lair Probability: 80%
Intelligence: Low
Alignment: Chaotic evil
Level/XP: 4/400 + 5/hp or 5/600 + 6/hp

Created from bugbears and ogres that have been lobotomized and had their bodies polymorphed into giant spiders, these horrific hybrids were originally conceived by dokkalfar mages of the most heretical noble houses and merchant clans as a means to counter enemy spider-spies. Requiring incorruptible guards that could track and kill those spiders sent to steal into their villas and compounds, the mages' tireless research culminated with their cherished "heretical horrors." The mages now make spigres on a regular basis while the spider-worshipping houses view the creation of such monstrosities as blasphemy.

Although the brains of the bugbears and ogres that have been transformed into spigres have been altered, they remain intelligent enough for the creatures to communicate with others and to follow simple orders given by their dokkalfar masters. Possessing the bodies of giant, web-spinning spiders, spigres are capable of producing thick webs and traveling through them at a rapid clip. Doing so, the horrors act as effective guards on the battlements and rooftops of their masters' fortresses and buildings.

Spigres' teeth have been altered to deliver a paralytic poison that is weaker than that of giant spiders. Allowed a +2 save versus paralyzation, victims of a spigre's poisonous bites will become immobilized for 1d4 turns, enough time for the monster to effectively cocoon its prey in sticky webs. Victims that have been fully cocooned cannot escape unless they possess super-normal strength (i.e. above 18), but normal webbing acts as a web spell, allowing those with strength scores of 13 or higher to escape in a number of rounds equal to one plus the difference between 18 and their strength scores. Thus, a character with a strength score of 16 will escape a spigre's webbing over a period of $1 + (18-16) = 3$ rounds. Webs sprayed from a spigre's spinnerets conform in all respects to a web spell (including the 5%/round ability to suffocate victims), other than being flammable.

Spigres' chelicerae are not poisonous, but they end with sharp, piercing tips capable of penetrating anything softer than rock. Capable of delivering 1d6 hit points of damage, they are effective weapons against all creatures. Spigres are also immune to the poisons of all mundane (i.e. normal to giant-sized) spiders, making them deadly foes of their originally intended prey.

Spoorn, Mite (*Cuttie-Spoorn*) [author: Steve McFadden]

Frequency: Rare
No. Encountered: 6d4
Size: Small (2 ft tall)
Move: 30 ft
Armour Class: 8
Hit Dice: 1-1
Attacks: 1
Damage: 1d3
Special Attacks: None
Special Defences: None
Magic Resistance: Standard
Lair Probability: 10%
Intelligence: Low
Alignment: Lawful Evil
Level/XP: 1/5 + 1/hp

Cuttie-spoorn are small humanoids that possess abnormally large heads and evil dispositions. Similar in most respects to snyads, the grey-to-violet colorations of cuttie-spoorn allow them to blend with the rocks and shadows of their tunnel warrens. Those narrow warrens normally intersect and cut across the mines, dungeons and caverns of larger creatures and cuttie-spoorn use their tunnels to effectively ambush those they wish to murder, eat and steal from.

The first indication that a mine or crypt has become infested by these mite-like humanoids is usually the inexplicable loss of an isolated miner or cloistered clergyman. Masters of stealth and concealment, cuttie-spoorn camouflage where their invasive tunnels intersect with those of the original complex, providing the ambushers with time to establish series of cunning traps, nets, tripwires and nooses. Those entrances require rolls for secret door detection in order to be found and, once located, can only be traversed by creatures of halfling stature or smaller.

If attempting to kill a target cuttie-spoorn will stab with knives that have been previously pilfered or by biting, both attacks causing 1d3 points of damage. If a target has been caught by a net or noose, however, cuttie-spoorn will knock the victim unconscious with clubs - saving the morsel for later.

Cuttie-spoorn communicate in a twittering language that is recognizable only by their own kind, and by their spoorn and hudskin cousins. When amassing treasure, the types of valuables that the mites accumulate will depend upon the nature of the complex broken into: mine, cave or crypt. Avoiding systems that are known to contain undead and mindless, dangerous creatures, cuttie-spoorn will instead angle their tunnels to regions occupied by humanoids of all types.

Spoorn, Flay (*Hudskin*) [author: Steve McFadden]

Frequency: Uncommon
No. Encountered: 4d12
Size: Small (1-2 ft tall)
Move: 150 ft
Armour Class: 7
Hit Dice: 1-4 hp
Attacks: 1
Damage: 1d2 or 1d4
Special Attacks: See below
Special Defences: See below
Magic Resistance: See below
Lair Probability: 40%
Intelligence: Average
Alignment: Neutral evil
Level/XP: 1/5 + 1/hp or 2/30 + 1/hp (elder)

Hudskins, or flay-spoorn are called such because of the loose-fitting skin that seems to hang from their tiny frames. Appearing as if they are wearing the flayed and cured skins of some unfortunate victims, the wrinkled shrouds are actually parts of these small creatures' own hides. Their skin is a dirty grey-brown and blends perfectly with underground rock and soil. When coupled with their high dexterities and ability to move quietly, their appearance provides hudskins with a 5-in-6 chance to surprise opponents. Similarly, they may avoid detection three-fourths of the time.

Flay-spoorn prefer the company of rats to all other creatures, and they will be found sharing their burrows with 2d6 normal and 2d4 giant-sized rats 75% of the time. Their cowardice mirrors their short stature, and flay-spoorn will only fight when given overwhelming odds. Otherwise, the creatures will attempt to isolate and ambush stragglers or scouts, hurling darts up to 10' for 1d2 damage, jabbing with small spears for 1d4, or capturing their targeted prey in nets and concealed pits.

These creatures have poor heat vision (out to 30 feet), but they do have exceptional hearing and smell. As a result, invisible creatures will be detected by hudskins 50% of the time. Hudskins' quickness and small stature grant them +4 bonuses to saving throws and magical attacks, and when a save for half is made by one of the creatures, it will suffer no damage.

Spoorn, True (Pestie) [author: Steve McFadden]

Frequency: Uncommon
No. Encountered: 1d8
Size: Small (2-3 ft tall)
Move: 210 ft
Armour Class: 4
Hit Dice: 1-1
Attacks: None
Damage: None
Special Attacks: None
Special Defences: See below
Magic Resistance: Standard
Lair Probability: 95%
Intelligence: Low
Alignment: Neutral
Level/XP: 1/10 + 1/hp

Comprising the most dominant species of troglolitic spoorn, pesties are both physically larger and more numerous than their cuttie-spoorn and flay-spoorn cousins. Two to three feet in height, and of light brown color, these true-spoorn appear to be smaller versions of goblins and svartlings. Possessing ears and noses larger than the surface dwellers, pesties are slightly larger and stronger than mites, which often share their labyrinthine warrens and assist the pesties in their endeavors.

Gaining entrance to a pestie warren is quite difficult, as the creatures cleverly hide their tunnels behind loose stones and rubble. Even if a search is made, there is only a 1-in-4 chance to discover the entrance to a pestie tunnel (1-in-3 for an elf). Likewise, these masters of stealth are extremely quiet when moving and are able to surprise opponents 90% of the time.

Pesties' relish treasure, and their primary objective is to acquire valuable items through theft. Ideally, this is accomplished without being noticed at all, and the pesties will be able to avoid combat. The little kleptomaniacs will never engage in combat, and their incredible speeds and dexterities grant them unusually high armour classes and allow them +3 saves versus spells.

Pesties do not seem to have a spoken language, but they are able to communicate by some means. Groups of pesties and mites are able to work together, creating complex plans for ambushing victims much larger than they.

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* Shub-Niggurath is a creation of Howard Phillips Lovecraft, whose stories often mention but never describe the being. Shub-Niggurath as portrayed in the first edition of DEITIES & DEMIGODS is actually the entity Abhoth from "The Seven Geases" by Clark Ashton Smith.

...AND CYCLOPEAN

[The following creatures are offered as OSRIC Open Game Content (OGC)]

BEELZEBUFO (*Daemonic Frog of Eruption*) [author: Steve McFadden]

Frequency: Very Rare

No. Encountered: 1

Size: Large (5+ ft tall) to Gigantic (12+ ft tall)

Move: 180 ft

Armor Class: 2

Hit Dice: 9+9 to 16+16

Attacks: 3 (kick/kick/swallow), 1 (hop), or 1 (eruption)

Damage: See Below or 2d10/2d10/1d20 or 5d10 (save for half)

Special Attacks: See Below

Special Defenses: See Below

Magic Resistance: 50%

Lair Probability: NA

Intelligence: Low

Alignment: Neutral Evil

Level/XP: 9/3500 + 9 per hp to 10/5000 + 16 per hp

Beelzebufoi, or Daemonic Frogs of Eruption, spend their time drifting in the eddies and currents of the rivers Styx, Phlegethon, Acheron, Lethe and Cocytus, and wallowing within that vast, otherworldly marsh where the watercourses converge. Lurking in those deadly waters, beelzebufoi can be found haunting the watery margins of every lower plane. There, the daemonic frogs prey upon any and all creatures that approach, as the enormous monsters fear absolutely nothing.

When prospective meals (both individuals and groups) come within a beelzebufo's notice (300 feet), the daemonic frog will push itself through the shallows in a stealthy manner, belying the monster's incredible size. Extremely quiet, the frog surprises its targets 50% of the time. Once the beelzebufo is within 60 feet of its intended prey, the daemonic frog will invert a section of its multi-chambered, inter-dimensional stomach and disgorge 1d8 prior victims, firing the semi-digested victims at the new target/s. The creatures so erupted will often still be alive and, when belched forth, strike the targets upon a successful to-hit roll from medium range. Erupted victims will automatically suffer 6d4 hit points of damage, while struck prey may save vs. breath weapon for half damage. All damage is cumulative and it is theoretically possible for a single target to be struck by eight erupted beings, causing up to 192 hit points of damage in one round. Overriding any magic resistance they possess, but not affecting those immune to such effects, erupted creatures that survive the fusillade will suffer the effects of a *confusion* spell during subsequent rounds. Deceased erupted creatures,

including those that perish during the firing process, are animated as zombies of the appropriate type (monster or regular) and are under the direct control of the beelzebufo, which turns and controls undead as a priest of a level equivalent to that of the daemonic frog's hit dice. Erupted creatures can be nearly anything, but the number, nature and power of the erupted beings usually depends upon the overall power of the beelzebufo.

A beelzebufo's hit dice are dependent upon the monster's size, which will range from large (5' tall x 8' wide and 9+9 HD) to gigantic (12' tall x 15' wide and 16+16 HD). Likewise, the number of inter-dimensional chambers that comprise a daemonic frog's stomach increases proportionately, from one chamber at 9+9 HD, up to eight chambers, at 16+16 HD. As the beelzebufo grows, it develops additional stomach chambers, all of which are filled with digestive acids and enzymes up to 3' in depth and which are large enough to accommodate up to 16 small, 8 medium or 4 large-sized creatures. Once swallowed, victims and their arms and equipment are slowly dissolved (1 hp of damage/day to beings, saves vs. acid required on a daily basis for items). The pain and anguish inflicted upon its victims is channeled by the beelzebufo into its growth, regeneration and maintenance of its powers. Victims held in a beelzebufo's stomach chamber are free to move about the 20' x 20' space, but the inter-dimensional chambers are antimagic zones that overwhelm the magical abilities of anything but an artifact or a creature of level/hit dice greater than the daemonic frog's. They are essentially enormous, impenetrable bags of holding that are impossible to escape from short of a powerful being employing a wish or *alter reality* spell.

The 1d8 erupted creatures have equal chances of being either undead zombies, or still possess 0-99% of their normal hit points before being spat out. The projected beings can be of any sort, but determined as follows: Animal (Boar; Cat, giant lynx; Crocodile; Crayfish, giant; Frog, giant; Hippopotamus; Turtle, giant snapping; Weasel, giant); Daemonic/fell (Charonodaemon; Demodand, tarry; Derghodaemon; Hydrodaemon; Piscodaemon; Slaadi, red; Yagnodaemon); Demonic (Babau; Dretch; Ekvu; Kullule; Hezrou; Shub; Uduk; Vrock); Devilish (Assagim; Barbed; Bearded; Erinyes; Lemure; Scaly; Spiked; Soul Worm); Humanoid (Batrachian, Demi-human, Goblin, Human, Kobold, Lizard man, Ogre, Orc); Other (Centipede, giant; Dragon, black; Hydra (5-9 HD); Leech, giant; Lizard, giant; Mongrelman; Snake, giant poisonous; Wererat)

KRYOPHIX [author: Steve McFadden]

Frequency: Unique
No. Encountered: 1
Size: Large (15 ft long, 10 ft tall)
Movement: 180 feet/ 240 ft flying (AA:III)
Armour Class: -3
Hit Dice: 16 (120 hp)
Attacks: 3 (claw/claw/headbutt)
Damage: 2d6/2d6/3d8
Special Attacks: See below
Special Defenses: See below
Magic Resistance: 50%
Lair Probability: See below
Intelligence: Genius
Alignment: Chaotic Neutral
Level/Experience: 9/5000 + 16/hp

Emerging alongside the earliest pastoral cultures, the being known as the Kryophix is the distant progenitor of all criosphinxes. Although bestial looking and as large as an elephant, this unique creature is more anthropomorphic than any of its myriad progeny and sports the head of a brutish hill giant, albeit one possessing a pair of massive ram's horns. Monstrous and battered-looking, the Kryophix' head is akin to that of a truculent boxer. Looks are deceiving, however, as the Kryophix has a genius-level intellect and millennia of experiences to draw from. The Kryophix is telepathic and may communicate with any intelligent being, but it also speaks the proto-languages of all the world's pastoral peoples and prefers to communicate with others vocally, through poetry, song and riddle. The Kryophix has no love for cities or civilization, but does have an affinity towards rhapsodists, bards, ozans and kobzars. Shunning most contact, the Kryophix may occasionally be found sharing a riddle or song with a shepherd or skald upon some rocky tor, far from the beaten path. Indeed, Master Bards are known to quest for the Kryophix, in search of the being's immense knowledge and possible favor. If found by an appropriately respectful and accomplished individual (it will always avoid contact unless the supplicant is alone), the Kryophix may act as a sage of the highest order...provided that the petitioner is in possession of something the Kryophix greatly desires (i.e., a new riddle or song, an interesting piece of information, or a tun of beer, wine or mead).

In addition to being very introverted and unsociable, the Kryophix is highly temperamental and decidedly dangerous. Lacking the equivalent of a modern sense of morality, the Kryophix may lash out at others in annoyance and peevishness, without regard for the rectitude of its deed.

If irked or threatened, the Kryophix will either strike with its paws and head (causing 2d6/2d6/3d8 damage), bellow in a manner that replicates the effects of a **horn of blasting**, speak in a manner that replicates the effect of a **rod of beguiling**, employ any of the skills and spells allowed by a 16th level Druid, or simply fly away. In all cases, the Kryophix will place its own interests and safety over those of others.

The Kryophix has no permanent lair and prefers, instead, to roam the pastoral and sylvan regions of the world in search of gynosphinxes to mate with, lyrical poems and riddles to learn, and alcohol to consume. Other than an immediate supply of mead, beer or wine, this being has little regard for the trappings of civilization and will have no wealth at hand. Rumored existence of the Kryophix creates speculation among sages that there also exist unique, archetypal progenitors of the world's andro-, gynos- and hieracosphinxes.

MERMONOCEROS (*Sea Unicorn*) [author: Steve McFadden]

Frequency: Rare
No. Encountered: d6
Size: Large (10' 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 gruagach. 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-quicken pace. This eventually creates a vortex in the water, within which the elemental appears.



Art: Public Domain

TARASQUE (*The Devourer*) [author: Steve McFadden]

Frequency: Unique
 No. Encountered: 1
 Size: Gargantuan (50 feet tall)
 Movement: 90 feet, 150 feet charging
 Armour Class: -3
 Hit Dice: 300 hit points
 Attacks: 3 (claw/claw/bite) or 3 (stomp/stomp/tail lash)
 Damage: 1d10/1d10/5d10 or 1d12/1d12/2d12
 Special Attacks: See below
 Special Defenses: See below
 Magic Resistance: Standard
 Lair Probability: NA
 Intelligence: Animal
 Alignment: Neutral
 Level/Experience: 10/30,000

The gargantuan Tarasque is referenced only in whispers, spoken of in quiet, apprehensive tones by even the most powerful Demon Lords. To the rulers of the Abyss, the dreaded Tarasque is known simply as "The Devourer", as the thing's hunger goes always unchecked and its very nature makes the monster the most destructive force found in the nether realms. Unleashed into the Abyss many millennia ago (presumably by some godly power), the Tarasque has since destroyed several of that layer's demi-planes, laying those places to waste as it utterly consumed every living thing.

The Tarasque is more an agent of entropy than chaos-being that it is the ultimate devourer, has only an animal's intelligence and possesses no real alignment. But this does not matter to the Lords of the Abyss, who do everything they can to avoid having the Tarasque gated into their own realms whilst plotting to shunt the monster into the domains of their rivals.

The Devourer is capable of making six attacks per round, but only three specific attacks may be directed at a single opponent. Being ungainly and slow, the Tarasque can either attack a forward facing opponent with both its claws (1d10 damage each) and its bite (5d10 damage), or it can choose to stomp with its feet (1d12 damage per hit) and then lash with its saurian tail (2d12 damage) against an opponent located to its flanks or rear. The monster's bite is most fearsome, and it will cause the loss of a limb upon any roll of 18 or greater.

If the Tarasque chooses to charge an opponent at its maximum movement rate, the target will be subject to the Devourer's two stomping attacks- but at double damage. A successful charge (with either leg scoring a hit) will indicate that the target is knocked down and stunned for 1d8 rounds (against size S creatures), 1d6 rounds (size M) or 1d4 rounds (size L). Only creatures of gargantuan size (e.g. titans and certain dinosaur species), or creatures of supernormal constitutions (unnatural creatures possessing more than 100 hit points) are immune to this stun effect.

The Devourer is so terrifying that creatures of less than 3 hit dice will be paralyzed by fright, with no saving throw, until the monster is out of visual range. Creatures of 3-7 hit dice will automatically flee from the Tarasque in panic, while those with more than 7 hit dice are allowed a save versus paralyzation.

The Tarasque's tortoise-like shell is composed of some alien material, and every side of the monster's torso will reflect offensive spells that are of a projecting nature (e.g. lightning bolts, magic missiles, cone of cold). One of every six such attacks will actually rebound and possibly hit the spellcaster. Fire has absolutely no effect upon the Tarasque, and the thing regenerates at a rate of +1 hit point per round. It is also extremely difficult to strike the beast, and any weapon of less than +1 magical ability will simply bounce off the Devourer's skin. The monster can wallow in lava and breathe in the most toxic environments (including underwater), making the Tarasque ideal for scouring the Abyss of life.

The Tarasque has only appeared on the prime material plane a few times, with each occasion requiring the combined efforts of several arch-mages to banish it back to the nether realms. It is not known whether the Devourer hibernates, but this is likely- as the monster has not perished after stripping several demi-planes of all life.

DWARF BACKGROUNDS



Artist: Jack Holiday

By
Alan Powers

Hammer hits metal, red with heat and sparks fly. Slowly the blade of an axe takes form. The weaponsmith, short and broad, clad in a leather apron, his beard snooded, smiles as he heats the blade again. Placing the piece on the anvil he beats twice, thrice and then a door in the darkness opens, and a silhouette is outlined. He pauses as it speaks: "They are here."

"Let me finish this working," he growls.

"They, too, have work unfinished," says the outline as it gestures with a staff.

"Yes. Of course." He says with a sigh, and he quenches the hot metal and sets it aside. "What is their first item of discussion?" asks the smith as he banks the coals in the forge and then removes his apron and snood.

"The confirmation of Tarkin Troll-Cleaver as leader of Clan Stonedelver," says the form. And then it moves into the dimly lit chamber to reveal itself as a female dwarf with soft brown down on her chin, wearing embroidered robes of state and carrying a heavy, carved staff. "Here is your crown, Your Majesty." She said, holding out an odd-looking headpiece. "Your hammer is on the throne."

"Thank you, Merronar." He said, taking the crown and placing it next to the washtub, "Please tell the Council of Clans that the King will be with them shortly." The weaponsmith began to wash his arms and hands.

"Yes, Your Majesty." With those words and a brief bow of her head, the Herald left the forge chamber, and the weaponsmith became the King.

The above bit of prose is a prelude to some unusual dwarven politics. Tarkin Troll-Cleaver is not the heir of the previous leader of Clan Stonedelver, but many of the families in the clan want him to be the new Clan Leader. If the other Clan Leaders, and King, do not accept him, there could be problems.

It seems that dwarves, as a race, are very concerned about background and lineage. Birthrights and family history are very important to dwarves. After all, the firstborn son inherits the father's tools; the daughter her mother's tools. Even small dwarven merchants know their family lineage back through six or seven generations.

Dwarven society is structured very simply with the lowest layer being the merchants and everyday crafters, the merchant class. Next are the more difficult and respected crafts and professions. Those artisans have combined together to form powerful Guilds. Lastly there is the Aristocracy. Although members of the aristocracy are usually guild members as well, their place within the aristocracy takes precedence. It is not unusual for a dwarven king to spend time at the forge or in the workshop. The lawfulness of the dwarven culture usually allows him time to do so.

Although dwarven society is stratified, it is by no means stagnant. It is possible for individuals to move from class to class through deeds, work and luck. All trades are respected for their contribution to the community as a whole. After all, without the cobbler, the prospector would have a much harder time traveling over hill and mountain, the miner would not have the ore to mine, the refiner ore to purify, the metallurgist metals to blend, and all the diverse smiths to work. Through it all there is still the duality of dwarven society. It takes a war or some very great feats of service to get a dwarf elevated to the Aristocracy. Internal clan politics provides the biggest change in the make-up of the aristocracy, and that only over the course of decades and centuries.

Based upon the "Birth Tables" by Brad Stock and Brian Lane from the October, 1976 issue of **Dragon** magazine, these Background Tables are developed specifically for Dwarves, though they work passably for Gnomes, as well. As with the Human/Halfling background tables (**Footprints #23**) and the Centaur tables (**Footprints #24**-above), the skill lists are not absolute and all encompassing. If there are skills that are 'no-brainers' for Dwarves in your campaign world but do not appear in the skill listings, then by all means, add them. I present to you the Dwarven Background Tables.



Using the Tables:

Go through the tables in numerical order, starting with Roman numeral I, and roll the appropriate dice, usually percentile. Sections I - V are quite sufficient for very simple backgrounds where the only concerns are starting money and skills. The skill tables are by no means exhaustive. Other skills may be inserted or substituted as desired to modify/expand the selection. Section VI is mainly for characters of the Aristocracy social class and section VII is for any character, if the referee decides to use that part of the table. Sections VIII through X are for NPC development.

Example: Madrus Two-Hammers is a dwarven fighter.

Start at I. Social Class-- a 93 is rolled: Aristocracy.

At II. Sibling Rank a 3 is rolled and then a 5 on the d6. That makes Madrus the second-born, but not an orphan.

At III. Social Rank, under Aristocracy, the percentile dice yield an 89: Aristocrat. At this point we know that Madrus starts with an initial 400 gold/silver, or whatever the referee uses as the monetary base for his/her world, and selects skills using schedule F: Four from Table 1, three from Table 2, three from Table 3.

Next is IV. Father's Occupation. Because Madrus is from the Aristocracy, Table 3 is used to determine his father's occupation. On Table 3 the dice come up a 98: Writer.

In section V the skills selected are: Writer (father), Heal, Merchant, Teamster, Wilderness Lore, Armor Smith, Orator, Ore Refinement, Engineer/Architect, Metallurgy, and Soldier.

Being from the Aristocracy, section VI, Table 1: a roll of 92 indicates Madrus' father holds the title: Graf. Table 2 is skipped (not being Royalty), and Table 3 rolls out a 45. Under Graf a 45 means that Madrus' father is in the dwarven army. The roll for being an Adventurer is a 67: Madrus' father was not an adventurer. A good role-player can easily work this tidbit into the character's background and make it interesting.

The only thing left is section VII. Previous Experience. A roll of 33 under Aristocracy means Madrus has no prior adventuring experience. If the roll had been an 80, the 80 would be multiplied by 30 to result in 2400. Madrus would have started play with 2400 experience points - enough to make him 2nd level. His level (2) would multiply his Initial starting money (400) to make 800. That completes the use of the tables for this character. Tables VIII through X are included for Non-Player Character development only.

Dwarven Background Tables

I. Social Class Table	
Roll	Social Class
01-60	Merchant
61-90	Guildsman
91-00	Aristocracy
II. Sibling Rank Table	
Roll	Sibling Rank
1-2	First born
3-4	Second born
5	Third born
6	Fourth born

Important Note: On a roll of 1 on a d6, the dwarf is orphaned. The first-born receives 10% more Initial, an orphan receives 10% less.

III. Social Rank			
MERCHANT			
Roll	Initial	Inheritance	Skills
01-30 Small	80	200	A
31-70 Average	125	250	A
71-90 Well-off	175	375	B
91-00 Wealthy	250	500	C
GUILDSMAN			
01-60 Worker	100	225	B
61-80 Crafter	150	300	C
81-95 Guildsman	240	700	D
96-00 Guild Master	350	1100	E
ARISTOCRACY			
01-20 Gentry	250	700	D
21-85 Clan Leader	300	1000	E
86-95 Aristocrat	400	1500	F
96-00 Nobility	500	2000	G

Important Note: "Initial" is the amount of money a character receives at the start; amount is multiplied by the character's level.

"Inheritance" is the amount of money that a first-born receives upon the death of their father.

"Skills: the letter determines how many skills may be chosen.

Skill Schedules

A: Two skills from Table 1.

B: Two skills from Table 1, one from Table 2.

C: Two skills from Table 1, one from Table 2, one from Table 3.

D: Three skills from Table 1, two from Table 2, one from Table 3.

E: Three skills from Table 1, two from Table 2, two from Table 3.

F: Four skills from Table 1, three from Table 2, three from Table 3.

G: Five skills from Table 1, four from Table 2, four from Table 3.

IV. Father's Occupation	
Social Rank	Skill Table
Merchant	1
Guildsman	2
Aristocracy	3

The Skill Table number, obtained from the father's social rank, indicates which Skills Table to roll on for skills. The father's occupation is automatically one of the character's skills

and counts as one of the skills chosen. In the event that the father's skill is prohibited, substitute a similar, character-allowed skill.

Common Traits about Dwarves:

All surface dwarves automatically have certain traits and skills. In addition to being natural miners, all dwarves are taught ciphering, how to read and write both Dwarvish and Common, and Contemporary Dwarven History. Dwarves and dwarven society tend to be very lawful.

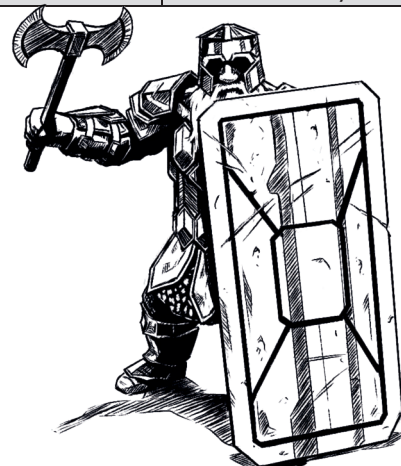
Ciphering: Allows characters to perform simple arithmetic.

History (Contemporary Dwarven): The character has learned the legends, lore, and history relating to Dwarves in the present age or last 500 years or so. The knowledge acquired gives the character familiarity with the principal legends, historical events, people, locations, battles, breakthroughs (scientific, cultural and magical), unsolved mysteries, crafts and oddities of the time. Referee call on % chance of success check.

V. Skills

Percentage numbers are ignored when selecting a player's skills. One of a player's skills must be his/her father's occupation, unless prohibited. * Indicates a prohibited skill. Some skills may be taken more than once, resulting in a Mastery. Two Masteries may be acquired before adding to the dwarven character's starting age. See individual skill descriptions for details.

Skill Table 1	
Roll	Skill
01-10	Blacksmith
11-14	Book Keeping
15-18	Carpenter
19-21	Cobbler
22-23	Cook
24-27	Coopery
28-37	Engineer/Sapper-Miner
38-41	Farmer
42-43	Fisherman
44-46	Heal/First-Aid
47-49	Hunting
50-54	Merchant
55-57	Mountaineer
58	Perform
59-60	Potter
61-62	Prospecting
63	Read/Write or Speak Language
64-66	Scribe/Calligrapher
67-71	Soldier
72-75	Tailor
76-79	Tanner
80-85	Teamster
86-91	Tinker
92-93	Trapper
94-97	Weaver
98-99	Wilderness Survival
00	Adventurer (Roll on VI. Aristocracy Table 4: Adventurers)



Artist: Dean Spencer

Skill Table 2	
Roll	Skill
01-03	Appraising
04-14	Armor Smith
15-17	Bird Trainer
18-22	Brewer
23-25	Cartographer
26-29	Engineer/Artillerist
30-35	Gem Cutter
36-39	Glass Blower
40-43	Handle Animal
44-46	Interpreter
47-57	Mason
58-60	Mathematician
61-62	Orator
63-73	Ore Refinement
74-77	Painter
78-82	Sculptor
83-94	Silver/Goldsmith
95-98	Teacher
99-00	Adventurer (Roll on VI. Aristocracy Table 4: Adventurers)

Skill Table 3	
Roll	Skill
01-02	*Alchemy
03-05	*Sage
06-10	*Warder
11	Astronomer
12-16	Barrister
17-20	Diplomat
21-35	Engineer/Architect
36-38	History: Ancient/Contemporary
39-45	Jeweler
46-56	Locksmith
57-66	Meallurgy
67-70	Physician
71-80	Soldier
81-83	Theology
84-94	Weapon Smith
95-97	Writer
98-00	Adventurer (Roll on VI. Aristocracy Table 4: Adventurers)

VI. Aristocracy Table 1	
Roll	Father's Title
01-30	Head Warder
31-60	Ritter
61-80	Thane
81-95	Graf
96-00	Royalty

VI. Aristocracy Table 2		
Roll	Royalty	Minimum Wealth
01-35	Distant	Clan Leader
36-70	2nd Cousin	Clan Leader
71-98	1st Cousin	Aristocrat
99-00	Immediate Family	Initial: 2,000

Proceed to Table 3 (unless Royalty). If a character is a first-born and the father is dead, the character inherits the Family Title but not the Father's Position. Head Wardership cannot be inherited. A child in the 'Immediate family' is never an orphan. If a character's social rank does not conform to the minimum wealth, it is automatically raised to that level.

VI. Aristocracy Table 3				
Father's Position	Father's Title			
	Head Warder	Ritter	Thane	Graf
Key				
(1) Orator	01-20 (2)	01-30 (1)	01-30 (1)	01-30 (1)
(2) In Army	21-80 (3)	31-69 (2)	31-60 (2)	31-47 (2)
(3) Warder	81-00 (4)	70-95 (3)	61-80 (3)	48-55 (3)
(4) Magistrate	45% A	96-00 (4)	81-95 (4)	56-80 (4)
(5) Advisor to King	55% A	96-00 (5)	81-00 (5)	

A = Adventurer

VI. Aristocracy--Adventurers		
Merchant	Guildsman	Aristocracy
01-10 1st level	01-10 1st level	01-10 1st level
11-25 2nd level	11-20 2nd level	11-15 2nd level
26-65 3rd level	21-50 3rd level	16-29 3rd level
66-85 4th level	51-69 4th level	30-45 4th level
86-95 5th level	70-86 5th level	46-60 5th level
96-00 6th level	87-95 6th level	61-70 6th level
	96-00 7th level	71-82 7th level
		83-92 8th level
		93-97 9th level
		98-00 10th level
Class (d12)	Class (d8)	Class (d6)
1-7 Fighter	1-5 Fighter	1-3 Fighter
8-9 Cleric	6-7 Cleric	4-5 Cleric
10-12 Thief	8 Thief	6 Thief

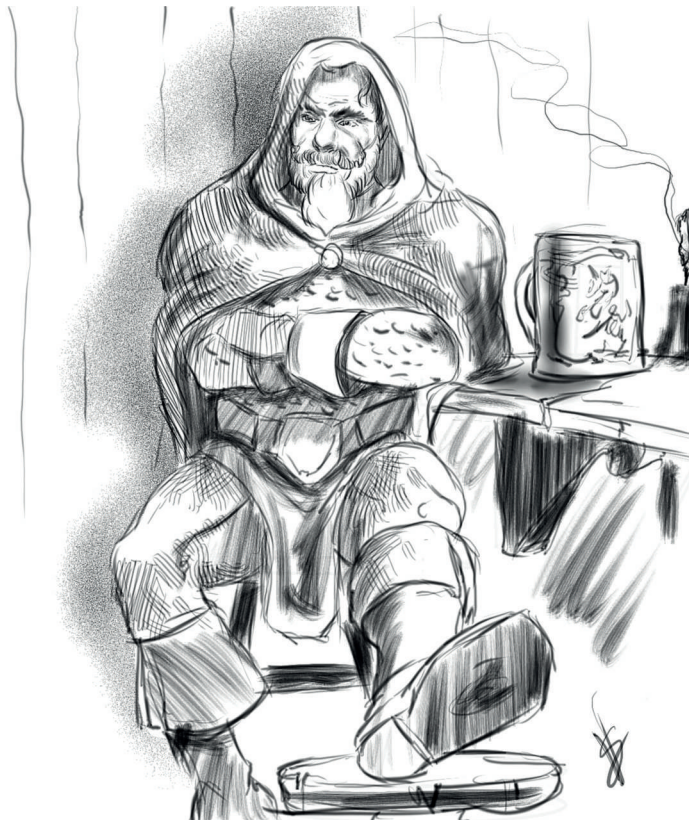
VII. Previous Experience

(Multiply by % dice) If a dwarven character starts with enough experience to be greater than 1st level, multiply the character's initial by the level attained. The DM/Referee may allow the character to select extra skills.

VII. Previous Experience		
Merchant	Guildsman	Aristocracy
01-65 Nil	01-60 Nil	01-55 Nil
66-85 *20	61-80 *20	56-75 *20
86-95 *30	81-92 *30	76-85 *30
96-99 *50	94-97 *50	86-92 *50
00 *70	98-99 *70	93-97 *70
	00 *100	98-99 *100
		00 *130

VIII. Contacts

Dwarves meet and know a great many other dwarves and people as they do business. The Social class determines how many rolls on the Contacts Table the dwarf gets. Merchants get 1 roll; Guildsmen get 2 rolls; Aristocracy get 3 rolls.



Artist: V-Shane

VIII. Contacts	
Roll	Result
01-02	Knows a member of the Dark Brotherhood (assassins).
03-04	This dwarf regularly meets with an agent of the Drow.
05-07	Has a contact inside the Dwarven Scouts and Path-finders Association (Thieves Guild).
08-12	Is a music aficionado and knows all the local bards.
13-17	Well known by two or three Tavern owners.
18-22	Is a good friend of a Barrister.
23-27	Knows several members of the local constabulary.
28-32	Knows a prospector who wanders around in the mountains, is on good terms with a local druid.
33-37	Knows a teamster who can obtain almost anything given proper time and money.
38-42	Owed a favor by a master Armor smith.
43-47	Is on good terms with a District Warder.
48-52	Has an elven ranger for a friend.
53-57	Owed a favor by a master Weapon smith.
58-62	Knows the local magistrate(s) very well.
63-67	Is a good friend of a Guild master of a guild that one of the PC's has an interest in.
68-72	Is good friends with a Physician
73-77	Is a good friend of the High Priest of the local temple
78-82	Knows at least one person in almost every place of interest. Really gets around.
83-87	Knows a member of the Mages Guild.
88-92	Knows the Captain of the Axe Banner Legion through a Guild that both are members of.
93-97	Knows the Mayor through a Guild that both are members of.
98-00	Knows the King through a Guild that both are members of.

IX. Secrets

All dwarves have secrets, most aren't as dire as some that are listed in this table.

Dwarven Skills Table 1

IX. Secrets	
Roll	Result
01-04	This dwarf is a member of the Dark Brotherhood (assassins).
05-07	This dwarf once had a drunken fling with...(gasp) a non-dwarf!
08 – 09	This dwarf is really a doppelganger.
10 – 14	This dwarf was the last to see/talk with an adventuring party that was never heard from again.
15 – 19	This dwarf knows the location of a lost dwarven mine, still rich in ore.
20 – 22	This dwarf has had contact with the Drow and regularly meets with one of their agents.
23 – 25	This dwarf fathered/mothered a half-breed.
36 – 40	This dwarf is really a dwarf/gnome half-breed.
41 – 45	This dwarf knows that certain people are watching the PC party.
46 – 50	This dwarf knows the location of a dwarven half-breed.
51 – 55	This dwarf is wanted for crimes in another province/principality/state/area.
56 – 60	This dwarf knows the location of a lost dwarven artifact.
61 – 65	This dwarf is a duergar agent.
66 – 70	This dwarf has a very thin beard and compensates by wearing a beard weave
71 – 76	This dwarf is secretly very wealthy, but doesn't display it at all.
77 – 80	This dwarf has a secret love for the wife of another dwarf.
81 – 85	This dwarf is a hero in another dwarven province but moved here to avoid the notoriety.
86 – 89	This dwarf once deserted friends to save himself.
90 – 93	This dwarf once shaved in shame and actually appeared clean-shaven in public!
94 – 98	This dwarf has information that will greatly embarrass the Dwarven Crown.
99 – 00	This dwarf is really the dwarven king, or at least a close relative.

X. Traits

In general only one roll on the Traits table is allowed because some of them contradict each other. Some of the traits do go well with the secrets, however. For example a trait could be 41 – 45: This dwarf has a magnificent beard; kept braided with stones, gems and tokens. And the secret might be 66 – 70: This dwarf has a very thin beard and compensates by wearing a beard weave.

Blacksmith - Can forge metals, make and recognize the value of metal tools and basic weapons. Gives a 5% chance per level to recognize magical metal weapons and armor. Mastery enables the smith to work steel.

Bookkeeping - Enables the characters to keep basic business accounts. Mastery gives a characters a +5% per level of successfully falsifying account books.

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

Cobbler - Can make and repair shoes and boots. Mastery heightens quality and doubles the base bonus of +10% on checks to detect magic foot gear.

Cook - Allows the character to prepare meals in both the kitchen and on the road. Can recognize different herbs. Mastery enables the character to create truly outstanding meals, add 3 years

Cooper - Can make and recognize the value of barrels, chests, and other containers. Gives a +5% chance per level to spot traps and false bottoms on these items. Mastery adds the ability to construct false bottoms, etc... Increase of 8 years.

Engineer/Sapper-Miner - Can design and supervise underground tunneling and construction such as mining, counter-mining, siege mining, trenches, ditches, etc... Gives a +10% to any digging or mining check. Mastery doubles bonuses and adds 8 years.

Farmer - Knows how to cultivate, harvest and preserve subterranean plant and fungi forms, knows poisonous from non-poisonous forms. Mastery adds 20 years and the ability to develop new types of subterranean plant and fungi and to cultivate surface plants.

Fisherman - Can use nets or hook-and-line to catch fish. Can make and repair nets. Adds +2 to hit with nets.

Heal/First-Aid - Can bind fresh wounds (within 1 turn of injury) and reset and splint broken bones for 1d4 -points and gives a 45% chance to save a life in an emergency situation. Mastery adds 10 years, automatically knows how to stop bleeding and increases life-saving to 60%.

Hunting - Allows characters to gather food by tracking, stalking, and hunting animals. Can track as a 1st level ranger. Add +10% bonus to Move Silently and +15% to Hide checks when outside. Mastery doubles bonuses, and adds 8 years to character age.

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

Mountaineer - Can follow path or find the easiest route through rough terrain. Characters know how to rappel downward. If armored, this allows climbing as if wearing the next easiest armor type, Mastery, the next two along with a bonus of +10% to Climbing.

Perform- Knows stage presence and can attract and hold a crowd's attention. Has a 65% chance of guessing another's profession and is adept at make-up and disguise. Also receives a + 5% when rolling random reactions..

Potter - The character can create any type of clay vessel or container commonly used in the campaign world. No Mastery.

Prospecting - The character is adept at studying the geological lay of the land and terrain in order to locate desired ore and mineral (gem) deposits. Checks at +5% per level.

Read/Write or Speak Language - Self explanatory.

Scribe/Calligrapher - Can copy or produce documents and letters, recognize any modern written language and has an 80% chance of recognizing an ancient language with a 35% chance to read it. Calligraphers can produce documents of fine script. Includes the ability to read & write.

Soldier - The soldier skill doesn't work like a standard skill. Character has had military training and receives a + 1 on hit probability until 4th level if a Fighter, Paladin or Ranger, 6th level if a Cleric, Druid or Monk type, 8th level if a Thief/Rogue or Bard.

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 checks for recognizing magic leather item. 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 (2 animals) in a crisis situation, minus 10% for 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 for innovations and inventions, and adds 5 years.

Trapper - Can construct outdoor and subterranean traps such as snares, pits, cages, etc... Adds +10% to detect these types of traps and +20% to disable them. Mastery doubles bonuses and adds 10 years.

Weaver - Can make fabrics, cloths, tapestries, felts, rugs, etc... See Tanner for skill bonuses, add 8 years.

Wilderness Survival- Character is able to live off the land by foraging and simple hunting and trapping. Adds 5% to move quietly, 10% to hide in shadows, and adds 5% to spot, 10% to remove outdoor traps. Mastery doubles bonuses and adds 8 years.

Adventurer - Redundant for player characters. Roll on VI. Aristocracy Table 4. Adventurers

Dwarven Skills Table 2

Appraise - This skill allows the character to estimate the value and authenticity of antiques, art objects, jewelry, cut gemstones, or other crafted items they find. 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 a skill in the item's manufacture. Mastery adds 20 years and doubles the bonuses.

Armor Smith - Can forge, make and recognize the value of armor and shields. Mastery adds the ability to work steel and to make banded and plate armors as well as high quality armor, adds 15 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.

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

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

Engineer/Artillerist - Knows how to construct and use siege artillery- catapults, trebuchets, ballistae, etc... Mastery gives a +2 to hit and 15 years.

Gem Cutter - Can cut, polish and judge the value of gemstones and semi-precious stones. Has a 60% chance to detect false gems. Mastery adds 13 years, the ability to make false gems, and increases the chance of detecting false gems to 90%.

Glass Blower - Can make and judge the value of glass items, lead crystal, etc... Can make false gems and has a 5% chance per level to detect them. Mastery adds 15 years and the ability to etch and cut glass.

Handle Animal- Can keep, train, manage, and breed common domesticated animals with a 50% chance of an animal learning a simple trick in one week. Mastery adds 10 years, increases the chance of learning to 75% and adds the ability to veter (first aid) animals.

Interpreter- Character may know languages as if his intelligence were 3 higher. No mastery.

Mason - Can quarry and build with stone and brick and gives a +15% bonus to find secret doors and pit traps in stone. Mastery enables the building of secret and concealed doors and doubles the bonuses.

Higher Mathematics - Can perform advanced mathematics and algebra. Mastery adds 10 years and the ability to do calculus, differential equations, matrices, and statistics. Must have at least a 12 intelligence.

Orator - Knows stage presence, oratory and forensic techniques and rules. Gives a bonus to both Diplomacy and Perform of +5% per level.

Ore Refinement - Knows how to extract the metal from the raw ore and then refine the metal by removing impurities.

Painter - Character is able to paint signs, logos, etc... Mastery allows the painting of portraits and other detail work, adds 12 years.

Sculptor - Enables the sculpting of statues and images using clay, rock, wood, etc... Mastery adds 15 years and allows life-like detail.

Silver/Goldsmith - Makes household and decorative items of gold, silver, bronze, brass, and even, on occasion, platinum. Mastery allows sculpting, coining, fine detail and etching work, adds 16 years.

Teacher - This skill lets characters teach up to their full level in any skill or proficiency that they have instead of the normal 1/2.

Adventurer - Redundant for player characters. Roll on VI. Aristocracy Table 4. Adventurers

Dwarven Skills Table 3

***Alchemy**- Knows basic chemistry and handles the compounding of substances into potions, ointments, salves, etc... Also is familiar with the making of equipment for such operations. Normally prohibited to starting player characters.

***Sage**- An expert in one particular subject with a fair understanding of the overall field, and smattering of most other things. Normally prohibited to starting player characters.

***Warder**- A Dwarven Sheriff of sorts. Patrols roads and trails enforcing the laws of the land and quelling disorder, settling disputes, tracking down criminals and raiders. Normally prohibited to starting player characters.

Astronomer - Plots the movement of the stars and planets, the length of the day, the seasons of the year. Gives a +5% per level to checks for plotting courses and navigating on both land and sea.

Barrister - Has a knowledge of the laws of the country where educated as well as parliamentary procedure and proper conduct in a court of law. In a dwarven court using dwarven law this gives a 50% chance to win a case that could go either way. Mastery adds 20 years, increases the chance of winning the case to 75%

and gives an average knowledge of another type of law system (elfish, gnomish, parochial human, etc...).

Diplomacy - The character is skilled at negotiation and the workings of government bureaucracies. Increases chance of negotiating successfully by 10%. Mastery increases the chance of getting the upper hand in negotiations by 20 %.

Engineer/Architect - Can supervise and/or design above ground construction and fortifications. Has a 30% chance to guess the purpose of ruins. If successful, has a +15% on checks to deduce the floor plans if of the same race as the original builders.

History: Ancient - 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 and magical), unsolved mysteries, crafts and oddities of the time. Referee call on % checks.

Contemporary History - Similar to Ancient History but concerning a much nearer time.

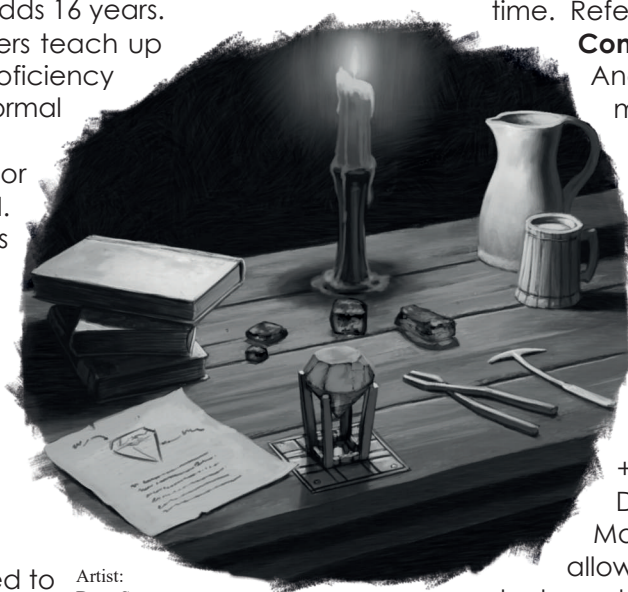
Jeweler - Can make and judge the value of jewelry, and can judge the value of gemstones. Check at +5% per level. Can set stones in various things such as sword hilts, flagons, crowns, etc... Mastery allows gem cutting, adds 13 years.

Locksmith - Can construct normal locks and traps, adds +15% to Open Locks and Detect/Disable Device checks. Mastery doubles bonuses and allows the construction of complex locks and devices, add 15 years.

Metallurgy - Knows the compound ratios for most known alloys (Brass, bronze, electrum, etc...) and how to smelt, store, and make these compounds. Gives a +5% per level to recognize metallic alloys and compounds. Mastery adds 20 years and enables the character to effectively research and develop new alloys and compounds.

Physician Can bind wounds, reset/splint broken bones, and treat diseases for 1- 6 points. Has a 75% chance to save a life in an emergency situation. Usually (75%) recognize helpful from harmful drugs. They can be depended on to mix a potion that might help and definitely will taste horrible. Mastery adds 20 years and enables them to heal for 1- 8 points instead of 1- 6 points, 50% of the time.

Soldier - The character has received tactics and combat training and may serve as an officer. Receives a to hit plus same as Soldier in Table 1.



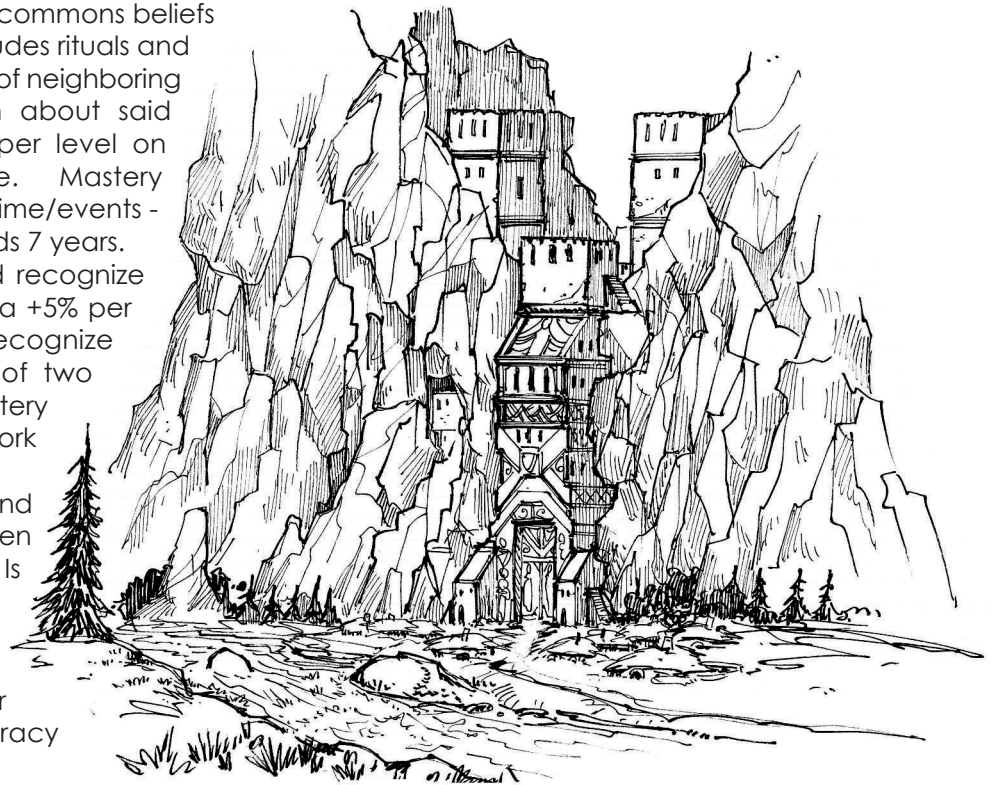
Artist:
Dean Spencer

Theology - Character knows the common beliefs and cults of their homeland, includes rituals and ceremonies, and the major faiths of neighboring regions. Common information about said religions is known with a +5% per level on checks for specific knowledge. Mastery represents research into special time/events - similar to ancient history, and adds 7 years.

Weapon Smith - Can make and recognize the value of weapons, and has a +5% per level bonus on checks to recognize magical weapons. Generally of two types: blades or non-blade. Mastery adds 20 years and the ability to work steel.

Writer - Knows proper grammar and story forms for however many written languages the character knows. Is knowledgeable of all sorts of writing applications. Checks at +5% per skill level.

Adventurer - Redundant for player characters. Roll on VI. Aristocracy Table 4. Adventurers.



Artist: Maciej Zagorski-The Forge



Artist: Public Domain

THE WESTERN MONK

A 2nd Edition AD&D Character Class
by Alan Powers

Most readers have seen the classic, 1938 movie *The Adventures of Robin Hood*, starring Errol Flynn. In one scene Friar Tuck sits along a stream, dozing contentedly while he fishes. When Robin decides to have some fun with the good Friar, a Merry Man notes that Tuck is one of the most skilled swordsmen in England. How could this be? Why would a man of the cloth be so skilled with a sword? The most likely answer is that Tuck was a nobleman's second or third son and was, essentially, forced to enter the clergy upon coming of age. Such a man would be taught to fight as a youth and could also have a natural gift at swordplay.

For use in our make believe universes I would offer a less realistic, but nigh plausible explanation for Friar Tuck's skill with a sword: he was trained by an order of fighting clerics, or 'monks'.

In First Edition AD&D, both the *Players Handbook* and the *Oriental Adventures* supplement detail very similar, Asian-inspired Monk classes. Second Edition AD&D does not have a Monk class, but does present a Fighting Monk kit in the *Complete Priest's Handbook (CPH)* that is derived from the same ideas. I have never considered such oriental style monks to be appropriate for my occidental campaigns, so I set about creating a class that plays a similar role while still satisfying the need for it to 'feel' European, to fit the campaign flavor.

Luckily, the Germanic Monastic tradition incorporated both wrestling and weapon use. The Monk class that I present here uses the Germanic Monastic tradition as a basis, while still drawing aspects from both the original, Asian-type Monk, as well as the Fighting Monk kit found in the *CPH*. I believe this class can fit well into most campaign worlds, especially those with militant gods and demigods, with whom more traditional clerics may not quite fit.

This type of Monk is a priest belonging to an order devoted to the study of fighting as well as service to its deity. These Monks live and study in monasteries devoted to their orders and possess the Read/Write and Religion non-weapon proficiencies from the start. These Western Monks are not confined to their monasteries, however. They are allowed to travel in order to learn the secrets of life, the world and magic, and to minister to the uninitiated, as they believe they have been called to do. Those that travel periodically return to their monasteries, to pass on the knowledge and information they have learned, and to brush up on their fighting skills. As members of an order, they sometimes volunteer their services to rulers in times of war, operating as elite forces.

These Monks are not full priests, not having consecrated their faith, and are not bound by a normal cleric's limitations. Nor do they receive all the benefits of a fully ordained, sanctified priest. Monks may use edged weapons and, when not wearing armor, have abilities that allow them to operate and fight like few other classes. However, they do not have the ability to channel a Deity's holiness to turn undead and other evil creatures. Nor do their deities fully invest Monks with the power of prayers (spells) higher than 3rd level.

Although this Monk is a Cleric subclass, its ability to use armor and weapons is only slightly limited. Western Monks can receive training in the use of all types of single-handed swords and daggers, club-type weapons, short (6' or less) pole-arms, spears, slings, and

staves. They are, however, restricted to using only small shields, and, if of good alignment, flaming oil and poison is forbidden to them. Although these Monks may wear any armor they choose, the advantages of the class are only fully realized when no armor (save a simple helm) is worn.

Unarmored Monks are able to utilize those wrestling-based fighting techniques learned in their monasteries and gain both a separate armor class and specific abilities when doing so. When the Monk operates unarmored he gains the armor class and number of attacks (both when armed and wrestling) listed on Table 1. Also when unarmored and operating with weapon and buckler, the Monk may opt to forgo the protection of the buckler for the round and use it as an additional attack for 1-3 damage points - extra level-based damage is not included for these buckler attacks. Additionally, they gain ability/skills to Move Silently, Climb Walls and Hear Noise as a Thief of the same level as well as a reduced chance of being surprised. The Read Languages skill/ability may be used regardless of any armor that may be worn. When fighting with a weapon while unarmored a monk gains an extra point of damage per even level of experience of the Monk: 1 point at 2nd level; 2 points at 4th level, etc.

Using the Clerical combat and saving throw charts, the Monk receives 2 initial weapon proficiencies in addition to the Martial Arts-Wrestling skill. Additional weapon proficiencies are gained every fourth level - as per normal cleric. The non-proficiency penalty for Western Monks is -3. Specialization in Wrestling is allowed, but only at 5th level or higher [see Wrestling/Grappling Mechanics, below]. The Monk does not receive any normal strength bonus (to hit or damage) in any of their attacks unless/until they specialize in Wrestling and/or Grappling, and then only in wrestling attacks. This restriction is due to the stylized weapon techniques taught to Western Monks - small, pivoting arcs that are centered upon the buckler and do not incorporate large swings (where strength would make a difference).

Western Monks may employ a wide variety of magic items, including all weapon and armor types, and those rings, rods, staves, wands, potions, scrolls and miscellaneous items that are either generic, or useable by the Cleric class.

The following minimum ability scores are required for a character to be a Western Monk: STR-12, WIS-13, CON-11, DEX-14. Monks do not receive a bonus to earned experience points. In my campaign I allow humans, half-elves and dwarves to become Monks. You (or your DM) may, of course, modify the allowed races.

Table 1: Summative Stats

Level	Experience Points	Level Title	Hit Dice (d6)	Unarmored AC	Unarmored Attacks Per Melee Round	Unarmored Surprise	Read Language
1	0 - 2000	Novice	1+2	23 – DEX	1	normal	-
2	2000 - 4000	Acolyte	2	-1	1	32%	-
3	4000 – 10K	Initiate	3	-1	5/4	30%	20%
4	10K – 18K	Brother	4	-2	5/4	28%	25%
5	18K – 35K	Friar	5	-2	5/4	26%	30%
6	35K – 70K	Monk	6	-3	3/2	24%	35%
7	70K - 125K	Sub-Prior	7	-3	3/2	22%	40%
8	125K - 250K	Prior	8	-4	3/2	20%	45%
9	250K - 500K	Master Monk	9	-4	2	18%	50%
10	500K- 750K	Abbot	10	-5	2	16%	55%
11	750K-1000K	Superior Abbot	11	-5	5/2	14%	60%
12	1000K – 1250K	Master Abbot	12	-6	5/2	12%	70%
13	1250K – 2000K	Master of the Order	13	-6	3	10%	75%
14	2000K +	Saint of the Order	14	-7	4	5%	80%

The Saint of the Order is a singular position, with the current Saint choosing his successor from among the Masters of the Order. That individual only progresses upon the retirement or death of the current Saint.

Scaffolded Powers/Abilities

4th Level – May fall up to 20' and take no damage if within 1' of a wall and not wearing armor.

5th Level – Able to heal damage to his body once per day (1d4 + 1/level over 4th).

6th Level – May fall up to 30' and take no damage if within 3' of a wall and not wearing armor.

7th Level – Not subject to any disease, and not affected by *haste* or *slow* spells.

8th Level – May 'Smite' any Evil/Summoned creatures that require a '+' needed to-hit. This may be attempted a number of times per day equal to the Monk's level. The player must state the character's intent before a to-hit roll is made. Substitute 'Good/Summoned' if the Monk is evil.

9th Level – Monks are not affected by any 'natural' poisons, including regular monster and creature venoms.

9th Level – Upon reaching 9th level the character attains the title of Master Monk and is able to attract followers of his/her Order and found a new monastery. Such characters will attract from 2-5 1st level monks if, and only if, the player character possesses a monastery or similar building to use as a headquarters. These followers may gain levels of experience, and the player character will attract 1-2 additional 1st level Monks for each subsequent level of experience. Monk followers require no support, upkeep or pay of any sort.

Spell Progression

As illustrated by Table 2, Monks gain spells according to the following schedule:

1st level - May access 1st level Monk spell/spells if they possess Wisdom Bonuses.

3rd level - Begin their normal spell progression; may access 2nd level spell/spells if they possess Wisdom Bonuses.

5th level - Gain normal access to 2nd level Monk spells; may access a 3rd level spell if they possess Wisdom Bonuses.

7th level - Gain normal access to 3rd level Monk spells.

Table 2: Spell Allocation (from Monk spell list, provided below)

Level	1st Level Spells	2nd Level Spells	3rd Level Spells
1	(Wis. Bonus)		
2	(Wis. Bonus)		
3	1	(Wis. Bonus)	
4	2	(Wis. Bonus)	
5	2	1	(Wis. Bonus)
6	3	2	(Wis. Bonus)
7	3	3	1
8	3	3	2
9	3	3	2
10	3	3	3
11	4	4	3
12	4	4	3
13	5	4	4
14	6	6	5

Spheres of Influences (if used)

Major - All, Combat, Healing
Minor - Divination, Guardian, Protection

Requirements and/or Transitions

At any time before attaining the 6th level of experience, a Monk may opt to become a fully sanctified Priest in service to his Deity. To do so the character must formally leave his monastery and travel to the closest major temple dedicated to the deity worshipped by the Monk's Order. There the Monk will fast, meditate and purify himself in preparation for ordination.

Taking priestly vows, the former Monk becomes a full-fledged cleric of similar level, but drops the number of experience points needed to place him at the beginning of that level. Now as a cleric in service to his/her deity the character renounces the use of 'blood-letting' weapons (if good). In return, the Deity will grant the cleric the power to turn undead as well as access to all the prayers to which a normal cleric of that deity would have access – as if they had started as a normal priest. The character now receives only the dexterity modifiers given to all characters when fighting unarmored and, upon attaining the next experience level, will begin using a d8 for hit points and proceed as a normal cleric from that point on. Although he will retain the unarmored ability to fall up to 20' if within 1' of a wall, the rest of his prior Monk abilities are irrevocably lost.

Should a Monk ever turn away from his Deity, or 'fall from grace' (non-lawful alignment change, becomes greedy, failure to uphold the restrictions listed below, etc.), he will lose all of his granted abilities except the qualified ability to fall certain distances without taking damage. He will retain his wrestling skills, minor thief abilities (frozen at the point he veered from his path), and first and second level spells. Great acts of atonement would be required to restore the Monk's position with his god. To retain their statuses as Western Monks, these characters must:

Be of Lawful alignment.

Possess no more than seven permanent magic items at one time, including no more than one suit of armor, one shield, two weapons, and three miscellaneous items.

In addition to the previously mentioned types of weapons and shields, use only those magical armors, rings, rods/staffs/wands and miscellaneous magic items useable by Clerics.

Retain only those monies required to meet their modest needs, and to support any henchmen. All other treasure and excess magic items must be bestowed upon (non-player) religious institutions.

Only hire persons on a short-term basis (durations of one adventure), commencing at level 6. They may also acquire up to two henchmen. Henchmen may be fighter-types (no paladins or rangers) or thieves.

Only add one additional henchman per level, subsequent to level 6; this, until their Charisma-dependent maximum number is reached.

Wrestling/Grappling Mechanics

Wrestling is the classic combination of grappling, holds, and throws. Other than when attempting a 'Grab', wrestling requires both hands free, unencumbered by shields and the like.

This character class has been written with 2nd Edition AD&D in mind. In order for the class to fit into 1st Edition campaigns some adjustment is required:

For a 1st Edition game, when wrestling/grappling Monks may use the Weaponless Combat Rules, System II found in *Unearthed Arcana*, Appendix Q, with the following modifications:

The Monk may still attempt a grappling attack if wounded earlier in the round, at a -1 to-hit penalty. A successful grappling/wrestling attack by a monk still results in a 'hold'.

Holds may be successfully maintained round-to-round. Note: At the DM's discretion, a held creature may be given additional chances to break the hold on the Monk's additional attacks.

If a Western Monk in a 1st Edition campaign spends an extra Weapon Proficiency slot on Wrestling (at or after 5th level), he is a Wrestling Specialist and gains: +1 bonus to all Wrestling/grappling attack rolls; +1 hit-point of damage when Wrestling (all his maneuvers will do a point of damage, plus any Strength bonus, continued holds may cause an extra point of damage each time they inflict damage-Monk's choice); the Monk may opt to inflict damage on a held creature for any additional attacks s/he has; +2 to Strength with regards to maintaining a wrestling hold (i.e a Strength 15 character rolls as a Strength 17 when maintaining a wrestling hold); half the damage done with Martial Arts Wrestling is real with the other half being subdual damage that will go away in 5 to 10 minutes.

Western Monks in 2nd Edition campaigns use the following table when resolving wrestling and grappling attacks against humanoid opponents less than 9 feet in height. Listing the action or type of grip the character manages to get on a successful attack roll, wrestling moves on the table that are marked with an asterisk (*) are holds maintained from round to round, until broken. A hold is broken by a throw, a gouge, the assistance of another person or the successful use of a weapon against the Monk. Penalties apply to weapon attacks by a character in a hold.

All wrestling moves inflict 1 point of damage plus the Monk's Strength bonus. If the Monk desires, holds may cause cumulatively 1 more point of damage for each round. For example, a headlock (essentially a choke) held for six rounds would inflict 21 points of damage total (1 + 2 + 3 + 4 + 5 + 6). If one thinks that this is rather extreme, remember that this is the equivalent of pressing hard on a full-nelson headlock for roughly six minutes.

Wrestling Results (from 2nd Edition DMG)

Attack Roll	Wrestling Move
20	Bear Hug*
19	Arm Twist
18	Kick
17	Trip
16	Elbow Smash
15	Arm Lock*
14	Leg Twist
13	Leg Lock*
12	Throw
11	Gouge
10	Elbow Smash
9	Leg Lock*
8	Headlock*
7	Throw
6	Gouge
5	Kick
4	Arm Lock*
3	Gouge
2	Headlock*
1	Leg Twist
<1	Bear Hug*
*Holds can be maintained from round to round, until released or broken.	

Specialization in Martial Arts - Wrestling

If a Monk in a 2nd Edition campaign spends an extra Weapon Proficiency slot on Wrestling (level 5+), he is a Wrestling Specialist. The Wrestling Specialist gains:

+1 bonus to all attack rolls with Wrestling;

+1 bonus to all damage with Wrestling (all of his maneuvers will do an additional point of damage, plus any Strength bonus; continued holds cause cumulatively 1 more point of damage for each round they are held);

+1 chart bonus on the Wrestling Results table, if desired. For instance, a roll of 9 hits and results in a Leg Lock. If the player chooses, he can move the result up or down, to an Elbow Smash or Headlock;

+2 to Strength when maintaining a wrestling hold (i.e., a Strength 15 character rolls against Strength 17 when maintaining a wrestling hold).

Half the damage done with a specialization in Martial Arts-Wrestling is real, the other half being subdual damage (will go away in 5 to 10 minutes).

Wrestling 'Called Shots':

A wrestling monk can make a Called Shot in order to choose the specific Wrestle maneuver result he wants. If he succeeds, he does not randomly roll the wrestle maneuver; he chooses it. This is of special usefulness when he's trying to achieve a hold result. A Called Shot suffers a penalty of -4 on the attack roll.

Example: A wrestler decides to take a Called Shot. Before initiative is rolled, he announces that he's taking a Called Shot to achieve the result of Arm Lock. He suffers the usual +1 to initiative and, when his turn comes up, he suffers a -4 to attack rolls. If he hits, the maneuver result is Arm Lock, regardless of the roll.

Disarm:

It is possible for a barehanded fighter to disarm an armed opponent, but this is dangerous to attempt. When making such an attempt, the barehanded fighter's AC suffers a penalty of 2 (for example, an AC of 5 becomes 7; he's having to expose himself to attack briefly), and his Disarm attempt is at an additional -4 to the attack roll. But if he hits, the Monk disarms his opponent.

Grab:

The Grab is an unarmored wrestling move that involves only one bare hand. If the Monk Grabs someone with only one hand he is making a Called Shot, and suffers an additional penalty of -3 to his Strength ability score. For example, if the Monk had a Strength of 15 and grabbed someone one-handed, he would make his Strength roll as if he had a Strength of 12. Percentile Strengths above 18 are dropped 3 categories, which may bring it down to less than 18.

Being seized by one hand only, an opponent may respond with a Wrestling, Punching, or other attack (such as stabbing with a short weapon) if he has any attacks left during the combat round. If the Monk's wrestling attack results in a hold of some sort, his opponent has a -4 penalty to attack rolls with any attack but another Wrestling attack. However, he can use his attack to try to break the Monk's hold. As stated previously, a wrestling hold is broken by a throw, a gouge, the assistance of another person or the successful use of a weapon.

Grabs allow the Monk to hold an opponent while still retaining a weapon in his other hand. This is the only wrestling move that may be attempted while armed and allows the Monk to continue with strikes from a short weapon in subsequent rounds (made at a +2 bonus on a grasped opponent).

Parry:

A barehanded fighter trying to parry a barehanded attack does so at normal odds. As with Disarm, it's possible, but dangerous, for a barehanded fighter to parry an attack from a melee weapon. The Parrying character must suffer an AC penalty of 2 (for the same reasons described under Disarm, above), and his AC stays disadvantaged until his next attack comes up. Then, when performing the Parry (which usually consists of getting so close to the enemy that the Parrying character can get his own hand under the descending weapon-hand), the Parrying character suffers an additional -2 to his attack roll.



Art: Public Domain

Pin:

A barehanded character cannot use the Pin maneuver to pin someone else's bare hand. Instead, the Wrestling rules should be used for such an attempt. A barehanded character may attempt to Pin someone's weapon, using the modifiers described for Parry. A pinned weapon must first be freed before it may be used to attack. A pinned weapon may be freed in the same manner that holds are broken: strength, throw, gouge, assisted, or a successful weapon attack.

Pull/Trip:

A barehanded character may attempt to Pull/Trip another character or creature at no penalty. Barehanded, the character can only Pull/Trip those that are adjacent to him, and cannot Trip *any* Large humanoid or monster. The Pull/Trip is essentially a Called Shot: Throw without the Monk suffering any attack penalties and results in the opponent being on the ground.

Western Monk Spell List

Spells listing in *italics* have been created by various authors and are detailed here. Non-italicized, canonical spells appear in official sourcebooks.

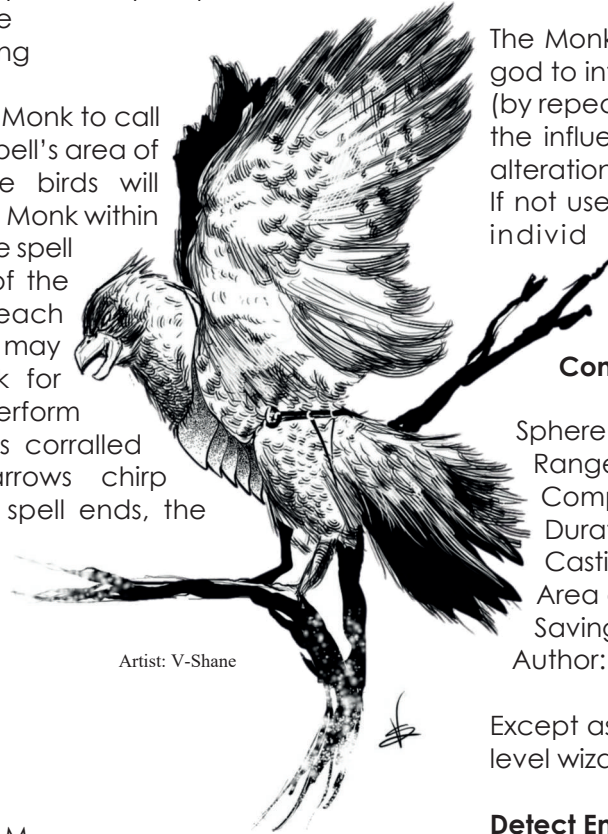
1 st Level	2 nd Level	3 rd Level
Bless	Aid	<i>Battle Cry</i>
<i>Bird Call</i>	<i>Assisting Hands</i>	<i>Continuous Breathable Air</i>
Ceremony	<i>Cure Moderate Wounds</i>	Create Food & Water
<i>Clean</i>	Detect Charm	Cure Blindness
Combine	Detect Life	Cure Disease
Command	<i>Detect Phase</i>	<i>Cure Vicious Wounds</i>
<i>Common Prayer</i>	<i>Endure Medium (acid, air, etc.)</i>	Death's Door
Comprehend Languages	Find Traps	<i>Detect Curse</i>
Create Water	<i>Guardian Watch</i>	<i>Dispel</i>
Cure Light Wounds	Hold Person	Flame Walk
<i>Detect Enemy</i>	<i>Inaudibility</i>	<i>Flaming Symbol</i>
Detect Evil	Messenger	<i>Light Step</i>
Detect Magic	<i>Protection from Charm, 10' r.</i>	Locate Object
<i>Dispel Fatigue</i>	<i>Protection from Disease</i>	Negative Plane Protection
Endure Heat/Cold	Resist Fire	Neutralize Poison
<i>Git</i>	<i>Resist Paralysis</i>	Prayer
<i>Invisible Dog</i>	Silence	<i>Protection from Frost</i>
Light	Slow Poison	<i>Protection from Petrification</i>
Magic Stone	Spiritual Hammer	Remove Curse
<i>Prevent Spoilage</i>	<i>Stone Message</i>	Remove Paralysis
Protection from Evil	<i>Turning of Eyes</i>	<i>Resist Medium (acid, air, etc.)</i>
Purify Food & Drink	Withdraw	<i>See in the Dark</i>
Remove Fear	Wyvern Watch	<i>See through Darkness</i>
<i>Resist Intoxication</i>		<i>Spiritual Staff/Spear</i>
<i>Stop Bleeding</i>		<i>Webs to Dust</i>

1st Level

Bird Call (Conjuration/Summoning)

Sphere: Animal, Summoning
Range: 0
Components: V, S
Duration: 1 round per level
Casting Time: 1 round
Area of Effect: 120 yard + 10 yard per level radius
Saving Throw: None
Author: Teh S. Cheng

This spell allows the Monk to call all birds within the spell's area of effect (1-100). The birds will converge upon the Monk within 1-3 rounds. While the spell is in effect, none of the birds will attack each other and the Monk may set one small task for each group to perform (e.g. ravens harass corralled horses while sparrows chirp loudly). When the spell ends, the birds will peacefully disperse to whence they came.



Artist: V-Shane

Clean (Alteration)

Sphere: All
Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 2
Area of Effect: Special
Saving Throw: None
Author: Steve Bartell

Upon casting this spell, the Monk effectively cleans one person, animal, or object per level of experience. Along with the being, any personal belongings it is wearing/encumbered with are also cleaned. Alternatively, it can be cast on a 10foot cube area. This spell affects dirt, grease, paint, sweat, etc., but can be controlled so it doesn't remove something that is permanent, such as oil in boots or paint on a shield. This spell is useful for a party that is on the road for weeks without a chance to bathe. It can also be used to negate the effects of some spells, such as *color spray*, *grease*, etc. The material component of this spell is a piece of soap.

Common Prayer (Conjuration/Summoning)

Sphere: All
Range: 0
Components: V, S
Duration: 1 day
Casting Time: 1 round
Area of Effect: 10 yard radius
Saving Throw: None
Author: Barbara Haddad

The Monk leads a prayer to his deity, beseeching the god to influence the day to come. All who participate (by repeating the prayer) inside the area of effect gain the influence. It is expressed by a +5%/+1 (or -5%/-1) alteration on a single die roll during the day to come. If not used before 24 hours, the benefit dissipates. An individual may be affected by *common prayers* from more than one deity at a time.

Comprehend Languages (Alteration) Reversible

Sphere: Divination
Range: 0
Components: V, S, M
Duration: 5 rounds per level
Casting Time: 1 round
Area of Effect: Creature or object touched
Saving Throw: None
Author: Unknown

Except as noted above, this spell is the same as the 1st level wizard spell *Comprehend Languages*.

Detect Enemy (Divination)

Sphere: Divination
Range: 0
Components: V, M
Duration: Instantaneous
Casting Time: 2
Area of Effect: 1yard per level radius
Saving Throw: None
Author: Unknown

By casting this spell, the Monk may determine whether there are creatures within the area of effect that bear him hostility. The spell will reveal the direction of the creatures, even if they are invisible, ethereal, astral, or out of phase. Note that this spell does not reveal anything about the alignment or motives of the creatures in concern. The material component of this spell is a miniature spyglass of any material.

Dispel Fatigue (Abjuration)

Sphere: Healing
Range: 0
Components: V, S, M
Duration: 3 turns per level
Casting Time: 1 round
Area of Effect: Creature touched
Saving Throw: None
Author: Unknown

This spell removes fatigue from the affected creature and protects it from tiring during the spell's duration. However, once the spell expires, the recipient must rest for the amount of time spent in strenuous activity (i.e., running, melee) while under the spell. This spell is effective in countering the effects of *fatigue bolt*. No damage is restored, including broken or sprained limbs, and it is ineffective against magically or psionically caused fatigue (such as *ray of enfeeblement*) and against subdual damage. The material component of this spell is a miniature stone wheel.

Gif (Abjuration, Enchantment/Charm)

Sphere: Charm
Range: 40 feet radius
Components: V, S
Duration: 3 turns per level
Casting Time: 1
Area of Effect: Special
Saving Throw: Negates
Author: Jim Vassilakos

By use of this spell, the Monk may frighten away two Hit Dice of animals per level of experience.

Invisible Dog (Conjuration/Summoning, Necromancy)

Sphere: Necromantic, Summoning, Guardian
Range: 10 feet per level
Components: V, M
Duration: Special
Casting Time: 6
Area of Effect: Special
Saving Throw: None
Author: Al Singleton (Samuel Higley)

This spell summons the spirit of a deceased dog to act as the Monk wishes for the duration of the spell. The dog has one Hit Die and is useful mostly as an alarm. It will vanish after 1d6 hours + 1 hour per level or until killed. The spirit dog has an Armor Class inversely proportional to caster level up to level 10 (level 1: AC 10, level 2: AC 9, etc.). Past level 10 the dogs have AC 0. The material components of this spell are the Monk's holy symbol and a dog's tooth.

Prevent Spoilage (Abjuration, Alteration)

Sphere: Plant, Protection, Wards
Range: 10 feet per level
Components: V, S, M
Duration: 1 year per level
Casting Time: 1 round
Area of Effect: One pound of material per level
Saving Throw: Negates
Author: Kai Rottenbacher

This spell prevents the spoilage of material (mostly food) due to time and vermin. It is similar to the wizardly *preserve* spell but has an additional bonus: it changes the aspect of the material so that pests like rats and other vermin will not consume or even gnaw on the material. Thus, it also prevents the spoilage of food due to vermin. However, it does not prevent spoilage if the material is dropped into filth, and foodstuffs still must be stored in appropriate containers. The material components are the holy symbol of the Monk.

Resist Intoxication (Abjuration)

Sphere: Protection
Range: 0
Components: V, S, M
Duration: 6d6 hours
Casting Time: 2
Area of Effect: The caster
Saving Throw: None
Author: Keith Taylor

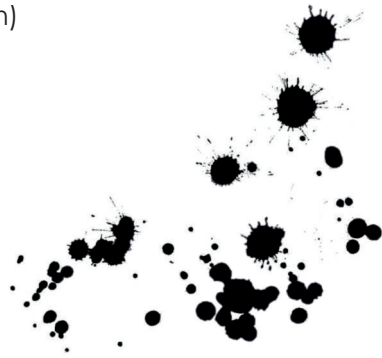
This spell is used to protect a Monk against becoming intoxicated when drinking. The alcohol ingested during the spell's duration is mystically less effective. Additionally, the Monk has a +1 per two levels bonus to his Constitution check to resist becoming (more) intoxicated. It is still possible to become drunk while protected, but it is much more difficult. The material components that are consumed at casting time are a raw chicken egg, a red pepper, a Chile pepper, and a pint of spring water.



Artist: William McAusland

Stop Bleeding (Alteration)

Sphere: Healing
Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 1
Area of Effect: Person touched
Saving Throw: None
Author: Steve Bartell



Artist: William McAusland

This spell immediately stops the bleeding of a wounded individual. It will not heal damage, only stop the flow and scent of blood. This is useful when a Monk needs to halt bleeding of an individual who cannot be fully healed at that time (note that even a bandaged wound may still attract sharks and other creatures by scent). The wound will cease attracting sharks and carnivorous fish, but has no effect on bloody items. This spell can also be used to keep a victim from leaving a trail of blood or halt the effects of a **weapon of wounding**. The material component of this spell is the Monk's holy symbol.

2nd Level

Assisting Hands (Invocation)

Sphere: Cosmos
Range: 0
Components: V, S
Duration: 5 rounds per level
Casting Time: 1 round
Area of Effect: 5' radius
Saving Throw: None
Author: Dimitris Xanthakis

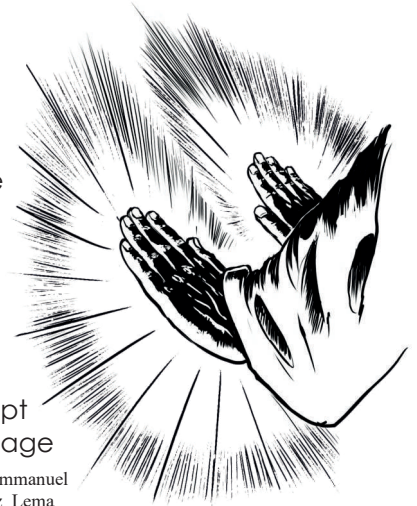
By means of this spell, the Monk creates a number of insubstantial "hands" that he can use to assist him in various processes. The number of hands equals one per three levels (or fraction) of experience of the caster.

The hands cannot be used to attack or defend but can otherwise be used for any normal purpose, as if they were physical appendages of the caster. They possess Strength equal to the caster's hands. Examples of use include housekeeping jobs, climbing (bonus +10% per hand) and holding other characters or items.

Whatever weight the hands carry, it is in addition to any allowed for the caster. In any case, the DM must judge whether the attempted actions are within reason (each hand can only do things a normal hand may accomplish.)

Cure Moderate Wounds (Necromancy) Reversible

Sphere: Healing
Range: 0
Components: V, S
Duration: Permanent
Casting Time: 6
Area of Effect: Creature touched
Saving Throw: None
Author: Joe Colleran



Artist: Emmanuel
Martinez Lema

This spell is similar to the 1st level priest spell *cure light wounds*, except that 2d4+2 points of damage are healed.

The reverse, *cause moderate wounds*, operates in the same manner, inflicting 2d4+2 points of damage to an opponent if a successful attack roll is made.

Detect Phase (Divination)

Sphere: Divination
Range: 0
Components: V, S, M
Duration: 1 round per level
Casting Time: 5
Area of Effect: Person touched
Saving Throw: None
Author: Scott Neilly

When this spell is cast, the person touched can see and perceive any creature that is out of phase with the spell recipient. This means that the person touched will see clearly creatures with special defenses such as *displacement*, *blinking*, *duo-dimension*, astral or etherealness and those who can shift out of phase, such as phase spiders. Furthermore, if the person touched has means to attack such creatures, he will have none of the ill effects that normally occur when trying to attack (the person touched would know the exact location of a displacer beast, where the phase spider is, etc.) The information cannot be communicated to anyone else by words. A drawback is that, while affected, the recipient's sight is limited to 120 yards. The material component of this spell, in addition to the Monk's holy symbol, is a lens of calcite crystal that must be viewed through for the spell to have effect. It does not disappear at the end of the spell.

Endure Medium (acid, air, etc.) (Abjuration)

Sphere: Elemental/Para-elemental, Protection
Range: 5 feet per level
Components: V, S, M
Duration: 6 turns per level
Casting Time: 1 round
Area of Effect: One creature
Saving Throw: Negates
Author: Kai Rottenbacher

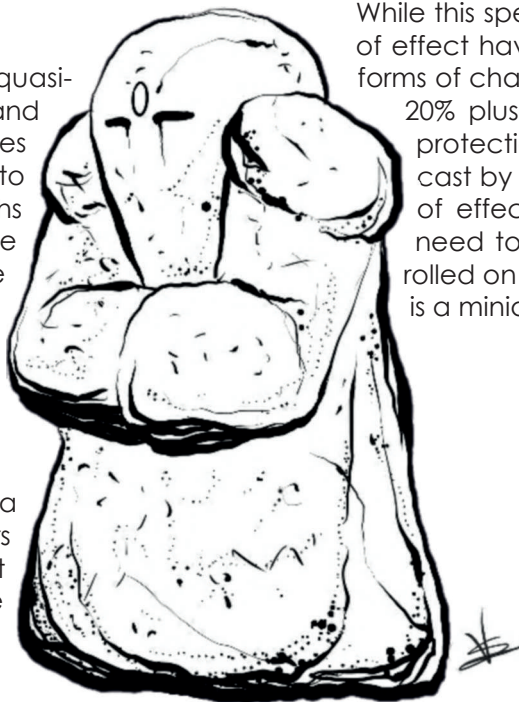
This spell is similar to the 1st level *endure cold or heat* and allows the protected creature to take no damage from natural phenomena connected to a particular media or para-elemental phenomenon: acid, air, dust, electricity, ice, water, etc. If a magical force simulating these phenomena hits the protected creature, this spell will subtract 10 HP of damage after the saving throws are rolled. Once it has reduced the damage in this way, the spell ends. Otherwise, the spell ends when the duration runs out. In contrast to *endure cold or heat*, this spell does not end if another elemental force hits the protected creature; the spell ends only if its duration runs out or if the creature is hit by the appropriate magical force (even if it causes less than 10 HP of damage). The material component is the holy symbol of the Monk.

Guardian Watch (Conjuration/Summoning)

Sphere: Elemental (Earth), Summoning, Guardian
Range: 30 yards
Components: V, S, M
Duration: 8 hours
Casting Time: 1 round
Area of Effect: 20 yard radius sphere
Saving Throw: None
Author: Unknown

This spell summons a small quasi-earth elemental (1d4 HP) to stand watch. If some creature moves across or under the ground into the area of effect that weighs more than 1 pound, the elemental will cause the ground to shiver and wake people up (detection of creatures is by movement and vibrations across the ground).

The elemental can also form a hand and try to trip intruders (the guardian is semi-intelligent and can remember simple commands from the Monk.)



Artist: V-Shane

The guardian is hard to detect and will almost always trip from surprise. Opponents get a saving throw versus death magic to avoid being tripped, with a successful saving throw indicating that they just felt something trying to grab their leg. The material components of this spell are the Monk's holy symbol and a live worm.

Inaudibility (Alteration)

Sphere: Protection
Range: 0
Components: V, S, M
Duration: 5 rounds per level
Casting Time: 4
Area of Effect: The caster
Saving Throw: None
Author: Unknown

This spell causes the Monk's movements to become completely silent for the duration of the spell. All sounds made by him or his equipment are muted into inaudibility. Intentional shouting or spell casting can be heard, but will negate the *inaudibility* spell. Attacking completely negates the spell's effect (cf. *invisibility*). The material component is a piece of sea sponge.

Protection from Charm, 10' Radius (Abjuration)

Sphere: Protection
Range: 0
Components: V, S, M
Duration: 2 rounds per level
Casting Time: 5
Area of Effect: 10' radius sphere
Saving Throw: None
Author: Unknown

While this spell is in operation, all creatures in the area of effect have a certain chance to be immune to all forms of charm (spell, item, or innate power). Equal to 20% plus 5% per level of the Monk, the level of protection extends to a maximum of 90%. Thus, if cast by a 5th level priest, any creature in the area of effect targeted by a *charm* spell would not need to make a saving throw if 45 or lower was rolled on percentile dice. The material component is a miniature cloth blindfold.

Protection from Disease (Abjuration)

Sphere: Protection
Range: 0
Components: V, S, M
Duration: 1 turn per level
Casting Time: 3
Area of Effect: Creature touched
Saving Throw: None
Author: The Carnal Knowledge Guide

By means of this spell, the Monk bestows total invulnerability to disease. The creature can't contract, become a carrier, or pass on any disease he may already have. This spell does not cure disease; it merely prevents its transfer. When a person is subject to this spell, a glowing light appears on the subject's palm, assuring the person that he is presently protected. The material component of this spell is a scoop of mold (a generic form of penicillin).

Resist Paralysis (Abjuration)

Sphere: Protection
Range: 0
Components: V, S, M
Duration: 1 turn per level
Casting Time: 4
Area of Effect: Creature touched
Saving Throw: None
Author: Geoffrey Edward Fagan

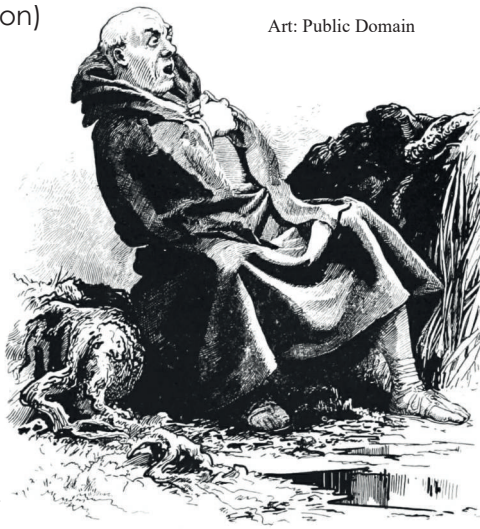
For the duration of this spell, the recipient is immune to all forms of paralysis, including gaze attacks, paralytic poison, *hold* spells and dragon induced fear paralysis. This spell does not remove paralysis already in effect, it just prevents the recipient from being paralyzed in the future. The material component of this spell is a feather, and an infusion of tea and ginger that is consumed by the priest.

Silence (Alteration)

Sphere: Elemental (Air), Protection
Range: 6"
Components: V, S
Duration: 2 rounds per level
Casting Time: 3
Area of Effect: One creature
Saving Throw: Negates
Author: Unknown

Upon casting this spell, the Monk completely silences the target creature. No conversation or spell casting is possible; no noise whatsoever issues forth. Unwilling targets may save against the spell, and if successful, will negate its effects.

Art: Public Domain



Stone Message (Invocation)

Sphere: Divination, Elemental (Earth)
Range: Special
Components: V, S, M
Duration: 1 minute
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None
Author: Unknown

The Monk casts this spell directly into his holy symbol. The priest then names the person he wants to talk to. If this target person is within 10 yards of a second holy symbol to the same deity, then the target person will notice it flash.

Only the target person will notice the flashes of light and, if he touches the holy symbol, will visualize the face of the Monk. The Monk will similarly visualize the face of the target person and the two may hold a short conversation.

The spell will wait one minute for the target to answer, and if the target person is not within 10 yards of a specified holy symbol, the Monk will feel like the spell failed.

There is also a 5% chance that a minion of the deity will notice and remember the conversation. This does not mean the minion will do anything, just that others may be listening in.

Turning of Eyes (Abjuration)

Sphere: Protection
Range: 0
Components: V, S, M
Duration: 1 round per level
Casting Time: 3
Area of Effect: One creature per 2 levels
Saving Throw: None
Author: Thomas Huijter

A Monk can call upon the power of his god to shield him from the eyes of others, causing them to avert their eyes from the caster so that the caster will not be noticed. Creatures with the lowest Hit Dice or levels are affected first. So, if a 8th level Monk casts this spell while facing three 1st level fighters, one 2nd level fighter and one of 5th level, only the 5th level will not avert his eyes, the others do (they are distracted by a sound or something, or just happen to look the other way.) Note that the 5th level fighter's eyes are not averted by the spell, but that doesn't mean he automatically sees the caster. It just means he's not affected by the spell.

The spell effect also wears off if the caster makes a lot of noise (more than speech level), such as that produced by engaging in combat. Casting other spells does not end the spell. The material component of this spell is a hood, to be donned by the caster.

3rd Level

Artist: Rick Hershey—Fat Goblin Games

Battle Cry (Enchantment/Charm)

Sphere: Combat, Vengeance
Range: 0
Components: V, S
Duration: 6 rounds
Casting Time: 2
Area of Effect: 60 yards + 10 yards per level radius
Saving Throw: None

At the culmination of this spell, the Monk utters a deafening cry or shriek, drawing the attentions of all hostile creatures within the area of effect. As a result, 1d6 HD of these creatures per level of the Monk will be stunned for 1-3 rounds, affecting creatures with the lowest Hit Dice first.

All friendly creatures within the range of the spell receive the benefit of a bless spell (+1 to attack rolls and saving throws). Friendly creatures also receive a +1 to their morale checks as long as the priest remains alive. Undead or creatures with Intelligence less than 5 are not affected by this spell.

Continuous Breathable Air (Alteration) Reversible

Sphere: Elemental (Air)
Range: 6 yards
Components: V, S, M
Duration: 1 turn/caster level
Casting Time: 3
Area of Effect: 20 yard radius sphere
Saving Throw: Negates
Author: Rob McNeur

This spell causes the affected area to have breathable air as long as the surrounding pressure will allow it (e.g., in shallow water the pressure will not remove the spell, deep water will reduce the area of effect considerably).

Handy for breathing within an area affected by poison gas (e.g. *stinking cloud*), the reverse, *continuous unbreathable air*, will cause the air to become totally unbreathable, causing choking (1d6 damage per round while within the area of effect) and making it difficult to cast spells (save versus spell to be able to do so).

The material components are a vial of oxygen for *breathable air*, and a vial of poison gas or stinking cloud for *unbreathable air*.

Cure Vicious Wounds (Necromancy) Reversible

Sphere: Healing
Range: 0
Components: V, S
Duration: Permanent
Casting Time: 7
Area of Effect: Creature touched
Saving Throw: None

This spell is a more potent version of *cure moderate wounds*. The spell cures (or causes) 2d6+3 HP per application and may be used to stop the bleeding from critical wounds. Otherwise, this spell is the same in all respects as a *cure light wounds*.

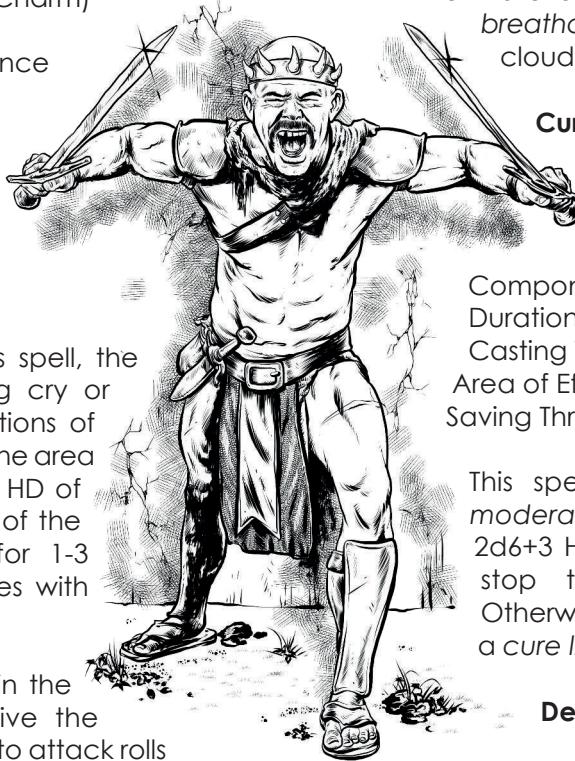
Detect Curse (Divination)

Sphere: Divination
Range: 30 yards
Components: V, S, M
Duration: Special
Casting Time: 1 turn
Area of Effect: One creature or object
Saving Throw: None
Author: Unknown

When cast, *detect curse* enables the priest to detect the existence of a curse on the creature or object, such as a cursed sword.

The spell grants a base chance of 50% to detect the first cursed creature or object that lies within range, and along the casting Monk's line of sight. An extra 1% is added to the base chance for each level of experience of the caster. Stone or metal of more than 1' thickness will block the spell.

The material components of the spell are the Monk's holy or unholy symbol and a crushed sapphire of at least 1000 gp value.



Dispel (Abjuration)

Sphere: Protection
Range: 30 feet
Components: V, S, M
Duration: Permanent
Casting Time: 1
Area of Effect: Special
Saving Throw: None
Author: Unknown

By use of this spell, the Monk may attempt to negate the effects of any other single spell providing that at least some part of that spell's area of effect is within thirty feet of the priest. The base chance for success is 50% modified upward or downward by 5% per level the Monk is above or below the caster of the spell being negated. This spell can also be used to negate the magical effects of potions (either before or after ingestion), with the level of potion maker being generally treated as 12th. The material component of this spell is a piece of gum.

Flaming Symbol (Invocation)

Sphere: Combat
Range: 0
Components: V, S, M
Duration: 1d4 rounds + 1 round per level
Casting Time: 5
Area of Effect: Special (sight)
Saving Throw: None
Author: Tim Rightnour

This spell will bring into existence a huge flaming image of the holy symbol of the priest.

Any worshiper of the deity whose symbol was used receives a +2 to hit and damage while it is possible to see the symbol. The worshiper needs only to be able to see the symbol; he does not necessarily have to look at it. Any priest or worshiper of an opposing cult receives a -1 to hit and damage while it is possible to see the symbol. The material component is a holy symbol, which is lost in the casting.

Light Step (Alteration)

Sphere: Travellers
Range: 0
Components: V, S, M
Duration: 1 round + 1 round per level
Casting Time: 3
Area of Effect: Creature touched
Saving Throw: None
Author: Jim Vassilakos

The recipient of this spell gains the ability to cross silently over flat surfaces at a normal pace (or still fluids at half normal pace) without activating pressure based traps or leaving any tangible trace. The material component is some dust to be sprinkled on the surface to be crossed.

Protection from Frost (Abjuration)

Sphere: Elemental (Air), Paraelemental (Ice), Protection
Range: 0
Components: V, S, M
Duration: Special
Casting Time: 6
Area of Effect: Creature touched
Saving Throw: None
Author: Ezra van Everbroeck

This spell is in all respects similar to *protection from fire*, except that it protects the creature touched against cold attacks.

Protection from Petrification (Abjuration)

Sphere: Elemental (Earth), Protection
Range: 0
Components: V, S, M
Duration: 1 round per level
Casting Time: 6
Area of Effect: One creature touched per level
Saving Throw: None
Author: Unknown

This spell gives a +4 bonus on all saving throws versus any petrification attack for each creature touched. The material component is a jellyfish tentacle.

Resist Medium (acid, air, etc.) (Abjuration)

Sphere: Protection
Range: 10' per level
Components: V, S
Duration: 3 turns per level
Casting Time: 3
Area of Effect: One creature
Saving Throw: Negates
Author: Kai Rottenbacher

This spell is similar to the *resist fire* and *resist cold* spells of first and second level. Similar to these, it reduces the damage the protected creature takes by acid, air, dust, electricity, ice and water by half before any saving throws are rolled. In addition, it offers a bonus of +2 to the saving throw against the elemental material's effect. The material component is the holy symbol of the Monk.

See in the Dark (Alteration)

Artist: Public Domain

Sphere: Divination
Range: 0
Components: V, S, M
Duration: 3 turns + 1 turn per level
Casting Time: 3
Area of Effect: Creature touched
Saving Throw: None
Author: Johan Hartzenberg

This spell allows the recipient to see in darkness as if it were normal daylight. This does not grant vision in magical darkness. If a creature under the effect of this spell encounters a non-dark area where he can see normally, the spell will end and he will no longer be able to see in darkness. The material component of this spell is a piece of glass, covered with ash.

See through Darkness (Alteration)

Sphere: Sun, Divination
Range: 0
Components: V, M
Duration: 1 turn + 1 round per level
Casting Time: 3
Area of Effect: Creature touched
Saving Throw: None
Author: John Boelter

This spell allows the recipient to partially see through both normal darkness and the various *darkness* spells. Clear sight is not gained, but outlines and contrasts of light versus dark are noted. Combat penalties associated with normal darkness are reduced by 2 for the recipient (resulting in -2 for normal creatures, no penalty for those with blind fighting, and ranged attacks are allowed). The material component is a piece of phosphorus.

Spiritual Staff/Spear (Invocation)

Sphere: Combat/Creation
Range: 40 yards
Components: V, S, M
Duration: 3 rounds + 1 round per level
Casting Time: 6
Area of Effect: Special
Saving Throw: None
Author: Joe Colleran

This spell is a more powerful version of the 2nd level priest spell *spiritual hammer*. The spell creates a shimmering field of force shaped vaguely like a staff or spear.



The staff/spear strikes for 1d6 points of damage against all opponents, and further has a magical bonus of +1 for every 3 levels of the priest.

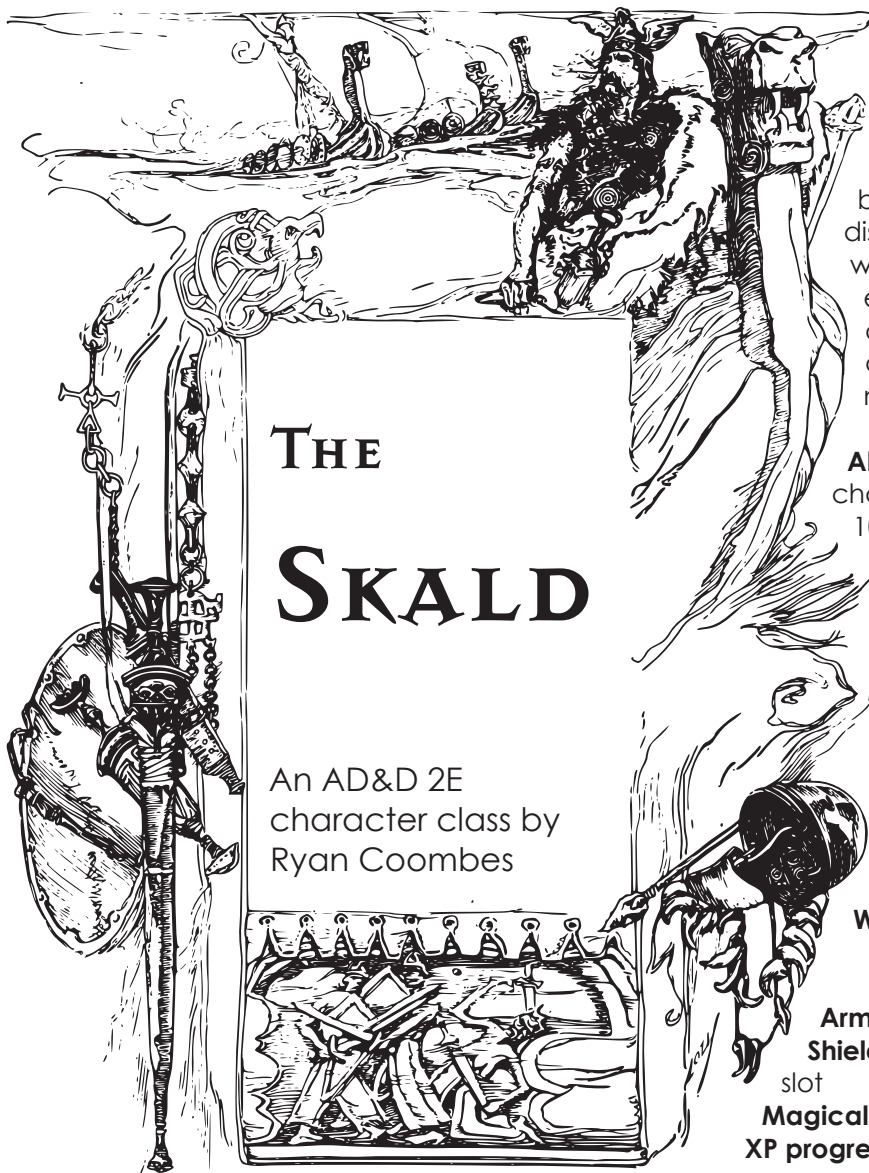
This bonus applies for purposes of hitting creatures only hit by magical weapons, attack rolls, and damage rolls. *Spiritual staff/spear* also grants the Monk as many attacks per round as a fighter of equal level (i.e., Monks level 1-6: 1/1, level 7-12: 3/2, level 13+: 2/1). For restrictions, see the 2nd level priest spell *spiritual hammer*.

Webs to Dust (Alteration)

Sphere: Sun
Range: 0
Components: V, S, M
Duration: 1 round
Casting Time: 6
Area of Effect: One 10' cube per level
Saving Throw: Special
Author: Ezra van Everbroeck

When this spell is cast, the area of effect is bathed in a golden glow that lasts for about ten seconds and then slowly dims away. This golden light is harmless for most living creatures, but Underdark creatures like drow and duergar will be affected for one round as if they were standing within the area of effect of a *light* spell. The golden glow will, however, cause all natural spider webs within the area of effect to be turned into grey and harmless dust. This applies to the webs of large or huge spiders and the like as well. All creatures and objects that were supported by the web will fall towards the surface and suffer normal damage for doing so.

When used solely to counter a web spell, the web will be destroyed if it fails a saving throw versus magical fire (18 or more on its saving throw). If the web is targeted along with normal spider webs, the web will never be disintegrated. However, whether solely targeted or not, a web bathed in the golden glow will lose all its adhesive properties for the full duration of the glow (1 round), enabling creatures that were stuck in it to free themselves if they make a successful Dexterity check.



Class Description

A Skald is one of the law masters and lore keepers of his people. A respected speaker and member of the community, the Skald is both expected and required to have at his disposal a fair portion of the verbal history and wisdom of his people's ancestors. A Skald is expected to use this knowledge for the benefit of his people, but while many are dedicated altruists, the ways of some Skald are not necessarily benevolent, fair or moderate.

Ability requirements: To be a Skald, a player character must have minimum ability scores of 10 in both Intelligence and Wisdom. Additionally, a Skald's minimum Charisma score is 12.

Races allowed: Any

Alignment restrictions: None

Hit die type: 1d6

THACO progression: 2 every 3 levels

Weapon proficiency progression: 2 weapons initially, gaining 1 every 5 levels thereafter

Non-weapon proficiency progression: 4 proficiencies initially, gaining 1 every 3 levels thereafter

Weapons allowed: Dagger, shortsword, axe (hand or battle), club, spear, staff, short bow

Armour allowed: Up to chain

Shield allowed: Yes, but uses a weapon proficiency slot

Magical items allowed: As Cleric

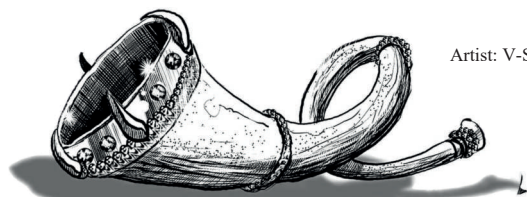
XP progression: As Cleric

THE SKALD

An AD&D 2E
character class by
Ryan Coombes

The Skald character class integrates particularly well into those European Dark Age-style civilisations found in most AD&D games (Scandinavian, Norman and Anglo-Saxon types) but the class may be used in nearly any fantasy campaign setting, as such characters will tend to travel widely and have traditionally been associated with raiding, trading and the pursuit of knowledge.

A great deal of trust must exist between the DM and the player of the Skald, as the spells made available to the character are entirely at the DM's discretion and the benefits associated with Eddic Mastery and Word Welding are negotiated between the player and DM, akin to spell research in traditional AD&D.



Artist: V-Shane

Table 1: Saving Throws

Level	Paralyzation, Poison, Death Magic	Rod, Staff, Wand	Petrification, Polymorph	Breath Weapon	Spells
1-5	14	11	13	15	12
6-10	13	9	11	13	10
11-15	11	7	9	11	8
16-20	10	5	7	9	6
21	8	3	5	7	4

Skald often join raids and trading expeditions, and on such ventures their talents are always appreciated. They may also set out on journeys simply to increase their knowledge or to discover new inspiration for their works of poetry.

Skalds are expected to remember and recite historical facts, mostly in the form of poetic *Eddas*. They are also expected to compose their own, unique works. These works are often accounts of historic or contemporary people and events, but they may also be shrewd political commentaries, moral tales and satires that expose important truths of society and self.

The Skaldic vocation is ordered by members of ruling Circles. Circle members have proven themselves to be of sufficient skill in their trade, and are elected to that body through consensus of their peers. Each regional Circle is independent, but those Circles scattered across a large swath of territory, such as a continent, may come together in times of need. When this is so, the Circles form a tradition-bound and ceremony-steeped conclave known as a Braid. A single ruler has never reigned over a conclave of Circles, as Skald believe that there is strength in heeding a multitude of voices. The last obligatory function of a Skald is to act as a voice of the departed. It is said that Skald keep the mead halls of departed ancestors informed of their mortal descendents' affairs. Many say that without Skaldic tales and insight, the afterworld would become blind to mortal affairs, a belief that may, or may not be true.

Skaldic Talents

The class-based abilities of the Skald are represented by his mastery of specific Talents, and are adjudicated with percentile rolls. A Skald may be a generalist or a specialist, but only Skald with great talents in specific disciplines will be highly respected by their people.

Table 2: Talent Table

Talent	Base Stat	Description
Justice	Int	The interpretation, knowledge and understanding of the legal system of the land. In any given situation a skilful Skald may be able to interpret and use the law to bring about a fair outcome, or to twist the interpretation or spirit of the law to suit his own ends. With enough exposure to foreign legal systems the Skald may be able to achieve similar outcomes in alien lands.
Lore	Wis	The ability of the Skald to recall and interpret details of ancient or esoteric knowledge handed down or taught by his Circle. This may involve knowledge of people, places, items and historical events.
Recital	Cha	The ability to give an oration life, meaning and relevance, to convey one's point and garner specific reactions from an audience. The ability to inspire, embolden and steady men in the face of hardship and danger. Alternatively, a tense situation could be diffused by the Skald through humour, humiliation or a well delivered bluff.
Reputation	Cha	The social standing of the Skald, this reflects his rank and influence both within his Circle and amongst his people. The respect and celebrity with which the common man holds him for his deeds, skills and contributions. How carefully the Skald's words are weighed in any discussion or argument.
Composition	Average of Int, Wis, Cha	The ability to create stirring poetry, both to mark specific events, elevate or discredit people, or to demonstrate moral tales and deliver social commentary. Skald are often paid to compose pieces for clients with artistic or political motives. Composition also allows the Skald to create a lasting Circle or Epic Edda, immortalizing its creator.

A Talent's base percentage is equal to the character's score in the associated ability, as listed in Table 2. Upon attaining a new level, the Skald gains the number of Talent Points indicated on Table 3, with the player able to allocate the points towards upgrading those skills as he sees fit. It is the player's prerogative to assign his character's Talent Points but care should be taken, as the player's DM will call for Talent checks to be made in situations that warrant them, assigning reactions and/or outcomes based upon the success or failure of the roll.

Magic

Skald may cast magic according to the matrix presented in Table 3. Skaldic spells are not memorized or granted, rather they are contained in the *Eddas*, poetry that forms the esoteric knowledge of the Skald. The frequency of casting and the power of skaldic spells are related to practitioners' skills as justice and lore masters, and to the Skalds' levels of influence and abilities to perform via the concept of character level.

While Skald spells require only verbal components to trigger, the actual spells manifest from the finite amount of energy that may be derived from both the body of the Skald and from those mystical tattoos that are applied during training. A Skald begins level 1 with two clerical and two wizardly tattoos inscribed upon his body, and is then taught one clerical and one wizardly spell (tattoos duly inscribed) each time he gains a level. The number of tattoos inscribed limits the selection of the Skald's spells, while the character's physical and psychic stamina limits number of spells he may cast each day. In this way, a Skald is a "freecaster."

Skald spells should be chosen from those second edition cleric or magic user spell lists in the Player's Handbook (PHB). However, DMs should base final judgment as to whether a particular spell is suitable to her campaign upon the 'flavour' of the Skald class. Spells suitable for inclusion would be those pertaining to law and justice, detection and divination, knowledge and wisdom, performance, illusion and sound, theatrics, words, symbols, glyphs, runes, charms and command. The range of spells the DM chooses to allow into her campaign should provide a repertoire that is capable of providing both offensive and defensive support to a party.

A sample spell list is provided in Table 4. Taken from the PHB, this example attempts to make a Skald character versatile, but not overpowered relative to the traditional character classes.

Development of the Skald

A Skald's development in power, abilities and understanding is manifest by his grasp of *Edda*, the verbal histories of his people. In his youth a Skald will study various Scholarly Edda to learn the basics of wordsmithing (stringing words together) and recital. When his talents have sharpened sufficiently a Skald is expected to make Edda of his own, the quality of which should be good enough to secure him a place in a regional Circle. Some Skald may reach the pinnacle of their careers and undertake the crafting of Epic Eddas, works of verbal poetry-art that are immortalised in their cultures for centuries to come.

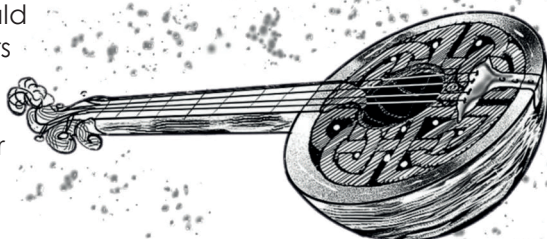
Table 3: Summative Ability Table

		Clerical/Wizardly Spell Level							Talent Points	Edda Mastered
		1	2	3	4	5	6	7		
Character Level	1	1							30	Scholarly Edda 1
	2	2							20	
	3	2	1						25	Scholarly Edda 2
	4	3	1						20	
	5	3	2						20	
	6	3	2	1					25	Scholarly Edda 3
	7	4	3	2					20	
	8	4	3	2	1				20	
	9	5	4	2	1				25	Scholarly Edda 4
	10	5	4	3	2				20	
	11	5	4	3	2	1			20	
	12	6	5	3	2	1			20	
	13	6	5	4	3	2			25	Circle Edda
	14	7	6	4	3	2	1		20	
	15	7	6	5	4	3	1		20	
	16	7	6	5	4	3	2	1	20	
	17	8	7	6	4	3	2	1	20	
	18	8	7	6	5	4	2	1	25	Epic Edda
	19	8	7	6	5	4	3	1	10	
	20	9	8	7	6	4	3	1	10	

Scholarly Edda

Each Skald chooses one of the campaign-extant Epic Eddas to study and master during the early part of their training. These great works of poetry give Skald insight during their formative years, guiding and maturing the practitioners' wordsmithing and recitation talents over the course of study. The secrets and mystical teachings involved also invest the student with abilities and knowledge that can be used for his benefit. At particular levels a Skald is asked to demonstrate his continuing mastery of the craft to his Circle through the presentation of specific portions of the various Scholarly Edda. This examination increases in difficulty until the 9th level, when a Skald is expected to have a total grasp of, and be capable of eloquently presenting, his culture's basic eddic tradition. Masterful presentation of Scholarly Edda can be carried out at any time during a particular character level, but if a point comes when a Skald cannot demonstrate a complete understanding of and commitment to his people's edda, the Circle may assign punitive measures and hold the character at that level until the Circle approves his advancement (at the DM's discretion XP can still be earned, but the benefits of a new level are not attained.) The character may try as many times as he

wishes to present the Scholarly Edda, but is restricted to presenting when the Circle meets, usually no more than four times a year.



Artist: V-Shane

Table 4: Sample Skaldic Spell Table

TABLE 4: SAMPLE SKALDIC SPELLS						
1st	2nd	3rd	4th	5th	6th	7th
Clerical						
Bless	Aid	Continual Light	Abjure	Air Walk	Animate Object	Animate Rock
Command	Augury	Create Food/Water	Control Temp 10'	Control Winds	Feeblemind	Confusion
Detect Magic	Chant	Dispel Magic	Detect Lie	Dispel Evil	Find The Path	Exaction
Detect Poison	Detect Charm	Flame Walk	Divination	Flame Strike	Forbiddance	Gate
Magical Stone	Enthrall	Glyph Of Warding	Hallucinatory Forest	Magic Font	Part Water	Succor
Remove Fear	Obscurement	Locate Object	Reflecting Pool	Moonbeam	Speak w/ Monsters	Sunray
Resist Cold	Silence, 15' Rad.	Pyrotechnics	Speak With Plants	Quest	Stone Tell	Symbol
Sanctuary	Withdraw	Speak With Dead	Tongues	True Seeing	Weather Summ.	Wind Walk
Wizardly						
Affect Normal Fires	Alter Self	Blink	Confusion	Avoidance	Controll Weather	Bigby's Grasp. Hand
Audible Glamer	Darkness 15' Rad.	Claiaudience	Detect Scrying	Bigby's Interp Hand	Demi-shadow Magic	Drawmij's Inst. Summ.
Change Self	Deafness	Clairvoyance	Dimension Door	Chaos	Eyebite	Dou-dimension
Charm Person	Fog Cloud	Delude	Emotion	Cont. Other Plane	Geas	Limited Wish
Color Spray	Forget	Explosive Runes	Fear	Dismissal	Legend Lore	Mass Invisibility
Comp. Languages	Hypnotic Pattern	Feign Death	Fumble	Distance Distortion	Mass Sugestion	Power Word Stun
Dancing Lights	Invisibility	Gust Of Wind	Hallucinationary Terrain	Domination	Mislead	Sequester
Friends	Knock	Invisibility 10' Radius	Improved Invisibility	Dream	Programmed Illusion	Shadow Walk
Hypnotism	Locate Object	Leomund's Tiny Hut	Leomund's Shelter	False Vision	Project Image	Vanish
Identify	Magic Mouth	Lightening Bolt	Minor Creation	Seeming	Shades	Vision
Light	Pyrotechnics	Pro. Normal Missiles	Rainbow Pattern	Sending	True Seeing	
Message	Rope Trick	Sepia Snake Sigil	Shadow Monsters	Stone Shape	Veil	
Phantasmal Force	Scare	Spectral Force	Shout	Summon Shaddow		
Sleep	Shatter	Suggestion	Solid Fog	Wall Of Force		
Taunt	Stinking Cloud	Tongues	Vacancy			
Ventriloquism	Whispering Wind	Water Breathing	Wizard Eye			

The process of examination and elevation is carried out at a full assembly of the Circle, whereupon the Skald must make successful composition and recital rolls to demonstrate his mastery. As part of the process, Circle members will use their special talents to transform a successful petitioner's spoken words into an ensorcelled ink which bonds to the prospect's skin and takes the form of a lustrous tattoo. This eddic representation fuses the essence of the mastered poem to the Skald and provides both benefits related to the specific nature of the Edda and the psychic stamina needed for general spell casting. Failure to correctly present the Edda during the examination (i.e. one or more failed rolls) causes the new pictorial to flow from the Skald's body in an inky, black mess.

Skaldic tattoos are a mark of membership to an order and are used to prove a Skald's credentials. Should a Skald be banished from his order the tattoos on his body will be smeared by the governing Circle, to show that the individual is no longer to be given the regard or respect of his peers and people. Imposters who attempt to impersonate Skald by wearing imitations of an order's tattoos are normally punished by execution, in very public and conspicuous fashions.

Example of a Scholarly Edda 1: *The Edda of Winfreed the Shieldmaiden.*

A poem narrating the life of a young girl who was orphaned in a raid and subsequently trained as a shield maiden in the Hall of Jarl Offsard. The tale chronicles the Battle of Landrimm, where her shield wall stood against the might of Jarl Arfk and Goi Sirkil.

Level	<i>Edda of Winfreed the Shieldmaiden Tattoo Benefit</i>
Scholarly 1	The Skald gains 1 weapon proficiency slot, specifically for shield use.
Scholarly 2	Shields used by allies in Skald's presence grant their users an additional +1 to AC
Scholarly 3	The Skald may automatically parry one mêlée attack once per day
Scholarly 4	Shields used by the Skald grant +2 to AC and saves

Circle Edda

Once his initial learning is complete a Skald must present his order's Circle Edda in order to be accepted into a Skaldic Circle's ruling body. Only when the Circle Edda is recited and approved may a Skald gain the rank of Circle Skald. Much like his progression through the Scholarly Edda, this requires a successful composition and recital role at the time of presentation; if successful, a new tattoo is gained.

Successful presentation may require more than one attempt, but only one attempt may be made during each character level, from level 13 through level 16. Once accepted, the Skald enjoys all the privileges of that rank. However, if the Skald's presentation has not been accepted by the time he reaches the 16th level then he is asked to leave the Skaldic order. Many proscribed Skald then become wanderers or hermits, but on rare occasions, these Skald return at 18th level with an Epic Edda inspired by their isolation and wanderings. If such an Epic Edda is successfully delivered the wanderer may finally be accepted to a Circle.

Circle Edda normally persist for several generations; rising and falling in popularity, sometimes disappearing, and occasionally reemerging. These poems never gain immortality like the Epic Eddas and will eventually fade.

Example of a Circle Edda: *The Edda of Wifthrick the Brave*

This edda follows the last days of an aged archer whose sight had all but failed him when he was called to his lord's banner. The poignant and gripping poem teaches that, in the days prior to a battle, a blind man's ears learned more of his comrades' fears and hopes than a sharp-eyed man ever could. Culminating with a terrible and moving portrayal of two shield walls facing each other, the edda tells that no hero stepped first onto the field that day; rather, it was blind Wifthrick. With each word bolstering his courage and purpose, and clutching a weapon he could no longer use, blind Wifthrick buoyed the hearts of his comrades by bravely advancing against the opposing wall. Wifthrick's brave death was quickly followed by his comrades' resounding victory.

Level	Edda of Wifthrick the Brave Tattoo Benefit
Circle Edda	+1 CHA, +4 to all morale checks for followers, immunity to fear

Epic Edda

An Epic Edda is a unique composition that, because of the poem's supreme content and craft, will be told as long as men have voices. These pieces touch upon the very truths of mortal nature and are strewn with words and phrases of power.

A Skald may only create one Epic Edda during his life, and as the creator of such, understands its nuances like no one else. As a result, the poem's powers are uniquely his to use. Not all Skald have the aptitude, desire, inspiration or time to craft an Epic Edda, and while the creation of such a composition is the culmination of a career, it is not a requirement for a Skald's advancement past the 18th level. The presentation of

the Epic Edda may only be done once and, like Scholarly and Circle Eddas, requires successful composition and recital rolls. If successful, the epic nature of the edda's words form a new tattoo on the Skald. If the presentation should fail, the practitioner may work on another Epic Edda on a different subject, but few Skald live long enough to accomplish such a feat.

Example of an Epic Edda: *The Edda of the Blood Drop*

This Edda follows the course of a drop of blood shed in the Battle of Rotathin. From blade to cloth, to the washing bowl of a Wid (Druid), the blood falls to the earth. Resting beneath a sacred tree, the blood washes over a berry, which is then taken up by a bird. Bearers of the blood are infused with life, motivation and emotion.

Level	Edda of the Blood Drop Tattoo Benefit
Epic Edda	Skald. The Skald gains immunity to poison and disease and may cast <i>Goodberry</i> once per week, enchanting 1d4+1 berries that heal 2d8 HP. Goodberries are efficacious for one day.

Benefits of Circle Membership

Skald elected to a Circle gain a vote on any motion or policy decision put to the body and are given leave to utilize the Circle's resources. This includes things such as Circle real estate, personnel, items and facilities. Circle members also gain a number of Skald students to supervise, train and act as their assistants. These students are of levels 1-3 and their number is based on the Skald's reputation score (a % score). One student will approach the Skald for every 20% in reputation. Each time a Skald passes a 20% quantile boundary a new student will request his tutelage.

Those whom have composed an Epic Edda gain additional popularity and fame. Their charismas are counted as 2 higher when dealing with their own people and the Skald gain 5% bonuses to reputation. Skald who have successfully crafted an Epic Edda gain a follower Skald of 9th level.

Word Welding

Word Welding is the way that Skald may create permanent items of power. Any item that can be inscribed with runes has the potential to be Word Welded, but only Circle members possess the power and knowledge to create such items. The process is much the same as the tattooing of sigils during the presentation of Edda but, in the case of word welding,

only one Skald is required and the ink created is woven directly into the surface of the item. The abilities infused into the item are dependant upon the words used. As such, any welding requires successful composition and recital Talent rolls, as well as the successful casting of the desired spells.

Skald may enchant items with any of the spells they are able to use, but the level of spell infused into the item may only be 2, or more, levels below that which the Skald can cast. For example a 13th level Circle Skald could enchant items with up to 3rd level spells; even the most experienced Skald would be limited to enchanting items with 5th level spells.

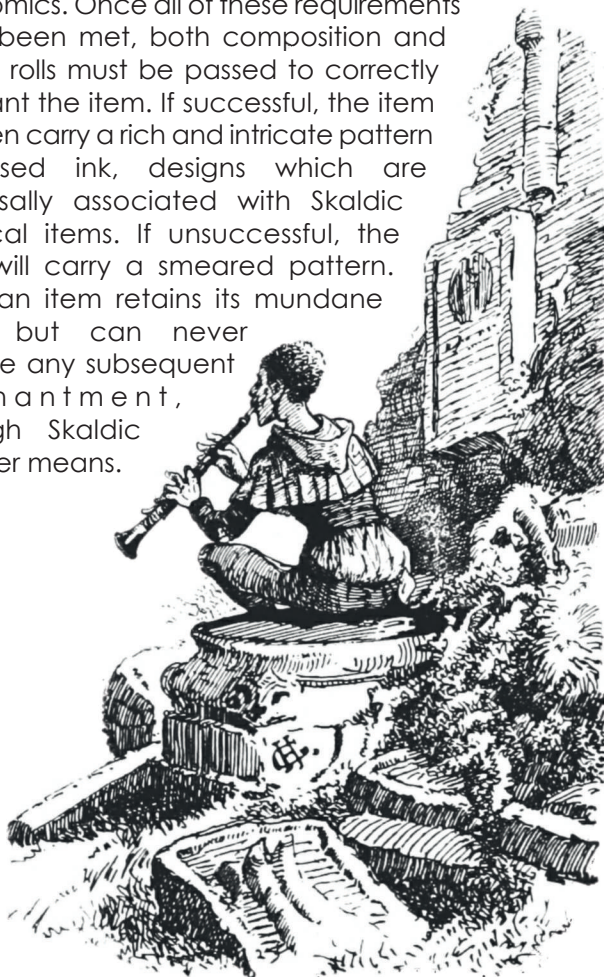
The requirements of completing this enchantment will involve:

Time

Special ingredients, to incorporate into the welding ink
An item of high quality and special nature, to contain the magic

The outlay of money for the items listed above, and for those premises, facilities, assistants, artisans, and other resources deemed necessary.

The DM should judge the above factors based upon their own campaign environment, balance and economics. Once all of these requirements have been met, both composition and recital rolls must be passed to correctly enchant the item. If successful, the item will then carry a rich and intricate pattern of fused ink, designs which are universally associated with Skaldic magical items. If unsuccessful, the item will carry a smeared pattern. Such an item retains its mundane utility but can never receive any subsequent enchantment, through Skaldic or other means.



Art: Public Domain



DM: "Alright. You come up against a cliff. There's a cave opening 50 feet up."

Bob: "Great! Salazaar will climb up to see what's there."

DM: "You get up there and see two goblin guards facing away from you."

George: "Great! Sneak up on them and backstab them."

Bob: "No, I can't."

George: "Why not?"

Bob: "Salazaar is a Bard, not a thief. He can't sneak or backstab."

George: Sigh..."OK, Just throw down a rope and I'll help you take care of them..."

Later...

DM: "Alright. You come up on a door and it's locked."

George: Turning to Bob, Sigh..."Let me guess, no Find Traps, no Open Lock..."

Bob: "Nope, but I can hear noise at the door."

George: "OK, Karnak will cast Knock to open the door."

DM: "You open the door and are faced with an angry Ogre eating breakfast. He seems quite upset, presumably because you interrupted his meal."

George: "Cool, I'll cast flaming Sphere, you keep him busy."

Bob: "Salazaar is not too good at combat."

George: "Can't he use any weapon and medium armors."

Bob: "He's proficient in daggers and the longsword, but no armor, in order to climb walls properly and those last goblins hurt Salazaar pretty badly."

George: Pondering, "Spells! Bards can cast spells!"

Bob: "Oh sure, he's got Comprehend Languages, Affect Normal Fires, Detect Undead, Mending and Change Self."

George: Sarcastically, "Wonderful selection of spells...Anything remotely useful."

Bob: "They're randomly assigned. I can inspire you..."

George: "Good. Something useful."

Continued

Bob: "In three rounds, you'll have a +1 on to-hit rolls"

George: Holding the bridge of his nose with his index and thumb...

Bob: "Getting another one of your headaches, George?"

George: Nodding yes, "Tell me again why you're a Bard?"

Bob: "I'm...versatile?"

...

The 2nd edition AD&D Bard is an unusual character class. It is in essence part Fighter, part Wizard, and part Thief, but with greatly reduced abilities for all. He is a Jack of All Trades, Master of None but is also an entertainer with barely any special abilities. While this can certainly result in interesting roleplaying opportunities, the Bard tends to be somewhat boring due to the fact that he has very few unique abilities all his own. The Bard tends to be second class at everything with nothing much special about him. To be sure, he can influence reactions and knows a little bit about everything, but the Bard's abilities are rarely useful and seem to lack distinction or uniqueness. They seem more like minor skills than abilities. The Bard needs help.

One possible solution to this problem is to bring the Bard's abilities as an entertainer front and center. This could be accomplished by giving the Bard the ability to use his entertainment skills magically, resulting in arcane effects from his singing, dancing and music. The Bard could produce magical effects from his music in a similar fashion as the Bard's ability from the computer game, Bard's Tale.

The traditional way of accomplishing this is to create a new system custom built for the Bard. There are many challenges that reveal themselves when creating such a system. First, a new system needs to be different from existing systems, such as Arcane spell casting and Psionics, or else there is no reason to create such a system. Second, such a system should be at least no better in relative power than the current Arcane spell casting system or else it will diminish the relative power of the Wizard who is supposed to be the master of Arcane power. Third, a new system can be quite time consuming to create, not only for the new system proper, but also to create enough distinct arcane abilities, let's call them Arcane Bard Songs, to make using that system is interesting and unique. Fourth, it must be kept in mind that, because of the Bard's increased experience progression, twice as fast as that of a Wizard, any new or special abilities need to be, not only less powerful than that of the Arcane spellcasting system, but it should be minor overall so as not to increase the Bard's overall power relative to other character classes. While his abilities might be somewhat boring, the Bard has many minor advantages. So, the new Bard Song system must either be minor or replace an existing Bard advantage, while at the same time be, or at least appear to be, unique and interesting.

Many years ago I created such a Bard Song system. It was clunky and overly complex and, while it did give the Bard unique abilities, the system did not seem right. It was not powerful enough to warrant removing the Bard's spell casting abilities and so it was used only after the Bard had no other spell casting recourse. I didn't like it, and, while there were some positive comments from others, few really liked it either. I therefore eliminated it.

More recently, I designed a spell that required a specific skill in order to learn and cast it. The skill was integral to that specific spell's power and the Wizard must have learned how to use the skill in order to learn and cast the spell. It occurred to me that Bards, having learned many more skills, might actually be better equipped to learn and cast that specific spell. It then further occurred to me that the Bard has a tendency to learn many skills that are rarely learned by others, including Wizards, and that those skills are rarely useful in combat. What if the Bard could research spells that required skills specifically associated with, but not necessarily restricted to, his role as an entertainer. The Bard could have some powers that seem unique to his class but that could be used by other spell casters in the right circumstances all with few modifications to existing rules for the Bard or to arcane spell casting. Thus was born a series of spell called Performance spells.

Performance Spells

Performance spells, also known as Arcane Songs, Arcane Music, Arcane Dance, Arcane Poetry, and so on, are spells that are cast while performing one or more artistic skills such as singing, music, dancing, poetry, and painting, amongst many others. They are usually learned by Bards as Bards are the ones who have taken the time to learn artistic skills required of Performance spells. However, Performance spells are not specifically restricted to Bards. They are normal Arcane spells that require an additional component, that of an artistic skill, to learn and cast.

Often, two or more artistic skills need to be combined to successfully cast a Performance spell. Some Performance spells may also require additional artists performing their art in order to cast. Other Performance Spells are enhanced by others' performances.

Performance spells usually require one or more successful skill checks of the pertinent performance skills in order to cast. Usually, if the skill checks are unsuccessful, the spell is not cast successfully, but the spell points are not expended.



Artist: William McAusland

Performance spells tend to take longer to cast, but also tend to have the possibility to last longer. Unfortunately, the Bard almost always has to continue the performance in order to sustain the spell.

The effects of Performance spells often seem to be slightly more powerful than one would expect from a spell of that level. However, since the spell requires one or more performance skill checks, and since the spells usually take longer to cast and the performance usually needs to be sustained throughout the duration, this equalizes the spell's power.

Performance spells are often named somewhat differently from normal spells. This is often due to the eccentric nature of the people who created them.

Performance spells tend to be 6th level or lower because

of the Bard's spell restrictions. Furthermore, there tends to be a larger number of lower level Performance spells than usual. This is especially true of Zero level spells and Cantrips due to the Bard's first level restrictions to casting Cantrips and Zero level spells.

It is suggested that the Bard be permitted to choose, instead of randomly determining, a Performance spell ever level for which he increases his maximum level. That way, he will have somewhat customized a list of Performance spells for which he has the proper skill. The Performance spell learned should probably be instead of, not in addition to, a normal spell. All of this, of course, is up to the DM, but, when you've got a new toy, you want to play with it.

Performance Spells Categories

Performance spells are not categorized into effects, but more into types of Performances required to cast them with many categories combined. An attempt to fully categorize Performance spells may prove futile due to the extensiveness of performance skills and the imaginative inventiveness of Bards. However, the following are

some of the categories of Performance spells:

Performance Enhancing Spells: Get your mind out of the gutter. These Performance spells help the Bard with his performances often as a bonus to performance skill checks. Some of these spells therefore help in the casting of other Performance spells.

Song Spells: These Performance spells require a song to be sung by the Bard to cast.

Music Spells: These Performance spells require music performed by the caster in order to be cast. They are often combined with song and dance spells although poetry spells can also be part of the casting.

Dance Spells: These Performance spells require a dance to be performed by the Bard to cast.

Poetry Spells: These Performance spells require poetry to be recited by the Bard to cast.

Painting Spells: These Performance spells require a painting to be painted by the Bard to cast. These are often Artificer spells as well.

Performance Enhanced Spells: These spells may not require a specific performance skill to cast but they are enhanced or improved with the help of one or more performances when cast. Sages debate whether they truly are Performance spells since they do not **require** a skill to learn or cast.

Group Performance Spells: These Performance spells require many performers in order to be cast, including the Bard.

One Hit Wonders: These Performance spells can only, for some odd reason, be cast once per day. Subsequent castings of these spells within 24 hours by the same Bard will result in spell failure and spell point expenditure. Some One Hit Wonders have different casting period restrictions, either more or less frequent, such as once every turn, every hour or once every week, every month, or even every year. Arcane research into these spells has not, so far, resulted in improvements to the casting restrictions of these spells.

Triple Threats: These Performance spells require three performance skills to cast making them more difficult to cast but often having more elaborate effects.

Striking a Pose: These Performance spells require that the Bard strike a perfect, very specific and accurate, pose to produce an arcane effect. This pose often requires the Miming or Acting skill.

One-Liners: Also known as Power Phrases, Power Lines, or Power One-liners, these Performance spells are similar to Arcane power words but require that a specific line from a play, poem, novel or other similar text, be spoken in an exact manner and emotion. One-Liners are often combined with **Striking a Pose** category of spells and also tend to be quick casting.

Power Sounds: These spells require the Bard to produce a very specific accurate sound to cast. They often require the Whistling, Humming, Singing or Musical Instrument skill check with some requiring combinations of more than one of the above skills.

Power Notes: These Performance spells involve the use of a specific and precisely played note with a musical instrument. Power Notes can be considered the musical equivalent of Power Word spells. They will often be quick casting but some may require sustaining the note for extended periods of time. Power Notes are

usually of lesser power than Power Chords (See Below) resulting in low level spells usually quickly cast.

Power Chords: Power Chords are more complex versions of Power Notes. While certainly quick casting, they may take a bit longer to cast than Power Notes but with increased power. Power Chords may also require repetition of the chord with slight variations in timing, and other aspects extending the casting. Sometimes, the repetition of the Power Chord is not required but optional, increasing the power of the spell being cast with each repetition.

Power Ballads: These Performance spells are usually longer casting requiring both the Musical Instrument and Singing skills. Most will take between 3 and 6 rounds to cast with some extending to 10 or 12 rounds. The longest known Power Ballad spell takes 23 rounds to cast.

Musicals: These highly unusual Performance spells require multiple Musical Instrument, Dancing, Acting and Singing skill checks from multiple persons, one of which must be an Arcane spell caster. Musicals tend to take an extremely long time to cast, often hours, or what seems like hours, at least.

Concept Albums: These unusual Performance spells require multiple castings of different specific Performance spells requiring both Musical Instrument and Singing skills each. The Performance spells are linked in some type of way ultimately resulting in a grandiose effect. It has never been fully explained what an "album" is exactly. The term "Concept Album spell" was initially coined by a travelling troupe of troubadours known by the unusual and misspelled name of, Beatles. Another Concept Album spell was developed by a travelling troupe of troubadours whose name has been lost to history. They are simply referred as "Who?". These are not to be confused with the other well-known contemporary travelling troupe of troubadours, the Guess Who.

Performance Spell Examples

Many of the Performance spell examples are level zero (0). These zero level spells are a level of spells discovered on Arentia long ago that are roughly in power between Cantrips (found in the 1st Edition AD&D Unearthed Arcana and possibly other works, or the Wizard's Spell Compendium Volume 4 for 2nd edition AD&D) and 1st level spells. They increase the granularity of spells between Cantrips, which are very weak and first level that, which tend to be significantly more powerful.

On Arentia, zero level spells are used by advanced apprentices who have mastered Cantrips, and first level Bards who have not yet mastered the basics of 1st level

spells. While they are much less powerful than first level spells, some Wizards still use the zero level spells they learned as an apprentice as they can be useful in some situations. Two zero level spells can be memorized for each 1st level spell slot.

At the DM's option, a 1st level Bard may be permitted one zero level spell slot at first level with the slot being replaced at 2nd level by a 1st level spell slot. On Arentia, the zero level spell slot is retained throughout the Bard's spell progression at higher levels. More details about zero level spells may be found in future articles.

The following are some examples of Performance spells found on Arentia. Most of these spells refer to the Bard instead of the Wizard or the caster. This is not to restrict the use of these spells exclusively to bards but to express that most of the time, Bards will be the ones learning and casting these spells.

Mickey Mouse March (Performance: Singing)

Level: 0
Type: Enchantment/Charm
Range: Voice
Components: V, S
Duration: Until Rest
Casting Time: 1 Round
Area of Effect: Special
Saving Throw: None

*Who is the leader of the guild
That's made for you and me
M-I-C-K-E-Y M-O-U-S-E*

This spell permits the Bard and all within hearing to march more efficiently reducing fatigue, decreasing the need for rest and therefore increasing the distance travelled in a day.

The Bard and all marching with him must sing one of many marching songs. At the start of the march, and every hour until the Bard rests, a Singing skill check must be rolled at a cumulative penalty of one per times the Singing skill check was rolled in the last 48 hours. If successful, the group requires no rest stop for the next hour increasing the distance travelled by 10% and providing a bonus to Endurance skill checks equal to the caster's maximum spell level. If unsuccessful, then the normal travelling rules apply for that hour.

The singing can be performed for 6 consecutive hours after which the group must stop for a rest and food. The spell can be cast again for another 6 hours after eating and a third time after that if desired.

While this spell is about a mouse of some kind, it is, oddly, not a nature spell.

Pun Intended (Performance: Comedy)

Level: 0
Type: Enchantment / Charm
Range: 10'
Components: V, S
Duration: Special
Casting Time: 1 Segment
Area of Effect: Special
Saving Throw: None

This spell permits the caster to negatively affect a target sentient creature every round by telling a bad pun that hurts the target both physically and mentally hindering combat abilities.

The caster does not need to perform a successful comedy check during casting, but every round he may tell a bad pun to a target sentient creature that can understand him. If the Comedy skill check is successful at a cumulative penalty of 1 for every round a pun was told successfully or not, the creature is so affected by the pun that he will be at a penalty of 1 on to-hit rolls, skill checks and saving throws until the end of the round. Furthermore, if the pun is successful, the caster receives a bonus of 1 on to-hit rolls to attack the target this round. The telling of the pun takes 1d3 segments but does not count as an action as long as no other actions were taken this round.

This spell lasts until the Comedy skill check penalty is equal to the check itself, leaving no chance of success or until the caster has not used a pun, successfully or not, for 3 consecutive rounds.

Ybgib's Tap Dancing Feet (Force, Performance: Tap Dancing)

Level: 0
Type: Invocation / Evocation
Range: 10' + 1' / Level
Components: S, M
Duration: Special
Casting Time: 1 Segment
Area of Effect: Force Feet
Saving Throw: None

This spell creates magical force in the shape of two feet that follow the caster's tap dancing steps. The Bard can mentally control the tap dancing to accompany his own dancing.

To cast this spell, the Bard must roll a successful Tap Dancing skill check. If the check fails, the spell fails but no spell points are expended. Each round, the Bard must roll a successful skill check or the tap dancing feet do not tap dance. The Tap Dancing skill check is not at any additional penalty, but the Bard will eventually tire and may have penalties due to physical exertions. The spell ends when the Bard stops tap dancing.

The material components for this spell are two specially crafted metal or wooden plates that would be attached underneath each shoe to perform tap dancing. They are not consumed in the casting.

Much like Bigby, Ybgib was never a real Wizard on Arentia. It is thought that the name was used because Bigby spells dealt with force hand spells, so Ybgib would deal with force feet spells.

Arentian Woman (Performance: Singing & Musical Instrument)

Level: 1
Type: Enchantment / Charm
Range: 0
Components: V, S
Duration: Special
Casting Time: 1 Segment
Area of Effect: Target Female Person
Saving Throw: None

*Arentian woman, stay away from me
Arentian woman, mama let me be
Don't come a-hangin' around my door
I don't wanna see your face no more
I got more important things to do
Than spend my time growin' old with you
Now woman, I said stay away
Arentian woman, listen what I say*

This spell enables the Bard to mentally compel a female person to stay away from him preventing her from approaching within 10 feet per spell level. The affected person must strive to move away from the Bard and stay away if at all possible but is never forced to cast spells or use special powers, such as teleport, to stay away. If cornered, the affected person will cower or try to circumvent the Bard. She will, however, defend herself if engaged in combat. Final reaction is left up to the DM's discretion.

Upon casting this spell, the Bard must roll a successful Singing and Musical Instrument skill check. If unsuccessful, the spell fails but no spell points are expended.

The Bard must continue singing and playing the musical instrument to maintain the spell effect. Every round, the Bard must roll a Singing and Musical Instrument skill check at a cumulative penalty of one. If both skill checks fail, the female can approach the Bard this round. If one skill check is successful, the female person is compelled to stay at distance unless a saving throw versus petrification is successfully rolled. If both skills checks are successful, the female person is compelled to stay at distance with no saving throw.

The spell will end 1d3 rounds after the Bard stops singing and playing the musical instrument.

Encounters with female persons will be at reaction adjustment penalty of 4 for one day per round this spell is active.

Carlin's Comedy Hour (Performance: Comedy)

Level: 1
Type: Enchantment/Charm
Necromantic
Range: Voice
Components: V, S
Duration: The Rest of the Day
Casting Time: One Hour
Area of Effect: Special
Saving Throw: None

They say laughter is the best medicine. Of course, who the heck are "they"?

Through the use of comedy while casting this spell, the Bard magically relaxes all who listen attentively and enables them to heal more quickly. The standard daily non-magical healing progression is therefore increased by one. Thus, an adventuring party will be healed one hit point at the end of the day, people being tended to through the Healing skill while adventuring will heal 2 hit points, and so on.

Artist: JEShields



This spell requires a successful Comedy performance skill check before expenditure of spell points. If unsuccessful, the spell fails, but the spell points are not expended.

Because the successful performance uplifts the Bard, the effects of this spell apply to him as well.

Each consecutive day the spell is cast incurs a cumulative penalty of one to the comedy skill check. The penalty reduces by one per day this spell is not cast. The reason for this is that the Bard needs time to come up with new comedy material.

This spell is not cumulative with itself or other similar spells. Relaxed is relaxed. Cumulative castings do not increase the relaxed state nor does it increase the hit point bonus.

Jorje Karlin's specialty was comedy. He felt the world would be much better off if we just learned to laugh. Nobody knows why he misspelled his name in the title of the spell...

Electric Boogaloo (Lightning, Metamagic, Performance: Dancing)

Level: 1
Type: Invocation / Evocation
Range: Special
Components: V, S
Duration: Instantaneous
Casting Time: Special
Area of Effect: Target Creature
Saving Throw: Half

While the Bard is dancing the Electric Boogaloo, an electric field builds up in his body that can be released against a target creature inflicting electric damage.

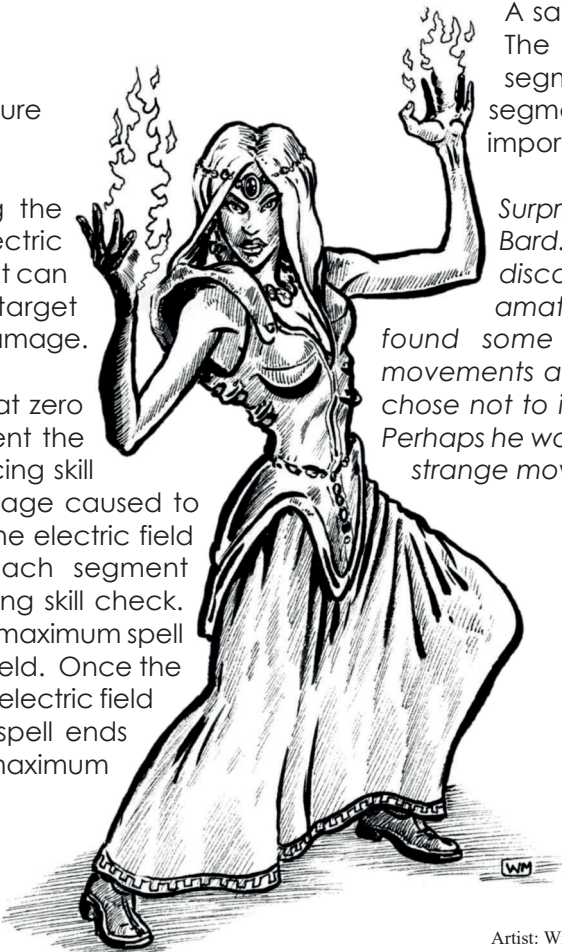
The electric field starts out at zero and increases every segment the Bard rolls a successful Dancing skill check, increasing the damage caused to the target creature when the electric field is ultimately released. Each segment during casting, roll a Dancing skill check. If successful, add the Bard's maximum spell level to his current electric field. Once the Bard decides to release the electric field on a target creature, the spell ends and inflicts damage at a maximum range as follows:

Electric Field	Damage	Range
1	1	5'
2	1-2	6'
3	1-3	7'
4	1-4	8'
5	1-5	9'
6	1-6	10'
7	1-7*	11'
8	1-8	12'
9	1-9*	13'
10	1-10	14'
11	1-11*	15'
12	1-12	16'
13	1-13*	17'
14	1-14*	18'
15	1-15*	19'
16	1-16*	20'
17	1-17*	21'
18	1-18*	22'
19	1-19*	23'
20**	1-20	24'

*Roll a D8/D10/D12/D20 as appropriate rerolling results above the maximum damage **Maximum Electric Field is 20

A save versus magic will halve the damage. The electric field can be increased each segment of the round up until, and including, segment 10. Thus, a good initiative roll is quite important for damage optimization.

Surprisingly, this spell was not researched by a Bard. It is commonly believed that Ohm, the discoverer of Ohm's Arcane Laws and amateur dancer, created this spell after he found some correlations between special body movements and electricity. It is not known why Ohm chose not to include his name in the title of the spell. Perhaps he was embarrassed to be associated with the strange moves this spell requires.



Artist: William McAusland

Footloose (Performance: Dancing)

Level: 1
Type: Enchantment / Charm
Range: 10' + 2' / Level
Components: V, S
Duration: Special
Casting Time: 1 Round
Area of Effect: Target Person
Saving Throw: Special

This spell causes the target person both seen by and seeing the Bard to suddenly dance along with the Bard. The spell requires a successful Dance skill check to be cast. If unsuccessful, the spell fails but spell points are not expended.

Every round, the Bard must roll a successful Dance skill check at a cumulative penalty of 1 past the first round. The spell lasts until the round after the Bard either stops dancing or fails a skill check.

Dancing for this spell counts as an action for the Bard. He will be at a penalty of 2 to his armor class and may move at half speed while dancing.

The affected target receives a penalty of 4 on to-hit and armor class. Additionally, the target will not be able to engage in combat, although he will be able to defend himself and he will be at half movement speed. A successful saving throw versus Death Magic will halve the to-hit and armor class penalties and the target will be able to attack that round. A saving throw must be rolled every round.

At the Bard's option, he may also attempt a Singing skill check and / or a Musical Instrument skill check to inflict a penalty of 1 to saving throws to negate this spell.

Rapier Sharp Wit (Performance: Comedy)

Level: 2
Type: Invocation / Evocation
Range: 10'
Components: V
Duration: Special
Casting Time: 1 Segment
Area of Effect: Special
Saving Throw: None

This spell permits the caster to magically physically harm a target person with his wit. Every round, the caster may attempt to harm a target person with his Rapier Sharp Wit.

The caster does not need to perform a successful comedy check during casting, but every round he may use his wit against a target sentient person that can

understand him. If the comedy skill check is successful at a cumulative penalty of 1 for every round the wit was used successfully or not, the wit inflicts one point of magical physical piercing damage. The use of the wit takes 1d3 segments but does not count as an action as long as no other actions were taken this round.

This spell lasts until the comedy skill check penalty is equal to the check itself, leaving no chance of success or until the caster has not used the magic of the wit for 3 consecutive rounds.

Swamp Trolls (Metamagic, Performance: Singing & Musical Instrument - Stringed)

Level: 2
Type: Necromancy
Range: Hearing
Components: V, S
Duration: Special
Casting Time: 5 Segments
Area of Effect: Swamp Trolls
Saving Throw: None

*Swamp Troll,
You Make My Heart Boil,
You Make Ev'rything...Bloody.*

*Swamp Troll I Think I Killed You,
But I Wanna Know for Sure.*

This spell affects the physiology of all Trolls within hearing negating their regeneration ability. The Trolls are also slowed slightly, reducing their movement by 1" and their to-hit rolls by 1 as well. Due to the nature of this spell, the Trolls may not be aware that the singing and music are the cause of their discomfort.

At casting time, and every round thereafter, the Bard must roll a successful Singing and Musical Instrument: Stringed skill check at a cumulative penalty of 1. If either skill check is unsuccessful at casting time, the spell fails but no spell points are expended. If both skill checks are unsuccessful at casting time, the spell fails with the loss of spell points. If both are unsuccessful on rounds after casting, the Trolls are unaffected by the spell for the round. If only one skill check is successful, the Trolls regenerate one less hit point per round. If both skill checks are successful, the Trolls are fully affected by the spell for that round.

The spell will end 1d3 rounds after the Bard stops singing and playing the stringed instrument. This spell has the unusual property that other songs written by the Bard based on his direct experiences can be used to affect other monsters. Only monsters can be affected by alternate songs for this spell.

The Bard must have experienced the full effects of the monster he wishes to affect. The Bard must also have researched the strengths and weaknesses of the monster in question. The Bard must then spend enough time writing the song and music with the proper arcane power appropriate for this spell. He will then write these in his spell book as if this were a brand new second level spell requiring the necessary special ink, quill, and space in the spell book. Except for the Bard's voice and musical instruments, no additional research materials are required.

Learning to Fly (Nature, Performance: Dancing)

Level: 3
Type: Enchantment/Charm
Range: 0
Components: V, S, M
Duration: 1d12 Hours / Level
Casting Time: 1 Turn
Area of Effect: The Caster
Saving Throw: None



Through the successful performance of a native Arentian Eagle dance, this spell polymorphs the Bard into an eagle. The Bard must successfully perform the dance then leaps off of a dangerous high place such as a tall building or a cliff.

For the duration of the spell, the caster has all the characteristics of an eagle or some other suitable large normal non-magical bird of prey, except for hit points.

At any time on the ground, the caster may transform back into his normal form healing 1d6 hit points. The caster may only cast this spell once per day.

The material component for this spell is an eagle feather which is consumed in the casting.



Artist: V-Shane

Amused to Death (Metamagic, Performance: Any and All)

Level: 6
Type: Alteration
Enchantment / Charm
Evocation / Invocation
Necromantic
Range: Voice & Sight
Components: V, S
Duration: Instantaneous
Casting Time: Special
Area of Effect: Special
Saving Throw: Special

As part of the casting of this spell, the Bard must successfully perform a minimum of three performance skill checks (triple threat) each taking one round to complete. At the beginning of every round past the third, the Bard must decide if he has finished casting or if he wishes to spend yet another round performing and casting the spell.

During the casting of this spell, all enemies within hearing and sight of the Bard will stop and view the performances. A successful saving throw versus spells will enable the viewer to walk away from the performance. A second successful saving throw versus spells will enable the viewer to act as normal. Any person threatened with an attack or actually attacked immediately receives another saving throw at a bonus of 20. Saving Throws are required every round for every person within sight and sound of the Bard's performance.

Upon being cast, the spell literally amuses all viewing persons to death. Unless a saving throw versus Death Magic is rolled successfully, their bodies disintegrate leaving their shadow imprinted on the nearest surface.

Each successful performance skill check to date will incur a penalty of 1 to all saving throws for this spell. Each unsuccessful performance skill check to date will provide a bonus of 2 to saving throws for this spell. Performance skill checks can be repeated on subsequent rounds during the casting but these will be at a cumulative penalty of 2 per times repeated.

Design Notes: This spell seems quite powerful, and it is. However, it is not much more powerful than the 6th level spell, Death Spell which takes 6 segments to cast and affects a large quantity of hit dice. This spell takes rounds to cast and leaves the enemy the option of leaving.



Ruins of the River Gates

An OSRIC/1E compatible adventure for 6 to 8 PCs of levels 3 to 6.

by Andrew Hamilton

NOTE: This adventure uses *Drowned Ones* (sea zombies), a monster described in the *Greyhawk Adventures* hardcover book. Enough details are provided to allow this adventure to be played without that resource; however, DMs must refer to that source for a complete description of this monster.

Adventurer's Background

This fortification dates back hundreds of years and is nearly a complete ruin. However, river travelers must still pass between the twin towers that overlook the waterway; made difficult by a set of rapids that must either be navigated carefully or portaged around (quickly and cautiously, as the ruins have housed trouble in the past.) The rapids were created when the bridge and gates that once controlled passage up and down the river collapsed long, long ago. Over time, the Ruins of the River Gate have gained a fell reputation.

The towers have frequently been used as lairs by bandits, vermin, and the occasional monster, many of which preyed upon unfortunates who traveled along the river. In response, adventurers were occasionally hired to search the ruins and deal with the dangers found therein. Clearing out the raiders and marauders they encountered, those adventurers sometimes found treasure in the ruins' cellars. Yet, nothing below the cellar level was ever discovered.

Recently, many travelers have gone missing and a party of adventurers sent to scout the ruins has failed to return. A call has gone out for seasoned adventurers to investigate the place as, the local gentry insist, the river traffic must flow.

Background

The Lord of the River Gate was an evil man in life, arresting travelers and often imprisoning and torturing them. When the knights of the local kingdoms could no longer maintain order in the region, the Lord's "sport" became more frequent, and increasingly brazen. His depravity eventually led to a clash with a powerful druid, who summoned water and earth elementals and trapped the Lord and his most faithful followers in the dungeons beneath the towers. Collapsing and flooding some of the complex's halls, the druid drowned the villains. Unfortunately, the Lord and his retainers were so evil that they slipped into undeath rather than disappearing entirely. Trapped, and unable to dig past a collapsed hallway, they spent centuries in watery isolation.

Recently, a band of adventurers explored the ruins and found the level that had been sealed and flooded by the druid's spells. Transmuting a mass of rock into soft mud, the adventurers managed to clear a path through a passage filled with rubble, but, in the process, released the Lord of the River Gate. The party members were subsequently captured and tortured by the *Drowned Ones*.

The Lord and his men (all *Drowned Ones*) now lurk in the ruins and prey on travellers. The Lord of the River Gate is a 4th level cleric and his lieutenant is a 3rd level cleric. The Lord's 11 *Drowned Ones* are normal zombies.

Rumors

In addition to news about missing travelers, PCs spending time in a local town listening for rumors may hear the following:

1. Recent troubles are the result of overland caravan masters paying bandits to disrupt river traffic; wagons can't compete with rafts. (False)

2. Adventurers have explored the ruins so many times, so there's nothing left of any value. (Partially true, the ruins have been explored, but not all of the levels, or treasure, were discovered.)

3. I've camped in the ruins, once. Never again. There's something very bad there. (True)

4. Be wary of the rapids, many reckless boaters have capsized their rafts or canoes amongst them. Use the portage on the south bank. (True)

5. A few years back a tough band of brigands charged a "toll" to pass, and they must have amassed a small fortune. However, the adventurers charged with clearing the bandits didn't find much in the way of treasure. (True)

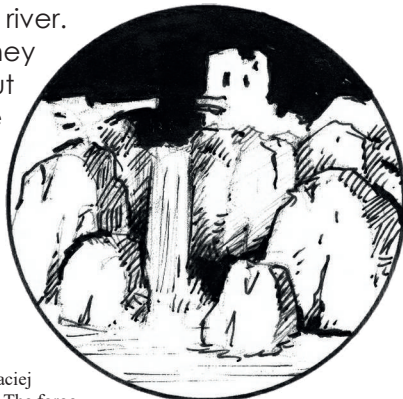
6. The ruins are the remains of an outpost of the Kingdom of Illisal, famous for its paladins. I can't imagine any evil residing there now. (False)

7. Some adventurers headed out to the ruins a few weeks ago. They haven't come back this way. (True)

8. The Courp brothers headed downstream a few weeks back. They should have been back days ago. Those n'er-do-wells probably hit the bottle in a town down river. (Partially true, they headed down river, but never made it past the ruins.)



Artist: Rick Hershey-Fat Goblin Games



Artist: Maciej Zagorski-The forge

The Ruins of the River Gate

The Rapids

A band of five *Drowned Ones* lurks in the rapids. They will attempt to capsize any rafts or boats making the run, or clamber out of the water and attack groups portaging around the rapids. The *Drowned Ones* will flee back to the water if outclassed. They will then carefully stalk the party, seeking an opportunity to attack and capture, or kill, the living beings.

These *Drowned Ones* were travellers attacked and killed (drowned) by the Lord of the River Gate. They are relatively weak (low hit points) and not part of the Lord's entourage:

Drowned Ones (x5): AC 7 MV 6" HD 5 HP 16 each #AT 1 DAM 1d10 SA: disease (10% chance per successful strike), stench (2" radius, save vs. poison or attack & defend at -1); SD: spell immunity (sleep, charm, illusion), half damage from fire, cannot be turned, suffer 2x damage from cold & electricity AL CE INT Low SIZE M XPV 290 each.

The North Tower

The north tower has been damaged, with the northeast corner of the roof having crumbled away. This has exposed the inside of the second and third levels. A door hangs at the entrance to the ground floor, placed there by travelers that have used the tower as a campsite. Remains of fire pits can be seen outside the tower.

Ground Floor

This floor is relatively intact, and has often been used as a campsite to get out of the elements. The trap door leading to the cellars has been covered with a large pile of stones by nervous campers.

Second Floor

This floor is open to the elements. Part of the wall has fallen over and bits of the ceiling have collapsed. A flock of stirges now occupies the room:

Stirges (x12): AC 8 MV 3"/18" HD 1+1 HP 6 each #AT 1 DAM 1d3 SA: blood drain (1d4 HP/round), attack as 4 HD creature; AL N INT Animal SIZE S XPV 48 each. The stirges remain inactive during the day, but they will attack if someone sets foot on the second floor. At night they will be out hunting 75% of the time.

Third Floor

The roof has fallen in, half the walls are gone, and the floor is likely to collapse (2 in 6 chance with one person, 4 in 6 with two persons, absolute collapse with three or more persons.) The collapse leads to a fall and battering by rubble (3d6 damage).

North Cellar 1

A gray ooze hunts along this level, primarily preying upon giant rats. Each time a party enters a room, roll 1d6; on a roll of 1 the gray ooze is encountered. There is only one ooze and, once encountered, will not be met again.

Gray Ooze: AC 8 HD 3+3 HP 20 MV 1" #AT 1 DAM 2d8 SA: dissolve metal & organics; SD: immune to heat, cold and all non-electrical based spells; AL N INT Animal SIZE M XP 298.

OPTION – If the DM wants to "scale up" the adventure, a pair of wererats (possibly 1st to 3rd level thieves) can be added. In this case, the giant rats will initially retreat, and then be directed to attack en masse (seeking to "overbear" any spell casters), providing cover for the wererats to attack fighter types from behind. The wererats may know about the dungeon, and be willing to bargain for information.

1. Landing

A pack of giant rats will be encountered here, squeaking and chittering. If they outnumber the PCs the rats will attack, otherwise retreating into numerous bolt holes. The rat holes are very small (even a halfling or gnome won't fit), but if someone reaches in the rats will bite (at +4 to hit). There is no treasure in the rat-holes, and the twisting tunnels connect to all of the rooms on this level.

Giant Rats (x9): AC 5 MV 12"//6" HD 1d4hp HP 3 each #AT 1 DAM 1d3 SA: cause disease (1 in 20); AL CE INT Semi SIZE S XPV 10 each.

2. Storage Room

Chewed up bits and pieces of boxes, sacks and other items are strewn about the room, along with a liberal amount of rat droppings. A few giant rats might be encountered here, although they are likely to flee if the adventurers have already slain a good number of their kin (a dozen or so).

Giant Rats (x4): AC 5 MV 12"//6" HD 1d4hp HP 3 each #AT 1 DAM 1d3 SA: cause disease (1 in 20); AL CE INT Semi SIZE S XPV 10 each.

3. Barracks

Five bunks have collapsed, and several footlockers have been broken apart. There is nothing of value here, adventurers having searched the wreckage and carried off every copper piece long ago.

4. Storage Room

Similar to location #2, a large amount of rubbish and wreckage is strewn about. Seven rats hide amongst the litter, and will react to the party's presence much as their kin in #2.

Giant Rats (x7): AC 5 MV 12"//6" HD 1d4hp HP 3 each #AT 1 DAM 1d3 SA: cause disease (1 in 20); AL CE INT Semi SIZE S XPV 10 each.

There is a secret treasure hoard in this room, under a loose flagstone in the northwest corner. Hidden by a bandit that laired here a few years back, it is housed in a small metal box attached to a trip wire. Triggering a hidden bear-trap, anyone lifting the box will receive 2d4 HP of damage, and must save vs. death magic or loose a hand!

Inside the locked steel box is a bag of 48 cp, 37 sp, 41 gp and 11 pp. There is also a plain gold ring (10 gp), a silver ring (5 gp), a silver dagger with agates on the pommel and scabbard (110 gp), and a silver necklace bearing a large silver nugget the size of a hazelnut. Apparently worth 200 gp, the amulet is actually a **periap of proof against poison +2**.

5. Armory

There are several racks of old weapons stored here, primarily spears (1 score) and pole-arms (a dozen). The hafts of the weapons are severely bowed and warped, and the spear points and pole arm heads are rusted, but salvageable. Two heavy crossbows and a few the cases of quarrels are completely ruined, with the bolts' fletching entirely chewed away.

North Cellar 2

6. Landing

This room is empty.

7. Office

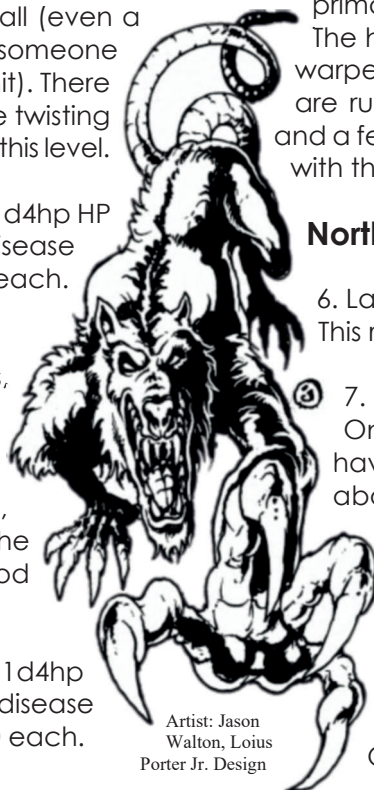
Once used as an office, the desk and furniture have been broken apart and papers scattered about. Everything is now nothing more than a moldy mess. Small insects scurry away when anything is disturbed.

8. Empty Room

This room is completely empty.

9. Dead End

Originally intended for future expansion.



10. Storage

An old storage room, rotten barrel staves and rusty barrel hoops are scattered about. Strange molds and fungus grow in clumps on the floor and walls. PCs may be alarmed by the presence of the fungi, but it is normal, harmless, and serves as food for rats.

11. Secret Door

The stairs leading down to the Dungeon Level (see below) are guarded by two stone guardians that stand on the landing above the stairway and emerge to attack when the secret door is opened. There is a glyph of warding halfway down the stairs (lightning, 9th level and 18 HP damage) and a second glyph (cold, 9th level, 18 HP of damage) at their base.

Midway between the glyphs is a pile of rubble that impedes the passage. It will take 4 hours to clear the impasse if working from above. Working from below will cause the rubble to collapse and pour down, causing 4d12 HP of damage to anyone on the stairs beneath the pile.

Stone Guardians (x2): AC 2 MV 10" HD 4+4 HP 24 each #AT 2 DAM 1d8+1/1d8+1 SD: ¼ damage from edged weapons, no damage from normal missiles, ½ damage from cold, fire, and electrical-based spells, immune to poison & hold, charm, paralyzation, and fear; SW: *stone to flesh*, *transmute rock to mud*, *stone shape*, or *dig* spells kill instantly with no save; AL N, INT Non SIZE M XPV 610 each.

12. Three Alcoves

Once an armory and sparring room, this room has two skeletons lying in the centre of the floor and a third against the back wall. The room is guarded by magically animated swords that activate and attack if intruders enter without giving some long-forgotten password. The animated weapons do not pursue intruders outside of the room.

Animated Weapons (x4): AC 6 MV 12" HD 3 HP 24 each #AT 3/2 DAM 1d8+1 SA: strike as 7th level fighter; SD: limited spell immunity, save as "metal, hard"; AL n/a INT Non SIZE S XP 141 each. New monster, see the appendix.

Each of the animated swords has a 100 gp gem in its pommel. Several other weapons are present in the room (spears, some polearms, and a trio of broadswords), but moisture has ruined the weapons through rust and rot.

The South Tower

The South Tower is largely intact, other than a portion of the wall on the south side of the 3rd story, where an 8' tall x 5' wide section has spalled out and collapsed. This tower is built on a pier that was extended into the river to restrict passage up and down river.

Ground Floor

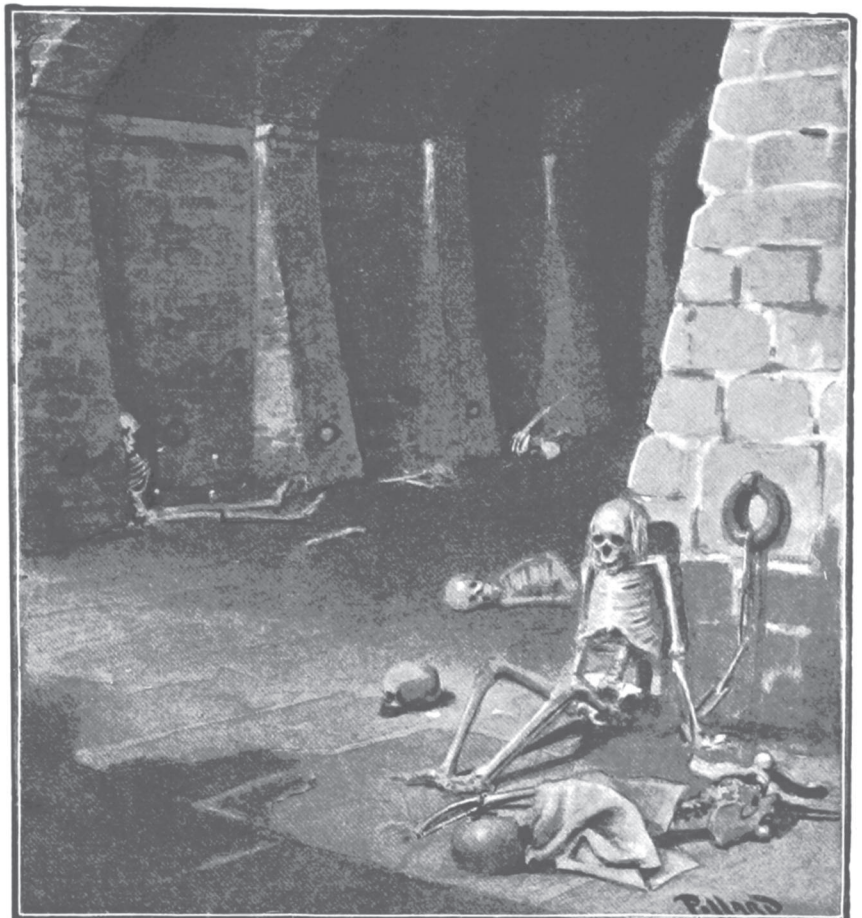
This is the location where the adventurers recently accessed the cellars, and where the sea zombies come up from the dungeon to hunt for victims. The trap door is open, and the rat eaten remains of two giant spiders lie here.

Second Floor

There are 6 immature giant spiders here (treat as huge spiders), and a score of cocoons holding the desiccated remains of their less fortunate siblings. These recently hatched monsters have been cannibalizing each other, trapped between the giant spider above, and the sea zombies below.

Huge spiders (x6): AC 6 MV 18" HD 2+2 HP 8 each #AT 1 DAM 1d6 + poison SA: poison (save at +1 or die), surprise 5 in 6, leap 3"; AL N INT Animal SIZE M XPV 169 each.

Art: Public Domain



Third Floor

One giant spider lives here, able to enter and exit by a hole in the exterior wall. This creature has carried some prey back to its lair, and investigation of the various cocooned bodies will reveal several deer carcasses, a few wolves, five humans and an elf. The humans and elf remains have some treasure: 36 cp, 76 sp, 107 gp, a gold ring (50 gp) and a wrought silver bracer (worth 550 gp).

Giant spider: AC 4 MV 3"*12" HD 4+4 HP 26 #AT 1 DAM 2d4 + poison SA: poison (save or die), webs (as per spell); AL CE INT Low SIZE L XPV 445.

South Cellar 1

13. Landing

The remains of several river-men (victims of the Drowned Ones) lie scattered about the landing. Giant rats and beetles have been making meals of the corpses when the sea zombies aren't around. PCs disturbing the remains might (50% chance) disturb and provoke some giant rats.

Giant rats (x12): AC 5 MV 12"//6" HD 1d4hp HP 3 each #AT 1 DAM 1d3 SA: cause disease (1 in 20);AL CE INT Semi SIZE S XPV 10 each.

There is some treasure mixed in with remains. A search of the mess will reveal 107 cp, 46 sp, 3 ep and 26 gp.

14. Cells

The cells are all empty, with their iron-shod, rotting doors hanging open. A large gelatinous mass is lying half out of the second cell from the south, the remains of a mimic slain by the adventuring party that released the Drowned Ones. A number of fire beetles are feeding on the remains, having driven away the giant rats. They will attack anything (including Drowned Ones) that approaches too closely.

Fire Beetles (x8): AC 4 MV 12" HD 1+2 HP 6 each #AT 1 DAM 2d4 AL N INT Animal SIZE S XPV 32 each.

15. Guard Room

Formerly a guardroom, there are many tracks running through the dust that cakes the floor.

16. Storage

Rats and other vermin got to the supplies that were stored here centuries ago. All that remains are piles of damp material with bits of rusted metal (barrel hoops, nails, hinges, etc.) and broken pottery mixed in.

17. Barracks

Five bunks collapsed long ago. Chewed up, rooted through and spread about, they make a damp, moldy mess across the floor.

South Cellar 2

18. Landing

The remains of a centipede-like creature, now mostly scavenged by rats, is in this room. Encountered and killed by a previous adventuring party, its age is indeterminable.

19. Storage

Rats, adventurers and other vermin have rooted through this place and reduced the contents to nothing more than a rotting carpet, broken wood, canvas, and rat feces intermixed with some pottery, glass shards and rusty bits of metal.

20. Officer's Room

Once shared by the fortresses' original officers, it has been thoroughly looted. A few pieces of broken furniture (desks, chairs, and cot frames) are strewn about.

21. Barracks

As per #17, above, the remains of 5 bunks and 10 footlockers litter the floor. The footlockers have all been opened with crowbars, and the contents strewn about. The scraps of cloth are now mold covered mounds of sludge.

22. Storage

Much as per room #19, above, rats, adventurers and other vermin have reduced the room's contents to nothing more than a rotting carpet, broken wood, and rat feces, mixed with pottery and glass shards, and rusty bits of metal.

23. Cave In

The corridor here has collapsed, being near the point where the druid's earth elemental burrowed into the cellars several centuries ago.

24. Guard Room

Once a guard post, this room is now empty except for a layer of mud 2' thick. Created when the adventurers used a *transmute rock to mud* spell to clear a path, the remains of 2 destroyed statues (formerly stone guardians) can be seen poking out of the mud and silt.

25. Stairs Down

The stairs leading down are choked with mud. A successful Dexterity check is necessary to avoid slipping and tumbling down the steps (and suffering 2d4 HP of damage).

A falling PC is likely to knock down anyone below them (if a Strength check is failed at a -3 penalty.) Anyone struck in this fashion suffers 1d4 HP of damage, and will automatically fall.

26. Storage Room

Like all the other storage rooms in the complex, the material once stored here rotted long ago. Nothing but residue is left.

The Dungeon Level



Art: Public Domain

Wandering Monsters: This dungeon level crosses under the river and is flooded. The water level varies, from knee-deep to 10' deep, sloping down as one progresses north. A number of giant leeches reside on this level, preying on giant rats. PCs wading through the water have a 1 in 20 chance of encountering 1d3 giant leeches each turn.

Giant leeches (1d3): AC 9 MV 3" HD 3 HP 12 each #AT 1 DAM 1d4 SA: blood drain 3 HP/rd after a bite, cause disease 50%, anesthetic bite (may not be detected); AL N INT Non SIZE M XPV 101 each.

Note – Any loud combat will echo through the halls, and the Lord of the River Gate and his undead followers (location #33, below) will hear and come to investigate.

27. North Landing

As described in location #11, a glyph of warding (9th level, cold, causing 18HP of damage) has been cast at the foot of the stairs. Knowledge of this has prevented the Drowned Ones from ascending the stairs.

28. Guard Room

Formerly a guardroom, this chamber is now flooded with 5' of water. Waterlogged stools, mud and debris underwater may trip incautious PCs.

29. Flooded Room

A former dining hall, this room has steps descending to its main floor and is 5' lower than the surrounding passageways. The water level in the room is therefore 10' deep. Some olive slime has established itself here and floats on the water. Looking like scum, there is a patch at the base of the south stairs, and another near the center of the room. A number of giant rats have run afoul of the olive slime, and are now slime creatures.

Olive slime (x2): AC 9 MV 0" HD 2+2 HP 11 each #AT 1 DAM special SA: infection; SD: immune to all but select attack forms, AL N INT Non SIZE S XPV 363 each.

Small slime creatures (x9): AC 9 MV 6" HD 3+2 HP 15 each #AT 1 DAM 1d4 SA: 10% likely to infect target with olive slime; SD: limited immunity to normal fire, immunity to select attacks forms (e.g. electricity); AL N INT Non SIZE S XPV 160 each.

30. Kitchen

Formerly a kitchen, there is a large fireplace and chimney here. The chimney has collapsed and does not provide access to the surface. All of the utensils and implements are rusted and of no value, the water being 4' deep. 31. Pantry Food that was once stored here has long since rotted away. However, it supported the establishment of a large fungal "garden" on the shelves and walls. The water is 3' deep, and hides two patches of green slime.

Green slime (x2): AC 9 MV 0" HD 2 HP 12 #AT 0, DAM n/a SA: dissolves flesh in 1d4 rounds, plate armor in 3 rounds; SD: cannot be harmed by weapons; AL N INT Non SIZE M XPV 634 each.



Artist: Patrick E. Pullen

32. Mosaic

The 3' of water in the room obscures a disturbing mosaic depicting armored men whipping, burning and tormenting peasants. Good aligned clerics and paladins will receive 250 xp for destroying the mosaic, which was consecrated to an evil god.

33. Chapel

This small chapel was originally used by the Lord of the River Gate as a place to worship his evil deity. The Lord and his men currently spend most of their time standing aimlessly before that god's profane altar, but they will leave the room to investigate any disturbance on this level. In combat the Lord and Castellan will hang back and use their spells, while the mass of the *Drowned Ones* close to melee with intruders. If possible, they overbear and capture intruders, taking them to the Torture Chamber (location #42, below) for some short-lived "entertainment." There is 3' of water in this room.

Lord of The River Gate (Drowned One, C4): AC 5 MV 6" HD 5 HP 36 #AT 1 DAM 1d10 SA: disease (10% chance per successful strike), stench (2" r, save vs. poison or attack & defend at -1), clerical spells; SD: spell immunity (sleep, charm, illusion), ½ damage from fire, cannot be turned; SW: 2x damage from cold & electricity; AL CE INT Low SIZE M XPV 465. The Lord wears a **ring of protection +2**, and has memorized the following spells: *command*, *curse*, *darkness*, *chant*, *hold person*.

The Castellan (Drowned One, C3): AC 7 MV 6" HD 5 HP 30 #AT 1 DAM 1d10 SA: disease (10% chance per successful strike), stench (2" r, save vs. poison or attack & defend at -1), clerical spells; SD: spell immunity (sleep, charm, illusion), ½ damage from fire, cannot be turned; SW: 2x damage from cold & electricity; AL CE INT Low SIZE M XPV 435. The castellan's spells include *cause fear*, *darkness* and *silence* 15' r.

Drowned Ones (x11): AC 7 MV 6" HD 5 HP 23 each #AT 1 DAM 1d10 SA: disease (10% chance per successful strike), stench (2" r, save vs. poison or attack & defend at -1); SD: spell immunity (sleep, charm, illusion), ½ damage from fire, cannot be turned; SW: 2x damage from cold & electricity AL CE INT Low SIZE M XPV 235 each.

The altar has been inset with jet, jade, blood agate and silver. PCs destroying the altar can recover 30 gems worth 10 gp each, 10 gems each worth 50 gp, and 150 gp worth of silver. Destruction of the evil altar will also gain good clerics or paladins a +500 xpv bonus.

34. Throne Room

The Lord of the River Gate used to sit in audience here, pronouncing sentences on captives. The room is quite spartan, with the only object of note being the water logged and rotting throne that sits on a dais. The throne is painted gold, but is actually worthless. However, it is attached to the floor, and rotating the throne 360 degrees to the left opens the secret door behind it. Rotating it 360 degrees to the right will then close the door.

35. Treasure Trove

Four stone guardians are located in this chamber, one in each corner. They animate and attack any intruder that enters more than 20' into the room. The treasure kept here is held in three distinct chests. Each has rusted substantially, so any rough handling Of the chests will cause them to break apart.



Artist: Dean Spencer

Chest #1: A wooden chest holding moldering canvas sacks mixed with 2,046 cp and 1,238 sp. A moldy, leather pouch holds 100 gp. Wrapped in some rotting wool at the bottom of the pouch are 6 gems worth 100 gp each.

Chest #2: A tarnished silver coffer worth 250 gp if cleaned up. Coins (70 pp and 206 gp) lay atop a pile of putrid, old silk that hides 36 pearls (50 gp each).

Chest #3: A steel box, it is rusted shut. Inside the box are: a wrought gold necklace (1,100 gp), a silver bracelet (200 gp) and a silver flagon decorated with obsidian (1,500 gp). Below these is a waterlogged, ruined mass of vellum; the remains of a spell book.

Stone guardians (x4): AC 2 MV 10" HD 4+4 HP 24 each #AT 2 DAM 1d8+1/1d8+1 SD: ¼ damage from edged weapons, no damage from normal missiles, ½ damage from cold, fire, and electrical-based spells, immune to poison & hold, charm, paralyzation, and fear; SW: *Stone to flesh*, *transmute rock to mud*, *stone shape*, or *dig* spells kill instantly with no save; AL N INT Non SIZE M XPV 610 each.

36. Guard Room

Four feet of water has flooded the room. Rotted and destroyed furniture is intermixed with the 6" of mud on the floor.

37. Storage Room

The water in this room (3' deep) is inhabited by an evil spirit: a young woman that was hiding when the elementals flooded the dungeon. Once a plaything of the Lord of the River Gate, she now manifests as a water weird and exacts vengeance upon any living creature that chances upon the room.

Water weird: AC 4 MV 12" HD 3+3 HP 21 #AT 1 DAM 0 + drowning SA: strike as 6HD creature, drowning; SD: receives only 1 HP damage from sharp weapons, reforms in 2 rounds, 1/2 or no damage from fire, cold slows it; SW: *purify water* slays it; AL CE INT Very SIZE L XPV 454.

38. Junction

This area has 1' of water in it, just enough to conceal a patch of green slime directly in front of the west door.

Green slime: AC 9 MV 0" HD 2 HP 12 #AT 0, DAM n/a, SA: dissolve flesh (in 1d4 rounds) & armor (plate mail in 3 rounds); SD: cannot be harmed by weapons; AL N INT Non SIZE M XP 634.

39. Nook

This room appears empty, and has 1' of water on the floor. A crystal ooze is passing through, searching for prey. It will attack any creature moving past its location.

Crystal ooze: AC 8 MV 1"/3" HD 4 HP 17 #AT 1 DAM 4d4 SA: save. vs. poison or be paralyzed, 75% invisible in water; SD: unharmed by acid, cold, heat or fire, blows from weapons do only 1 point of damage per hit, wooden weapons are affected by the corrosive poison unless a save vs. acid (per hit) is used; AL N INT Animal SIZE M XPV 293.

40. Storage Room

This room is almost dry, with just enough water to splash underfoot. Boxes, barrels and bags have all moldered into a putrid sludge. There is nothing here to interest adventurers.

41. Storage Room

This room is similar location #40, above, with one exception. If PCs undertake a painstaking search of the sludge, they will find a tarnished, but functional, bronze dagger.

42. Torture Chamber

With 2' of water on the floor, the rack, iron maiden and other devices in the room make it clear that this is a torture chamber. Seven disfigured and mangled bodies are present, the remains of the adventurers that freed the Lord of the River Gate and the Drowned Ones. These unfortunate souls are now a rare form of undead, *Tortured Ones*. They attack immediately.

After defeating the Tortured Ones, a search through the water and muck will reveal the gear and treasure that the adventurers had when captured. There are four sets of armor present, 2 suits of chain mail and 2 suits of plate mail (one of which is **plate mail +1**). Three shields may also be found (one is a **shield +1**, another is a **shield +2**). There are two ruined longbows and two quivers of arrows (all arrows appear ruined, but careful examination reveal that 4 are in good shape, these are **arrows +1**.) Three long swords, three daggers, a battleaxe, and a footman's mace can also be salvaged. In the former adventurers' various purses and backpacks are 4 vials of holy water, a silver holy symbol, 66 sp, 150 gp, 32 pp, and 7 gems worth 100 gp each. One of the undead still wears a **ring of the ram** (7 charges); another has a platinum anklet worth 500 gp.

Tortured ones (x7): AC 10 MV 9" HD 1+3 HP 8 each #AT 1 DAM 1d4 + pain (save vs. paralyzation or suffer pain so intense suffer -2 to hit, damage, initiative & AC, and unable to perform fine motor skills like archery, spell casting & picking locks, duration 1d3 rounds) SA: Pain; SD: spell immunity (cold, charm, sleep, poison & illusions), ½ damage from piercing & slashing weapons; SW: turned as shadows; AL CE INT Non SIZE M XPV 68 each. [New monster, see appendix.]

43. Guard Room

There is 4' of water in this room, which conceals four very large giant leeches.

Giant leech (x4): AC 9 MV 3" HD 4 HP 24 each #AT 1 DAM 1d4 SA: blood drain 4 hp/rd after a bite, cause disease 50%, anesthetic bite; AL N INT Non Size M XP 206 each.

Appendix: New Monsters

Animated Weapon

Frequency: Rare

No. Appearing: varies (typically 1d4+4 or more)

Armor Class: 4

Move: 12"

Hit Dice: 3 (24 HP)

% in Lair: 100%

Treasure Type: n/a

No. of Attacks: 3/2

Damage/Attack: by weapon type +1

Special Attacks: attack as a 7th level fighter

Special Defences: limited spell immunity

Magic Resistance: Saves as "metal hard"

Intelligence: n/a

Alignment: Neutral

Size: Small

Psionic Ability: nil

Level/X.P. Value: IV/177 xp



Artist: V-Shane

These magical constructs, typically in the form of a sword, were common guardians in the days of old. Magic-users and clerics both had the ability to animate weapons, although the spells and rituals once used to accomplish this appear to be lost.

Only melee weapons may be animated (i.e. no bows, crossbows, slings, etc.) Animated weapons exhibit a limited form of flight, whirling and dancing through the air to attack. They are unable to rise more than 12' off of the ground. However, they are able to "fly" above water, mud or other less-than-solid surface.

Animated weapons are treated as +1 weapons for hit determination, and cause the same base damage as a normal weapon of their type, albeit with a +1 damage bonus. Once its hit points have been depleted, the animated weapon will be ruined and fall to the ground, suddenly corroding, splintering and warping. Being ruined beyond repair, they cannot then be picked up and used.

Being an animated construct rather than a living creature, animated weapons are immune to sleep, charm, ESP, or spells that only affect living things (e.g. magic missile). Furthermore, animated weapons do not save using the "monster" saving throw table, being instead classified as "metal hard" under the DMG object saving throw table.

Tortured Ones

Frequency: Very rare

No. Appearing: 1d8

Movement Rate: 9"

Armor Class: 10

Hit Dice: 1+3

No. Attacks: 1

Damage: 1d4 + pain

Special Attacks: Pain

Special Defences: Spell immunity, resistance to piercing & slashing damage

Magic Resistance: Standard

Intelligence: Non-

Alignment: Chaotic Evil

Size: Varies (typically M)

Psionics: nil

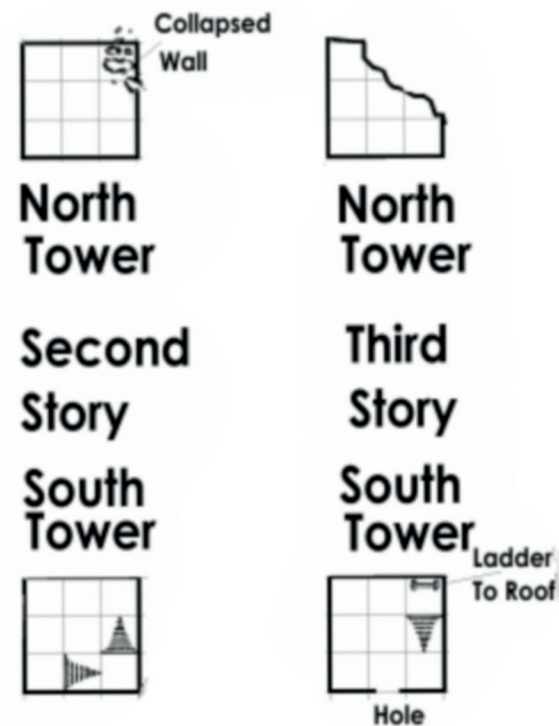
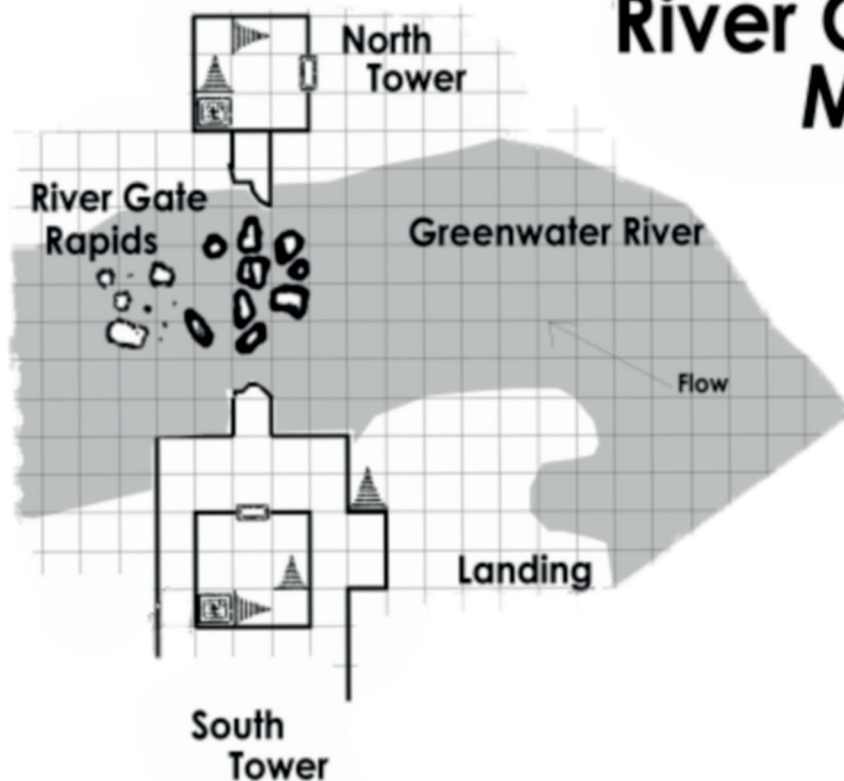
Level/Experience Value: III/52 xp + 2 xp/hp

Created spontaneously, when individuals are tortured where their souls might be trapped (e.g. a dungeon, an evil temple), these types of rare undead appears as broken, mutilated beings. They are in constant agony, and aim to transfer their pain to living beings through their touch. Tortured Ones mindlessly attack living creatures in order to temporarily relieve themselves of their pain. When a Tortured One touches a living being the target must save vs. paralyzation, with failure resulting in the victim feeling wracked by agonizing pain. The pain prevents the victim from being able to perform fine motor skills like archery, spell casting & picking locks, and has a duration of 1d3 rounds. In addition, victims of the attack suffer a penalty of -2 to hit, damage, initiative and AC, and lose all dexterity bonuses. Being undead, Tortured Ones are highly resistant to physical damage, taking only ½ damage from piercing and slashing weapons. Similarly, Tortured Ones have the limited spell immunity that is common to all undead (immune to cold, charm, sleep, poison & illusions). Tortured Ones are turned as shadows.

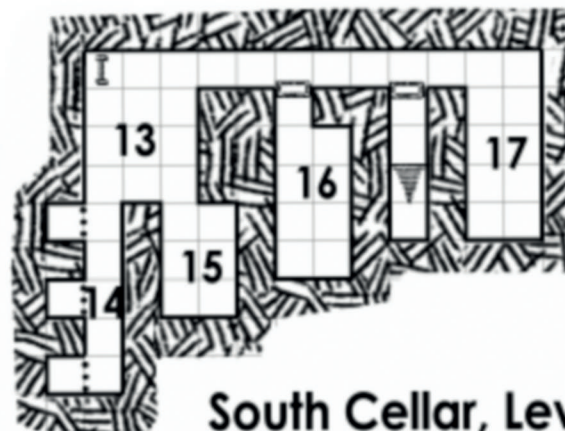


Artist: Nathan Winburn-Skortched Urf

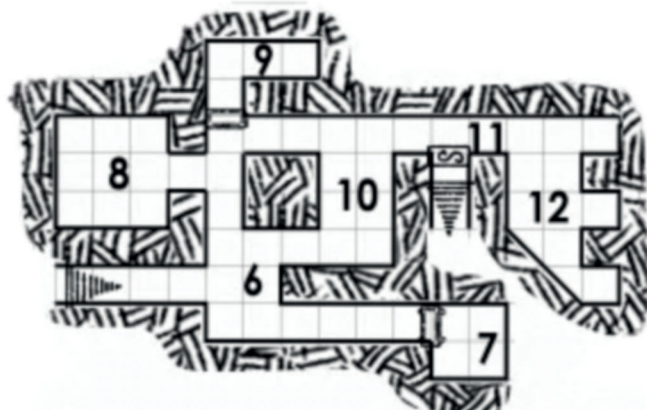
River Gate Ruins Map 1



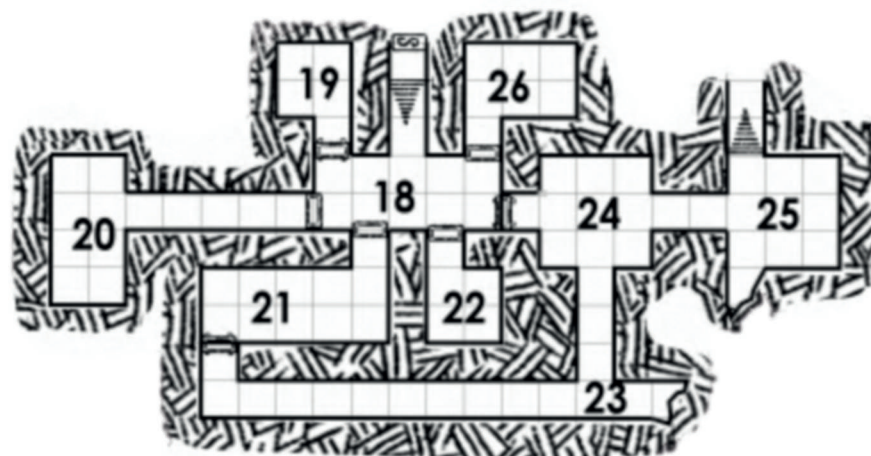
North Cellar, Level 1



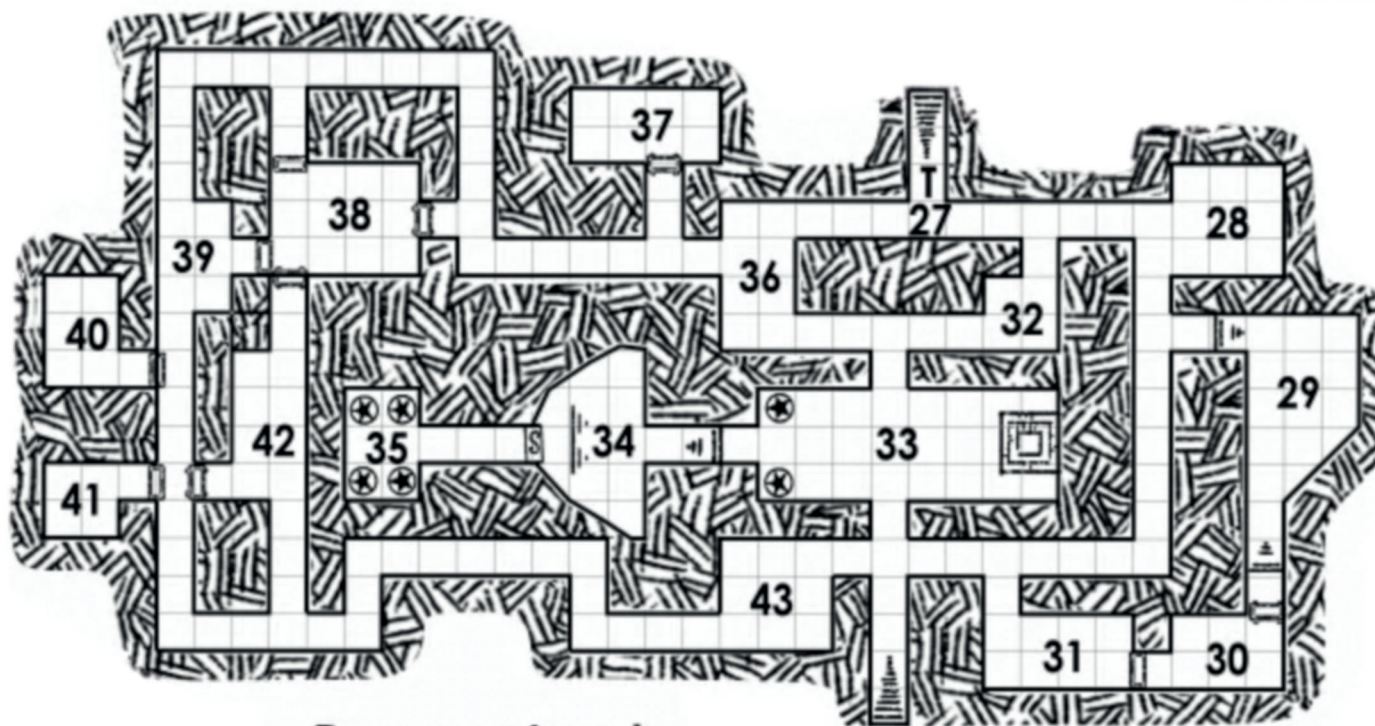
South Cellar, Level 1



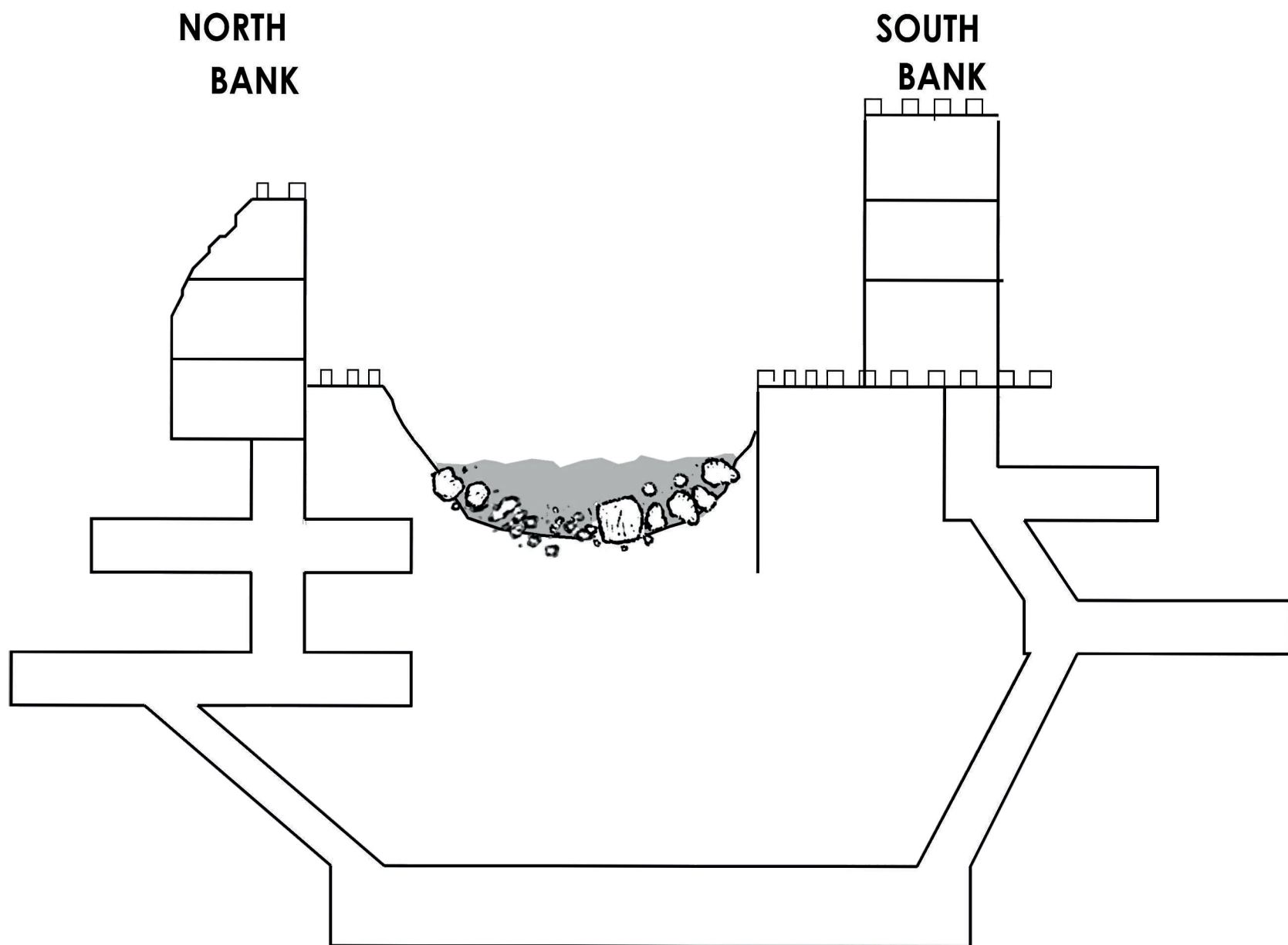
North Cellar, Second Level



South Cellar, Second Level



Dungeon Level



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