

FREE



Footprints

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Premier
Issue!

Contents

Keeper of the Old Faith: An AD&D module for characters levels 9-14..... 2
by Bill Silvey

The Weight of Coins in AD&D..... 7
by Jeremy Goehring

Critical Hits & Fumbles..... 9
by Steve "bloodymage" Willett

Short Fiction: The Ravager..... 12
by Alphonso Warden

REGULAR OFFERINGS

A Second Look: The Mask- A covert class..... 13
by Robert Doyel

Wandering Monsters: Two critters to bedevil your PCs..... 17

Product Review: Dungeon Module N1: Against the Cult of the Reptile God..... 19
by Lorne Marshall

Create Food & Drink..... 21

Pseudo Dragon: Gaming Humor..... 25

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% in Lair:

Thirty years ago a phenomenon started in gaming circles around the country. Many of the gamers of the time, grizzled old wargamers for the most part, dismissed it as a 'fad'. Nobody would want to spend time playing a game that was more imagination than hardcore rules and miniatures, right? This "Dungeons & Dragons" would pass from the scene quickly, they surmised. But when the "Advanced" game came along, everyone was taken by storm and the hobby was changed forever.

What about now? Has the 'fad' of Advanced Dungeons & Dragons faded away? Things did look bleak only a few years ago, but in the past two years, yours truly has witnessed a renaissance among AD&D and its fan base. Rather than going quietly into that dark night, it has returned with a vengeance! Support is growing through fan publications, the Internet, and several companies have discussed issuing modules and supplementary books for the game we love! Yes indeed, today is a GOOD time to be a fan of Advanced Dungeons & Dragons!

This e-zine is a perfect example of this reinvigoration of the "milieu" (to quote the Master, Gary Gygax)! As a trial magazine our current schedule is three times a year, but if the influx of submissions is any indication, we can expect this schedule to increase soon. But don't let us rest comfortably; keep sending in those submissions!

Footprints is dedicated to Advanced Dungeons & Dragons foremost but we will print articles on any of the OOP versions of D&D that are submitted. Two columns will be specifically dedicated to the variant versions of the original D&D/AD&D; "A Second Look" will cover articles pertinent to the revised second edition of AD&D circa 1989 and "Eldritch Arcana" will emphasize both the 'grand-daddy' game of OD&D as well as the various successors bearing the names Basic-Expert-Companion-Master-Immortals and Rules Cyclopeda. All submissions on these topics are welcome!

This section, "% in Lair" will be where I (and sometimes the Assistant Editors) will rant about various pertinent topics of the day. "FootNotes" will appear next issue with letters from readers giving us their take on the format of the 'zine. Like it? Don't like it? Tell us! Remember, without eternal vigilance, it can happen here!

"Create Food & Drink" will be a regular recipe column for those hungry gamers who want a game snack that's a change from the usual Cheetohs and Mountain Dew! "Pseudo Dragon" will be for humorous art & stories of a AD&D gaming nature, and "Wandering Monsters" will give you a monster or two every issue to keep your players on their toes!

I could ramble on, but I don't want to give away ALL of what's to come. So, keep reading, and I'll see you next issue!

-Mike

DD0: Keeper Of The Old Faith

An Adventure for character levels 9-14

By Bill Silvey

INTRODUCTION:

This adventure module is intended as a short side-adventure for an ongoing campaign, or it may be played as a stand alone module. It is best if 3-4 characters of high level play; smaller groups (even with higher levels than those suggested) may find a difficult time playing.

BACKGROUND:

The canoness of the local Temple of St. Cuthbert has called you before her with a request: rumors have spread that the bishop of a Temple in a nearby city may in fact be dealing in the black arts to an unwholesome end. She would see to the disposal of this issue herself, but pressing matters require her attention within her own abbey. Therefore she has requested that you, warriors and adventurers of renown, investigate. If it is found that the bishop is in fact working with corrupt forces, then the player characters are to apprehend or subdue him if possible and bring him back to the canoness for judgement. Blessings of the church and rewards as fit will be forthcoming no matter what the outcome.

NOTES FOR THE DUNGEON MASTER

The bishop has in fact been entrapped by magic jar spell, and the horrible soul of a lich has possessed him. Ages ago, before the evil magic-user/cleric who became the lich made his apotheosis, he used feign death so that he would be interred in the mosoleum beneath the

temple. From there, he undertook to use his spells and potions he had buried with him to make the transformation. As the years have worn on, he has become bored with his current situation and decided to get the attention of the bishop by use of a *Move Earth* spell. The bishop entered the catacombs and was ensnared by the lich.

Now free from his mouldering body, the lich has slowly been plotting and planning a special horror for the faithful of the temple. Within but 12 hours of the character's arrival, the "stars will be right" and the lich can enact his terrible plans. He plans to summon and bind a demon of great power through use of a cacodemon spell, and tap the demon's power for his own use.

To increase the power of the demon summoning, the lich plans to murder all of the worshippers during a midnight mass, draining their blood for use in the terrible ceremony.

Read the following to the player characters:

"When you arrive at the temple, it is mid-day. The bishop greets you warmly and asks that you enter and will in general be very hospitable. When asked about his faith and any black dealings, the bishop laughs and says: "Of course, I have had some dealings with the forces of darkness - they've met the end of my mace many times! But as to congress with demons and devils? Nonsense. I of course keep a

small library of tomes regarding the nature of evil and evil creatures, and have recently been studying them, but there is little more than that to tell. The canoness must have heard from a worried peasant who saw me pacing in my chambers, reading a deomonomicon or some such."

The Bishop will make light conversation, deflecting the rest of the questions with similar glib answers, but after a half hour or so, politely excuse himself and tell the characters he must prepare for the midnight mass. If any of the characters are of the faith, or wish to attend, he will warmly accept their offer and tell them to return at a quarter-to-midnight that evening. Of course, he plans to give the congregation poisoned sacramental wine, and will gladly kill investigating characters as well.

If the characters somehow foil this attempt the lich will flee in the possessed body, return to the catacombs, leave the bishop's body, and then sacrifice it to the demon summoning.

Note: A detect evil or know alignment spell may reveal something is amiss, but the results will be unclear as the bishop is possessed.

Map Key:

1. THE TEMPLE PROPER

This is a large room filled with pews, holy symbols of Cuthbert, and a large altar with a statue of the Saint next to it, and a locked chest containing temple donations sits before it. An obvious trapdoor in the floor before the altar is used to place the chest in should the need arise.

At midnight, the temple will have anywhere from 20-50 worshippers. The player characters arrive just prior to the drinking of the sacramental wine; the "commoners" who make up the congregation make a successful save v. poison on a roll of 18 or better on 1d20. If the player characters drink of the wine, standard saving throws apply. However, the first few of the congregation who fail their saving throws may well alert the characters that something is wrong.

2. BISHOP'S QUARTERS

These are the living quarters of the bishop. Unremarkable, they are comfortably appointed. A huge chest sits along the east wall.

The bishop's quarters are as they seem. Within the locked chest are spare vestments, the bishop's mace +2, and a palimpsest with four scrolls within: *Heal*, *Raise Dead*, *Cure Serious Wounds* and *Cure Light Wounds* (x4).

3. OLD CATACOMBS

The once grand entryway into this mausoleum is collapsed and choked with rubble. The only clear pathway into it is along a ledge that borders a fissure in the floor.

The ruin in the atrium of the mausoleum is the result of the *move earth* spell used by the lich. Progress further requires a save v. death to move along the ledge without slipping in. A success indicates that the other side was gained. Failure indicates that a character has fallen in; the fissure is 60 feet deep.

Any characters who enter here without the lich's knowledge will trigger an alarm spell. The lich will enter the room in 1-6 rounds, pass out of the bishop's body and back into it's own phylactery (unless such

is destroyed) and prepare to do battle with the characters.

If the players remain in the temple proper to assist any of the fallen parishoners, the bishop will retreat to his chambers using the excuse that he is going to get healing potions and neutralize poison potions. He is of course attempting to summon the demon.

If for some reason the characters give the lich time to sacrifice anyone, including the bishop, and then go to the temple below, they will be greeted by the lich and what it has summoned: a Type VI demon.

If encountered while within the bishop's body, the lich's statistics are as follows: AC: 0, MV: 9"; HD: 11; HP: 53; #ATT: 1; DM: 4-9. The bishop wears +3 plate mail beneath his holy vestments, and carries a +2 footman's mace. A pouch on the body contains 2 vials of holy water and the keys to the chests in Areas 1 and 2.

If encountered in its true form, the lich's statistics are as follows: AC 0; MV 6"; HD: 11; HP 53; #AT 1; DMG 1-10; SA: Paralyzing touch; Appearance causes fear to any creature below 5th level; SD: +1 or better weapon needed to hit.

In either form, the lich is immune to *charm, sleep, enfeeblement, polymorph, cold, electricity, insanity and death spells/symbols.*

The lich may cast the following spells at the 18th level of experience.

1st Level Spells

Alarm
Burning Hands
Charm Person
Feather Fall
Sleep

2nd Level Spells

Darkness 15' Radius
Detect Invisibility
Scare
Stinking Cloud
Wizard Lock

3rd Level Spells

Continual Darkness
Fireball
Fly
Protection from Good, 10' Radius
Slow

4th Level Spells

Charm Monster
Fear
Fire Trap
Polymorph Other
Wizard Eye

5th Level Spells

Animate Dead
Magic Jar
Telekinesis
Teleport
Wall of Iron

6th Level Spells

Globe of Invulnerability
Move Earth
Project Image

7th Level Spells

Cacodemon
Power Word, Stun
Vanish

8th Level Spells

Bigby's Clenched Fist
Symbol

9th Level Spell

Meteor Swarm

Locked in the lich's coffin are the following items:

6000 ep
Platinum Necklace - 2000 gp
Bejewelled Silver Necklace - 1000 gp
Silver Headband - 300 gp
Silver Earring - 200 gp
Bejewelled Platinum Ring - 8000 gp,
Bejewelled Silver Decanter - 1000 gp
Platinum Earring - 1800 gp
Bejewelled Silver Earring - 4000 gp
Silver Necklace - 200 gp
Bejewelled Silver Headband - 3000 gp
Bejewelled Silver Belt - 6000 gp
Bejewelled Silver Belt - 1000 gp
Bejewelled Gold medal - 5000 gp
Platinum Pin - 1600 gp
Bejewelled Silver Belt - 4000 gp
Silver Bracelet - 300 gp
Gold Buckle - 1200 gp
Gold Medallion - 900 gp
Bejewelled Gold Necklace - 5000 gp
Silver Medallion - 300 gp
Silver & Gold Ring - 400 gp
Bejewelled Silver Medal - 2000 gp
Bejewelled Platinum Medallion - 12000 gp
Magic-User Scroll (*Light, Magic Missile, Protection from Evil, Gust of Wind, Explosive Runes, Monster Summoning III*)

Also, a shield +1, and a Mace of Disruption. It will attempt to get to and use these items only as a last resort as it is loathe to engage in melee combat.

If summoned, the statistics for the Demon are:

TYPE VI DEMON: AC -2; MV 6"/15"; HD 8D8+8; HP 60; #AT 1; DMG 2-13; SA See Below; SD +1 Weapon or better to hit; MR 75%; INT Highly; AL CE; SIZE L; THAC0:12; Whip & Flame (2-12/3-18/4-24 Dependant on Size); Darkness 10' Radius;

Spells: Fear (as the wand), Detect Magic & Invisible Objects, Read Magic & Languages, Pyrotechnics, Dispel Magic, Suggestion, Telekinese 6,000 gp Weight, Symbols of: Fear, Discord, Sleep or Stunning

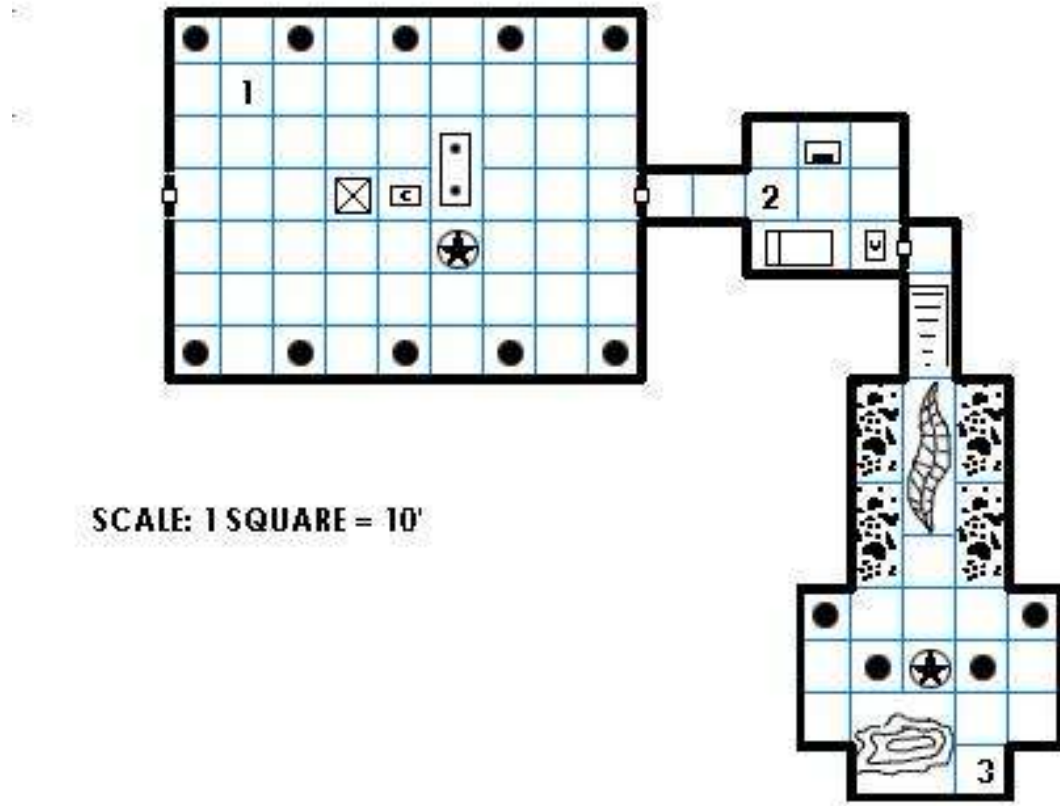
Can divide attacks among 3 opponents; Type IV or greater are immune to non-magical weapons; Spells: Darkness, Teleport (no error), and Gate.

Can't be subdued; Infravision; half damage from cold, electricity, dragon or magical fire, and gas. Can converse with any intelligent creature.

Note that the lich has made all preparations for the cacodemon spell other than the blood sacrifice and will thus only require one turn to complete the spell!



Map for DD0: Keeper Of The Old Faith



The size and weight of coins in AD&D

By Jeremy Goehring

One of the common myths of Advanced Dungeons & Dragons is the theory that the 1 coin = 1/10th of a pound rule is 'too heavy' for real coins. I can't count the times that players and DMs alike have griped about the unrealistic game description of coin encumbrance. In the article below, Jeremy Goehring puts forward a mathematical system that provides ample justification to the AD&D rule. -- Mike

In AD&D 1st edition, 1 coin is equal to 1/10 of a pound of weight (page 9 of the PHB), and there are no official size measurements (although the different types are all roughly the same size and weight, as given on page 35 of the PHB). I did some calculations to see if I could determine the approximate size of a gold coin. What I came up with is a 22 karat gold coin that is 3 mm. thick and 3.268 cm. in diameter. That is about twice the thickness and 9 mm. larger in diameter than a United States quarter.

The following is the method that I used to come to that result:

First I found the densities (in grams per cubic centimeter) of the various metals:

Copper.....	9.0 g/cc.
Silver.....	10.5 g/cc.
Gold, pure.....	19.3 g/cc.
9 kt.....	10.9 - 12.7 g/cc.
14 kt.....	12.9 - 14.6 g/cc.
18 kt.....	15.2 - 15.9 g/cc.
18 kt white.....	14.7 - 16.9 g/cc.
22 kt.....	17.7 - 17.8 g/cc.
Platinum.....	21.4 g/cc.

(FYI, a karat, when used with gold, is the number of parts out of 24 by weight that is gold. So, a gold alloy that is 18 parts gold and 6 parts silver is 18 karat gold, whereas pure gold is 24 karats.)

Most coins were not made of one pure metal (i.e., silver coins were usually not 100% silver) and the exact ratio of metals changed between cultures and time periods, so the exact density of the metal in each coin is left up to speculation. One source I came across said that silver was commonly alloyed with copper, but the ratio was not specified. Other metals commonly used in alloys in ancient/medieval times include tin, zinc, nickel, lead, and iron. Electrum is a naturally occurring alloy of gold and silver; the ratio seems to vary between 66% gold/33% silver to 46% gold/54% silver.

For my calculations I went with an almost pure gold coin (about 22 karats) alloyed with silver and copper for an average density of about 18 g/cc. If you want the coins in your game to be less pure, then they will be less dense and you will end up with a larger and slightly lighter coin.

Now that I had the density of the coin, I needed to find the mass. A coin is 1/10 of a pound in AD&D. 1 pound = 16 ounces, 1/10 of a pound = 1.6 ounces, 1.6 ounces = approx. 45.36 grams.

The volume: 45.36 grams at 18 grams per cubic centimeter yields 2.52 cubic centimeters. 2.52 cubic centimeters = 2520 cubic millimeters.

The shape: A coin is nothing more than a very short cylinder; the formula for finding the volume of a cylinder is $(V = (\text{Pi})R^2h)$ where V is volume (2520 cubic mm.), Pi is 3.1459, h is the height (which I decided I wanted to be twice as thick as a quarter, i.e. 3 mm.), and R equals the radius; this is the value that is unknown.

By applying this formula (I will not list all of the steps), I came up with a radius of 1.634 cm. Twice this amount is the diameter, 3.268 cm.

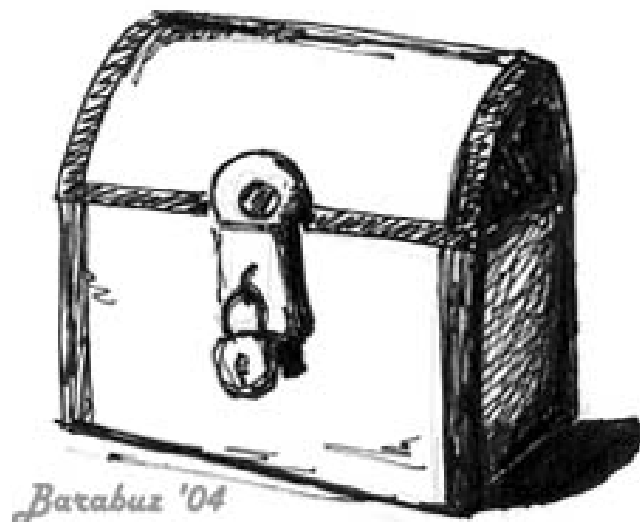
End Result: A gold coin is a 22 karat gold/silver/copper alloy, weighs 45.36

grams (about 1.6 ounces), is 3 mm. thick, and 3.268 cm. (about 1.29 inches) in diameter.

This same method could be used to find the volume, weight, or shape of any of the other coins. Silver and copper coins are less dense than gold coins, so they will probably be a little larger and a little lighter than gold coins. Conversely, platinum coins will be a little smaller and heavier than gold coins. Even though these coins may not weigh exactly 1/10 of a pound, their encumbrance value will still be 1 g.p. weight due to their smaller/larger size.

Resources:

- <http://www.24carat.co.uk/goldalloyswhatisacarats.html>
- <http://www.culture.gr/nm/presveis/Pages/info/Reference/Production1.html>
- <http://dougsmith.ancients.info/acmsize.html>
- <http://www.elmhurst.edu/~chm/vchembook/125Adensitygold.html>
- <http://esty.ancients.info/numis/>
- <http://www.howstuffworks.com/question64.htm>
- <http://www.limun1td.com/numismatica/articles/electrum-coins.html>
- <http://www.mindat.org/gallery.php?min=1365>
- http://www.supermalta.com/en-us/pg_19.html



Critical Hits & Fumbles

By Steve "bloodymage" Willett

There's just something indescribably exhilarating about the rolling of the 'critical hit'; and just as agonizingly exhilarating is the roll of the 'Fumble'. Steve Willett has given us his tables below for a sample of his take on this subject. -- Mike

Critical Hits

If a player rolls a natural 20 on his "to hit," he rolls again. If he rolls well enough to score what would be a second hit, he rolls percentiles under the Crit % below. If he rolls a second "natural 20" he rolls percentiles for a Gnarly Crit (another percentile roll is usually required for a final result). If a natural 20 is required to hit in the first place, it will take a second hit (another "natural 20") to Crit and a third "natch" to deliver a Gnarly Crit. This chart applies equally to player characters, NPCs and monsters. The DM should adjudicate any result that does not make sense for a given situation as close to the given result as possible. Alternately, the result can be re-rolled.

Crit %	Gnarly Crit %	
01-50	01-25	+1 die of damage
51-75	26-50	max damage
76-83	51-58	2x base damage + bonuses (example: 1d4x2 +1 Str +1 weapon)
84-90	59-65	2x total damage <u>including</u> bonuses (example: (1d4 +1 +1) x2)
91-96	66-71	3x base damage + bonuses
97-00	72-75	3x total damage <u>including</u> bonuses
	76-77	shatter opponent's weapon: if a weapon fails a save vs. <i>crushing blow</i> , opponent loses weapon.
	78-82	opponent stunned 1d4 rounds, opponent -2 "to hit," attacker +2 "to hit," re-roll on Crit %
	83-86	minor break, re-roll on Crit % (DM: 75% strike side, 25% off side)
	01-50	break 2d4 teeth
	51-75	break jaw, opponent -1 "to hit" from pain
	76-90	break 1d3 ribs, -2 "to hit"
	91-98	larynx pierced/bruised, no speech 7 +2d4 days
	99-00	break 1d3 fingers, -2 "to hit"/damage, save vs. <i>Paralyzation, Poison or Death Magic</i> every attack to not lose weapon
	87-90	minor sever, lose 1 hp/round, re-roll on Crit %
	01-72	sever ear
	73-85	put out left eye
	86-90	put out right eye
	91-00	sever 1d2 fingers on weapon hand, save vs. <i>Paralyzation, Poison or Death Magic</i> or lose index finger

Crit % **Gnarly
Crit %**

- 91-93 unconscious 1d10 rounds, re-roll on **Crit %**
 94-96 major break, varied effects, re-roll on **Crit %**
 (**DM:** 75% strike side, 25% off side)
 01-15 break wrist, save vs. *Paralyzation, Poison or Death Magic* or
 lose weapon
 16-30 break lower arm, save vs. *Paralyzation, Poison or Death*
 Magic or lose weapon
 31-45 break elbow, save vs. *Paralyzation, Poison or Death Magic*
 or lose weapon
 46-60 break upper arm, save vs. *Paralyzation, Poison or Death*
 Magic or lose weapon
 61-75 break shoulder, save vs. *Paralyzation, Poison or Death*
 Magic or lose weapon
 (**DM:** 50% right side, 50% left side)
 76-81 break ankle, save vs. *Paralyzation, Poison or Death Magic*
 or fall
 82-85 break lower leg, save vs. *Paralyzation, Poison or Death*
 Magic or fall
 86-91 break knee, fall, no save
 92-94 break femur, fall, no save
 95-97 break hip, fall, no save
 98-99 crush/tear larynx, permanent speech loss, no save
 00 break back, save vs. *Paralyzation, Poison or Death Magic*
 for 1d4 days paralysis, otherwise permanent
- 97-98 major sever, -3 +1d4 hp/round loss until 0 hp, then d4/round thereafter,
 re-roll on **Crit %** (If death occurs at 0 hp, loss is d4/round)
 (**DM:** 75% strike side, 25% off side)
 01-75 open artery
 76-80 sever 2 +1d2 fingers, save vs. *Paralyzation, Poison or Death*
 Magic or lose index finger
 81-84 sever thumb, drop weapon
 85-88 sever at wrist
 89-91 sever at elbow
 92-94 sever at shoulder
 (**DM:** 50% right side, 50% left side)
 95 sever at ankle, save vs. *Paralyzation, Poison or Death Magic*
 or fall
 96-99 sever at knee, fall
 00 sever at hip, fall

Crit % **Gnarly
Crit %**

99-00	instant death, re-roll on Crit %
01-30	heart pierced/ruptured, save vs. <i>Paralyzation, Poison or Death Magic</i> for 2x artery damage above, otherwise, instant death
31-60	decapitated/skull crushed, save vs. <i>Paralyzation, Poison or Death Magic</i> for 2x artery damage above (jugular opened), otherwise, instant death
61-89	lung punctured, death in 1d10 rounds, no save
90-98	break neck, save vs. <i>Paralyzation, Poison or Death Magic</i> for permanent paralysis, otherwise, instant death
99	heart pierced/ruptured, instant death, no save
00	decapitated/skull crushed, instant death, no save

Note: If the attacker is right-handed, "strike side" is the defender's left.

Fumble Table

d%

01	roll again twice, ignore & re-roll 01, 99, 00
02-06	fall, stunned 1d4 rounds, opponent +4 "to hit"
07-11	fall on back, recover in 1d2 rounds, opponent +2 "to hit"
12-16	fall, lose action next round, opponent +2 "to hit"
17-21	injure self, roll normal damage, add appropriate bonuses
22-26	injure self, ½ total damage as above, including appropriate bonuses (max/2)
27-31	injure companion, roll normal damage as above
32-36	injure companion, ½ total damage as above
37-41	break weapon, head (or blade, bow, wrist, etc.)
42-46	break weapon, shaft (or blade, bowstring, finger, etc/)
47-51	entangled w/ companion 1d2 rounds, opponents +2 "to hit"
52-56	entangled w/ opponent 1d4 rounds, no attacks next round, each "to hit" -4 while disentangling during remaining rounds
57-61	stumble into opponent's weapon, ½ total damage including magic bonuses only
62-66	stumble, knock companion down, companion as 12%-16% above
67-72	stumble, lose action next round
73-78	lose grip, drop weapon at feet
79-83	lose weapon random direction (d8) 3d4 feet
84-88	blinded (hair, helm, leaves, etc.) 1 round, -4 "to hit"
89-93	sprain/pull weapon arm, -2 "to hit" 1d4 days
94-98	sprain/pull ankle/knee, opponents +2 "to hit" 2d4 days
99	momentary hesitation, leave opening, opponent gains additional attack during recovery, roll again "to hit" after recovery if not hit
00	momentary hesitation, no opening, recover, roll again "to hit"

Short Fiction: The Ravager

by Alphonso Warden

Centuries ago, a mysterious entity of unfathomable menace wholly razed the small fishing village of Kenvala. Some questioned whether the horror was spawned from the stygian ocean depths, or whether it had come from some faraway planet or dimension. This much is certain, however: only one villager lived to tell the tale of its arrival. Such a witness was a man called Calthus, a hermit who lived on the outskirts of town.

The chronicler of the hermit's account was a record keeper from the nearby town of Rivula. This is the story as it was transcribed some 200 years ago:

I was wakened on *that* day by a chorus of distant screams. I immediately emerged from my hut to ascertain what the commotion was all about. To my shock, about a mile distant was a manlike shape towering some one hundred feet. When I moved in closer to get a better look at the thing, I could see that it was composed entirely of the bodies of my fellow villagers. The individuals bound within the eldritch horror still hung on to some semblance of life, struggling to break free of their supernatural prison. It was the eyes of the creature that truly made me whimper, though. They were inky wells of blackness, each the size of a large house. As it walked, more of my townspeople were swept off their feet into the air to join with the behemoth. At long last, it spread its fifty-foot long arms and took flight at incredible speed, climbing ever higher into the sky. Soon it disappeared from sight altogether, taking with it its gruesome prize.

Many wise sages came to what was once Kenvala, as the story of its destruction soon spread wide and far. None, however, were able to formulate any concrete theories as to the malign creature's origins or reasons for coming to the once-thriving fishing village. Some remarked that it may have been some elemental force of nature, a god perhaps, come to claim its bounty of souls for all of the good fishing years that Kenvala had been blessed with recently. Others speculated that it was some alien, parasitic being that was in need of human souls to further its lifespan. One thing is certain, however: the entity termed the Ravager was never again seen on Earth.



A Second Look

This column is dedicated to the revised second edition of *Advanced Dungeons & Dragons* c. 1989

The Mask

by Robert Doyel

Ability Score Requirements: Strength 12, Dexterity 12, Intelligence 12, Wisdom 12

Prime Requisite(s): None, No experience bonuses

Races Allowed: Human (All), Half-Elf (All)

Alignments Allowed: Any

Armors Allowed: Any*

Weapons Allowed: Any*

THACO Used: As best**

Saving Throw Used: As best**

XP Table Used: Mask

Hit Points: 2d4 till 12th. +2 after 12th.

*May interfere with other abilities, but all may be used at any time

**Always uses the best available

Description:

Masks are the ultimate spy, masters of infiltration and espionage. They are the true masters of everything, having all the abilities of the four basic classes, combined with their own unique abilities, all designed to make the Mask a truly powerful individual.

Benefits:

Multi-talented: Masks have all the class abilities of Fighters, Thieves, Wizards, and Priests. However, the Mask may not be a specialty Priest, though he may be a follower, nor can he be any form of wizard specialist. Because of this, Masks can never multi-class. Also, the Mask may only become specialized with one weapon. The Mask still cannot cast wizard spells while wearing armor. None of these classes may have a kit, and none may be substituted by another class. Experience is not divided among the four classes as in the case of most multiclassed characters. Instead the Mask gains experience as a Mask, and gains a special experience award when they advance as a Mask. This "bonus" experience, must be used to increase in the class(es) which the DM and player both feel were predominantly used by the Mask during the course of the adventure(s), and it may never be used to increase a class by more than 1 level at a time in any case. The bonus award is always equal to the amount that an equal level fighter would need to advance, so that a Mask advancing to 2nd level gains 2000 XP, and then at 3rd, gains 4000 more.

Infiltration: This is the ability to disguise and impersonate, in order to study and spy upon groups of individuals. The Mask's base chance to infiltrate is 10%, +5% every 2 levels. This is rolled once per organization, guild, or group in which the character is trying to infiltrate, and the check must be made every 2 weeks normally, or as required by the DM for groups with an

exceedingly high amount of insecurity. A successful roll indicates that the Mask is able to fit in with the group. A failure in this roll could lead to expulsion, banishment or even death (at DMs discretion based on the ideology of the group). If the roll succeeds by more than 3/4 (so a roll of 25% or less if 100% was the Infiltration percentage check) then the organization being infiltrated is impressed by the Mask's suaveness and all further infiltrations within this group are made at +20%, with cumulative bonus if the Mask rolls well enough to keep "impressing". If the Mask "impresses" on 3 consecutive infiltration checks, the character is initiated as a permanent member of the group, and will remain so even if the true mission is revealed, unless alignment or personal motives are contradictory, such as the case of an evil Mask infiltrating a group of paladins. This ability is further modified as follows:

Attribute Score Required by Group*	Bonus to Infiltrate	Attribute Score Required by Group*	Bonus to Infiltrate
12-14	+0%	18 01-50**	+17%
15-16	+5%	18 51-75**	+20%
17	+10%	18 76-95**	+23%
18	+15%	18 96-99**	+26%
		18 100**	+30%

*Warrior groups require strength, wizards require intelligence, etc.

**Modifier for exceptional strength for warrior groups

Charisma of Mask	Bonus to Infiltrate*
3-4	-15%
5-6	-10%
7-8	-5%
9-12	+0%
13-14	+5%
15-16	+10%
17-18	+15%
19+	+20%



*Reverse modifiers if the group requires a low charisma

Level of Mask in Appropriate Class: +6% per level

Accuracy and amount of information known about the group, see the Research ability.

If the Mask has the Disguise, Impersonation, or Etiquette proficiency (if the type applies to the group), then the base infiltrate chance increases by 5% per proficiency, with an additional +1% per slot spent on any of these three proficiencies. An infiltrate roll of 95%+ is automatically a failure.

Non-Detection: Masks always have the wizard spell *Non-Detection* in effect, with an additional cumulative -1 penalty per 2 levels of the Mask, for those who try to see through the spell. They also radiate *Delude* with the same effects.

Languages: Masks begin with 1 language per 2 points of Intelligence (including Thieves' Cant, Alignment tongues, Undercommon and Drow sign, etc., for a cost of 2) and gain an additional language every 2 levels. This is in addition to the usual number of languages gained by race, and proficiencies.

Read Languages: 15% +5% per level +1/5 of their thief score in this ability.

Spellsense: this ability is identical to the **Spellcraft** proficiency at +1, with an additional +1 per level after first. The Mask's Spellsense ability also allows the character to determine the specifics about a magic item or the *exact* spell (level of the spell, the spells target and general effects) and also can determine wild magic areas and dead magic zones at -5 to the normal INT check. This ability also allows the Mask to see through illusions, and to determine whether a spell is in effect on a person or an area (including invisibility) at 1/2 their normal ability (rounded down). If the roll is successful in determining the nature of the spell the Mask gains a +1 to their save vs. that spell, if a saving throw applies. If it is determined that the Mask is under the effects of a mind affecting spell, then its effects are immediately dispelled. *(Note: taking the **Spellcraft** ability increases **Spellsense** by 1 with an additional +1 per 3 slots spent in addition.)*

Research: this ability allows the Mask to gather information about an organization, a single person, or even an item. In addition, this ability can be used to discover secret information, such as who stole a particular item, or where a cache of money is stored, even conspiracies in the government. Time and money are prime factors in determining how much information is learned. The accuracy of the information gained is relative to the amount of time and money spent, but is modified by +1% per level of the Mask.

Detail of Information	Minimum Time/Money	Bonus to Infiltrate	Accuracy
None	None	-35%	0%
Little	1 day/5gp	+5%	15%
Average	1 week/ 25gp	+15%	30%
Detailed	1 month/100gp	+25%	45%
Exceptional	6 months/500gp	+40%	75%
Expert (Sagelore)	1 year/1000gp	+60%	90%

Doubling the minimum amount of time or tripling the money increases the accuracy by 1/3. Both are possible, for increased effect.

If the information is inaccurate, then the information gained is treated as one level worse for detail (so that inaccurate average information becomes little information) for bonus to infiltrate. If the information gained is little, but the information was inaccurate, then the bonus

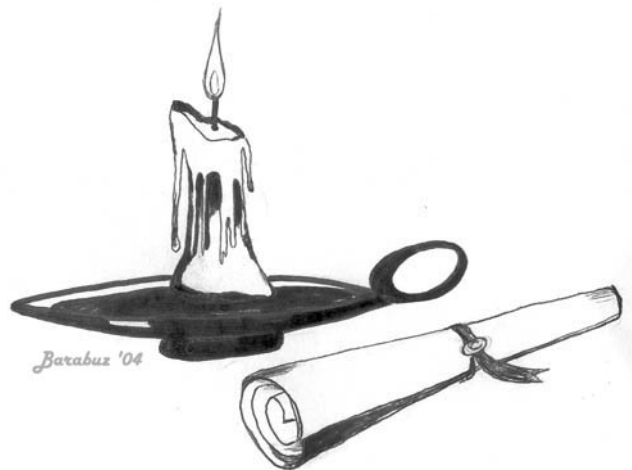
to infiltrate is only a -10% instead of -35%. On an accuracy roll of 3% or less, the information is one category better. Expert (Sagelore) becomes a +75% bonus to infiltrate in this case. On any accuracy roll of a natural 100, the information learned is automatically treated as none, with the normal -35% bonus to infiltrate. Remember, it is impossible to receive inaccurate information about something which has not been researched

Assimilation: Mask's have the ability to learn from members of other classes (besides the basic four), but only if the Mask has ALL the attribute requirements of the class the ability belongs to normally. A Mask can gain any ability that is not granted by a deity* (such as lay on hands), or is not a level delayed ability (such as shapechanging). The Mask must find someone to teach them the ability, and can gain a new one only every 3 levels (1 at 3rd, 2 at 6th) to a maximum of 3. These abilities are treated as though the Mask were only 1st level for all purposes of the use of the ability, increasing as the Mask increases accordingly. A Mask may gain 1 non-deity* granted level delayed ability as long as the character obtains the appropriate level as a Mask, and the Mask must still have someone teach him the ability, and he must meet ALL the attribute requirements of the class the ability belongs to.

*Unless the Mask is a follower of a deity, and only the abilities that deity grants.

Experience Table:

Level	XP required
1	2,700
2	5,400
3	10,800
4	21,600
5	43,200
6	86,400
7	150,000
8	225,000
9	300,000
10	600,000
+300K/Level after 10 th	

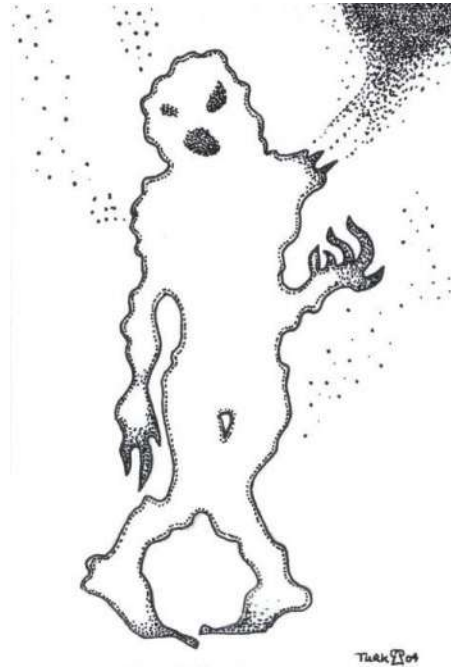


WANDERING MONSTERS

FLY HORROR

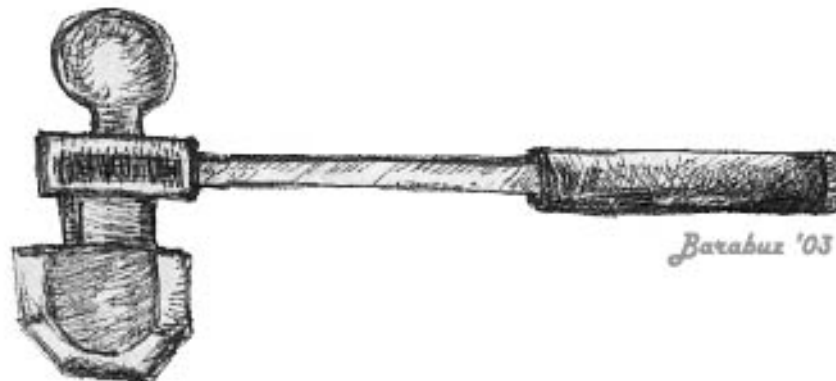
By Gene Weigel

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: 7
MOVE: 12"
HIT DICE: 4+4
% IN LAIR: 100
TREASURE TYPE: E
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-5/2-5
SPECIAL ATTACKS: Nil
SPECIAL DEFENSE: Regeneration
MAGIC RESISTANCE: Standard
INTELLIGENCE: Average
ALIGNMENT: Chaotic evil
SIZE: M
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil
LEVEL/X.P.VALUE: III/130 + 5/hp



These strange undead are found in crypts and subterranean places, almost always in association with a vampire. They are the remains of lowly servants of undead masters who have returned to a damned unlife draped in a swarm of flies, resembling a shambling humanoid-shaped mass of writhing, quivering, buzzing insectoid corruption.

When reduced to 0 hit points, Fly Horrors will fully regenerate in 10 rounds unless burned. These creatures can be turned (or destroyed) as Wights.



GUARDIAN OF THE LIGHT

By Alphonso Warden

FREQUENCY: Very rare
NO. APPEARING: 1-4
ARMOR CLASS: 2
MOVE: 12"
HIT DICE: 8
% LAIR: 100%
TREASURE TYPE: Z
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 3-12
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: +1 or better weapon to hit
MAGIC RESISTANCE: Standard
INTELLIGENCE: Very
ALIGNMENT: Neutral
SIZE: M (7' tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil
LEVEL/X.P. VALUE: VII/825 + 10/hp

A guardian of the light is a powerful being formed from the very essence of a deity's avatar. They are usually brought into being through arcane ritual, employing the liberated soulstuff of a deity's avatar, whether freely given by the deity or not. As such, very few of these creatures have ever been created; for most deities are loathe to give up any part of their vital essence regardless of the needs of their worshippers. As is obvious, the capture of a deity's avatar is a feat of Herculean proportions. Records indicate that only eight such guardians are known to have been created.

A guardian of the light appears as a 7-foot-tall humanoid shape of scintillating color. The being is always encountered bound with three others of its kind within a

prismatic wall. The guardians come in four distinct colors—green, blue, indigo, and violet. They are released into the room that they are guarding, one at a time, when the corresponding color of the *prismatic wall* they are magically confined within is brought down. For example, when the violet wall of the *prismatic wall* is destroyed, a guardian of the violet light is released to deal with the interloper(s). All guardians of the light fight on until destroyed or until the intruders leave the area that they are guarding.

Should a guardian of the light hit with both its fist attacks, the victim is subject to the following effects:

A guardian of the green light *poisons* its foes as the spell of the same name (save vs. poison negates).

A guardian of the blue light petrifies its victim as the spell *flesh to stone* (save vs. petrification negates).

A guardian of the indigo light causes insanity (save vs. wand negates).

A guardian of the violet light instantly sends its victim to a random plane of existence (DM's choice). A successful save vs. spells negates.

Editor's note: The number appearing given contradicts the text description; I have left it as-is, assuming that a smaller number might be encountered if some of their number have already been slain. Also note that the alignment is given as neutral; perhaps this should be the same as the alignment of the deity who created the creature? -- Chris

Advanced Dungeons & Dragons Product Review

Module N1, *Against the Cult of the Reptile God*

By Lorne Marshall

Editor's Note: This review contains many spoilers regarding the plot, opposition, and details of the reviewed module. The following is for DM's eyes only! -- Mike

Many enthusiasts of AD&D 1st edition view the early 1980s as the heyday of the "useful" dungeon module, when the product was made to be adaptable and not simply as a catch-all game supplement. A fine example of this utility is module N1, *Against the Cult of the Reptile God*, written by Douglas Niles with artwork by Timothy Truman.

The product itself is more or less standard for the time period, being 28 pages in length and having a map of the town setting printed on the inside of the module cover. Maps of the two dungeon levels and prominent buildings within the town are printed as a pull-out sheet in the center of the product; the DM must either pry up the staples to remove the pages without damaging them, or constantly flip pages while playing.

Against the Cult of the Reptile God was published in 1982, and is designed for a party of four to seven characters of the first to third experience levels. Having run the adventure several times, I'm inclined to say that the suggested number of heroes and experience level spread are both too low; many first-level heroes I ran through this adventure died during the dungeon crawl.

One of the more remarkable aspects of the adventure was its use of different settings.

Heroes must explore a town setting, travel through wilderness and then explore a dungeon. The three localities combine to provide role-playing, combat, and tactical challenges, testing a party well beyond the strength of its sword arms. While the story ostensibly takes place in Mr. Gygax's World of Greyhawk (the boxed set), any town near a swamp will suffice for a setting, so a DM can easily drop this module into an ongoing campaign without major revisions.

The plot is an intriguing one. Trade has withered in the once-prosperous village of Orlane. Once known for its friendly populace, the town is now filled with locked doors and suspicious stares. Entire families suddenly leave their homes, sometimes with meals still on the table. A few return, changed somehow, but many are never seen again. Rumors of a vague evil in the town attract the heroes to the village.

The root of the problem is a spirit naga; the prideful creature resides at the bottom of a slimy, two-level dungeon. The vain naga wants to set itself up as a deity, so it sends *Charmed* minions into the town to abduct townsfolk. Those who succumb to the charm become its worshippers, members of the Cult of the Reptile God, and may return to their homes and assist with the abduction of more townsfolk. Those who resist the charm become crocodile food. At the start of the adventure, nearly half the town (including the priests of the local temple and the owner of a prominent inn) is under the monster's sway.

Thus, it befalls our heroes to explore the town, speak with those townsfolk who will interact with strangers, and find out what is happening. They'll be shunned by frightened townsfolk and be welcomed with open arms by cult members; they'll find a small band of troglodytes encamped in a ruined cellar (which will seem like more inexplicable strangeness until later); and they'll also meet Ramne, a strange old hermit with a pet ferret. Ramne is, of course, a level 7 magic-user, and the ferret is his familiar (the module text describes the familiar as a 'weasel,' but in one session I had a less-than-mature player constantly making jokes about 'the old man's weasel' that detracted from the doom-and-gloom atmosphere I was trying to evoke). It is all but imperative that Ramne accompany the party on their adventure if they are to survive.

There are a few different methods by which a party might arrive at the naga's lair. Investigating the temple, the PCs will uncover a prisoner who knows about the place; staying at the inn owned by a cult member will likely get the party abducted from their beds; and an effort to track the troglodytes back to the lair (assisted by the ferret) will also lead to the dungeon.

The dungeon is unique, if for no other reason that it is located in a swamp. To prevent the halls from flooding, a group of five zombies continuously work a pump in the lowest point in the complex. The dungeon walls are of soft earth, and partial collapses are common occurrences. Similarly, the soft ground sometimes yields to a slurping mud that slows movement. One player I brought through this scenario said the dungeon had "all the stability of Jell-O™." He was concerned about being buried alive at every turn.

Foes in the complex include the naga's higher-level human followers (fighters, assassins, clerics and so forth), beasties indigenous to the area (like troglodytes, rats, and other creepy-crawlies) and a couple of surprises (a harpy, for example).

The only part of the module that I truly didn't like was the final battle with the naga itself. The monster is waiting on an island in an underground lake. When it sees the heroes approaching in a boat they discovered, the naga opens hostilities with *Fireball* and *Lightning Bolt*, which are absorbed by Ramne's *Minor Globe of Invulnerability*. If a low-level party doesn't bring Ramne, I can't imagine how they would survive this encounter. After all, diving into the water might avoid the fire, but it won't help with lightning. In any event, the monster then realizes that its magic won't work, so it devotes itself to attacking the heroes in melee when they reach the shore of the island. Even without using its magic, a 9 HD opponent is often more than a match for any low-level group, including every party with whom I played this module. I had to scale back on the naga's armor class and hit points, and cut the experience award for the monster in half.

The final battle also disappointed my players, who knew what they faced from playing in other games. Having Ramne absorb the monster's most potent attacks cheapened the victory for them.

Apart from my complaints about the final battle, *Against the Cult of the Reptile God* truly is an outstanding module. The town setting is detailed well enough to be a viable base of operations for an adventuring party well after this adventure is over, and the NPCs are portrayed clearly enough to offer logical segues into future adventures arising from the heroes' growing fame.

Create Food And Drink

Contributing Editor: Cindy Smith

*Welcome all Ye Hungry Wraiths to my little corner of **Footprints**. Let me start off by introducing myself. I am Ceara Lightbringer, and I am an Elven Ranger, of neutral good intentions. On my travels, and quests I have gathered recipes from around the world and I am delighted to have this chance to share these delicious and creative foods with you. I hope you will enjoy these first mouth-watering creations, and I look forward to bringing you more in future issues of Footprints.*

This main dish sounds like an ideal recipe for all Dungeon Campaigners to try!

Rat on a Stick

1 to 1½ lbs. ground beef
½ cup finely crushed cheddar cheese crackers
1 egg
¼ tsp. black pepper
½ lb. cheese (Colby, Colby Cheddar, or Jack Colby)
1 tbsp. honey
1 cup barbecue sauce
8 wooden meat skewers or equivalent

- For optional tails -
4 pieces spaghetti
Red food coloring

Preheat oven to 400 degrees F. Cut cheese into half-inch cubes. Impale cheese cubes on skewers, dividing cheese cubes evenly among skewers. In a large bowl, mix beef, egg, cracker crumbs, and pepper. If mixture doesn't stick together well, add 2 tablespoons milk.

Divide mixture into 8 sections. Press each section flat until 1/2 inch thick. Wrap each stick of cheese in a section of meat. Make sure there are no holes or cracks in the meat that would let the cheese leak out while baking. Shape top end of meat "rat" into a point.

Place "rats" on baking sheet with sides. Dribble honey over "rats," then pour barbecue sauce over them. Bake 30 minutes at 400 degrees F, basting and turning occasionally.

Serve to hungry gamers.

Optional tails

Fill a small saucepan with water and add four drops of red food coloring. Bring to a boil. Break 4 sticks of spaghetti in half. Place spaghetti in water, leaving one end out of water. When spaghetti has softened and turned pink, remove from water. Using unsoftened end, insert 1 piece of spaghetti into round end of "rat". Drape soft end of spaghetti around handle of stick.

This recipe was provided by jblittlefield (a Pixie Bledsaw creation).

With Easter just past this snack recipe sounds like a great way to use up those colored eggs!

Dragon Eggs

(mundanely known as "Scottish Eggs")

- 1 dozen hard-boiled eggs, with shells removed
- 1 1/2 pkgs. of uncooked ground pork breakfast sausage (we like the really spicy stuff!)
- 1 raw egg, whisked in small bowl
- 1 package of bread crumbs

Heat up cooking oil in a deep-fryer before beginning. Enclose boiled eggs inside a layer of the pork sausage, being careful to maintain a thickness of not more than 1/3 to 1/2 inch (otherwise the meat may not fully cook through). Dip sausage-covered eggs in raw egg, then roll in bread crumbs. Place in deep fryer and cook until bread crumbs are a deep golden brown.

These are great served alone or with mustard to dip them in. Serves (hypothetically) 12 if left whole, 24 if cut in half lengthwise.

These never last more than five minutes once they're set down on the table around here, and our group likes them both hot and cold!

(provided by Indigo Rose, favorite of Siggy's Slayers game group)

This next recipe is a favorite drink of ages gone by, and much loved by elves and others in every D&D campaign. It is basically honey mixed with water and allowed to ferment. It's easy to make if you can get hold of just a few basic pieces of equipment (from any homebrew store, and easily available online). The full process of home brewing is beyond the scope of this recipe, but anyone who is interested will easily find a list of basic equipment and the general techniques involved. There are a number of excellent books on the subject.

Mead

3 to 4 lb (1.5 to 2kg) of honey
1 gallon (imperial) of water
Juice of half a lemon
1 teaspoon of yeast nutrient
1 teabag
1 sachet of champagne yeast
1 campden tablet

Bring the water to a low boil, add the teabag for one minute and then remove. Pour in the honey, the yeast nutrient and the lemon juice and bring back to a very gentle simmer. Whenever a scum rises, skim it off, and continue simmering until the scum ceases to rise (about an hour). Pour into a sterile primary fermenter (or bucket with a lid) and wait until it cools to blood temperature (*about 98.6 degrees F for any undead readers - Ed.*). Activate the yeast in warm water and sugar, and when it starts to fizz pitch it into the fermenter.

Stir every day, and after a week siphon it into a sterile demi-jon (carboy) and fit an airlock. When the initial rapid fermentation stops, rack off the sediment and top up with water that you've boiled and allowed to cool a little. Wait till the fermentation stops, the mead clears, and rack it again. When it's de-gassed (mead tends to stay fizzy way after it clears) plug the demi-jon and let it age in there for three months. Before bottling, make a solution of the campden tablet in a little of the mead, and mix that in with the rest. Mature in the bottles for as long as you want, it'll keep improving for a year or longer.

If you use around three pounds (1.5kg) of honey per gallon (4.5l) you'll have a dry mead. That's perhaps more authentic, but some might find it less palatable. I recommend making it dry, and sweetening it to taste with more honey when you drink it. Putting in more honey will make it stronger and sweeter up to a point, but you might have a problem getting the yeast to go. If you use more than three pounds I recommend adding it (after first heating it with some water, as before) at the first racking stage; you will, of course, have to use a little less water initially. Obviously, different honeys will give you very different meads, and by blending honeys you can produce some very interesting results. I urge you to experiment!

(Recipe provided by Cab)

This last drink recipe is short and to the point, and for the adventurously brave campaigners who don't want to wait more than a few minutes for their drink! Try this with kefir or other fermented milk products for an even bigger adventure of the taste buds.

Dwarven Gut Shaker

Steep 1/2 tsp of dried sage and 1/2 tsp dried rosemary in one cup of warmed milk (bring milk to scalding and then remove from heat). After 5-10 minutes add 1 oz Whiskey. Pour into a tall glass and add a dash of nutmeg.

(recipe provided by JF)

I enjoyed bringing this month's recipes to you, and I hope your taste buds are drooling enough to try them on gaming night, and that you look forward to more recipes! I'm eager to bring you delicious and interesting recipes in August. Until then my fellow gamers, happy eating and happy campaigning!

Note to the readers All recipes provided in this column have been submitted by members of the Dragonsfoot Forums for the pleasure of serving and sharing "game themed" foods with your game groups while RPGing.

If you have recipes you would like to share with us, please email your submissions to Ceara Lightbringer (aka: Cindy Smith), at cin16335@certainty.net.

Please remember to "rename" your recipe with a fun creative AD&D theme based name, for the further enjoyment of game night! I want to thank all members for the contributions to this column. Please keep the recipe's coming!

Thank you for your interest and support.



Pseudo Dragon

THE YAWNING TROG by Barabuz



The start of a typical evening

THE YAWNING TROG by Barabuz



They're checking IDs again down at the Trog