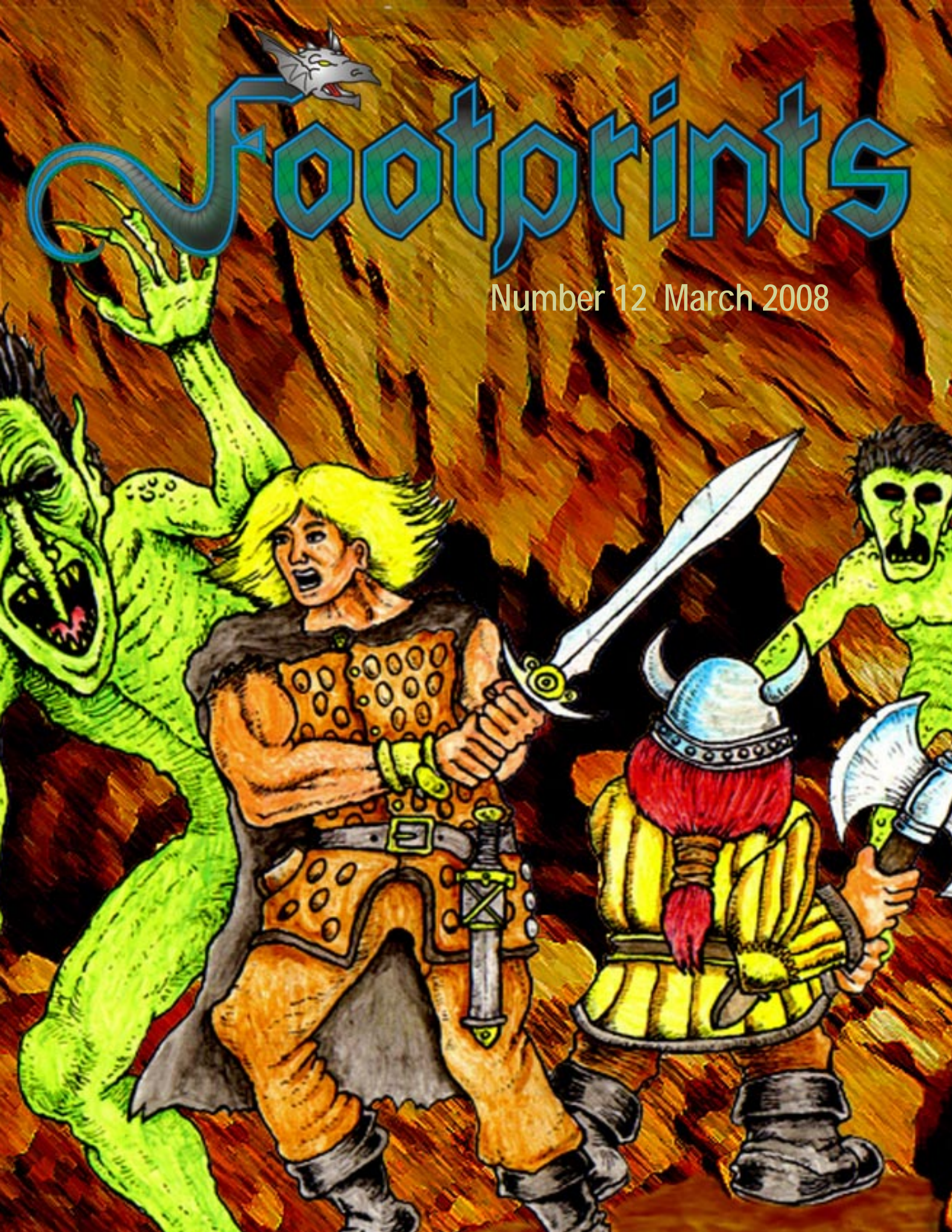
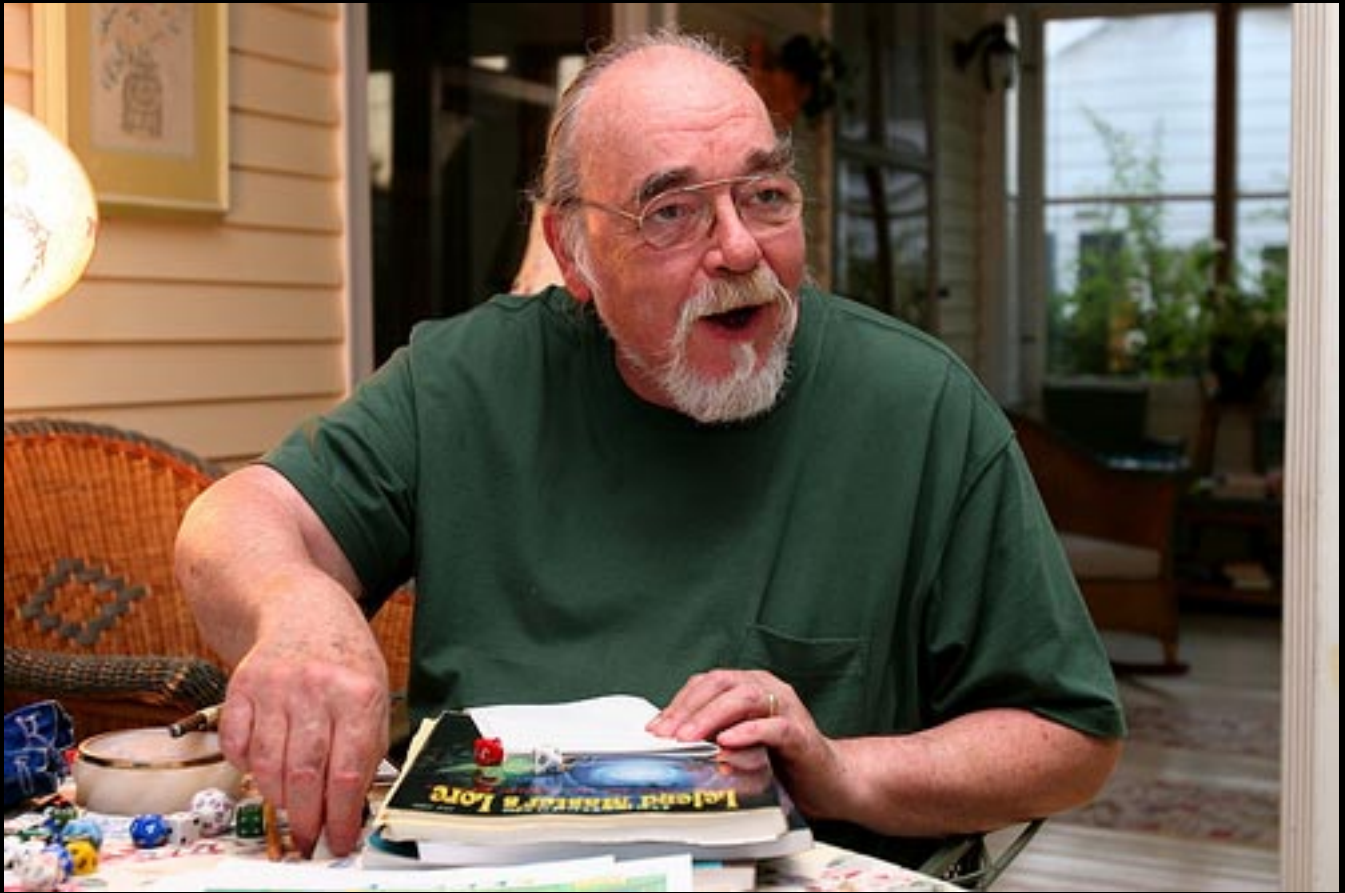




Footprints

Number 12 March 2008





Ernest Gary Gygax 1938 - 2008

"How many people could say that they impacted the lives of millions without bloodshed, political power or a global marketing machine - just a small game of gelatinous cubes, strange dice and 10' corridors? Gary did it just like this, and he did it out of his humble game room in Wisconsin. The context makes it all the more remarkable." - *Melan*

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% in Lair

Welcome to the twelfth issue of Footprints! It has now been our pleasure to provide new gaming material to you, our readers, for four years. As with all our issues, this one is no exception. We offer up a new magical item from Len Lakofka, two new Gygaxian Player Character Classes, and more!

Since its inception, our purpose has been to keep out-of-print D&D alive by offering continuing support. From those first pieces that trickled in on the original call for articles, we now see a torrent of original material, so much that it's difficult to fit it all. I, for one, take that as a sign that OOP gaming is not only alive and well, but thriving and, I daresay, growing.

So please keep sending in your submissions and share Footprints with your brethren. Game on!



Leomund's Silken Squares

By Lenard Lakofka

Leomund has ever been known for enjoying creature comforts and utilitarian magic that is not cumbersome to carry about. To that end he spent a few idle years of self-imposed exile (during the Greyhawk wars) concocting these items.

These squares of incredibly sheer silk are two feet square and have various patterns and designs (It has been speculated that the vortices of the magics contained within somehow alters the appearance of the silk, each forming a distinctively singular appearance). They all have a two inch border of a solid color; that color is the key to the magical properties of the square.

To invoke the power, the square must be placed on a nearly flat surface. The owner's hand is placed in the center of the square to begin the process. It requires a minimum one full round to activate the squares.

The silken squares can be destroyed by fire, ordinary or magical, but the squares are somewhat resistant to flame. On a roll of 5 or less on a d20, a square will be consumed by ordinary fire; on an 11 or less on d20 it will be consumed by magical fire. Thus a square could be thrown into a roaring fire and survive. Lightning can also destroy them using the same die rolls based on whether the lightning is non-magical (natural lightning from the sky) or magical (such as the lightning bolt spell). Intense cold, even magical cold, does not harm the square.

They can be torn or cut by edged weapons but mere tearing will not destroy them unless they are rendered into two or more pieces. A damaged square will regenerate and repair itself in 72 hours.

A square would sell for a dozen to two dozen silver pieces in an average market place for the quality of the square itself. Considering its magical properties the square will jump to a value of 6,000GP and some have sold for more.

The squares can be compacted into a very small ball of cloth and otherwise hidden in apparel, pouches, backpacks, etc. They do, of course, radiate magic.

Listed below are the various known colors (referring to the border color). The pattern, if

any, of the square could be any color or combinations of colors.

Leomund made about forty squares, one or two are unique, but he showed the secret to two other mages in the Red Star League who may have also taken some time to make a few of the variations or create ones of their own. Leomund has sold a few of the squares or traded them for other items over the course of twenty plus years.

The squares are employable by any human, demi-human or humanoid unless stated otherwise in the description of the item. Thieves and magic-users seem to be the two major classes that enjoy collecting and using the squares. Bards, too, prize them for their ability to be used more than once in a performance to do a magical feat.

The silken squares that Leomund admits to making:

Blue: When placed on a surface in touch with the earth (including the lowest stone floor of a building) or upon stone, grass, soil or a combination of those elements the square will transform into a well. It will produce a hole 18 inches in diameter in the center of the square. A cup, ladle, small bucket or cupped hands can be placed into the hole and water will fill that item. The square can yield 24 gallons of water in a day. If that much water is removed the well will turn back into a silk square. A person or animal could lap up the water so it can be used to quench the thirst of a horse, for example.

The water is cool and potable but it could be poisoned or polluted. If that does happen it will only harm that particular 24 gallons of water. The next batch of water will be pure again. The square can only be put down once per day in any case, regardless of how much water is removed from it. The owner can touch the any of the four corners of the square and turn it back into a silk square. The conversion process takes

only one segment. If there is an object(s) in the well, like a dagger or rock, the item will be disorganized when the well converts back into a silk square.

Black: A black cage will grow out the square within a round to form a cube that is seven feet on a side. It will be made of steel and have a single door. The door opens at the touch of the owner. This is no lock to open and close. The bars will only be bendable at -15% from the Bend Bars percent. A **knock** spell will open the door. If the bars do bend or a **knock** is used, the cage will deconstruct and become a silk square again. If the cage is forced back into a silk square it cannot be used again for seven full days. How a prisoner is forced into the cage is another matter altogether. While in the cage both **teleport** and **dimension door** are suspended so the prisoner cannot leave in that manner. However, a prisoner with access to Ethereal or Astral Plane could leave the cage. The cage will stay whole for 72 hours only. Then it reverts to a silk square. If the time limit causes this to happen then the square cannot make a cage again for seven days. If the cage is brought down by the owner before the 72 hours are up then the cage can be reformed with a new 72 time limit 3 hours later. A person inside or outside of the cage can pass items back and forth through the bars.

Brown: The square is draped over the feet or hands of the owner or a willing person of the owner's choice. Within one round the square will produce a pair of boots or a pair of gloves. The boots are soft leather but very durable and comfortable. They have the added enhancement of doubling the normal stride of the wearer for an eight hour period. Those eight hours can be split up into a number of uses as long as the boots are not removed. The boots will stay in existence for twelve hours and then revert to a silk square. By removing the boots one at a time and making sure they are then touching one another the silk square reforms in one round. If the boots are removed and left apart the boots will vanish and the tatters of two pieces of silk will be left. If those two pieces are placed together again for seven full days they will merge to form a single square again. If left in two pieces for 24 hours the magic will disappear and the square will never reform.

The gloves work in the same way relative to removing and reforming again. The gloves have

the power to make thrown missiles +1 to hit (darts, spears, hand axes, knives etc. but not fired missiles like arrows or crossbow bolts). They also add to a person's ability to wield a weapon for the purpose of defense (block an opponent's blow). The person has to be aware of the incoming blow to block it. Add +1 to defense when such a weapon is in hand. Weapons with no defensive ability, like a morning star, would not be affected. The gloves will stay in existence for 12 hours and then revert to two pieces of silk. They can be removed like any pair of gloves.

Red: When placed on a horizontal flat surface the square will turn into a bonfire. There is no material being consumed but the fire will have the properties of both heat and light. The fire is immobile and cannot be moved. A word of command can cause the fire to flare up to **continual light** brightness for a full turn or diminish to candle flame intensity for any period of time. The fire will burn for 12 hours. It can be commanded to go out and then it will revert to a square that can be used again in 12 hours. Torches and candles can be lit from the fire and meals could be cooked over it.

An attempt to place the fire in a wagon so it can be moved would meet with the problem of the wagon beginning to burn. A large enough cauldron that would allow the square to be placed in the bottom could be transported in a wagon or cart.

Yellow: The square can be placed on top of a person's head and it will become a tall yellow pointed hat with a wide brim (12 inches high and brim 5 inches). The hat conveys energy protection to the wearer so that all saves versus and energy source like a **fireball, lightning bolt, cone of cold, burning hands, shocking grasp**, etc. will be at +2 to the wear's Saving Throw. **Magic missiles** will be saved against and a successful save means that individual Missile missed. A bevy of **magic missiles** might thus have a few hits and few misses. The hat remains in existence for 12 hours at a time. Once it reverts to a square it cannot become a hat again for 12 hours.

Purple: The square is balled up and held in one hand. It will now grow into one of the following items based upon the single command word stated by the holder. If nothing is said a quarter staff will appear. The other items that can grow from the square are: a javelin, a battle axe, a broad sword, a throwing dagger, 50 foot piece of rope, a 12 foot ten rung ladder or a shield.

The weapons are +1 to hit and +1 to damage. The shield is a +2 item.

The rope can tie itself into a knot and then later be ordered to untie. The rope must be physically touched by the owner to knot or untie.

The ladder adheres to the surface it is placed against so that it will not fall by accident. Considerable force (use Bend Bars percent) is needed to break the bond but the owner can have it release at any time by command.

The square can shape change into one of these forms and stay in that form for up to four hours. Once it has taken a shape it cannot take another form until 24 hours have past. The owner can cause the item to revert to a silk square at any time. However, the square could become a dagger, be thrown, recovered, ordered back into silk form and then become a dagger again if all of those operations occur within ten minutes.

If the four hours run out the item reverts to a silk square. If it is a weapon at the time it reverts into a silk square, for example, and sticking into something (or someone) it will fall to the ground and not remain stuck in the object.

Light Green: The square is placed on a surface. After a full round objects can be commanded to come forth and will emerge from the cloth over the course of the next round. The objects can then be used up as needed by anyone given an object by the owner of the square. Taking an object directly if not offered by the owner will do one point of damage to the person trying to remove the item(s). The objects produced must be used within 24 hours or they will simply vanish. An object that is partially consumed will simply vanish as well. One set of objects can be called forth each 24 hours.

The default set is a dozen large apples. They are wholesome and tasty and one will sustain a person for a full day. As a bonus, eating one of these apples will cure one point of sustained damage. A single person cannot eat more than one apple in one day and gain back a hit point.

The alternate sets are three darts, four tin plates with four tin cups, four eight hour duration candles, six egg-sized round stones or a pair of hawks.

The darts are +1 to hit. They can be redeemed and reused as long as the 24 hours have not run out. They can be destroyed of course.

The plates and cups appear ordinary and simply vanish after 24 hours. But they act as a plate or cup in every way being able to hold food or drink. The cups, if touching, can be commanded to fill with red wine. The wine is an excellent variety and has a warming effect on the body of the imbiber. For ten rounds after consuming the cup of wine the person's armor class will be one point better. Food eaten off of the plate will not get a person sick if it is tainted. Tainted does not mean poisoned. Tainted would be bread that is stale or slightly moldy, cheese that has dried out or meat that has turned bad recently (1 or 2 days).

The candles can be lit and used as any normal candle but these candles will remain lit even in a very strong wind (up to 30mph). Stronger winds will put the candle out. The candle must be lit in some ordinary way. The burning candle can also remain lit in a mild to moderate rain but a downpour will put it out.

The egg sized stones make excellent missiles. They do a base of 1 or 2 points of damage +1 point for magic. There is no bonus to hit but the rocks count as magical weapons for the purpose of hitting a creature like a gargoyle. A being hit only by magic weapons, including someone under the influence of **protection from normal missiles** must save versus magic or he, she or it will shriek out loud when hit for damage. Those with Magic Resistance can apply their resistance to these attacks.

The hawks have 2-5 hit points, get one attack for 1 point of damage but fly at a rate 24". The user can touch the cloth and see through the eyes of one or the other of the hawks as they fly up to a range of one mile away. The user can make the bird turn to the left or right, dive or climb while touching the square. The birds will exist for thirty minutes only and then vanish. They can be commanded to attack a single target and, since they are not real, will be immune to hold, fear and other spells of influence. The birds will fly to gether as a pair in all cases. If one is destroyed by going below its hit point total the bird simply vanishes into nothing. The birds are not food and cannot be killed and eaten.

Grey: The square is placed on nearly flat surface and over the course of one to seven rounds it

will sprout some wealth. The wealth can be picked up at any time and then the process will stop. The square can yield wealth once per week. There might be multiple items of the same type, one appearing each round.

Roll D% to discover for actual item(s):

01-14	1D6 +1 cp coins
15-22	1D6 +1 sp
23-34	1D6 gp
35-47	1D6 + 1 Brass coins (value ½ of a copper)
48-52	1D4 pp
53-64	1D6 Plain Silver Rings (25 gpv each)
65	A single Plain Silver Ring (magical, see below)
66-72	1D 4 Plain Gold Rings (75 gpv each)
73-80	1D 4+3 Pearls (10 gpv each)
81-84	1D 4 +1 Gems (10 gpv each)
85-87	1D4 Gems (50 gpv each)
88-89	1 or 2 Gems (100 gpv each)
91-97	1D4 Plain Silver Bracelets (25 gpv each)
98-99	1D4 Plain Gold Bracelets (150 gpv each)
00	1D4 +1 Black Pearls (100 gpv each)

NOTE: Many people can't tell a 5 sp gem from a 100 gp gem so subjectivity does enter the picture when gems and jewelry are offered to pay for something. Merchants that sell goods for 10 gp or more with some frequency have learned and so appraise minor treasure with a decent percent of accuracy. The average tradesman might insist on an appraisal before taking any type of 'valuable item' to pay for something. Conversely many people take a bauble worth 5 cp and give 5 gp in goods for it. Who would like to buy Manhattan today?

There is a 1% chance that one of the items produced will be a 'magical ring'. That ring can be used for one full day and if that time limit runs out the ring will vanish and the square will be inactive for a full month. If the ring is put back on the square prior to the end of the 24th hour then the ring will disappear into the square and the square can be used again the next week. Magical rings produced can be **contrariness** or **delusion** as well as something useful valued at 5000 or fewer gp. One of the more unusual rings is a ring of "Detect Meal and Kind." Leomund likes to find the best meal within 50 yards as he walks and the ring shows zero to four stars on the band depending on the quality of the fare. Rings might have a single **cure light wounds** inside or the ability to cast a **light** spell, with the ring being the source of the glow. The ring will be, in any case, a minor ring and have limited existence.

A magical ring can be bestowed to someone else and used for up to 24 hours.

White: The square is placed on top of the person's head. It will expand and lengthen over the course of three full rounds until its edges touch the ground. The wearer will then fade until he/she is semi corporeal and virtually invisible. He / she can now slowly glide upward or **feather fall** downward at the rate of twenty feet per round. Twenty feet per round is his/her new movement rate in any direction. He/she can only be struck by magical weapons in this form. His own weapons are mostly ethereal and have no bite unless the opponent coexists on another inner plane of existence (ethereal, positive or negative material). This semi-corporeality can have both a good and bad side. The person can no longer hear well or project his/her own voice unless he or she yells. Spell casting becomes impossible for the wearer. The wearer can lift the hem of the garment at any time and resume corporeal form two full rounds later. The wearer is not in the Ethereal Plane but might see something pass by that is in that plane of existence.

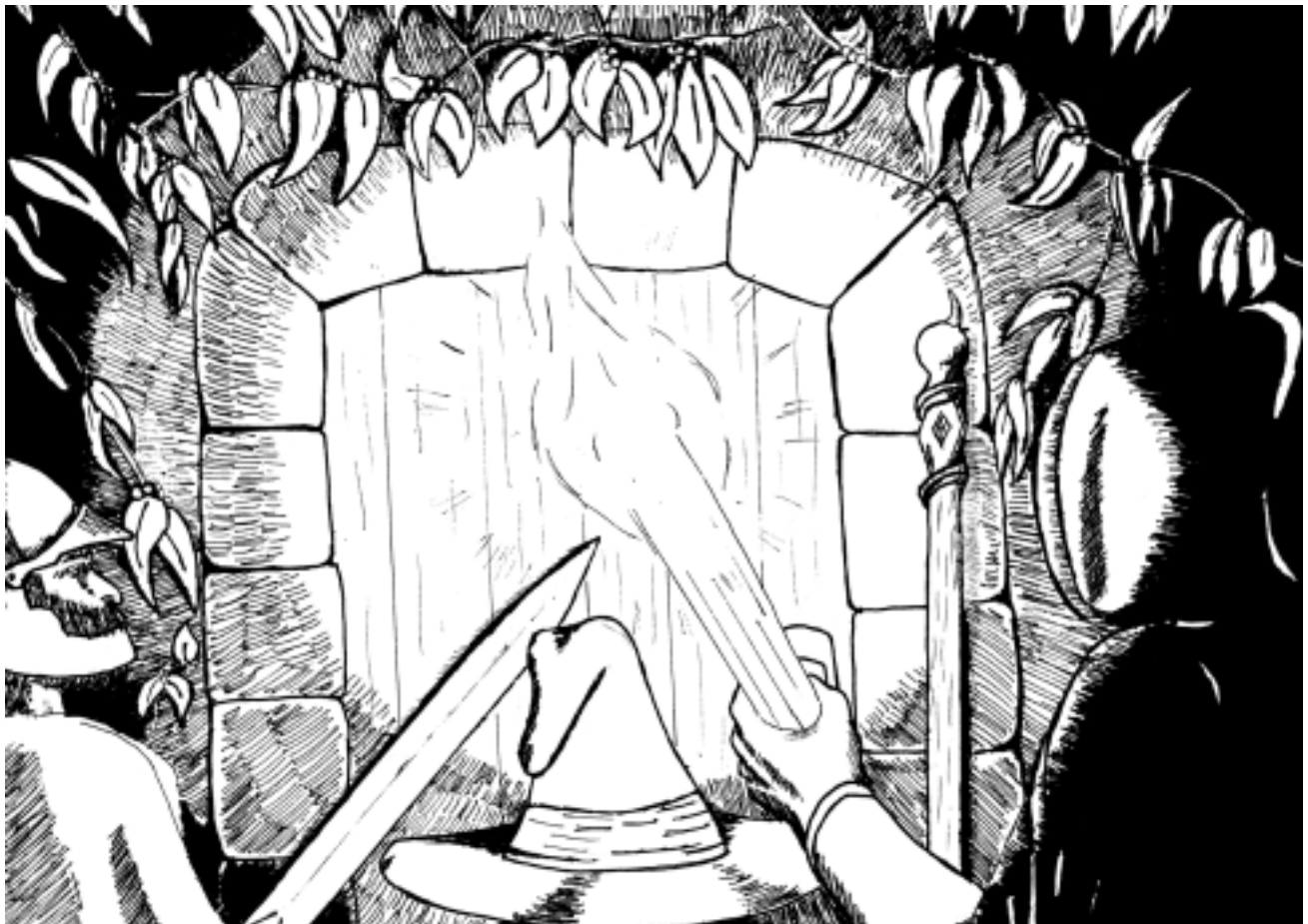
Dark Green: The square is draped over the back of the holder. It will expand and change texture and fabrication to form a solid dark green wool cloak with two side pockets and a black rope as a belt. The cloak resists temperature extremes by as much as 30 degrees. It will try to keep the wearer as close to 75 degrees as possible sheltering him/her from temps as high as 105 and low as 45. Temps beyond those limits are still favorably changed by 30 degrees so that 10 degrees feels like 40. The cloak can remain in existence for three full days and then it will revert to a silk square. It can form a cloak once each week. The dark green color, with the hood up, blends well with most bushes and trees as well as dark city streets and alleys. Treat the cloak as a Hide in Shadows chance of 20% when surrounding conditions are favorable (DM ruling).

Orange: The square can be held up by two corners between various solid objects like a pair of boulders or held up in a confined and defined space like a door frame, window frame or a cave mouth etc. The object's edges must be within seven feet of the edges of the square in any case. The square will now grow outward in two, three or all four directions to touch and adhere to the object(s) that are nearby. This will never include a living being but might include the side of a house and a tree next to it. The square will expand and thicken to a three inch thickness

over the course of three full rounds. At the end of those three rounds the barrier formed will be solid and will strongly adhere to the surface(s) it is touching.

The barrier can be bashed with axes or hammers or slammed into with a solid kick. Use the Bend Bars percent based on physical strength to see if the barrier gives way or is damaged. Once it sustains damage it will revert instantly to a silk square and float to the ground.

N.B. Other colors of squares certainly exist and while Leomund color-controlled the squares he made so that he would recall what each one does other mages may have produces squares of any color that do something other than the description given here. There is no rule of manufacture that says that four white squares will all do exactly the same thing.



Four new "Gygaxian" classes for your AD&D® game!

Part Two: The Mountebank and the Jester

By David Prata

Back in 1982, in Dragon Magazine 65, Gary Gygax told readers of new classes under consideration for inclusion in an expansion of the Advanced D&D game system. The Mystic, the Savant, the Mountebank, and the Jester, as envisioned by Gary Gygax, never saw the light of day. DM Prata presents what those classes could have been along with tables and details to fully integrate them into your campaign! Here, in Part Two, are the Mountebank and the Jester.

The Mountebank

This sub-class of thief specializes in deception, sleight of hand, persuasion, and a bit of illusion. The mountebank relies upon these factors, along with speed, in pursuit of his aims. However, disguise and theatrics provide valuable tools of the trade, so that one might never know if one has been had by a mountebank.

To be a mountebank, a character must have a minimum Intelligence of 15, Dexterity of 12, and Charisma of 12. Mountebanks do not gain any experience bonus for having high ability scores. A mountebank must be of a non-good alignment to begin with, but may switch to good later on. They attack and make saving throws as thieves. Mountebanks have limited thief abilities, which they perform at an identical level of experience

MOUNTEBANKS (THIEVES) TABLE I

Experience Points	Experience Level	6-Sided Dice for Accumulated Hit Points	Level Title
0—1,500	1	1	Peddler
1,501—3,000	2	2	Barker
3,001—6,000	3	3	Huckster
6,001—13,000	4	4	Shill
13,001—27,500	5	5	Fortune Teller
27,501—60,000	6	6	Wonder Worker
60,001—110,000	7	7	Swami
110,001—200,000	8	8	Scholar
200,001—325,000	9	9	Doctor
325,001—650,000	10	9+1	Doctor (10th level)
650,001—975,000	11	9+2	Doctor (11th level)

325,000 experience points per level for each additional level beyond the 11th level.

Mountebanks gain 1 h.p. per level after the 9th level.

to that of a thief, i.e. a 1st-level mountebank performs as a 1st-level thief, a 2nd-level mountebank as a 2nd-level thief, etc. The abilities are:

1. Pick Pockets
2. Move Silently
3. Hide in Shadows
4. Hear Noise
5. Read Languages

All mountebanks have knowledge of "Thieves' Cant". They also gain at 10th level, as do thieves, the ability to decipher druid and magic-user spell scrolls. Additionally, mountebanks can disguise themselves in the same manner as assassins. Mountebanks conform to thieves as regards the construction of a headquarters and the attraction of followers.

**SPELLS USABLE BY CLASS AND LEVEL —
MOUNTEBANKS (THIEVES)**

Level	Illusionist Spell Level				
	1	2	3	4	5
9	1	-	-	-	-
10	2	-	-	-	-
11	2	1	-	-	-
12	2	2	-	-	-
13	3	2	-	-	-
14	3	2	1	-	-
15	3	2	2	-	-
16	3	3	2	-	-
17	3	3	2	1	-
18	3	3	2	2	-
19	3	3	3	2	-
20*	3	3	3	2	1

*Maximum spell ability

The persuasive skills of a mountebank function, with three important differences, as the **charm** ability of a bard of equal level. First, the mountebank does not need to sing or play an instrument, instead requiring only a single round of uninterrupted speech. Second, the listener(s) must be able to understand the mountebank's language. Last, only those creatures subject to the **charm person** spell may be so affected; the mountebank may not employ the bard's **charm monster** power.

At 9th level, mountebanks gain limited illusionist spell ability. They must acquire their spells and maintain spell books in the usual manner. Unlike the paladin or the ranger, however, a mountebank may employ scrolls of illusionist spells through use of the **read illusionist magic** spell. Finally, when a mountebank attains 12th level or higher, he or she may brew potions of **delusion**.

The Jester

Humans, gnomes, or Halflings may be Jesters (elves could never permit themselves to be so debased; dwarves are far too serious and just plain humorless; half-orcs are too crude). A jester has a combination of verbal, magical, and acrobatic skills that allow the class to be viable even though it lacks great power.

The jester's verbal skills allow him to influence creatures toward kindness, humor, forgetfulness, thoughtful consideration, irritation, anger, or even rage. The jester's magical skills include jokes and tricks with some magic-user and illusionist magic tossed in. The jester's acrobatic skills consist of tumbling and juggling, with some magic tossed in there as well. While powerful at its upper levels, the class is less than popular with fellow adventurers. Jesters will frequently have enemies and travel alone.

While a sub-class of bards, characters begin play as jesters and are not required to spend time as members of other classes. A jester must have a minimum Intelligence of 12, Dexterity of 14, and Charisma of 13. Jesters never gain any experience point bonuses. Jesters may be of any alignment; most tend toward chaotic alignments. A jester attacks on the thief "to hit" matrix. Jesters save as clerics.

Alone among the non-fighter-types, a jester is entitled to multiple attacks when engaged in

melee combat against creatures with less than one eight-sided hit die. (This is more a function of reflexes and acrobatic ability than of combat prowess.) One additional attack per four experience levels of the jester is possible, i.e. two attacks at levels 1–4, three at levels 5–8, four at levels 9–12, and five (the maximum) at level 13+.

Jesters have “fool’s luck” that grants them a +1 bonus on all saving throws and initiative rolls. This same luck also gives them a –1 AC bonus, so that an unarmored jester is AC 9. Due to their uncanny nature, jesters surprise others 3 in 6 and are themselves surprised only 1 in 6.

A jester may use those magic items permitted to fighters or thieves. Whenever a jester employs an item with random effects (such as a **wand of wonder**), he will know what effect will be generated before activating the item. While he has no control over this effect, he can choose whether or not to use the device at that time.

JESTERS (BARDS) TABLE I

Experience Points	Experience Level	6-Sided Dice for Accumulated Hit Points	Level Title
0—2,750	1	1	Wag
2,751—5,500	2	2	Punster
5,501—12,000	3	3	Masquer
12,001—24,000	4	4	Harlequin
24,001—47,500	5	5	Clown
47,501—98,000	6	6	Juggler
98,001—200,000	7	7	Buffoon
200,001—350,000	8	8	Fool
350,001—700,000	9	9	Joker
700,001—1,050,000	10	10	Jester
1,050,001—1,500,000	11	10+2	Jester (11th level)
1,500,001—1,850,000	12	10+4	Jester (12th level)

A jester is also able to play a **Fochlucan Bandore** to limited effect, performing as a 1st-level bard. Jesters function as thieves of identical level through the 6th level of experience. While the basic thief abilities never improve beyond this point, the jester develops the thief-acrobat’s tumbling maneuvers beginning at 6th level. The Jester also gains juggling skills at 1st level. In addition to being entertaining, juggling allows him to catch small, hand-hurled missiles (such as daggers or darts) on a successful save vs. petrification.

The jester’s joking and jesting abilities enable him to duplicate the effects of an **enthrall**, **remove fear**, or **taunt** spell, once per round, at will. (When used in this manner, **remove fear** does not require a touch to be effective.) Jesters are immune to attacks that cause insanity, and they gain a saving throw bonus equal to their level against **charm**-type spells. Furthermore, any attempt to read a jester’s mind has a percentage chance equal to the jester’s level of causing **confusion** in the mind-reader.

350,000 experience points per level for each additional level beyond the 12th level. Jesters gain 2 h.p. per level after the 10th level.

SPELLS USABLE BY CLASS AND LEVEL — JESTERS (BARDS)

Jester Level	Spell Level						
	1	2	3	4	5	6	7
1	-	-	-	-	-	-	-
2	1	-	-	-	-	-	-
3	2	-	-	-	-	-	-
4	2	1	-	-	-	-	-
5	3	1	-	-	-	-	-
6	3	2	-	-	-	-	-
7	3	2	1	-	-	-	-
8	3	3	1	-	-	-	-
9	3	3	2	-	-	-	-
10	3	3	2	1	-	-	-
11	3	3	3	1	-	-	-
12	3	3	3	2	-	-	-
13	3	3	3	2	1	-	-
14	3	3	3	3	1	-	-
15	3	3	3	3	2	-	-
16	4	3	3	3	2	-	-
17	4	4	3	3	3	-	-
18	4	4	4	3	3	1	-
19	4	4	4	4	3	1	-
20	4	4	4	4	4	1	-
21	4	4	4	4	4	1	1
22	4	4	4	4	4	2	1
23	4	4	4	4	4	2	2
24	4	4	4	4	4	3	2
25	4	4	4	4	4	3	3
26	4	4	4	4	4	4	3

ACQUISITION OF JESTER SPELLS

Since jesters are dabblers, rather than full-time magic-users, their spells tend to be gained by serendipity and happenstance. Beginning jesters do not have a selection of spells. A 2nd-level jester learns four spells in the course of his training. The first two are **read magic** and **read illusionist magic**; the others are rolled randomly from the

list of 1st-level jester spells. The jester can add new spells to his spell book as he finds them, but he does not automatically gain additional spells as he advances in level. All new spells must be found during the course of adventuring.

Starting Money

Jester

40–160 g.p. (4d4)

JESTERS (Bards)

Number	1st Level	2nd Level	3rd Level
1	Charm Person	Audible Glamer	Clairaudience
2	Color Spray	Blindness	Clairvoyance
3	Dancing Lights	Deafness	Cloudburst
4	Darkness	Detect Invisibility	Dispel Magic
5	Enlarge	Find Traps	Fireball
6	Faerie Fire	Flaming Sphere	Gust of Wind
7	Feather Fall	Fog Cloud	Haste
8	Grease	Invisibility	Hold Person
9	Hypnotism	Levitate	Invisibility 10' Radius
10	Identify	Magic Mouth	Lightning Bolt
11	Light	Misdirection	Monster Summoning I
12	Phantom Armor	Scare	Paralyzation
13	Read Illusionist Magic	Silence 15' Radius	Phantasmal Force
14	Read Magic	Stinking Cloud	Slow
15	Sleep	Strength	Suggestion
16	Spook	Ventriloquism	Summon Insects

JESTERS (Bards) (continued)

Number	4th Level	5th Level	6th Level	7th Level
1	Charm Monster	Animal Growth	Conjure Animals	Animate Rock
2	Dig	Chaos	Control Weather	Finger of Death
3	Emotion	Control Winds	Eyebite	Forcecage
4	Fear	Dismissal	Geas	Limited Wish
5	Hallucinatory Terrain	Feeblemind	Legend Lore	Monster Summoning V
6	Ice Storm	Hold Monster	Mass Suggestion	Reverse Gravity
7	Improved Invisibility	Maze	Mislead	Simulacrum
8	Monster Summoning II	Monster Summoning III	Monster Summoning IV	Transmute Metal to Wood
9	Plant Growth	Shadow Door	Project Image	Vanish
10	Polymorph Other	Telekinesis	Stone to Flesh	Weird
11	Polymorph Self	Transmute Rock to Mud	True Sight	
12	Remove Curse	Wall of Force	Veil	

CHARACTER RACE TABLE I: CHARACTER CLASS LIMITATIONS

Racial Stock of Character

Character Class	Dwarves			Elves					
	Gr	Hi	Mt	Dk	Gr	Hi	Vy	Wl	Wd
THIEF									
Mountebank	no	no	no	no	no	no	no	no	no
BARD									
Jester	no	no	no	no	no	no	no	no	no

CHARACTER RACE TABLE I: CHARACTER CLASS LIMITATIONS

**Racial Stock of Character
(continued)**

Character Class	Gnomes		Half-Elves	Halflings (All)	Half-Orcs	Humans	Alignment Requirements
	Dp	Sf					
THIEF							
Mountebank	no	no	yes	no	no	yes	Any non-good
BARD							
Jester	no	yes	no	yes	no	yes	Any

TABLE II.D.: HALF-ELVES

CHARACTER RACE TABLE II: CLASS LEVEL LIMITATIONS

The ability scores given in the left-hand column of each chart pertain to different characteristics that vary according to the character class. For mountebanks, the score refers to intelligence; for jesters, dexterity. The level limits for mountebanks and jesters may be governed by additional ability scores beyond the primary one; these special cases are covered in footnotes for each sub-table where they apply.

Ability Score	Mountebank
16	10
17	10
18	10
19	12 ¹
20	12 ¹

1: Dexterity 18 and charisma 18 also required.

TABLE II.B.: GNOMES

Ability Score	Jester (Surface)
15	10
16	10
17	10
18	10
19	12
20	12

TABLE II.E.: HALFLINGS

Ability Score	Jester (All)
16	8
17	8
18	9 ¹
19	9 ¹
20	9 ¹

1: Charisma 15 also required.

CHARACTER CLASSES TABLE I: HIT DICE, SPELL ABILITY, AND CLASS LEVEL LIMIT

Class of Character	Hit Die Type	Maximum No. of Hit Dice	Spell Ability	Class Level Limit
THIEF				
Mountebank	d6	9	yes ¹	none
BARD				
Jester	d6	10	yes	none

1: Illusionist spell ability up to 5th-level spells, first gained at 9th level.

CHARACTER CLASSES TABLE II: ARMOR AND WEAPONS PERMITTED

Character Class	Armor	Shield	Weapons	Oil	Poison
THIEF					
Mountebank	none	none	as thief	yes	?
BARD					
Jester	as thief	none	caltrop, club, dagger, dart, knife, sap, sling, sword (short)	yes	only if evil

WEAPON PROFICIENCY TABLE

Class of Character	Initial Number of Weapons	Non-proficiency Penalty	Added Proficiency in Weapons Per Level
THIEF			
Mountebank	2	-3	1/4 levels
BARD			
Jester	2	-3	1/4 levels

ERRATA

APPENDIX I: PSIONICS

Body Weaponry

Level of Mastery	Armor Class for Jester	Weapon Equivalent
first	8	club
second	7	dagger
third	6	axe, hand
fourth	5	mace
fifth	4	axe, battle
sixth	3	morning-star
seventh	3	sword, broad
eighth	2	sword, long
ninth	2	sword, long +1***
tenth	1	
eleventh	1	
twelfth +	0	

*** maximum weapon equivalent for a jester

Cell Adjustment

Jester — 4 points/level

GENERATION OF ABILITY SCORES

Method V:

Class Desired	Number of Dice Rolled For:						
	Str	Int	Wis	Dex	Con	Cha	Com
Thief							
Mountebank	4	9	3	8	5	7	6
Bard							
Jester	6	7	3	9	5	8	4

GAINING EXPERIENCE LEVELS

Training under a higher-level character applies only to characters who are below the "name," or nominal upper level, of their class and profession. The name levels for each class are shown below:

MOUNTEBANK	Doctor
JESTER	Jester

Starting Hit Points for Player Characters

Thief		
Mountebank		4
Bard		
Jester		4

CHARACTER AGE

Non-Human Characters Table:

Race	Jester
gnome	160 + 5d4
halfling	40 + 3d4

Humans Table:

Class	Age Plus Variable
thief	
mountebank	18 + 1d4
bard	
jester	24 + 1d6

Characters who have achieved "name" level merely spend game time equal to the number of weeks indicated by performance in self-conducted training and/or study when advancing to a new level. Costs (in g.p. or equivalent) for self-conducted training and/or study are a function of class:

JESTER = 1,000/level/week

MAGIC-USER SPELLS

Strength

Class	Minimum-Maximum Strength Gain
JESTER	1-6 (d6)

Crystal Ball:

Only creatures with intelligence of 12 or better have a chance of noticing the scrying. The base chance is determined by class:

Mountebank	6%
Jester	3%

EXPLANATION AND DESCRIPTION OF MAGIC ITEMS

NOTE: The Spell Lists for the Mystic and Savant, as they appeared in Footprints #11, contained errors. The corrected Spell Lists are as follows:

Rod of Resurrection:

Mountebank	3
Jester	2

SPELL TABLES MYSTICS (Clerics)

Number	1st Level	2nd Level	3rd Level
1	Ceremony	Augury	Cloudburst
2	Combine	Create Water	Continual Light
3	Command	Cure Light Wounds	Cure Blindness
4	Detect Charm	Detect Poison	Cure Disease
5	<i>Detect Disease</i>	Detect Snares & Pits	Death's Door
6	Detect Evil	Enthrall	<i>Detect Curse</i>
7	Detect Life	Holy Symbol	Detect Illusion
8	Detect Magic	Identify	Detect Invisibility
9	Endure Cold/Heat	Know Alignment	Detect Lie
10	Find Traps	Locate Animals	Divination
11	Invisibility to Undead	Locate Object	ESP
12	Light	Messenger	Feign Death
13	Magic Stone	Predict Weather	Glyph of Warding
14	Penetrate Disguise	Resist Cold	Hold Person
15	Portent	Silence 15' Radius	Locate Plants
16	Precipitation	Slow Poison	Negative Plane Protection
17	Protection From Evil	Snake Charm	Remove Paralysis
18	Purify Food & Drink	Speak With Animals	Resist Fire
19	Remove Fear	<i>Warning</i>	Speak With Dead
20	Sanctuary	Withdraw	Wyvern Watch

SPELL TABLES
MYSTICS (Clerics)
(continued)

Number	4th Level	5th Level	6th Level	7th Level
1	Clairaudience	Animate Dead	Abjure	Animate Object
2	Clairvoyance	Atonement	<i>Aura</i>	Astral Spell
3	Commune	Commune With Nature	Blade Barrier	Control Weather
4	Create Food & Water	<i>Consequence</i>	Cure Critical Wounds	Earthquake
5	Cure Serious Wounds	Dispel Evil	<i>Etherealness</i>	Exaction
6	Dispel Magic	Find the Path	Forbiddance	Regenerate
7	Exorcise	Flame Strike	Heroes' Feast	Restoration
8	Imbue With Spell Ability	Giant Insect	Legend Lore	Resurrection
9	Neutralize Poison	Golem	Lower Water	<i>Reverse Time</i>
10	Protection From Evil 10' Radius	Magic Font	Speak With Monsters	Succor
11	Remove Curse	Plane Shift	<i>Spirit Self</i>	Vision
12	Speak With Plants	Quest	Word of Recall	Wind Walk
13	Spell Immunity	Rainbow		
14	Tongues	Raise Dead		
15	True Seeing	Sticks to Snakes		
16	<i>Wizard Sight</i>	Stone Tell		

SAVANTS (Magic-Users)

Number	1st Level	2nd Level	3rd Level
1	Affect Normal Fires	Audible Glamer	Augury
2	Alarm	Bind	Blink
3	Burning Hands	Charm Person	Cloudburst
4	Comprehend Languages	Clairaudience	Continual Light
5	Dancing Lights	Clairvoyance	Detect Charm
6	Detect Evil	Darkness 15' Radius	Detect Illusion
7	Detect Magic	Deeppockets	Detect Life
8	<i>Detect Phase</i>	Detect Invisibility	Dispel Magic
9	<i>Detect Secret Passages & Portals</i>	Detect Poison	Explosive Runes
10	<i>Divining Rod</i>	Detect Snares & Pits	Feign Death
11	Enlarge	Fools Gold	Find Traps
12	Erase	Forget	Flaming Sphere
13	ESP	Invisibility	Fly
14	Feather Fall	Irritation	Gust of Wind
15	Firewater	Knock	Haste
16	Friends	Know Alignment	Hold Person
17	Grease	Levitate	Hypnotic Pattern
18	Hold Portal	Locate Animals	Infravision
19	Identify	Locate Object	Invisibility 10' Radius
20	Jump	Magic Mouth	Item
21	Light	Mirror Image	Locate Plants
22	Melt	Penetrate Disguise	Magic Mirror
23	Mending	Portent	Phantasmal Force
24	Message	Predict Weather	Protection From Normal Missiles
25	Precipitation	Preserve	Pyrotechnics
26	Protection From Evil	Protection From Cantrips	Rope Trick
27	Read Magic	Ray of Enfeeblement	Secret Page
28	Run	Scare	Slow
29	Shield	Shatter	Stinking Cloud
30	Shocking Grasp	Strength	Suggestion
31	Sleep	Vocalize	Water Breathing
32	Spider Climb	Wall of Fog	Wind Wall
33	Taunt	Web	
34	Ventriloquism	Whip	
35	Wizard Mark	Wizard Lock	
36	Write	Zephyr	

SAVANTS (Magic-Users)
(continued)

Number	4th Level	5th Level	6th Level
1	Charm Monster	Airy Water	Anti-Magic Shell
2	Confusion	Animal Growth	Commune With Nature
3	Contact Other Plane	Animate Dead	Contingency
4	Dig	Avoidance	Disintegrate
5	Dimension Door	Cloudkill	Extension III
6	Dispel Illusion	Detect Lie	Feeblemind
7	Enchanted Weapon	Distance Distortion	Eyebite
8	Extension I	Divination	Geas
9	Fear	Dolor	Glasse
10	Fire Charm	Extension II	Globe of Invulnerability
11	Fire Shield	Fabricate	Guards and Wards
12	Fire Trap	Hold Monster	Lightning Bolt
13	Fumble	Legend Lore	Lower Water
14	Hallucinatory Terrain	Magic Jar	Move Earth
15	Ice Storm	Passwall	Part Water
16	Massmorph	Sending	Project Image
17	Minor Creation	Shadow Magic	Repulsion
18	Minor Globe of Invulnerability	Stone Shape	Spiritwrack
19	<i>Native Item</i>	Telekinesis	Stone to Flesh
20	Paralyzation	Teleport	Transmute Water to Dust
21	Plant Growth	Transmute Rock to Mud	
22	Polymorph Other	Wall of Force	
23	Polymorph Self	Wall of Iron	
24	Protection From Evil 10' Radius	Wall of Stone	
25	Remove Curse		
26	Shout		
27	Stoneskin		
28	Tongues		
29	Ultravision		
30	Wall of Fire		
31	Wall of Ice		
32	Wizard Eye		

SAVANTS (Magic-Users)
(continued)

Number	7th Level	8th Level	9th Level
1	Banishment	Antipathy/Sympathy	Astral Spell
2	Charm Plants	Binding	Crystalbrittle
3	Duo-Dimension	Clone	Energy Drain
4	<i>Etherealness</i>	Demand	Imprisonment
5	Find the Path	Glassteel	Shape Change
6	Forcecage	Incendiary Cloud	Succor
7	Mass Invisibility	Mass Charm	Temporal Stasis
8	Phase Door	Mind Blank	Time Stop
9	Reincarnation	Permanency	
10	Reverse Gravity	Polymorph Any Object	
11	Sequester	Sink	
12	Simulacrum	Vision	
13	Statue		
14	Stone Tell		
15	Teleport Without Error		
16	Torment		
17	Truename		
18	True Sight		
19	Vanish		
20	Volley		

Added to the Savant's repertoire of spells is the following:

Fourth Level Spells:

Native Item (Enchantment/Charm)

Level: 4

Components: V, S, M

Range: Touch

Casting Time: 4 segments

Duration: 1 turn/level

Saving Throw: None

Area of Effect: 1 magical item

Explanation/Description: When magical items are taken from their plane of creation, they often lose some of their potency. Those particularly affected are items with "plusses", such as magical weapons, armor, and rings or cloaks of

protection. This spell temporarily and artificially restores the level of enchantment of one item so that it functions as if it were on its home plane. In effect, the spell grants an item its original "plus" for the duration. If a single person has in his possession more than one item with this spell cast upon it, there is a 10% chance (cumulative per item) that a backlash of planar energy, both from the plane inhabited and the plane(s) of origin, inflicts 6d6 points of damage on the person who holds the items. Additionally, there is a 20% chance that each item will be drawn back to its plane of origin (check for each item separately). This check is made each time a body adds another item with this spell cast on it to his possessions. To cast native item, the savant rubs the magical item with the material component of the spell: a bit of soil or water (or the closest equivalent) from the item's plane of origin.

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Feudal Social Hierarchy in AD&D

By Brian Wells

AD&D is by its very nature and design a gaming system that revolves around the ancient European social society and the interactive powers of the feudal lords. There have been texts written to expand AD&D beyond this initial boundary, and those social structures will best be left for another day. This focused work is a study into the medieval social hierarchy to bring forth a well developed detailed Feudal System that is usable to the modern gamers of today. Early feudal systems had few titles and very simple systems of governing; as time progressed, these social systems became much more complex and interwoven. The social hierarchy presented within this work is an attempt to present a more complex inter-layered in the form of social hierarchy that can be simply stripped down if needed. This presentation demonstrates a direct overlying hierarchy of the nobility, a simple courts system, and a religion outline within a feudal society beginning with the sovereign King down to the lowliest Serf of the Realm.

The detail presented in this article will seem to be on the verge of cumbersome for the average player. But it is not intended to be a base of common knowledge for the players within the adventure. The intent is to provide a detailed compilation of socially structured material for the DM's use in an ongoing campaign. A short fun set of adventures can easily get by with far less detail than is presented here in this treatise.

At first glance, it may appear that some of the Social Classes are missing, but a more detailed reading will show that these classes have been merely merged with other power structures within the feudal system. The reason for merging some of these feudal titles was to make this presentation a little less daunting. As DM, you may as always edit as you see fit. Another point that is quickly noted, the power base is highly male-centric, and it is suggested that the DM consider modifying this in a mixed gender campaign setting to allow all in the party to seek an equal footing. The overall layout of this presentation is in a manner that should make it easy to modify for personal milieus. For some readers the contents will be a wealth of knowledge presented in a readable format, for others merely a rough sketch from which ideas may be gleaned, or not.

There is an incredible amount of knowledge that is available today using our modern technology, which was not easy to come by years ago when RPGs first appeared. A twenty-minute literary search on the internet will quickly reveal mountains of information that can be easily molded into usable material. I really feel that we are so very fortunate to live in the time that we do. So, without further adieu, the feudal world awaits your eager eyes.

Before you commit to the heart of the content, here is a quick outline of the social structure of both the English and Scottish histories. The material presented is based heavily on the English structure, but can easily be modified if need be.

Scottish Titles in Order of Precedence: Duke, Marquis, Earl, Viscount, Lord, Baronet, Knight, Baron/Laird, Clan Chief/Esquire, Gentlemen.

Rank of English Peerage: Duke, Marquess, Earl, Viscount, Baron, Baronet, Knight.

Fief:

1. A fee or feud held of a feudal lord; a tenure of land subject to feudal obligations.
2. A territory held in fee

Fiefdom: The estate or domain of a feudal lord.

Hierarchy of the Major Divisions of the Land

Kingdom: All lands and the controllers of those lands that answer to, and have sworn fealty to the Sovereign are considered to be within the boundaries of the Kingdom.

Principality: The land granted to the heir of the Sovereign is called a Principality. This is land that is set aside within the Kingdom for the specific purpose to be governed by the Princes and Princesses of the Sovereign, and to provide them with an income.

Dukedom/Duchy: The land that is controlled by a Duke is known as a Dukedom or Duchy. Each Dukedom will contain at least two Earldoms within its boundaries. The name of the Dukedom is derived using the name of the family line followed

by the formal designator Dukedom (an alternative usage is "Duchy of...").

Earldom: When an Earl controls a Fief that contains two or more shires, this is considered to be an Earldom. Each Dukedom will contain at least two Earldoms within its boundaries. The name of the Earldom is derived using the family name of the Earl, followed by the formal designator Earldom.

County: The territory of a Viscount that controls a Fief that contains two or more shires within its boundaries is considered to be a County. Each Dukedom will contain a minimum of two Counties, and their Viscounts are answerable to the Earl, who is in turn answerable to the Duke. The name of the County is derived by first using the formal designator County, followed by "of" and then the family name of the Viscount.

Barony: The territory of a Baron that controls a Fief that contains two or more Shires is considered to be a Barony. The name of the Barony is the formal designator Barony followed by "of" and then the family name of the Baron.

Baronetcy: The territory of a Baronet that controls a Fief that contains two or more shires is considered to be a Baronetcy. The name of the Baronetcy is the formal designator Baronetcy followed by "of" and then the family name of the Baronet.

Knights Fiefdom: A Knight by grant of Noble Title by the Sovereign or member of the Royal House may seek out permission from a Noble Lord to establish a Fief within the Kingdom. Once permission is granted, the Knight may establish a stronghold and govern the lands within the Fief so that they prosper and generate revenue. The land that is controlled and governed by a Knight is known as a Knights Fiefdom.

Landed Noble: Any person of Nobility that governs lands in the name of the Sovereign or has Vassals within the kingdom is a Noble Lord.

Feudal System's Order of Precedence

Sovereign: The King and Queen are as one in the eyes of the land and its people. They form the head of the governmental body. The Sovereign is a monarch or ruler and is the head of state. The Sovereign will always inherit his or her titles and is ruler for life. Though they are absolute rulers, they rely on the nobility to support their reign in the kingdom.

Prince Royal: This is the Prince of the Blood or Blood Royal, and is the next in line to inherit the throne. The Prince is the ruler of a Principality prior to ascending to the throne.

Princess Royal: Next in line to inherit the throne if Prince Royal does not exist. Regardless of birth station in the society, marrying a princess royal makes you the next Sovereign when the Princess ascends the Throne. However if the Husband of the new Queen was not of the Royal Bloodline, this individual will have the title of Prince Consort, a title that they will continue to have as long as the Queen is alive. This is to both ensure and recognize the Queen as the representative of that Royal Bloodline. But for all intents and purposes, the male counterpart is the ruler. If there is no male counterpart, then the Queen is the sole Sovereign. This may result in a civil war among the Dukes if there is no continuity of the Royal Blood Line.

Princes & Princesses: These are the descending offspring of the Sovereign. The eldest surviving male heirs are the next in line to attain the throne, should death occur to the Prince Royal. Should there be no male heirs, then the female heirs of the Sovereign are then advanced to the title of Princess Royal just prior to being made Sovereign. All the Royal Heirs to the throne are given lands that are known as Principalities. These are lands that are governed by the heirs of the Sovereign.

Duke: The Dukes are considered part of the Royal house. They are also further described under nobility. Outside of the Sovereign, the Duke is the highest ranking Noble within the Kingdom. At the death of the Duke the heir will be the oldest son of the Duke. Upon ascending to the title of Duke, the heir will swear fealty to the King and be given titles and control of the Dukedom within the Kingdom. The Duke will control this land in the name of the King.

Should there not be a Prince of the Blood, or Princess Royal, the Highest Ranking Duke in the Kingdom will be perceived by the Noble Class to be next in line to ascend to the throne as the Sovereign. In reality there most likely will be a civil war unless the Highest Ranking Duke is very powerful, and can defend his claim to the throne from the other power-hungry Dukes in the Kingdom. In the final analysis, politics and subterfuge will usually win the day.

High Officers of State: These politically titled individuals are actually ranked directly below the

Nobility within the true Kingdom Order of Precedence, but because this political group has such a close personal contact with the Sovereign, by virtue of their position, they will appear to have much more power than their political titles really possess. They are placed in this location of the Kingdom Order of Precedence to reflect this most powerful influence that they have due to this close association, an association that places them within the Royal Family of the Sovereign. These officers must be of the Upper-Nobility to be considered appropriate for these positions, and the specific title of High Officers of State adds to their social standing within the Kingdom.

Members of High Officers of State are considered part of the entourage of the royal house as it travels the Kingdom, and for the most part will be present with the Sovereign as the Sovereign travels on official business. They will always be with the Sovereign, including the Archbishop, when travel extends beyond the borders of the Kingdom.

Archbishop: Senior Clergyman of the Kingdom, and an elevated Bishop within the official religion of the Kingdom. The Archbishop will be a priest of the same Deity as the Sovereign. If there is more than one main religion then there will still be only one Archbishop, and that will be the Bishop of the religion of the current reigning Sovereign. The Archbishop is the same as a Bishop, within the Religion, but within the Government of the Kingdom, the Archbishop is above the Bishop.

Lord High Steward: The first of the great officers within the Monarchy. The Lord High Steward will preside at Coronations, and is the private confidant of the Sovereign. This position is usually given to a trusted member of the Nobility and a close personal friend and confidant of the Sovereign. As such, the Lord High Steward is an appointed position by Sovereign, and will remain within the Royal Family unless the Lord High Steward is replaced by the Sovereign.

Lord High Chancellor: The second of the great officers within the Monarchy. This position is appointed by the Sovereign upon advice by the Lord High Steward. The Lord High Chancellor will always be of the Nobility Class within the Kingdom, hold Titles of Nobility, and control lands in the name of the King. The Lord High Chancellor will control the Great Seal of the Kingdom. This is a device that imprints the Seal of the Sovereign. The Great Seal of the Kingdom is a singular symbol exclusive to the Sovereign within the Kingdom and is used to authorize all official documents and acts by the

King. The Lord High Chancellor is also Head of the High Court of the Kingdom, and is responsible for the proper functioning of the Royal Courts and enforcement of the Laws of the Kingdom, in the name of the King. The Lord High Chancellor and the Chancellors of each Dukedom act as the High Court of the Kingdom.

Lord High Treasurer: The third of the great officers of the Monarchy. The Lord High Treasurer is the Head of Lords Commissioners of the Treasury, and is appointed by the Sovereign. This Noble is responsible for the financial well being of the kingdom and the collection of the taxes owed the Sovereign. As Head of the Lords Commissioners of the Treasurers, the Lord High Treasurer appoints the four other members of the Commission. The selection is made amongst those of the Noble Class. The Lords Commissioners of the Treasurer then ensure that moneys flow into the Royal Treasury and regulate all expenditures of the Sovereign.

Lord Great Chamberlain: The fourth of the great officers of the Monarchy. The Lord Great Chamberlain is a hereditary Title, and the possessor must be of the Noble Class. There could be more than one Lord Great Chamberlain, should more than one person within a family inherit the title, or should the Sovereign give title to another. Once given the title cannot be taken away by the sovereign. Should more than one person jointly hold this position, each holder will be given the title of Joint Hereditary Lord Great Chamberlain. The holder or holders of this position are the Bearers of the Sword of State, and are considered to be the Right Hand of Sovereign in all matters of war. The Lord Great Chamberlain will help assess and determine the course of action while the Kingdom takes action against governments or populations that are considered to be hostile to the Kingdom.

Earl Marshal: The fifth of the great officers of the Monarchy. The Earl Marshal is the head of the College of Arms and regulates the social standings within the Noble Class by heraldry of the Coats of Arms for the Kingdom and grants new Armorial Bearings. The College of Arms settles all matters of ascendancy and inheritance, and is the store house of the Kingdoms genealogies and pedigrees within the Noble Class. The Earl Marshal is a hereditary position; the Earl Marshal is also the Head Officer of King's Horses & Stables.

The Earl Marshal may also, with the approval of the Sovereign, grant noble titles to the Esquire and the Gentleman social classes in the name of the Sovereign, and after consultation with the High

Officers of State. The Earl Marshall will then appoint Coats of Arms to any Nobly Titled persons that are lacking this symbol of social status.

When Titles and Lands are confiscated by the Sovereign, it is the duty of the Earl Marshall to retain all Property, Titles or Offices until the dispute is resolved. The Earl Marshall is the Commander of the Royal Armies and acts upon the edicts of the Sovereign in matters of war. Should there be a dispute among the Nobility that requires personal combat; the Earl Marshall is charged with overseeing all high ranking Trials by Combat and administers Martial Law in the Court of the Earl Marshall.

Lord High Admiral: Is the head of the Board of the Admiralty. The Board of the Admiralty commands the Kingdom's Royal Navy and regulates all maritime trade and commerce of the Kingdom. The Board consists of a mixture of Naval Lords (Lieutenants of the Admiralty) and Lords of the Sea (Civilian Nobility). The Civilian Nobility members on the Board are chosen by the Sovereign, and are usually connected with or derive a substantial income from maritime trade. By being appointed to the Board, the Civilian Nobility is protecting their interests in this area of commerce.

The Lord High Admiral is selected from the Board of Admiralty by the members of the board, and the Lord High Admiral must be a Naval Lord. The Board of the Admiralty controls the day-to-day running of the Royal Navy through the Naval Board, which is a controlling board that is just below the Board of Admiralty. The Naval Board is made up of strictly the Lieutenants of the Admiralty and the Lord High Admiral. The Lieutenants of the Admiralty are the ranking high officers of the warships of the Kingdom. This Board of Naval Officers controls groups of naval ships within the Kingdom.

Lord Steward: Receives his appointment directly from the Sovereign. The Lord Steward officiates the running of the Royal Household directly, and carries a special staff to signify that position within the Royal Family. The Lord Steward controls the Treasurer of the Royal Household and the Comptroller of the Royal Household. The Treasurer of the Household receives funds from the Lord High Treasurer and then uses those funds to manage the financial expenditures of the Sovereign's Household, with the oversight of the Lord Steward. The Comptroller of the Royal Household is the Royal Accountant of the Sovereign's Household. All royal expenditures are documented and recorded by the Comptroller of the Royal Household and a

complete report is provided the Lord Steward upon request. As new members are admitted within the Royal Household, the Lord Steward administers oaths to the members and bears all communications concerning the Royal Household between Sovereign and members of the Royal Household.

Lord Chamberlain: This is a hotly contested Political Appointment made by Sovereign of the Kingdom. The Lord Chamberlain is the Chief Functionary of the Royal Court, meaning that this person organizes all Royal Court functions, and arranges all travels of the Royal Court. The Lord Chamberlain also is the Herald of the Sovereign, and announces or presents the Sovereign along with their Titles as the Sovereign enters the event. The Lord Chamberlain works closely with the Lord Steward, and reports to the Lord Steward on a regular basis.

Nobility: For the Upper-Nobility, this is a Hereditary Social Status within the kingdom. The Nobility forms the Highest Social Class within the Kingdom. The Nobility hold Noble Title, i.e., Duke, Marquess, Earl, Viscount, Baron, Baronet. These Noble Titles outline the power structure within the Kingdom. The ranking within each Social Class of Nobility is determined by the date at which the title was bestowed, the older the grant the higher the rank within that Noble Class Title. All Nobles and their descendants within the kingdom are granted a Title of Knighthood, as a form of recognition to their status within the Kingdom. The Sovereign is the only personage within the kingdom that can grant Noble Titles and Lands above the social rank of Knight. And if the Sovereign so chooses, the rank of any Noble Title may be advanced, lowered, or withdrawn within the Social Class of the Kingdom. This does not happen often, and it may impact the loyalty of the other Nobles that are impacted within that Noble Class. There is one exception, but once a title is granted, it is heritable to all the descendants within that family. Within the Noble Family, the Eldest Son holds title & power, the other members holding title, and moving up in rank as the eldest within the family become deceased.

The only exception within the heritability of Noble Title is the non-heritable Title of the Knighthood. A Knight earns the Noble Title by right of arms or in the service to the Sovereign or the Royal House. The Royal House consists of the Sovereign, the Heirs of the Sovereign, and the Dukes of the Kingdom. Any member of the Royal House may Knight an individual that meets the basic requirements of Knighthood. Only the Sovereign may grant Titles

of Nobility above the social rank of Knight. Within the Knighthood are various rankings, which are bestowed for varying degrees of services rendered. Once a Knighthood is granted that individual becomes a member of the Royal Cavalry, and is then allowed to hold lands within the Kingdom. The Knight granted title by the Sovereign would then seek out a Noble Lord to become a Vassal of the Sovereign through his Noble Lord or through the Sovereign directly. Any other member of the Royal House that grants a Title of Knighthood will then accept that person as a Vassal. If accepted by the Noble Lord, a Fief is then granted. The Knight is required to swear fealty, and responds to the terms of the vassalage agreement with the Noble Lord, and all requests of the King. Any land that is controlled by a Knight is known as a Knights Fiefdom.

All Landed Nobles are known collectively as Noble Lords, and can acquire Vassals within the lands and Titles that they hold. All Vassals must be of Noble Title, possess a Grant of Arms, have been granted one of the Titles of Knight, and are of a Precedence that is below the Noble Lord that is granting the Fief. Once a grant is given, the Vassal has control of the Fief. A Fief is a piece of land that the Vassal will maintain and use to generate a revenue and grow their personal wealth. A tax of this revenue must be paid annually to the Noble Lord. The Fief may vary from bare ground, which must be developed; to an established stronghold with serfs and peasants in place that needs to be governed and maintained.

In return for the granting of the Fief, the Vassal swears fealty to the Noble Lord that bequeathed the Fief and to the Sovereign. Even though the Vassal swears Fealty to the Noble Lord and the Sovereign, loyalty within the relationship will be closer to the Noble Lord than the Sovereign. The mutual obligation that will exist between the Noble Lord and the Vassal is typically an agreement that the Vassal promise to provide military support and mutual protection within the lands that are controlled by the Noble Lord.

Dukes: The restating of the Duke's Nobility is to show that the higher ranked Dukes, within the Kingdom, will have Precedence over the High Officers of State, while the lower ranked Dukes will fall under this level. It is a very fine line as to where this division actually occurs within this Noble Social Class. Dukes are addressed in a public social forum as "Your Grace."

The Dukes are considered part of the Royal House. Outside of the Sovereign and the Blood Royals, the Duke is the highest ranking Noble within the Kingdom. The ranking within the Noble Dukes is based on when the Noble Title of Duke was bestowed. The oldest will have higher Precedence.

At the death of the Duke the heir will be the oldest son of the Duke. Upon ascending to the title of Duke, the heir will swear fealty to the Sovereign, be Knighted if not already possessed of that distinction, and be given titles and control of the Dukedom within the Kingdom. The Duke will control this land in the name of the Sovereign.

Should there not be a Prince of the Blood, or Princess Royal, the Highest ranking Duke will be in line to ascend to the throne. In reality there most likely will be a civil war unless the highest ranking Duke is very powerful, and can defend their claim to the throne from the other Dukes. Politics and subterfuge will usually win the day. It is the goal of Dukes to gain Vassals and more specifically Earls, with their tax collecting or money gathering responsibilities, within their Dukedom. Military Vassals and a flush of cash will afford the Duke a greater opportunity to challenge for the throne in the event that there is no direct heir to the throne.

Marquesses: This is a subsidiary Noble Title to the Duke, but above the Earl. Noblemen of this title are addressed as "The Most Honorable Lord". At the death of the Marquess the heir will be the oldest son. Upon ascending to the title of Marquess the heir will swear fealty to the Sovereign, be Knighted, and be given titles and control of the Fief within the Kingdom. The Marquess will govern this land in the name of the King.

Eldest Son of Duke: The highest ranking of the eldest sons will be the son from the family with the oldest Noble Title of Duke.

Earls: This is a Subsidiary Noble Title to the Marquess but above the Viscount. Noblemen of this title are addressed as "The Most Honorable". At the death of the Earl the heir will be the oldest son. Upon ascending to the title of Earl the heir will swear fealty to the Sovereign, be Knighted, and be given titles and control of the Fief within the Kingdom. The Earl will control this land in the name of the Sovereign.

The Earls are the tax collectors of the Kingdom. The Earl collects the taxes and the Recorder of the Earl keeps the histories of the taxes that the Earl collects. The Dukedoms or lands that are con-

trolled by the Sovereign are divided so that the Earls, within those lands, know the boundaries of their tax collection responsibilities. In some instances, the envoys of the Earl may have to travel outside their Fief or Earldom to perform their tax collecting duties. The accountants of the Earl answer to their Duke, and to the Lord High Treasurer of the Kingdom. The Money that is owed the kingdom will be delivered straight to the Lord High Treasurer. Funds are collected twice each year, once in the spring, and again in the fall after harvest. If there is a national emergency, the Sovereign may declare a status of more frequent tax collecting.

The Earl must have at least two shires to gain further social standing and have their Fief be listed as an Earldom. The land within the Earldom will have the name of the family of the Earl followed by the title "Earldom." The location of the inhabitants' homes of the Shires that fall under the control of an Earl will then define the boundaries of the Earldom. Earldoms have a special benefit and it is the goal of every Earl to create an Earldom from a Fief. Along with the revenues that are collected from within the Earldom, the Earl will get to keep every third copper that is collected for the Kingdom. This is a revenue to the Earl for collecting the taxes from only within an Earldom. This special revenue does not go unnoticed by the Duke or Sovereign, depending on if the Earl resides in a Dukedom or not.

Eldes Sons of the Marquesses: The highest ranking of the eldest sons will be the son from the family with the oldest Noble Title of Marquess.

Younger Sons of Duke: The highest ranking of the eldest sons will be the son from the family with the oldest Noble Title of Duke.

Viscount: This is a Subsidiary Noble Title to the Earl but above the Baron. Noblemen of this title are addressed as "The Most Honorable". At the death of the Viscount the heir will be the oldest son. Upon ascending to the title of Viscount the heir will swear fealty to the Sovereign, be Knighted, and be given titles and control of the Fief within the Kingdom. The Viscount will control this land in the name of the Sovereign, and under the agreements of the Vassalage with the Noble Lord.

The Viscount is historically the enforcer of the laws of the Kingdom, and as such they work very closely with the Lord High Chancellor, the High Court of the Kingdom, the Circuit Judges and at times the

Serf's Court. For this service the Viscount is also known as the Shire-Reeve, or sheriff within the Dukedom or the lands of the Sovereign, depending on where the Viscount resides within the Kingdom. Each Viscount will have a force of select men that are known as Deputies of the Shire-Reeve or a more modern term of Sheriff's Deputies. The Deputies of the Shire-Reeve wear the Coat of Arms of their Viscount upon their tabard as notification of their position within the Kingdom. They travel the lands of the Dukedom hunting down law breakers and collecting the rewards that are posted for their capture. If the law breaker is classified as an "Outlaw", the Deputies of the Shire-Reeve merely have to bring the villain in dead or alive to collect the reward, usually dead. There is a non-combatant accountant that travels with the Deputies of the Shire-Reeve and documents all financial obligations to the Viscount that are derived from the law enforcement activities of these chosen men. Law-breakers are the priority of the Viscount.

Eldes Son of Earls: The highest ranking of the eldest sons will be the son from the family with the oldest Noble Title of Earl.

Younger Sons of Marquesses: The highest ranking of the eldest sons will be the son from the family with the oldest Noble Title of Marquess.

Lords Spiritual: Also known in some circles as the Spiritual Peers. These are the spiritual leaders of the Kingdom.

Bishops: The Bishops head the Dioceses, and are also known as the Diocesan Bishops. The Bishops are guided by the Archbishop. These persons are addressed as "Lord Bishop." The Title of Bishop is a political position that is earned within the religious order.

Suffragan Bishops: Assistant to the Bishop, which consists of secretarial duties and training to become a Bishop.

Retired Diocesan Bishops: These are Bishops that have retired but are still active within the political realm of the religion. They make appearances at public functions and have their voices heard at meetings concerning the direction of the church.

Baron: This is a subsidiary Noble Title to the Viscount, but above the Baronet. These are the Free Warriors of Renown within the Kingdom, and are the very formidable Commanding Officers in the Royal Cavalry. They or their ancestors earned the Title

of Knighthood by right of arms, and through various acts of extreme courage and bravery the Sovereign saw fit to bestow the Noble Title of Baron, in remembrance of these acts of brave honor, upon the family line. The Baron will be a Vassal to a Duke, a Marquess, an Earl, a Viscount or the Sovereign directly.

At the death of the Baron the heir will be the oldest son. Upon ascending to the title of Baron the heir will swear fealty to the Sovereign, be Knighted, and be given titles and control of the Fief within the Kingdom. The Baron will control this land in the name of the Sovereign, and under the agreements of the Vassalage with the Noble Lord.

Eldest Sons of Viscounts: The highest ranking of the eldest sons will be the son from the family with the oldest Noble Title of Viscount.

Younger Sons of the Earls: The highest ranking of the eldest sons will be the son from the family with the oldest Noble Title of Earl.

Eldest Sons of the Barons: The highest ranking of the eldest sons will be the son from the family with the oldest Noble Title of Baron.

Certain Officials & Senior Judges:

Chancellor of the Dukedom: Each Duke will have a Chancellor. These individuals act as the deputies of the Lord High Chancellor. The Lord High Chancellor and the Chancellors of each Dukedom act as the Lords High Court of the Kingdom. The Lords High Court of the Kingdom hears the cases and passes judgment those issues that involve the nobility of the Kingdom.

Recorder of the Dukedom: Official Keeper of the legal proceedings of all matters within the Dukedom. Each Dukedom will have a person that maintains a legal histories library of the court matters that have occurred within the Dukedom.

Recorder of the Earl: This is the person that keeps all records of the taxes collected within the region of control of the Earl. The Earl collects the taxes and the Recorder of the Earl keeps the histories of the taxes that the Earl collects.

Lord of the High Court: There is only one Lord of the High Court for each Dukedom and is appointed by the Sovereign. The Judges of the High Court make a recommendation to the Lord High Chancellor, who then advises the Sovereign. The Lord of the High Court works closely with the Recorder

of the Dukedom to ensure that the legal histories of the Dukedom are properly documented and copies are then sent to the Lord High Chancellor.

Judges of the High Court: Represents the highest court of the judges in the Dukedom. Upon appointment all Judges of the High Court are knighted as a Knights Bachelor, by the Earl Marshall acting in the stead of the Sovereign. The Knights Bachelor is an honorary non-heritable title of nobility, but does allow the High Court Judge to seek to become a Vassal of a Noble Lord, and acquire a Fief, or even a Knights Fiefdom.

The High Court Judges are addressed as "Your Lordship." The Judges of the High Court are recommended by the Vice-Chancellors of the Dukedoms. All Judges of the High Court are then appointed by the Sovereign after advisement by the Lord High Chancellor.

Younger Sons of Viscounts: The highest ranking of the younger sons will be the son from the family with the oldest Noble Title of Viscount.

Younger Sons of Barons: The highest ranking of the younger sons will be the sons from the family with the oldest Noble Title of Baron.

Baronets: This is a subsidiary Noble Title to the Baron, but above the Knight. The Baronets are of a warrior class comparable more to the Knighthood. The Baronets command small detachments of Knights in the Royal Cavalry. This is a Heritable Title of Nobility that an ancestor of the Baronet earned following the Title of Knighthood by right of arms. Few Knights are granted the Noble Title of Baronet, but if the Sovereign sees fit to bestow the Noble Title of Baronet it is then carried through the family line from the date of the grant. The Baronet will be a Vassal to a Duke, a Marquess, an Earl, a Viscount, a Baron or the Sovereign directly. If the Fief of a Baronet contains two or more shires then it will move up in social standing and will then be known as a Baronetcy followed by the family name.

At the death of the Baronet the heir will be the eldest son, with the rank of the other siblings being the order of birth. Upon ascending to the title of Baronet the heir will swear fealty to the Sovereign, be Knighted, and be granted titles and control of the Fief within the Kingdom. The Baronet will control this land in the name of the Sovereign, and under the agreements of the Vassalage with the Noble Lord.

Lieutenants of the Admiralty: The Lieutenants of the Admiralty are the highest ranking naval officers of the warships of the kingdom and they also have the title of Naval Lords. These are earned Military Titles and may be possessed by members of the Nobility. They sit on the Board of the Admiralty and the Naval Board with the Lord High Admiral, and this is the command structure the Royal Navy of the Kingdom. The composition of the Board of the Admiralty is a mixture of Naval Lords (Lieutenants of the Admiralty) and Lords of the Sea (Civilian Nobility). The Civilian Nobility members on the Board are selected by the Sovereign to sit on the Board of the Admiralty. The civilian membership is usually connected with or derives a substantial income from maritime trade. By being seated on the Board they are protecting their commercial interests. The Lord High Admiral is selected from the Board of Admiralty by the members of the board, and the Lord High Admiral must be a Naval Lord. The Board of the Admiralty controls the day-to-day running of the Royal Navy through the Naval Board, which is a controlling board that is just below the Board of Admiralty.

Knights Grand Commander: The Title of Knights Grand Commander is awarded for defending the life of the Sovereign in battle. Another Noble may request a Knighthood be granted, but these requests are rare. Once a Knighthood is granted that individual becomes a member of the Royal Cavalry, and is then allowed to hold lands within the Kingdom. The Knight would then seek out a Noble Lord to become a Vassal. If accepted by the Noble Lord a Knights Fiefdom is then granted. The Knight is required to swear fealty, and responds to all requests of the Sovereign.

Knights Grand Cross: The Title of Knights Grand Cross is awarded for selfless bravery in battle. Another Noble may request a Knighthood be granted, but these requests are rare. Once a Knighthood is granted that individual becomes a member of the Royal Cavalry, and is then allowed to hold lands within the Kingdom. The Knight would then seek out a Noble Lord to become a Vassal. If accepted by the Noble Lord a Knights Fiefdom is then granted. The Knight is required to swear fealty, and responds to all requests of the Sovereign.

Knights Commander: Title Awarded in battle for continued selfless service to the Sovereign of the kingdom. Another Noble may request a Knighthood be granted, but these requests are rare. The Knight Commander is also a position within the Royal Cavalry, and is then allowed to hold lands within the Kingdom. The Knight would then seek

out a Noble lord that would wish this knight to become a Vassal. Once a Noble Lord is located, the knight is granted a Knights Fiefdom, Swears Fealty to the Sovereign and the Noble Lord, and responds to all requests of the Sovereign, and those requests that fall under the terms of the Vassalage agreement with the Noble Lord.

Knights Bachelor: This is the lowest Noble Title within the Kingdom, and the title is bestowed by the Sovereign. It is not a heritable title within the Kingdom. The ranking within the class is based upon the date the Title was bestowed. The oldest bestowed title will have Precedence. The Title of Knights Bachelor is awarded for outstanding bravery in battle. Another Noble may request a Knighthood be granted, but these requests are rare. Once a Knighthood is granted that individual becomes a member of the Royal Cavalry, and is then allowed to hold lands within the Kingdom. The Knight would then seek out a Noble Lord to become a Vassal. If accepted by the Noble Lord a Knights Fiefdom is then granted. The Knight is required to swear fealty, and responds to all requests of the Sovereign.

Judges Junior to those of High Court:

Circuit Judges: Circuit Judges are referred to as His or Her Honor, and are the judges of the Court of the Commoners. They will wear purple robes as a sign of their position. They sit directly below High Court Judges. The Circuit Judges are the local Judges of the Courts of the Villages, Shires, and small towns within the Dukedoms.

Masters of the Court: This is a Military Personage that provides for the main personal protection for the Circuit Judges. Each Circuit Judge will have a Master of the Court. The Masters of the Court are chosen from applicants that are at least Yeomen within the Dukedom. Masters of the Court can practice the use of any weapon type or classification, and most of their expenses for weapons and training are provided for by the courts system of the Kingdom with the approval of the specific Circuit Judge that they are sworn to protect.

Noble Household: All nobility within the Kingdom that has a title of Baron or above has a social expectation to appoint and maintain a retinue that is formally known as a Noble Household. Members of a Noble Household are considered part of the entourage of the Noble Lord. The personages that hold these titles within the household are selected by the Noble Lord of the Household. The

stipulation to be considered for this Grant of Title is that the person to be considered must be at least Yeomen within the Kingdom. The Noble Lord then makes the title recommendation to the Earl Marshall for the Grant of Title. The Earl Marshall then verifies that the candidate meets the minimum social status and then the title is granted. The Titles of the social level are considered to be non-hereditary titles at the lower end of the nobility. The holder of the Title is considered to be in servitude to the Noble Lord, and the Grant of Title is for the duration that holder is considered part of the Noble Household. At the termination of servitude within the Noble Household, title is rescinded and the Earl Marshall is notified of the change in social status.

Steward of the House: This is the First of the officers within the Noble House. The Steward of the House will preside with the Noble Lord at all functions that the Noble Lord attends, and is considered the private confidant of the Noble Lord. This position is usually given to the son and heir of a trusted member of the Nobility and a close personal friend and confidant of the Noble Lord.

The Steward of the House is an appointed position by Earl Marshall at the request of the Noble Lord. The Steward of the House will remain within the Noble Lord's Household unless a new Lord High Steward is selected by the reigning Noble Lord. The Steward of the House officiates the running of the Royal household directly, and carries a Staff Signet with the Coat of Arms of the Noble Lord to signify this position within the Noble Lord's family. The Steward of the House has authority over the Comptroller of the Household and the Vice-Chamberlain of the House. As new members are admitted within the Royal Household, the Lord Steward administers oaths to the members and bears all communications concerning the Household between Noble Lord and members of the Noble Household.

Comptroller of the Household: The second office held within the Noble Household is held by the Comptroller of the Household. The Comptroller of the Household is the Accountant and Treasurer of the Noble Lord's estates. The Comptroller of the Household receives funds from the Noble Lord's accounts and then manages those funds to cover the financial expenditures of the Noble Lord's Household. The Steward of the House oversees all financial matters of the Noble Lord's Household. Any monies owed the Noble Lord or Rents that need to be collected, are handled by this station within the Household. All family expenditures are

documented and recorded by the Comptroller of the Household and a complete report is provided the Steward of the House upon request.

Vice-Chamberlain of the House: The third and final office within the Noble Household is the Vice-Chamberlain of the House. The Vice-Chamberlain of the House is the Chief Functionary of the Noble Lord, meaning that this person organizes all the Noble Lords public court functions, and arranges all travels of the Noble Lord, and is responsible for the protective guard of the Noble Lord and the family. The Vice-Chamberlain of the House is also the Herald of the Noble Lord, and announces or presents the Noble Lord and the family, along with their Titles at all events that the Noble Lord attends. The Vice-Chamberlain works closely with the Steward of the House, and reports to the Steward of the House on a regular basis.

Elders Sons of Baronets: The highest ranking of the eldest sons will be the son from the family with the oldest Noble Title of Baronets.

Elders Sons of Knights: The highest ranking of the eldest sons will be those sons from the family with the highest ranking Title of Knight, and from the oldest Noble Title of Knight within that Title Class. The several title of rankings within the Knighthood for these are title classes listed in descending order below:

Elders Sons of the Knights Grand Commander
Elders Sons of Knights Grand Cross
Elders Sons of Knights Commander
Elders sons of Knights Bachelor

Members of the Royal Orders: Membership in a Royal Order is reserved for those individuals that have performed a personal service for the Sovereign, and is thus given an Order Membership in recognition for that service. The service can be of any nature that the Sovereign deems of import. But the membership in the order is a non-hereditary title of nobility and can serve to raise a low person's station within the Kingdom. Each Kingdom will have their own list of Royal Orders and their respective rankings of Orders.

Some historic examples would be: Royal Order of the Rose, Royal Victorian Order & Order of the British Empire.

Younger Sons of Baronets: The highest ranking of the younger sons will be the son from the family with the oldest Noble Title of Baronets.

Younger Sons of Knights: The highest ranking of the younger sons will be those sons from the family with the highest ranking Title of Knight, and from the oldest Noble Title of Knight within that Title Class. The several Noble Titles of rankings within the Knighthood are listed below in descending order:

Younger Sons of the Knights Grand Commander
Younger Sons of Knights Grand Cross
Younger Sons of Knights Commander
Younger sons of Knights Bachelor

Esquires: The Esquire is a social class that is divided into several occupational or social types. This social class cannot acquire Vassals. This Title indicates that the individual is of the following social occupations: a Lawyer, a Barrister, a Knight in Training, or an Educated Citizen within the Kingdom that is from a "very prominent and wealthy" family.

A Lawyer is legal council that has direct contact with a client and defends or acts in the place of the client during legal proceedings. A Barrister is a Lawyer that provides advice only and has very little contact with the client. Typically, the Lawyer of the client will contact the Barrister for advice. Barristers are seen as holding a slightly higher position than a Lawyer.

An "unbiased" Noble must petition the Sovereign, on the behalf of the title applicant, to review the qualifications of the proposed Esquire. The title of Esquire is then granted upon royal approval, and the Earl Marshall is notified of the title granted. The granting of this Noble Title is mainly a simple formality, should the proposed receiver of the Esquire Title meet the basic qualifications, it will be granted.

Gentlemen: The Gentleman is a social class just above the Commoner Class, and the lowest of the Noble Titles. This social class cannot acquire Vassals. The Gentleman will own his own lands, and the wealth that is generated from those lands is his to do with as he pleases. The Gentleman may engage in the practice and training in the use of arms, and there is no limitations as to the weaponry types and classifications that a Gentleman may desire to learn. The Gentleman will have received a Coat of Arms from the Earl Marshall, and the Title of Gentleman is heritable that will follow the descendants of the family line. The Gentleman should be educated in the social graces. In the case that the Gentleman lacks a formal education, the family will seek this education of the family members as a status symbol for themselves.

Commoner Social Structures of the Kingdom:

Peasants: The peasants are the laborers, and service providers of the Kingdom. Most of the peasant populations are the tillers of the soil and the producers of food and services within the Kingdom. A few percent of the total population within the peasant community are skilled craftsmen, merchants and artisans and complete the majority of the labor that is needed to ensure that the kingdom functions smoothly and technology slowly advances. The upper levels of the skilled peasant community have formed guilds that greatly strengthen their bargaining position in this nobility-centric society. Movement out of the Peasant Social Class is difficult but not impossible.

Guildsmen: The skilled and wealthy members of the free peasant population, such as the Merchants, Artisans, and Craftsmen, have formed guilds to protect themselves from the oppression of the Nobility. By forming a unified block, these skilled individuals have strengthened their collective bargaining position in the social structure of the society. These unified members of the community are known in general terms as Guildsmen. The Guildsmen have formed close associations of individuals within the same line of work or trade that is called a Guild. For example there is the Shipwrights Guild, the Carpenters Guild, the Blacksmiths Guild, and the Stonemasons Guild to name a basic few of the many that exist. There are also a few very secretive Guilds that endeavor to keep their existence hidden from the general population. The Thieves Guild and the Assassins Guild are the two main examples that leap immediately to mind.

In general it is in the Guilds best interests to seek to recruit the most skilled craftsmen, artisans and merchants within the immediate area of the community to join the Guild that is composed of people with the same area of expertise. By having an organization that consists of the best and the brightest individuals of a certain trade, the negotiating position of the Guild as a whole is greatly strengthened. The Guilds have established sets of rules and regulations that govern the operation and the work that is completed by the members of the Guild and the admittance of apprentices within the guild. Woe to the apprentice that uses the services of the Guild to learn a skill then refuses to pay their dues to the Guild and chooses to leave and be a Free Worker. This is a serious threat to the stability of the Guild System, and it is dealt with quickly and most directly. There are

those Guilds that are very secretive, and their dark services are sought in times of need.

There is a structural organization within all Guilds. At the top of this structural organization sits the one person within the organization that is in charge of the Guild, this is the Guildmaster. The Guildmaster is in charge of the Guild and ensures that the enforcement of the mandates, are followed to protect the interests of the Guild. There occasions when Guildmasters of several different Guilds may meet together to discuss major issues that would be mutually beneficial if the Guilds acted together as a group. Naturally this is completed in secret, as the nobility would treat this as treasonous were it made public knowledge. Very powerful Guildmasters can develop such a level of influence that they may be approached with the possibility of being granted a Noble Title, in recognition of their position in the society. Depending on the structure of the Guild, acceptance of this rare offer may jeopardize their standing within the Guild. In general, Guildmasters are persons of note in a community. Some Guilds will actively seek to keep their membership secret and the identity of the Guildmaster very secret.

Free Worker Merchants, Artisans, & Specialized Labor: Those members that do not belong to a Guild are known as Free Workers. This is a derogatory term used by the Guildsmen, and is stated openly and with derision when a Free Worker is encountered. The more skilled of the Free Workers are actively recruited to join the Guild. The remainder are left to their own devices. Some of the more mysterious Guilds will make an offer of membership when a Free Worker is encountered in the Guild's area of operations. The offer is seldom made twice.

Yeoman: The Yeoman owns his own land, livestock, and home. The Yeoman is a recognized Free-Holder Social Class below the Gentry (Gentleman) of the Kingdom. All that the Yeoman produces is his to trade, sell, and barter to produce a profit for the family.

The Yeoman may practice with arms and train to fill the levy requirements of the local Noble Lord. The Yeoman forms the back bone of the military foot soldiers within the Kingdom. They are limited in their training to the use of weapons that can be derived from basic farm implements: forks, pikes, spears, knives, flails, etc. In addition the Yeoman is expected to learn to use the bow. Tournaments are held regularly during the spring and summer for the Yeoman class to demonstrate

their abilities with the bow. In return the Noble Lord will take a small tax from the Yeoman, and then promises to protect the lands of the Yeoman and his family in times of war.

If a Yeoman has performed a great service for a member of the Nobility, it is customary for a petition to be presented to the Sovereign to have the Yeoman and all his descendants be given the heritable title of Gentleman. This would raise the Yeoman to the bottom of the Noble class within the Social Structure of the Shield Kingdoms. The Yeoman would then be able to seek a Grant of Arms from the Earl Marshall along with the title grant of Gentleman.

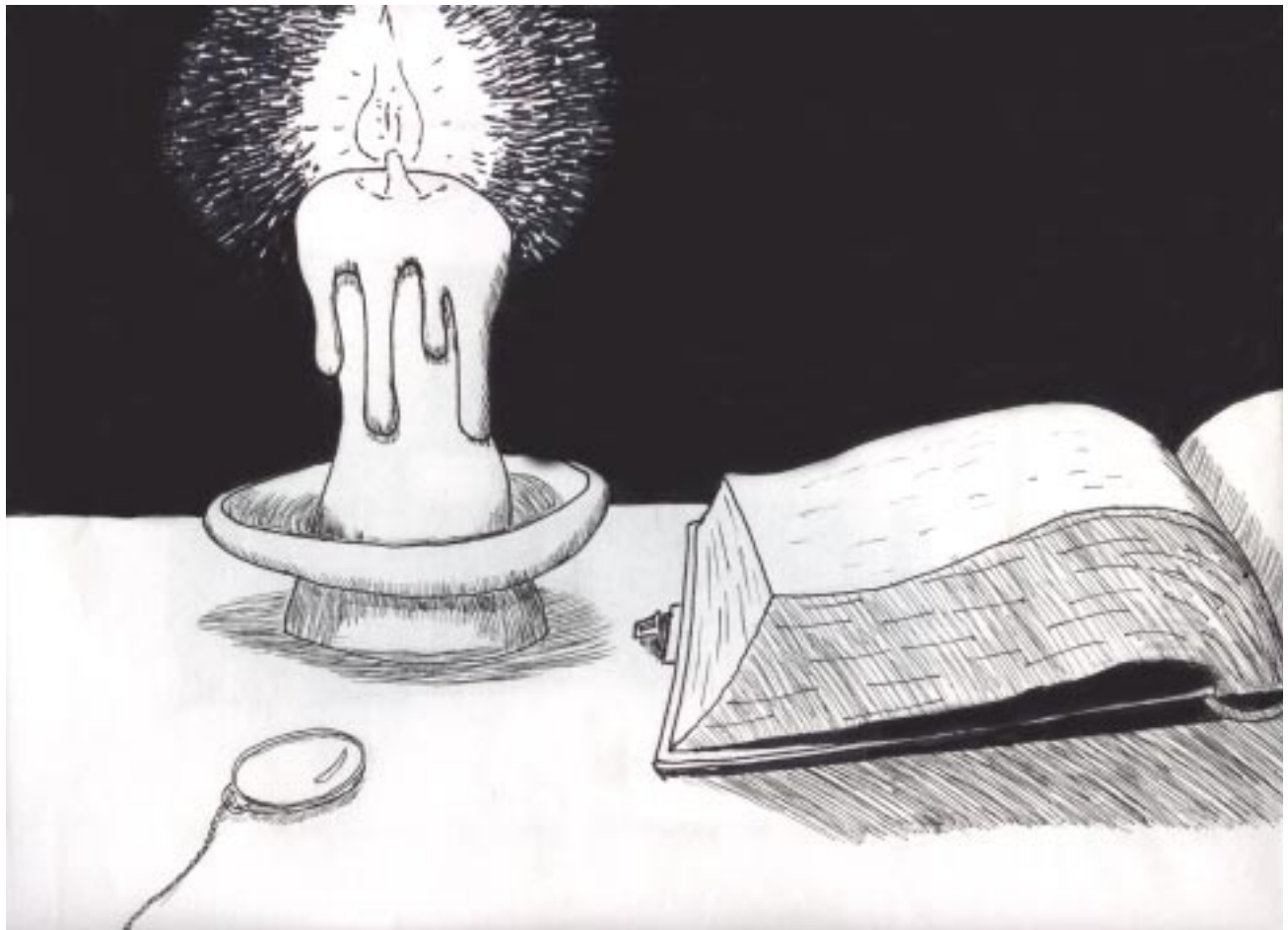
Serf: The Serf is bound to a specific plot of land within the Kingdom for life, as these are the very poor of society. Serfs are not slaves of the Noble Lord, but they obtain all that they need to survive from the Noble Lord. Serfs do not own the land that they work, so all that the serfs produce goes to the Noble Lord. The Noble Lord then provides for the needs of the serfs as long as they work and are productive. The serfs are the labor force of the lands of the Noble Lord, and the Noble Lord understands this relationship very well. It is in the Noble Lords best interests to keep his serfs happy or at least content for they are the back-bone of power and fortune within the lands that he is responsible for within the Kingdom. A serf revolt is a most serious matter in the eyes of the Sovereign.

The serf communities, within the boundaries of the Noble Lord, will each form a three-member governing body of representatives that, upon request, may approach the Noble Lord with the needs of the serf community. This Governing Body will report on the harvest and general productions of the community, etc. They will also act as the judges of the lowest court system, the Serf's Court and report on those activities as well.

All activities that a serf would engage in, that would take them away from the working of the land, must be approved by the Noble Lord. If there is a request that a serf would like to make to the Noble Lord, the Governing Body will determine if this is important enough to bother the Noble Lord about. The Governing Body would then make the request on behalf of the serf. There is little ability for a serf to rise in social standing; this is the bottom of the class system.

There it is, from the Highest Lord of the realm to the lowliest drudge on the street, a social structure that can be used quickly to breathe new life into the

strata of any medieval campaign setting. It should be easily noted that there are many instances within this system where Player Characters can be maneuvered to play major roles in a Feudal Society. In a harsh region of the world where greed and vice abound, the bravery of a group of sound characters is richly rewarded by the gentle Noble Lord trying to govern the vassals and protect the peasants of their lands. Enjoy!



Alternative Tables for Ability Adjustments

By **Emiliano Marchetti**

This article contains an alternative version of the tables for five of the six character abilities (all excluding Intelligence)

The idea behind this revision, in which positive adjustments appear for lower scores, is to provide a more meaningful distinction between ability scores not at the high end of the normal range. It also serves the purpose of discouraging "stat inflation" which is so common in many campaigns - and in some official supplements too - in which characters always seem to have a prime requisite of 17 or 18.

Since Intelligence already has a smooth progression which differentiates adjustments throughout the whole range, its table has not been revised.

For ease of use, the tables for Wisdom and Dexterity also include bonus spells and adjustments for thieves respectively.

STRENGTH TABLE – ABILITY ADJUSTMENTS

<i>Ability Score</i>	<i>Hit Probability</i>	<i>Damage Adjustment</i>	<i>Weight Allowance</i>	<i>Open Doors On A</i>	<i>Bend Bars/Lift Gates</i>
3	-3	-1	-350	1	0%
4-5	-2	-1	-250	1	0%
6-7	-1	none	-150	1	0%
8-9	normal	none	normal	1-2	1%
10-11	normal	none	normal	1-2	2%
12-13	normal	+1	+100	1-2	4%
14-15	+1	+1	+200	1-2	7%
16	+1	+1	+350	1-3	10%
17	+1	+2	+500	1-3	13%
18	+1	+3	+750	1-3	16%
18/01-50	+2	+3	+1,000	1-3	20%
18/51-75	+2	+4	+1,250	1-4	25%
18/76-90	+2	+5	+1,500	1-4	30%
18/91-99	+2	+6	+2,000	1-4 (1)	35%
18/00	+3	+6	+3,000	1-5 (2)	40%

WISDOM TABLE – ABILITY ADJUSTMENTS

<i>Ability Score</i>	<i>Magical Attack Adjustment</i>	<i>Spell Bonus</i>	<i>Chance of Spell Failure</i>
3	-3		
4	-2		
5	-1		
6	-1		
7	-1		
8	none		
9	none	none	20%
10	none	none	15%
11	none	none	10%
12	none	none	05%
13	+1	One 1 st level	0%
14	+1	One 1 st level	0%
15	+2	One 2 nd level	0%
16	+2	One 2 nd level	0%
17	+3	One 3 rd level	0%
18	+4	One 4 th level	0%

DEXTERITY TABLE – ABILITY ADJUSTMENTS

<i>Ability Score</i>	<i>Reaction Adjustment</i>	<i>Attack Adjustment</i>	<i>Defensive Adjustment</i>	<i>Picking Pockets</i>	<i>Open Locks</i>	<i>Locate/Remove Traps</i>	<i>Move Silently</i>	<i>Hiding in Shadows</i>
3	-2	-3	+4					
4	-1	-2	+3					
5	-1	-1	+2					
6	0	0	+1					
7	0	0	0					
8	0	0	0					
9	0	0	0	-15%	-10%	-10%	-20%	-10%
10	0	0	0	-10%	-05%	-10%	-15%	-05%
11	0	0	0	-05%	0	-05%	-10%	0
12	0	0	0	0	0	0	-05%	0
13	0	0	-1	0	0	0	0	0
14	0	0	-1	0	+01%	0	0	0
15	0	+1	-2	+01%	+03%	0	+01%	+01%
16	+1	+1	-2	+03%	+05%	+01%	+03%	+03%
17	+1	+2	-3	+05%	+10%	+03%	+05%	+05%
18	+2	+3	-4	+10%	+15%	+05%	+10%	+10%

CONSTITUTION TABLE – ABILITY ADJUSTMENTS

<i>Ability Score</i>	<i>Hit Point Adjustment</i>	<i>System Shock Survival</i>	<i>Resurrection Survival</i>
3	-2	35%	40%
4	-1	40%	45%
5	-1	45%	50%
6	-1	50%	55%
7	0	55%	60%
8	0	60%	65%
9	0	65%	70%
10	0	70%	75%
11	0	75%	80%
12	0	80%	85%
13	+1	85%	90%
14	+1	88%	92%
15	+2	91%	94%
16	+2	95%	96%
17	+2 (+3)	97%	98%
18	+2 (+4)	99%	100%

CHARISMA TABLE – ABILITY ADJUSTMENTS

<i>Ability Score</i>	<i>Maximum No. of henchmen</i>	<i>Loyalty Base</i>	<i>Reaction Adjustment</i>
3	1	-30%	-25%
4	1	-25%	-20%
5	2	-20%	-15%
6	2	-15%	-10%
7	3	-10%	-05%
8	3	-05%	normal
9	4	normal	normal
10	4	normal	normal
11	4	normal	normal
12	5	normal	+05%
13	5	+05%	+10%
14	6	+10%	+15%
15	7	+15%	+20%
16	8	+20%	+25%
17	10	+30%	+30%
18	15	+40%	+35%

Dinner is Served!

By Jason Duke

"Dinner is Served!" is a brief side trek encounter using the AD&D Second Edition Ravenloft setting. The encounter is designed for a party of up to six Player Characters levels 4-6 (24 total levels). The encounter can take place in any forest and is purposefully open-ended allowing the DM to use it as a supplemental encounter to whatever existing adventure the characters are already embarked on. As the characters travel along a track of road through a dark, brooding forest, they are ambushed by a war party of goblin raiders, hideous abominations known only to Ravenloft. Begin by reading the description below:

You are traveling along a wide dirt road. From what you can tell, it is fairly often used, though choked with weeds and briar. Dark, forbidding woods loom to each side of the road. The dead-looking trees form near-impregnable walls of wood; their dry, spindly branches claw toward the sky. Within the darkness between the trees, tiny glowing eyes open, glimpse you a moment, then disappear. Pockets of mist cling to the road and forest floor.

character who fails the fear check is pursued by two goblins.

Goblins (12) (AC: 4; MV: 12"; HD: 4+4; HP: 20 each; #ATT: 2 or 1; DM: 1-6/1-6 or 2-12; MR: 10%; SZ: M (4-6'); AL: NE; ML: fearless (20); XP 975 each).

Due to their sudden attack, the goblins earn a chance for surprise and impose a -2 penalty to the PCs' rolls (or -4 for those characters failing the fear check). Both those PCs who stated they were taking precautions against attack and those who succeeded the intelligence check receive their reaction adjustment to their roll, if they have any.

If a goblin strikes with two successful claw attacks, it leaps onto the character and begins "feasting" on the character's face! Unless the goblin is killed or pulled away, it continues to feast, inflicting 2-12 hit points of damage each round. The character takes an additional 1-4 hit points of suffocation damage during feasting, unless a successful save versus spells is made. Attacks by a character being feasted on are made with a -3 penalty, while those attacking a feasting goblin receive a +2 bonus. Read the following description when a goblin begins feasting on a character:



At this point, have the PCs roll intelligence checks. Those succeeding will hear the snap of a branch, followed by crunching foliage somewhere close within the woods – movement! Pause for several seconds to allow the PCs to react, then read the next description:

From the misty darkness of the tree line lunge the grotesquely misshapen bodies of a dozen monsters! Their heads are bloated, with pointed ears and red, glowing eyes. Mangy black hair grows from the backs of their heads and necks. Their mouths are filled with crooked, needle-sharp teeth that take up nearly half their face. They leer at you with hideous grins, licking their lips in anticipation of the feast that will soon begin!

This gruesome sight is cause for a fear check. The goblins pounce on the characters, tearing through the party's ranks like savage beasts. Any

One of the monsters suddenly leaps on your comrade and begins eating away at his face! Blood sprays everywhere in brilliant red spurts, your comrade's gurgled screams muffled by the monster's incessant chomping as it continues to dine!

Witnessing this horrific scene is cause for a horror check. The goblins fight to the death. One of the goblins has a pouch filled with severed hands, feet, and a few eyeballs from past victims. If the characters can stomach searching through the pouch, one of the hands has a ring of chameleon power.

NEW MONSTER

Damned One

FREQUENCY: Very Rare (at best)
NO. APPEARING: 1-3
ARMOR CLASS: 5
MOVE: 6"
HIT DICE: 5
% IN LAIR: 0%
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-8
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
INTELLIGENCE: Semi
ALIGNMENT: Neutral Evil
SIZE: M
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
X.P. VALUE: 625 + 6/hp

The Damned Ones are spawned by foul magic. These horrid undead monsters appear as moldering, green animated corpses. Each is impaled with a black iron spike, consecrated with evil runes and magic, through its heart. It is this spike that gives the Damned One its powers. The creator of these awful things may command them, usually to guard an unholy sanctuary or to carry out some grim task.

Damned Ones fight with a clawing blow. The touch of a Damned One is deadly. Any living creature struck by a Damned One must save versus death magic or become infected with a creeping green mold. The mold will cover and kill the victim within 2-8 rounds, unless a remove curse or cure disease is used. A bless, chant, or prayer spell will hold off the horrid mold for the spell's duration, as will slow poison. Each vial of holy water ingested by the victim will prolong the mold's onset by 1-4 turns.

A Damned One regenerates 3 hit points per round, as long as the spike remains in its heart. Fire, acid, and holy water will not stop the thing from regenerating. They can not be destroyed by violence as long as the spike remains in place (limbs will reattach, grow back, etc.). An opponent may attempt to pull the spike out. The spike may be automatically removed if the Damned One is temporarily brought below 0 hit points. However, if the creature has at least 1 hit point, a successful attack against AC 0 must be rolled to grasp the spike,



and the Damned One is allowed a saving throw versus petrification. If the save is successful, the attack fails and must be attempted again. If the Damned One fails its save, the spike is removed, and the creature collapses into ruin immediately, forever destroyed.

Magic weapons are needed to hit these monsters. Damned Ones are immune to death magic, poison, petrification, polymorph, and mind-affecting spells. Cold and electricity are saved against for one-half or no damage (where applicable). Holy water inflicts 2-5 hit points of damage on a splash and 4-10 hit points on a direct hit. Damned Ones can be turned as mummies for purposes of a cleric's ability to turn undead; however, they cannot be destroyed by a "D" result on the Matrix for Clerics Affecting Undead as long as the spike remains embedded.

The spike, once removed from the Damned One, serves no further purpose. They will continue to radiate evil and, if kept by persons of good alignment, act as lodestones.

RELICS OF THE VEIL

The Whipcord,
a creature, an item, a not-so-cuddly companion.

By Ryan Coombes

"It sprouted from his wrist, a ravenous tendril of emerald matter. Wherever the living whip lashed, it sank into flesh; spearing, ripping, rupturing and feasting. It whirled with such hunger, such speed, drooling its victim's blood from the curved thorns that bristled on its slick skin."

Bertrum Duwall, Journeys in the Dripping Forest

Description

A whipcord is a thorny length of vine found living symbiotically with an intelligent creature. The vine takes root on the arm (or equivalent limb) of its host. The plant is haemophagic, sustaining itself on blood. The plant maintains a general state of torpor, feeding gently from its host via a root system embedded in the local vascular system. The amount of blood required by the whipcord in this resting state is negligible and no harm is caused to the host.

True feeding occurs when the whipcord attacks other blood-bearing creatures. The hollow thorns of the plant pierce the victim's skin and drink blood from the wound in a matter of moments. The plant is semi-prehensile, capable of its own movement, but it relies on its host to generate momentum for strike and recovery. The host can use the plant like a whip, causing terrible wounds to his foes and feeding the living weapon at the same time.

The host also benefits from the relationship. While the whipcord is an efficient vampire, it can only consume so much blood from any one strike. Often its thorns drain more blood than it can metabolise in a given moment. Additional blood is refined and channelled to the host, bestowing a restorative effect in the form of healing.

By working together, the host and whipcord maintain each other in a healthy state. The host allows the whipcord to feed and thus grow, and the plant assists with the continued fitness of its host. The only element required to perpetuate this relationship is a regular supply of juicy enemies.

Appearance and Operation

A whipcord is a glossy green to dun brown vine and its surface is slippery to the touch. Many thorns sprout from its length and are arranged in pairs, slowly spiralling up the vine. Possessing a shark-fin aspect, the thorns are reminiscent of those on a bramble.

Adult whipcords are the diameter of a thumb and 6 feet in length. When not in use, the plant remains in a resting state, wrapped tightly around the forearm of its host. The pattern and angle of thorns is such that the Whipcord can lay its sharp protuberances flat on the host's skin, thus preventing damage.

When in combat, the whipcord is wielded by the host, yet it has enough awareness to use its flexibility to guide itself to the target and then worm its way to unprotected flesh. Damage is caused by the whipcord's thorns, which are hollow and suck the nutrient rich blood of the target for food. The **slick stem of the whipcord** makes it extremely difficult to grapple.

Host Selection

There are two modes the plant uses to link with a host:

Direct Transmission: This occurs when a mature vine is removed from one host and subsequently attaches to another host.

There are several documented cases of a whipcord being examined by the victor of a combat, only for that individual to become the

new host. Transmission in this case must be swift, for without a living host the Whipcord will die within 24 hours. A whipcord will voluntarily move from a dead host to a living target, whipping from one to the other in a matter of moments and piercing its basal thorn into the new attachment site (treat as an attack with a THACO of 14, add any to hit bonuses due to the Whipcord's age). This attack causes 1d4 hp of damage.

Whipcords may also be transferred willingly, perhaps as a gift or legacy.

In each case, the whipcord adapts quickly to its new host, shedding thorns or growing the stem to snugly fit the new arm. A whipcord has a life expectancy of 80 years, and it may have several hosts during its lifetime.

Propagation: Propagation occurs when a seed is implanted into the flesh of a likely candidate. Seeds come in the form of modified, detachable thorns. Propagation can be a voluntary transferral or could occur during combat.

As soon as the seed becomes embedded it is known as the basal thorn. Tendrils soon sprout from the basal thorn and make a web over the forearm, seeking a suitable angle of attachment. Over time these tendrils will wither and die, leaving only one of their number, which will thicken to become the mature vine. The basal thorn will remain as the anchor site to the host, growing deeper and producing a network of roots to penetrate the host's vascular system.

Gestation into a functional whipcord takes one day per hit point the plant would possess on that host (see below). During each day of growth, one hit point is removed from the host and given to the plant. This occurs each morning and is classed as standard damage. This damage is recovered by normal or magical means.

During growth, it may not be apparent that the gestating curl of vine is beneficial. Indeed many potential hosts destroy the burgeoning plant before receiving its benefits. For destruction to occur, all the tendrils must be removed, and the thorn must be dug from the flesh with a knife, causing 2d3+1 hp of damage. To ensure the basal thorn does not regrow, the wound must be sterilised. Several methods may be used to accomplish this.

Spirit alcohol may be poured into the wound, causing an additional 1d3+1 hp of damage. Alternately, flame may be used to sear the wound, inflicting an additional 1d6 hp of damage. As a last resort, acid may be applied, causing an additional 2d4 hp of damage.

If sterilisation does not occur, there is a 45% chance that the Whipcord basal thorn will regrow.

Propagation in combat is rare, as the target must survive, and the whipcord must be tolerated in its growth to maturity. It should be noted that closely related whipcords (parents and offspring), would refuse to attack each other's hosts.

The Whipcord in combat

For all intents and purposes the whipcord is wielded like a whip or scourge. Base damage is 2d4+2 hp to all creatures with flesh and blood. Damage is reduced to 1d4+1 hp for other targets. Proficiency is automatic, and specialization is treated normally. The number of attacks gained by the host is the same as they would receive with a normal whip.

Statistics

Overspill Healing: Any base damage the whipcord causes over 8 hp per strike is classed as excess blood (overspill); this excess cannot be converted by the whipcord and is thus, if the whipcord is undamaged, transferred to the host in the form of healing. The base damage and natural modifiers from Table 1 are used in this calculation (no magical, spell, or specialization bonuses apply except where specifically stated in this document). Healing is transferred in a 1 hp: 1 hp ratio, e.g., standard damage is 2d4+2. On a roll of 9, the host receives 1 hp of healing. On the roll of 10, the host receives 2 hp of healing. The maximum healing from a standard whipcord would be from a plant aged 71 or older; here a maximum of 7 hp could be gained from any one strike.

Whipcord Hit Points

A whipcord is intrinsically linked to its bearer, and the plant possesses hit points equal to half its host's maximum hit points. These hit points are discrete to the plant, and injury to the bearer is in no way transferred to the plant (and vice versa).

Damage to the Whipcord

A whipcord can be damaged by any direct attack, but does not take damage from area effects or indirect attacks such as fireball or ice storm. Rather, the host takes this damage as normal, and the plant is protected in its resting coil.

Hit Point Recovery

The whipcord recovers its hit points at a natural rate of 1 hp per day when in use or 3 hp per day when not in use. Hit points are also recovered

Age

The age of the whipcord influences its statistics. The modifiers are detailed in Table 1.

from overspill. Instead of benefiting the bearer, the whipcord will use overspill to heal itself in preference of healing its bearer. Suitable plant-based healing spells can be used to heal the whipcord directly, at the DM's discretion.

Severance

If a whipcord's hit points reach 0 then its tendril is severed. This is not the end of the whipcord, as it may regrow from just its basal thorn, providing it has a rich supply of nutrition from its host. Once severed, the whipcord only becomes fully functional again when it has reached full hit points. Immediately after severance, the whipcord can be removed. The basal thorn must be dug out and the wound sterilised (as detailed above). Because the whipcord has matured, removing the thorn causes 2d4 hp of damage to the host. Even after sterilisation, there is a 10% chance the vine will regrow.

Recovering Severance Damage

Severance damage is recovered by the whipcord at the rate of one 'host hit die' per day (e.g., a d4 for a magic user, a d10 for a fighter). In this process, blood is removed from the host to feed the plant. Each day the host takes the rolled damage, and the whipcord receives this amount as healing (the host's damage can be healed by natural or magical means). The whipcord will not drink from a host whose health is severely depleted.

Table 1: Age-related Whipcord (WC) Statistics

Age of Plant (yrs)	Hit Bonus	Damage Bonus	AC Modifier	Notes
0-10	+1	0	-2	The WC is tender but flexible. It is easily damaged and possesses little combat experience, but its youthful tenacity and swift nature give it some benefits when seeking a target.
11-20	0	+1	0	The WC has gained a tougher covering, and its preliminary thorns have begun to harden. Its flexibility has reduced because of this.
21-50	+2	+2	+1	The WC is reaching its prime. It has become a canny predator, seeking its prey with greater skill. Its thorns are numerous and hard, sprouting from a thick skin. This makes the WC tough to cut and vicious on the strike.
51-70	+4	+3	+2	The WC is now in its prime. It has great experience in seeking its prey and avoiding counterattacks. The thorns are iron hard and can pierce and rake through armour.
71+	+2	+5	0	The WC is in the last years of its life. While its structure has become woody and less flexible, it still has a canny ability to read a combat situation. While the woody structure is easily chipped and damaged, this gives the surface a rasp-like consistency, making it suitable for cutting and ripping a target to pieces.

Armor Class

The Whipcord possesses a base Armor Class four points worse than its host. This value is modified by the table below.

Affinity

Individuals with an affinity to plant life, i.e., druids or speciality nature clerics (at the DM's discretion), may gain an additional +1 to hit and +1 to damage when wielding a whipcord. Unlike other bonuses, this damage bonus is included when calculating overspill healing.

Magical Influences

The following magic may influence the whipcord and/or host:

Locate plant: Acts as normal when locating a whipcord.

Entangle: Causes the whipcord to suffer a -4 to hit penalty.

Plant growth: Does not affect a whipcord.

Spike growth: Increases the thorn density on the whipcord, bestowing a +1 bonus to base damage for the duration of the spell. This damage bonus is included when calculating overspill healing.

Hold plant: Makes the whipcord unusable for the duration of the spell. The Whipcord immediately reverts to its resting coil.

Speak with Plants: Does not allow speech with the whipcord.

Anti-Plant Shell: Wards against the whipcord and will even keep the host at bay.

Example Bearer

A brief example of a host and his whipcord is presented below. For simplicity, the host is presented with no modifiers due to his personal characteristics.

Montejaque of the Dripping Forest

Race	Human
Class	Fighter
Level	7
Hit Points	40
Base THACO	14
Armor Class	5 (hide and shield)
Specialization	Whip
#AT per rnd	2

Ripper, his Whipcord

Whipcord Age	40 (+2 to hit, +2 damage, +1 AC)
Hit Points	20 (half that of host)
THACO	11 (base 14 from host, +1 to hit from specialisation, +2 to hit from Whipcord age)
Armor Class	8 (bearer's Armor Class - 4, +1 for Whipcord age)
Damage	8-14 (2d4+6; 2d4+4 total base damage relevant to overspill, +2 specialization bonus)

Overspill potential: 1-4 hp (when rolling 9, 10, 11, or 12 base damage respectively).

Blood drink to regrow from severance: 1d10 hp per day until at full health.