



# Footprints



Issue No. 14  
January 2009

# Footprints

## MAGAZINE

Issue #14  
January 2009

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### January Cover Artwork

An adventuring party makes ready outside of the entrance of a haunted crypt. Two of the party members glance over their shoulder as if to say to our readers, "Well mate, are you ready to join us?" When we view this fantastic cover piece by John Hodgson our answer is a resounding, "Absolutely"!

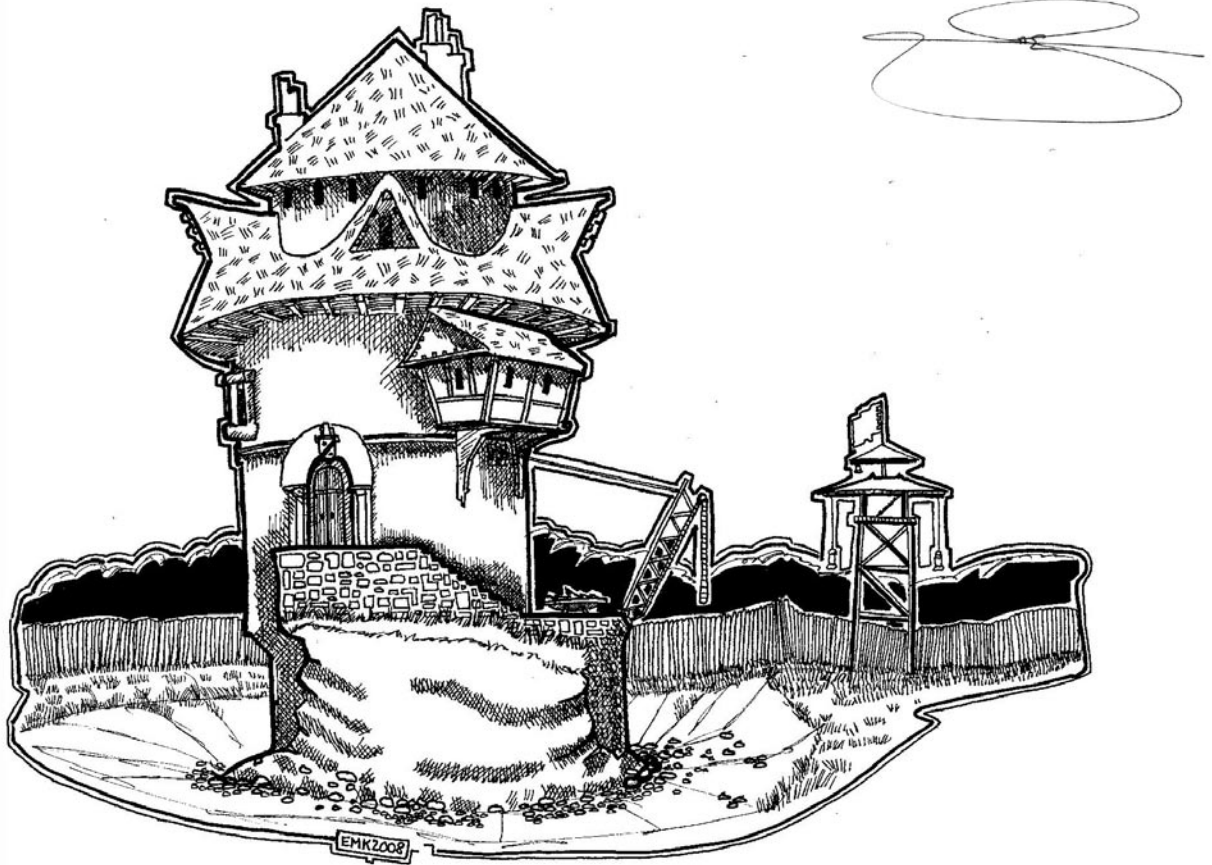


# % in Lair

Well met and welcome to the fourteenth issue of Footprints! We are closing in on our fifth year anniversary. It is simply amazing to me that this started five years ago with Mike Stewart proposing, "How about a 'Best of Dragonsfoot'?" We have an extra-large issue for you, filled to the brim with exciting new gaming material. Meet the mysterious and eccentric Nolzur from Len Lakofka's Lendore Isles campaign! Explore the horrific Carrion Fields of the Abyss! Beware the malevolent bogle! Match wits and cold steel with the merciless Necromancer NPC!

This issue's fantastic cover comes to us from Jon Hodgson. Please visit his website at [www.jonhodgson.com](http://www.jonhodgson.com).

Footprints comes to you as a labor of love, put together by dedicated gamers. As always, we need your continuing support to keep our hobby alive. Please continue to send your materials to me at [gnarleybones@dragonsfoot.org](mailto:gnarleybones@dragonsfoot.org). Game on!



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## THE NECROMANCER

A Chilling NPC

By David Mohr

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The necromancer is a sub-class of mage who specializes in understanding and manipulating the forces that animate both the living and the undead. In much the same way as illusionists have access to phantasmal spells beyond those of an ordinary mage, so too do necromancers know necromantic spells unique to their craft. In most respects, however, necromancers conform to the same characteristics of their parent class, the mage. The differences between the two classes are detailed below.

To become a necromancer, a character must have a minimum intelligence and wisdom of 15. A necromancer never gains an experience bonus for exceptional ability scores. Although most necromancers are of evil alignment, there is no restriction upon the ethos of a given necromancer. A good (or even non-evil) being, however, would find several of the spells used by this class unethical. Along those lines, most known religions consider the creation of undead an evil act.

Necromancers are restricted to the same combat and saving throw tables as magic-users and, like their parent class, necromancers cannot wear armor or employ a shield. Necromancers also are limited to the same weapons as other wizards, although they may also employ both sickles and scythes. Necromancers are limited in what magic items they can use, in much the same way as illusionists. Otherwise, necromancers may only use those items open to all classes, scrolls which contain spells useable by necromancers, magic items useable by all magic-using classes (illusionist, 10th level rangers, etc) such as crystal balls and robes of scintillating colors, magic books and magical weapons open to mages.

Necromancers are able to create magic items which deal with life, death and/or necromancy. Beginning at 12th level (Necromancer), necromancers can manufacture these items in a manner similar to regular magic users.

## NECROMANCER (MAGE) TABLE I

Experience Points	Level	d4 for Hit Points	Level Titles
0-2200	1	1	Grave Digger
2,201 - 5,500	2	2	Skull Hunter
5,501-11,000	3	3	Crypt Walker
11,0001- 22,000	4	4	Night Dweller

22,001- 44,000	5	5	Reanimator
44,001-66,000	6	6	Doom Bringer
66,001-99,000	7	7	Shadow Worker
99,001-150,000	8	8	Death Stalker
150,001-300,000	9	9	Dark Mage
300,001-500,000	10	10	Necromancer
500,001-750,000	11	10+1	Necromancer (11th Level)
750,001-1,000,000	12	10+2	Necromancer (12th Level)

+250,000 experience points per level of experience beyond 12th. Necromancers gain 1 h.p. per level after the 10th.

Necromancer spells in italics are reversible. These spells must be rolled normally to be understood. Unlike clerics, usually necromancers of any alignment may use either version of a spell. Spells in bold, however, are particularly vile; their use is considered an evil act. Good (and even Neutral) necromancers using these magics must beware of the ethical consequences. The reverse of bolded spells may be employed freely by any necromancer of any alignment. Of all classes, the necromancer has one of the highest number of reversible spells, due in a large part to the very nature of their magics. In general, lycanthropes are immune to direct necromancy, unless by secondary effect (such as all the 'touch' spells) or as otherwise noted. Unless otherwise noted, all spells have a casting time equal to their level in segments.

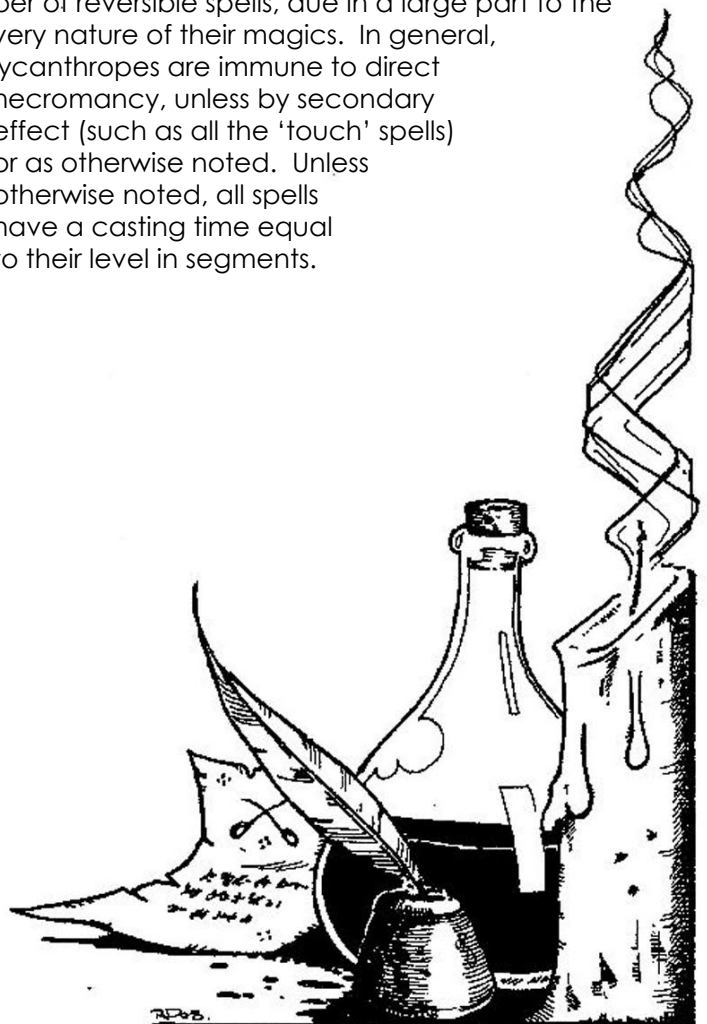


TABLE II: SPELLS USABLE BY CLASS AND LEVEL -- NECROMANCER (MAGE)

Necromancer Level	1	2	3	4	5	6	7
1	1						
2	2						
3	2	1					
4	3	2					
5	3	2	1				
6	3	3	2				
7	4	3	2	1			
8	4	3	3	1			
9	4	4	3	2	1		
10	5	4	3	2	2		
11	5	4	3	3	2	1	
12	5	4	4	3	2	2	
13	5	5	4	3	3	2	1
14	5	5	4	4	3	2	1
15	5	5	4	4	3	3	2
16	6	5	5	4	4	3	2
17	6	6	5	5	4	3	3
18	6	6	6	5	4	4	3
19	6	6	6	5	5	4	4
20	6	6	6	6	5	5	4
21	6	6	6	6	6	5	5
22	6	6	6	6	6	6	5
23	6	6	6	6	6	6	6

### Necromancer Spells:

#### 1st Level

- 1) *Bleeding*
- 2) *Chill Touch* (M-1)
- 3) *Cloak of Death*
- 4) *Control Undead*
- 5) *Corpse Link* (M-1)
- 6) *Corpse Visage* (M-1)
- 7) *Darkness* (M-1)
- 8) *Death Recall* (M-2)
- 9) *Detect Life*
- 10) *Evil Eye* (M-1)
- 11) *Exterminate* (M-1)
- 12) *Feign Death* (M-3)
- 13) *Invisibility to Undead*
- 14) *Locate Remains* (M-1)
- 15) *Pain*
- 16) *Read Necromancer Magic*
- 17) *Spectral Hand* (M-2)
- 18) *Spectral Voice* (M-1)
- 19) *Summon Undead*
- 20) *Unliving Light*

#### 2nd Level

- 1) *Aid*
- 2) *Animate Corpse*
- 3) *Bone Club* (M-3)
- 4) *Choke* (M-2)
- 5) *Detect Magic* (I-2)
- 6) *Ghoul Touch* (M-2)
- 7) *Hold Undead*
- 8) *Life Seeking*
- 9) *Living Link* (M-2)
- 10) *Moorak's Empathic Healing*
- 11) **Rain of Blood** (M-2)
- 12) *Ray of Enfeeblement* (M-2)
- 13) *Regenerate Minor Wounds*
- 14) *Scare* (M-2)
- 15) *Sense Spirit*
- 16) *Slow Healing*
- 17) *Spasm*
- 18) *Speak with Dead* (C-3)
- 19) *Unspoken Command*
- 20) *Weaken Bone*

#### 3rd Level

- 1) **Animate Dead** (M-5)
- 2) *Cause Light Wounds* (C-1)
- 3) *Continual Darkness* (C-3)
- 4) *Curse* (C-3)
- 5) *Darkfire*
- 6) *Delay Death* (M-3)
- 7) *Disrupt Life*
- 8) *Enervation* (M-4)
- 9) *False Face* (M-3)
- 10) *Life Leech*
- 11) *Mummy Touch* (M-3)
- 12) *Pain Touch* (M-3)
- 13) *Paralyze* (M-3)
- 14) **Revenance** (M-3)
- 15) *Spirit Armor* (M-3)
- 16) *Vampiric Touch* (M-3)

## Necromancer Spells (Continued)

### 4th Level

- 1) Beltyn's Burning Blood (M-4)
- 2) Brainkill (M-4)
- 3) Cannibalize
- 4) Contact Dead
- 5) Contagion (M-4)
- 6) Dispel Magic (I-4)
- 7) **Disrupt Life**
- 8) Fear (M-4)
- 9) Improved Empathic Healing
- 10) Lasting Wounds
- 11) Life Link
- 12) Little Death Spell
- 13) Negative Plane Protection
- 14) Summon Shadow (I-5)
- 15) Wasting
- 16) Wounding

### 5th Level

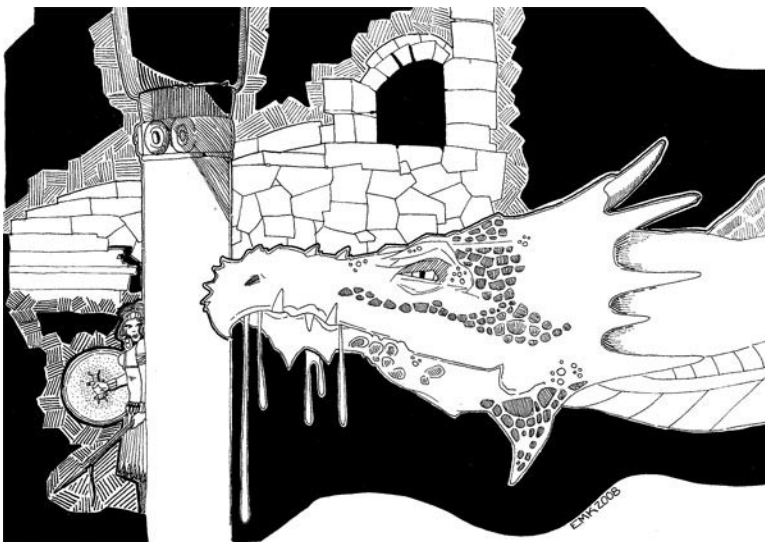
- 1) Age
- 2) Agony
- 3) **Cause Insanity**
- 4) **Create Unlife**
- 5) Decay
- 6) Graft
- 7) Force Shapechange (M-5)
- 8) Life Touch (M-6)
- 9) Life Bind
- 10) Life Leech 10' Radius
- 11) Magic Jar (M-5)
- 12) Regenerate Wounds
- 13) Revive Dead
- 14) Undead Familiar (M-5)
- 15) Wall of Bones (M-5)
- 16) Wraithform (I-3)

### 6th Level

- 1) Animate Undead
- 2) Blackmantle (M-6)
- 3) Caernon's Wrath
- 4) *Cause Serious Wounds*
- 5) Create Flesh Golem
- 6) **Create Greater Unlife**
- 7) Darklightning
- 8) Death Spell (M-6)
- 9) Finger of Death (D-7)
- 10) **Ghoul Gauntlet** (M-6)
- 11) Life Anchor
- 12) *Life Force Transfer* (M-8)
- 13) Reincarnate (M-7)
- 14) Shatter Bone
- 15) Spectral Twins
- 16) **Summon Death**

### 7th Level

- 1) **Blight**
- 2) Clone (M-8)
- 3) Create Life
- 4) Energy Drain (M-9)
- 5) **Finger of Doom**
- 6) **Greater Wraithform**
- 7) **Lichdom**
- 8) *Life Force Exchange* (M-9)
- 9) *Raise Dead* (C-5)
- 10) *Regeneration* (C-7)
- 11) *Wail of the Banshee* (M-9)
- 12) First level MU spells



### FIRST LEVEL SPELLS:

**Bleeding:** R: 3" + 1"/lvl; D: 3 rounds/level, AoE: one target. The target of this spell is allowed a saving throw against magic and, if failed, will suffer one point of additional damage per wound per round due to blood loss until the wounds are treated (bound, healed, etc) or the spell expires. The reverse of this spell, slow bleeding, will reduce hit points lost due to bleeding wounds (i.e. critical hits, bleeding, swords of wounding, etc) by one hit point per round per bleeding wound.

**Cloak of Death:** R: touch; D: 1 turn/level; AoE: one target. With this spell, the necromancer enshrouds the target of this spell with an aura of unlife, effectively hiding the target's life force. While this spell is in effect, any undead being viewing the recipient of this spell must save versus magic or believe the target to be dead or, if obviously animate, undead. This spell will likewise fool creatures which hunt warm blooded living things, such as stirges or leeches, as well as the spells and abilities such as detect life (see below) or the psionic discipline aura sight. Mindless and non-sentient creatures such as skeletons, zombies, stirges, and ticks do not get a

saving throw versus this spell.

The reverse of this spell, cloak of life, enables the caster to hide the undead nature of weak undead which do not have any ties with the Negative Material Plane, such as skeletons, zombies, ghouls, ghosts, etc. With this spell in affect, undead are allowed a saving throw versus death magic to avoid being turned, although this roll terminates the spell.

Both versions of this spell radiate outward from the recipient in a 6 inch (1/2 foot) radius per levels of the caster above first. An intelligent recipient of this spell may, at will, likewise selectively enshroud companions completely within this radius with the cloak of death/life.

Neither version of this spell in any way changes the physical make-up, appearance, voice or other features of the recipient other than to cause the target's apparent body temperature to decrease (for cloak of death) or increase (for cloak of life). This temperature

change is enough to fool a cursory inspection, even if using infravision, but any sort of careful attention to such details will reveal the cloaked being(s). The dweomer also partially masks the target's scent to make it more (or less) like that of a corpse, although this will not alter any combat-related abilities.

**Control Undead:** R: 0"; D: 1 turn/level; AoE: special. This spell gives the caster the power to **control undead** as a cleric of equal level. The reaction of the undead is based upon the alignment of the necromancer casting this spell. The duration of this spell does not in any way limit the length of time the caster may control turned undead.

**Corpselink:** R: 1"/level; D: 1 turn/level; AoE: caster. With this versatile spell, a wizard establishes a sensory link between him or herself and a corpse or freshly animated zombie of a human, demihuman or humanoid within the spell's range. This link allows the caster to gather sensory information from the vicinity of the cadaver or undead being. For every three levels of experience past the 1st, the wizard gains the ability to collect information from an additional sense via the corpse link. At 4th level, for instance, the wizard may choose up to two senses (up to three at 7th level, four at 10th level and all five at 13th level).

**Sight:** The caster can see what the corpse or undead creature sees as if looking through one of the creature's eyes.

**Sound:** The wizard can now hear through one ear exactly as if standing at the corpse's current location (the caster's own Hear Noise percentage applies).

**Smell:** With one nostril, the wizard can now smell things exactly as if standing at the corpse's current location. The spell conveniently masks the putrefying stench of the cadaver (if any) so that subtle variations of aroma (like the scent of a rose) can easily be detected.

**Taste:** The caster can taste any substance which is introduced into the corpse's mouth. The substance (which may be solid or liquid) tastes exactly as if the wizard had placed or her own tongue. This can be especially useful when checking for poison in food or identifying unknown potions. Thankfully, the taste of the corpse's own rotting flesh can be masked out by the spell.

**Touch:** The caster gains the ability to sense the textural and environmental conditions, with a single hand, as if standing at the corpse's location. The wizard can gauge the surface temperature and temperature of any object or substance which is placed in contact with the corresponding hand of the corpse.

The type and number of sensory signals is chosen by the wizard at the time of casting and cannot be changed for the duration of the spell. The caster col-

lects all the sensory information through a single organ (eye, ear, nostril, half of the tongue or hand) belonging to the corpse or undead recipient. This organ need not be attached to the rest of the cadaver for the spell to function properly.

While the spell is in effect, the wizard can still see/hear/smell/taste/touch normally through other (unlinked) organs. For example, a necromancer harvests the left eye from a freshly cadaver and places it on a high ledge with a strategic view of a front door. If the spell is now cast, the wizard's left eye would be able to see through the left eye of the corpse and spy on any visitors, while his or her right eye remains normal.

Furthermore, if the target of the spell is a zombie, the magic enables the caster to issue simple commands to the undead creature via this link. The commands can be no longer than four words and can deal only with the creature's movements (turn left, walk forward two steps, and so on). If either the caster or the undead creature moves beyond the range of the spell, the effects are negated. Corpse link does not impart any animation to dead tissue; if cast on a regular cadaver, it remains stationary for the duration of the spell.

The material component is a fresh corpse or a newly-animated zombie. Unless some form of preservative magic has been employed to protect the corpse's decaying sensory organs, this spell cannot be employed on the remains of one who has been dead for longer than 1 day per level of the caster. This spell also requires the appropriate sensory organ of an animal or monster noted for its keen senses (such as the eye of a hawk, ear of a rabbit, snout of a pig and so on).

**Corpse Visage:** R: touch; D: 1 round/level; AoE: creature touched. This spell transforms the caster's face or the face of any creature touched by the caster into the horrifying visage of a rotting corpse. The effect of this illusion is so startling that when it is viewed by opponents, the wizard's party adds a modifier of +2 to its surprise roll.

Creatures with Low Intelligence of higher (ability score of 5 or more) and with 1 Hit Die or less (or who are 1st level or lower) must make a successful saving throw when first viewing the corpse visage or flee in terror for 1d4 rounds.

Corpse visage does not distinguish between friend and foe, and all who view it are subject to its effects. If the spell is cast upon an unwilling victim, the victim is allowed a saving throw to avoid the effect.

The material component is a rag or piece of cloth taken from a corpse. The cloth must be prepared

by dotting it with paints of assorted colors.

**Detect Life:** R: 1"/level; D: 3 rounds/level; AoE: 6" path. Locates and gives a general idea of range, size and complexity of all living creatures within range more complex than an ameba. This spell will NOT reveal slimes and jellies or lycanthropes, demons, devas, elementals, golems or magically-created constructs. Using **detect life**, the caster can tell if a creature is alive, in a trance, **feigning death**, etc. Any form of mental protection or thickness of metal will block this spell. Each foot of stone or wood between target and caster is treated as 10' of open space for determining whether this spell functions.

The reverse of this spell, **Detect Unlife**, locates both active and inactive undead within the area of effect as well as spells of the necromantic variety.

**Evil Eye:** R: 1"; D: 24 hours/level; AoE: one creature. By speaking a single word and glaring at the target, the caster hurls a **minor curse** at the victim. Those affected gain a -2 saving throw and ability check penalty (10% where applicable), an additional -1 saving throws versus magic, an additional -2 saving throws versus curses and a penalty of one category more negative regarding all reaction checks (friendly becomes uncertain, etc). A successful saving throw versus magic negates this spell.

**Exterminate:** R: 1"; D: permanent; AoE: 1 small creature or 1 cubic foot per level. In the hands of a novice spell-caster, this spell instantaneously snuffs out the life forces of small rodents and vermin in the area of effect, including such normal pests as flies, mice, beetles, rats, spiders and the like. Only creatures with 1-3 hp per level of the caster (9 hp maximum) and animal intelligence can be exterminated. More powerful wizards can thus affect bigger pests, including huge spiders, stirge, poisonous snakes, and giant and huge centipedes. If the targeted creatures are extremely small (1 hp or less), then an area up to 1 cubic foot per level can be cleansed of pests.

This spell is well-suited to indoor and outdoor applications and is a favorite among necromancers who live among pestilence. Occasionally, cruel mages have been known to exterminate benign animals (and sometimes even others' pets) with the spell. The somatic gesture is a pointed finger, while the caster verbalizes a low zzzt sound. The material components are a pinch of lavender and dried garlic.

**Invisibility to Undead:** R: 0"; D: 1 turn/level, AoE: caster. By means of this spell the caster is able to pass unseen among the undead as if under the influence of an invisibility spell. In addition, the necromancer may attack a member of the undead freely without being seen, although greater undead (thinking creatures such as wraiths and vampires) are then allowed a saving throw

versus magic to shake off the dweomer.

**Located Remains:** R: 0"; D: 1 turn + 1 turn/2 levels of the caster; AoE: 30' long + 5'/level. This spell attunes the caster to the physical remains of dead beings in the area of effect. Locate remains will thus easily detect the presence of unburied corpses or corporeal undead (such as skeletons, zombies or ghosts), but has no effect on non-corporeal undead (such as ghosts or spectres). The area of effect extends in a 10' wide path, facing forward from the caster. Scanning in a direction requires one round during which time the caster remains motionless in concentration.

Locate remains is mostly unaffected by walls or obstacles, though the area of effect is decreased (to 10'+1'/lvl) by more than three feet of solid stone, ten feet of wood or packed earth or one inch of metal.

In the most general application, the spell precisely locates any and all physical remains of individuals in the area of effect, regardless of sex, species and undead status. This spell does not impart any knowledge regarding the identity (or undead nature) of the remains; only the current locations of corpses within the area of effect are learned. If a personal item or a small fragment of the deceased individual is available at the time of casting, the spell can be used to locate the remains of that specific individual. In that case, the spell does not register the presence of any remains except those of the desired individual.

Both the general and specific versions of the spell have no effect if cast on a living creature of any kind. The material component for this spell is either a small piece of bone from a human cadaver (for the general version) or else an article of clothing, personal possession or strand of hair (for the specific version). This spell is popular in regions with strict burial customs.

**Pain:** R: 2" + 1"/level; D: 4 rounds + 1 round/level; AoE: one target/3 levels. The victim of this spell is racked with intense pain unless a saving throw versus spells is made. This pain makes combat difficult, thus the victim incurs a -2 penalty to AC, to hit and saving rolls. One target may be affected for every three levels of the caster.

The reverse of this spell, **abate pain**, reduces the sensation of pain in the target for the duration of the spell. This in no way affects the amount of damage inflicted by a wound. Under normal circumstances this has little combat advantage, although it will wholly negate spells and effects such as **pain**, **agony** (q.v.), **symbol of pain**, **pain touch**, etc. Both versions of this spell will affect lycanthropes.

**Read Necromancer Magic:** R: 0"; D: 2 rounds/level; AoE: special. Allows the caster to read Necromancer spells.



**Spectral Hand:** R: 3" + 1"/2 levels; D: 2 rounds/level; AoE: 1 opponent. This spell causes a ghostly, glowing hand, shaped from the caster's life force, to material within the spell range and move as the caster desires. Any touch attack spell that is subsequently cast by the wizard can be delivered by the spectral hand. The spell gives the caster a +2 bonus to his attack roll.

The caster cannot perform any other actions when attacking with the hand; the hand returns to the caster and hovers if the caster takes other actions. The hand lasts the full spell duration unless dismissed by the caster, and it is possible to use more than one touch attack with it. The hand receives flank and rear attack bonuses if the caster is in a position to do so. The hand is vulnerable to magical attack but has an Armor Class of -2. Any damage to the hand ends the spell and inflicts 1d4 points of damage upon the caster.

**Spectral Voice:** R: 1"; D: 1 turn/level; AoE: special. This spell is similar to the 1st level spell ventriloquism in that it allows the caster to throw his voice. However, the caster's voice issues only from the mouth of a specified zombie or skeleton. The voice coming from the undead creature will not sound like the caster's voice, but like a scratchy, raspy whisper. For the duration of this spell, the caster is unable to cast any spells requiring verbal components. The caster can end the spell at will. The material component for this spell is a preserved tongue.

**Summon Undead:** R: 0"; D: 1 hour/level; AoE: 1 mile radius. Once this spell is cast, the necromancer rolls an attempt to **turn undead** as a cleric of the same level against each undead creature in the area of effect (the DM may roll in groups for simplicity's sake). Those undead which are affected by the turn roll will be drawn to the center of the area of effect. Upon arriving, the undead will behave according to their nature (probably killing the necromancer unless she has some additional magic on hand).

The undead will not rush or hurry to the location, but will move at a normal walking pace ignoring incidental encounters. The undead will react normally to hostile encounters and impediments along the way, thus vampires may ignore this call during daylight hours while zombies in a closed room would not know how to open the door (although they might break down a feeble one!). At 10th level, the necromancer can center the spell on herself so the undead come to her, rather than the point of casting.

**Unliving Light:** R: 4"; D: 1 turn/level; AoE: special. This spell allows the necromancer to outline 12 linear feet of dead or undead creature(s) in light, similar to the first-level druid spell faerie fire (q.v.). Unliving light, however, only functions when applied to once living, animal-based creatures or corpses such as skeletons, zombies, ghouls, vampires,

etc. Unliving light will not function on treants, shambling mounds, fungi, insubstantial creatures (spectres, wraiths, elementals), etc whether living or dead.

The intensity of the illumination of unliving light is under the caster's control. At the caster's option, the light of unliving light can be as bright as a powerful torch (30' illumination sufficient to read easily and granting +2 to hit as per faerie fire) or as dim as a twinkling star (no combat effects) or anywhere in between. Each caster's unliving light is a specific hue and cannot change. This color can be any shade (player's choice), so long as it is not a bright or cheery color.

## SECOND LEVEL SPELLS:

**Aid:** Same as the clerical version but no bless bonuses applies.

**Animate Corpse:** Same as the third level spell animate dead except as noted. The corpse animated by this spell may be no older than one day per level of the caster, usually resulting in zombies. The animated creatures are not completely functional and are only animate as long as the caster devotes some portion of his attention to their existence. The spell instantly ceases if the caster loses consciousness. If the caster is stunned or otherwise unable to think clearly, the undead pause during this time. The necromancer may still cast spells freely while she has an animated corpse.

**Bone Club:** R: 0"; D: 1 round/level; AoE: one bone. A wizard can use this spell to enchant a bone, causing it to become a magical club. This magical weapon acts as a **club +4 against undead**, inflicting 5-10 (1d6+4) hit points of damage, and a club +1 against all other opponents, inflicting 2-7 (1d6+1) hit points of damage. The bone can be from any animal, providing the bone could normally be wielded as a club; for instance, a human femur could be enchanted by this spell, but a skull could not. At the end of the spell's duration the bone club reverts to a normal bone. The material components for this spell are an appropriately-sized bone and a pinch of dirt from a grave.

**Choke:** R: 3"; D: 1 round/level; AoE: one target, ogre sized or less. By means of this spell, the caster causes a pair of ghostly hands to appear around the throat of a single victim. The victim must be a human, demi-human, or humanoid of ogre size or less and must be within 30' of the caster. The hands will choke and strangle the affected victim for the duration of the spell. Each round, the victim suffers 1d4 points of damage from the choking hands, however, a victim who makes a successful saving throw suffers half damage each round (round up). The victim makes all attack rolls at a -2 penalty while affected by the spell.

The choke spell can be negated by **dispel magic** or a similar spell; the victim cannot wrench the

ethereal hands away from his neck. The spell ends if the caster dies or loses consciousness. The material components for this spell is a handkerchief or similarly sized piece of cloth that has been tied in a knot.

**Death Recall:** R: touch; D: 1 round; AoE: one corpse. This spell enables the caster to visualize the final minutes of the life of any creature or person that died within the previous 24 hours. When the caster touches the subject's corpse, the caster goes into a trance. The caster then has a vision of the final 10 minutes of the subject's life as seen by the subject himself. The vision ends with the last scene the subject saw before he died, at which time the caster awakens from his trance and the spell is over. The material component for this spell is a fragment from a shattered mirror.

**Ghoul Touch:** (Mage 2); R: 0"; D: 1 round/level; AoE: caster. When this spell is in effect, the caster's touch causes any single human, dwarf, gnome, half-elf or halfling to become rigid for 3-8 (1d6+2) rounds unless the victim makes a successful saving throw versus **paralyzation**. Additionally, the paralyzed victim exudes a carrion stench in a 10-foot radius that causes retching and nausea. Those within this area who fail to save versus poison will make their attacks with a -2 penalty until the spell reaches the end of its duration. The material component for this spell is a small scrap of cloth taken from the clothing of a ghoul or a pinch of earth from a ghoul's lair.

**Hold Undead:** R: 12"; D: 2 rounds/level; AoE: 1 to 4 targets. With this spell a necromancer may hold up to four undead creatures immobile. Skeletons and zombies are not allowed saving throws, all other undead may roll. Saving throw(s) are made at -3 for one target, -1 for two targets and at par for three or four targets.

**Life Seeking:** R: 0"; D: 3 rounds + 1 round/level; AoE: special. With this spell, a necromancer can enchant one weapon per two levels of experience to home in on the life force of foes the weapons are used against. This effect gives the weapons a +4 to hit versus living creatures and +1 per die of damage. If the wielder fumbles with this weapon, the above bonus will still apply. Note, the bonus of this spell do not function against undead, golems, lycanthropes or extra-planar beings such as demons, devils, elementals, devas, etc.

**Living Link:** R: 9" + 1"/level; D: 1 round/level; AoE: one creature. With this spell, a necromancer establishes a sensory link between him- or herself and any living creature within range. If the caster knows a specific creature or person within range, then the spell can take effect on that specific creature. Otherwise, the living link will be established with any sapient creature within range, determined randomly.

Like the 1st level spell corpse link, the living link spell allows the caster to gather sensory information

from the vicinity of the target creature (sight, sound, smell, taste, or touch). For every four levels of experience past 1st, the necromancer can collect information from an additional sense (up to two senses at 5th level, three at 9th, four at 13th, and all five at 17th level).

The creature linked by this spell experiences nothing to indicate that its sense have been tapped, and it remains in control of its own actions, entirely unaware of the magical connection to the necromancer. In other words, the caster cannot force the subject to look at something (listen at a keyhole, taste a glass of wine, pick up an object, and so on). This spell merely enables the caster to directly experience the world through another creature's perceptions. For instance looking through another creature's eyes gives the wizard all of its visual capabilities, such as infravision if the creature has that ability.

While the spell is in effect, the living link overrides the wizard's own sensory perceptions. Thus, a wizard seeing through another creature's eyes is unable to see through his own. The spell can be ended at will with no risk to the caster.

**Moorak's Empathic Healing:** R: touch; D: instant; AoE: one target. By means of this spell a magic-user is able to emulate, in a limited way, the healing abilities of a cleric or druid. This spell allows the caster to restore hit points to another creature by transferring the damage to himself. Only creatures capable of being affected by a clerical **cure wounds** spell (c.f.) can benefit from this spell. When cast on targets not meeting the above criteria, the spell simply fails.

Up to one hit point per level of the caster can be empathically healed by means of this spell. For each hit point restored to the target creature, the caster loses two hit points. This loss is not permanent and can be regained just as any other damage. As the wounds of the target creature are healed, similar wounds appear in the same location on the caster.

For example, a 20 hit point, seventh level mage casts this spell on a fallen fighter to heal an 8 hit point gash on her leg. The mage attempts to remove as much damage from his friend as possible so she can face a troll menacing the party. The mage empathically assumes 14 hit points of damage (7 x 2), leaving him at only 6 hit points. The fighter, meanwhile, regains 7 hit points. The wounds on her leg are almost gone (only 1 hit point worth of damage remains). The mage, however, now bears an extremely painful wound on the same leg the fighter did.

The wounds transferred by this spell are roughly comparable from target to caster, but the process of the transfer is extremely painful, thus the caster suffers double damage.

It is not possible for a mage to absorb enough damage to kill himself by using this spell; the caster passes out due to pain upon reaching zero hit points. Only divine magics can reduce the painfulness of sharing wounds with this spell.

If the caster of this spell loses one half or more of his full hit points by healing another creature, he must save versus **death magic** or black out for 1d6 rounds due to pain. Even if the save is successful, the mage will still be incapacitated due to pain for one full round.

Empathic healing will only restore damage to flesh and blood. Bleeding or critical wounds, broken bones, diseases, poisons or curses cannot be healed or transferred. The pain and damage inflicted by these sources can be empathically healed, but the root cause will remain.

**Rain of Blood:** R: 1"/level; D: 1 round/level; AoE: 5'/level radius. This spell calls forth a cloudburst of deadly blood from the **Negative Material Plane**. The blood is sticky and red, far more red than any mortal blood. Where it strikes bare flesh, the rain leaches out vitality. The droplets remain on flesh for one round before caking into a gray dust and falling to the ground.

Every round that a character remains in the area of effect and is not completely sheltered from the rain, damage is taken. The exact damage is determined by the armor worn. Each creature suffers a number of points of damage equal to its Armor Class for every round that it remains in the area of effect. A successful saving throw will reduce this damage by one half. Creatures with an Armor Class of 0 or less take 1 point of damage per round. Dexterity-based Armor Class adjustments are ignored when determining damage.

The material component for this spell is a small vial of pure water that darkens and turns to blood as the spell is cast. As the last syllables of the spell are spoken, the vial is hurled into the air.

**Regenerate Minor Wounds:** R: touch; D: 3 turns/level; AoE: creature touched. This spell causes the recipient's natural healing abilities to accelerate. Each turn, the target regains one hit point of damage sustained. If the target is unwounded, the effect is wasted. This regeneration continues until the duration expires or the target dies (-10 hit points or less). Targets slain by poison are allowed an additional saving throw each turn this spell is in effect to overthrow the toxin's effects. This spell has no effect on missing limbs or organs nor will it restore the dead to life. Critical wounds received while this spell is in effect can be reduced and the target will not suffer from normal bleeding wounds.

**Fester minor wounds**, the reverse of this spell, causes any fresh (one day old or less) wounds to be-

come infected and life-threatening. Each turn, the target sustains one point of damage until the duration expires, all wounds are healed or the target dies (-10 hit points or less). There is no saving throw against this spell.

**Sense Spirit:** R: 6" + 1"/level; D: 1 turn/level; AoE: caster. Allows the necromancer to sense the existence of spirits such as ghosts, poltergeists, phantoms, haunts, etc within the area of effect. This spell will also reveal spectres, wraiths, shadows and other non-corporeal undead. The caster will have an idea of the general attitude of the spirit (playful, vengeful, fixated, etc), its nature (good, evil, neutral), its direction, its range and a rough number of how many are there (one, two, a few, several, etc). Finally, sense spirit also detects the existence of any extra-planar beings (devas, devils, etc) in the area. This spell reveals no other information regarding such beings.

**Slow Healing:** R: 1"/level; D: 1 day/level; AoE: one target. By means of this spell a necromancer can effectively arrest the healing process in a single target who fails its saving throw versus spells. The victim recovers one less hit point per day; under normal circumstances only magical healing is possible. Proficiencies such as *herbalism* and/or *healing* can offset the effects of this spell.

The reverse of this spell, **speed healing**, allows the target to regain twice as many hit points per day. *Herbalism* and/or *healing* can increase this value further.

**Spasm:** R: 2" + 1"/level; D: 4 rounds + 1 round/level; AoE: one target. The victim of this spell is racked with intense muscle spasms unless a save versus spells is made. These spasms make combat extremely difficult. Spasm negates any beneficial adjustments for strength and dexterity, halves movement and further the victim incurs a -2 penalty to AC, to hit and saving rolls. In addition, as the muscles of the victim twist and knot, they inflict damage on the target equal to the target's damage bonus due to strength. For example an ogre (18/00 strength) would do 6 points of damage per round to itself.

Spasm will affect any creature with a muscle system of any sort, whether a doppelganger, mimic, mycanoid or lycanthrope or even a flesh golem or other muscle-using construct. This spell will not function against undead, elementals or targets not composed of organic matter. The material component for this spell is a piece of raw hide twisted into a knot.

**Unspoken Command:** R: 6" + 3"/level; D: 3 rounds/level; AoE: caster. This spell allows the caster to mentally send any previously controlled or commanded undead fresh instructions so long as the undead remain in range. The undead receive the commands silently and instantly.

The caster may choose to send a command to a specific creature or any combination of creatures within the area of effect. This spell only grants one-way communication with already controlled undead, no other abilities.

**Weaken Bone:** R: 3"; D: 3 rounds + 1 round/level; AoE: one target. The bones of the target of this spell weaken. Each time the victim is hit, there is a percentage chance equal to the damage inflicted that one or more of the victim's bones will crack or break. If damage is inflicted by crushing weapons, double the percentage. If piercing weapons are used, halve the percentage.

To determine the effects of the break, roll an impact critical hit each time (or inflict double damage). The DM may either roll or decide hit location. If an unlikely or unusual hit is indicated, the DM should feel free to adjudicate using the following criteria. Suggestions include loss of strength and constitution for chest hits and mental retardation / loss of intelligence and wisdom for head shots. Note, there is no saving throw versus this spell.

## THIRD LEVEL SPELLS:

**Darkfire:** R: 3"; D: 1 round/level; AoE: one target. Upon casting this spell, which may only be cast by living creatures, the necromancer creates a patch of darkfire in her outstretched hand. Darkfire is insubstantial with respect to non-living objects and burns the life-force of whatever it touches as fuel. Upon casting this spell, the necromancer suffers one hit point of damage. If the caster does not immediately throw the darkfire away, she will be engulfed in the darkfire herself, see below.

The darkfire can be thrown up to 30' away. The caster must make a successful to hit roll against the target, ignoring armor, but keeping magical and dexterity adjustments. If the caster hits, the darkfire will ignite the life force of the target (no save), causing the victim to visibly burn with a blackish light. If the caster misses, grenade rules should be used to determine where (and possibly on whom) the darkfire lands.

Darkfire without a living host to consume will die in one round. Otherwise, the darkfire will continue to burn until the spell's duration has expired or it exhausts its fuel (kills its victim). Darkfire inflicts 1d4 hit points per round and causes enough pain to penalize AC, saving throws, to hit and damage of the victim by one.

Darkfire is not real flame, thus fire resistance offers no protection against this spell. Likewise, water, ice, smothering, etc are ineffective this dweomer. Since darkfire is immaterial to most non-living objects, doors, tables, gloves, shields and armor offer no protection. A minimum of one foot of stone or earth is needed to stop this spell.

Furthermore, if a creature burning with darkfire touches or is touched by any other living creature, the non-burning being must make a saving throw versus **paralyzation** or burn as well.

**Delay Death:** R: 3"; D: 1 turn/level; AoE: one creature. This spell enables one person or creature to postpone death. If delay death is cast before the indicated creature or person reaches 0 hit points, he is able to fight, cast spells, communicate and take all other normal actions until he reaches -10 hit points. However, from the time he reaches 0 hit points until he is reduced to -10 hit points, the affected person or creature makes all attack rolls and saving throws at a -2 penalty and his movement rate is reduced by half.

When the subject reaches -10 hit points, he is dead and delay death is no longer in effect. Note that the spell has a limited duration; if the spell expires after the affected subject has reached 0 hit points but before he has been reduced to -10 hit points, the subject dies instantly. A deceased subject previously under the effect of a delay death can be raised normally by raise dead and similar spells. The material component for this spell is a chip from a tombstone or a sliver of wood from a coffin.

**Disrupt Unlife:** R: 3" + 1"/level; D: instantaneous; AoE: 3" x 3". This spell causes necromancy spells in the area of effect to cease functioning as if hit by **dispel magic**. If directed against members of the undead, it will cause 1d6 damage per level of the caster if a saving throw versus **death magic** is failed. Unintelligent undead, such as skeletons and zombies, are not permitted a save.

The reverse of this spell, **restore unlife**, actually repairs undead creatures in the area of effects and imbues them with renewed necromantic energies. Restore unlife heals all undead in the area of effect 1d6 hit points plus one additional hit point per level of the caster. There is no saving throw against the reversed version of this spell.

**Enervation:** (Mage 4): R: 1"/level; D: 1d4 hours + hour/level; AoE: one target creature. This spell temporarily suppresses the subject's life force. The necromancer points his finger and utters the incantation, releasing a black bolt of crackling energy. The subject must roll a saving throw versus **spell**, adjusted for dexterity, to avoid the bolt. Success means the spell has no effect. Failure means the subject is treated exactly as if he had been drained of energy levels by a wight, one level for every four levels of the caster. Hit dice, spells, and other character details dependent on level are lost or reduced. Those drained to 0th level must make a system shock check to survive and are helpless until the spell expires. The spell effect eventually wears off, either after 1d4 hours plus one hour per level of the caster or after six hours of complete and undisturbed rest. Level abilities are regained, but lost spells must be rememo-

rized. Undead are immune to this spell.

**False Face:** R: 1"/level; D: 1 turn/level; AoE: caster. This spell enables a necromancer to copy the face of another human, demi-human, or humanoid, either living or dead. It has no effect on undead. The wizard gains the facial features of the chosen individual of either sex, providing the subject lies within range and the caster can clearly see the face he or she is trying to emulate.

The caster does not gain any sensory abilities (or disabilities) associated with the new face. For example, if the caster copies a blind man's face, the wizard still retains his or her normal sight. The caster retains his or her normal voice, too, as well as height, bodily appearance, spells, and spell-like abilities.

The false face serves as an effective disguise, though it radiates a magical aura of necromancy. Spells that detect or banish illusions have no effect on this disguise; the false face is not illusionary. It may be reversed with **dispel magic**. The material components are a small ball of natural rubber and a small mirror, both of which are consumed in the casting.

**Life Leech:** R: 1"; D: 1 round/level; AoE: one target. This spell allows the caster to drain the life out of another living creature. The caster drains 1d6 hit points from the victim per round unless the target saves versus **death magic** at -2. A new saving throw is allowed each round. Once the victim's hit points are below zero, the victim gains a bonus of +2 on his save. At -10 hit points, the spell ends as there is no more life left within the target to leech.

**Mummy Touch:** R: touch; D: 1 round/level; AoE: creature touched. Upon casting this spell, the necromancer gains two abilities. First, he is immune to the **rotting disease** carried by mummies for the duration of the spell. He also is empowered with the ability to inflict this **rotting disease** on others by touch for the duration of the spell.

Mummy rot causes the flesh of the victim to putrefy and decay. This causes a loss of 2 points of Charisma per month and is fatal in 1-6 months if untreated. Mummy rot can be cured by cure disease and more powerful magics which duplicate cure disease. While under the effects of mummy rot, the victim cannot be healed using **cure light wounds** or **cure serious wounds** and normal healing takes place at 10% of the regular rate.

The caster's appearance does not change as a result of this new ability and no other abilities are altered or improved other than the two noted above. The mummy touch affects everyone the caster touches during the duration of the spell. The caster can choose to end the spell prematurely, but once ended, the abilities are lost.

Undead are immune to the effects of mummy touch, as are other creatures who would not normally be affected by the attack of a mummy (such as iron golems or xorns). Mummy touch cannot be granted to another individual. The disease functions only by direct touch -- it cannot be used to "poison" food or drink. The caster can be damaged normally by mummies, but if slain will not rot. Those slain by the caster using mummy touch will not rot as well. The material components of this spell are a pinch of mummy dust and drop of blood.

**Pain Touch:** R: touch; D: 1 round/level; AoE: 1 target. Pain touch enables the caster to touch an opponent in such a way as to induce extreme pain. The spell works if the caster touches any exposed part of an opponent's body. The caster must be within arm's length of the opponent for the spell to work. The spell requires a normal attack roll.

The pain causes no damage, but for the next 1d4 rounds, the opponent's attack rolls and Armor Class are penalized by 2. The caster can cast the spell and touch the victim in the same round. Pain touch is only effective on human, demi-human, and humanoid opponents. The material component for this spell are a needle and the finger from a scorched glove.

**Paralyze:** R: touch; D: special; AoE: caster. Upon casting this spell, a wizard gains the ability to paralyze those touched. The caster must make a successful attack roll in order to strike an opponent with the paralysis. Those touched must make a saving throw versus **spell** to avoid the effect.

If the saving throw is successful, the creature is unaffected. Creatures immune to paralysis, as well as undead and unliving creatures such as golems, are not affected by this spell. Failure means the creature is paralyzed for 2d4 rounds. The material component of this spell is a piece of ghoul flesh.

**Revenance:** R: touch; D: special; AoE: undead within 15' of caster. By means of this spell the necromancer can enhance the internal willpower of undead creatures, making them temporarily immune to turning attempts and disruption by priests, paladins and others capable of turning undead. The spell does not provide immunity to magical items such as the **mace of disruption** nor to magical spells such as **protection from evil**.

The caster can affect one undead per level of experience with this spell. The spell lasts until a turning attempt is made which would otherwise turn or destroy the undead. An undead cannot receive another revenance spell if one is currently operating. The affected undead will radiate a faint aura of magic. Once a successful turning attempt is blunted by this spell, the spell is no longer in effect for that particular undead and it can be turned normally. The material component of



this spell are a flake of ash, a pinch of dust and a drop of blood.

**Spirit Armor:** R: 0; D: 2 rounds/level; AoE: caster. This spell allows the wizard to surround himself with a portion of his own life essence, which takes the form of a shimmering aura. The spirit armor offers protection equivalent to splint mail (AC 4) and grants the wizard a +3 bonus to saving throws versus magical attacks. The spirit armor's effects are not cumulative with other types of armor or magical protection, but Dexterity bonuses apply.

The spirit armor is effective against magical and non-magical weapons and attacks. It does not hinder movement or add weight or encumbrance. It does not interfere with spell-casting.

When the spell ends, the aura dissipates and the caster must make a successful saving throw versus **spell** or temporarily loses a bit of his life essence, suffering 2d3 points of damage. No damage is sustained if the save is successful. The lost hit points can be regained only through magical healing.

**Vampiric Touch:** (Mage 3) R: 0"; D: one touch or one turn; AoE: caster. When the caster touches an opponent in melee with a successful attack roll, the opponent loses 1d6 hit points for every two levels of the caster, to a maximum of 10d6 for a 20th level necromancer. The spell is expended when a successful touch is made or one turn passes. The hit points are added to the caster's total, with any hit points over the caster's normal total treated as temporary additional hit points. Any damage to the caster is first subtracted from the temporary hit points first. After one hour, any extra hit points above the caster's normal total are lost. The creature originally losing hit points through this spell can regain them by magical or normal healing. Undead creatures are unaffected by this spell.

## FOURTH LEVEL SPELLS:

**Beltyn's Burning Blood:** R: 1"/level; D: 3 rounds; AoE: one target. By means of this spell, a wizard can cause the open, bleeding wounds of any creature to burst into flame, converting the blood into a corrosive mix that inflicts 3d4 additional points of damage per round. "Open wounds" is defined as those wounds created by an edged weapon that have not been dressed or healed.

Obviously, the creature must have blood in the first place in order to be affected by this spell. This excludes undead and extraplanar creatures that do not have obvious blood (like elementals). Similar, creatures that are resistant to fire are immune to the effects of this spell.

Each of the three rounds the spell is in effect,

the target can make a saving throw versus **spell** with a -3 penalty. If the save is made, no additional damage is inflicted by the spell.

The caster does not need to touch or even see the target, so long as the individual meets the requirements above and is in range of the spell. Individuals in the **Ethereal Plane** are immune to attacks from the **Prime Material**, but not from attackers on their own plane. Creatures that have changed shape or passed into other objects (such as a tree or rock) are still vulnerable to the spell. Creatures and individuals with regenerative abilities or spells can save at the normal chance to prevent further damage. The material component of this spell are the presence of exposed blood and a pinch of saltpeter.

**Brainburn:** R: touch; D: permanent; AoE: one creature. A wizard using this spell, which operates much like a **forget spell**, can permanently burn from the memory of any one creature all knowledge either of a specific place or person or a time period of up to one year (the spell-caster may choose the desired result). The spell works on any intelligent creature by destroying a portion of its brain, but a victim is entitled to a saving throw versus **death magic** to resist the effects of the spell. If successful, the creature suffers only a painful headache, which dissipates in 1-4 hours but is otherwise harmless. If failed, the victim suffers 1-6 points of damage from an excruciating headache, leaving him or her with selected gaps in his or her memory.

Brainburn can affect only the victim's memory and ability to recall factual information. For example, a person thus affected might be completely unable to remember details of a place, the name, appearance, or any traits of a person, or might have a one-year blank in his or her memory. The spell has no effect on a person's learned abilities or skills. For instance, suppose an individual gains a *swimming* proficiency six months before coming under the influence of this spell. While the victim will no longer recall the swimming lessons, he or she still retains the ability, though it might not become evident until the victim jumps into a large body of water. Aside from relearning it as best as one can, the knowledge and memories can never be regained except by a **wish**. This spell requires one full round to cast.

**Cannibalize:** R: 0; D: special; AoE: caster. This dangerous spell allows a necromancer to trade his long-term well-being for a temporary boost in abilities. As such, this spell is rarely used save in the most dire of circumstances.

When cast, the necromancer chooses to permanently lose one point of Constitution or Strength (whichever is higher else Constitution over Strength) as well as age one year. In exchange, the caster regains 20% to 80% (2d4 x 10) of her lost hit points and spells

(roll for each spell level individually, dropping all fractions below .5). In no way can this spell grant the caster more hit points or spells than she has normally.

This spells requires a single segment to cast, but under normal conditions, the effects are felt for the rest of the necromancer's life. Moreover, this spell can only be cast once in a 24-hour period.

**Contact Dead:** R: 1"; D: special; AoE: one spirit. This dweomer brings back a spirit of the dead. The caster may choose which entity she wishes to speak with, although the actual spirit which arrives may not be the one sought, see below. The spirit must make a reaction check, adjusted for any feelings the spirit had for the caster while still alive. The caster may then question the spirit who will answer based on its reaction.

The chance of contacting the spirit desired is the same as the chance of successfully **scrying** an individual (100% if personally well known, 85% if previously encountered, 50% if pictured, 50% if a piece of the spirit's corpse is present, 25% if an item of the spirit's is present, 25% if the spirit is well described, 20% if the spirit is partially described). This is further modified by a -10% per alignment place difference between the caster and spirit, a +/- 10% if the spirit liked/disliked the summoner while alive, a +2% per level of the necromancer and by the length of item dead. Long-dead spirits know a lot, but have less interest in the material world and are far removed from it. Spirits more than 10 years dead are -10%, 100 years dead -20%, 1000 years dead -30%, etc. If the roll fails the spell fails and at least one month must pass before the caster can try for that spirit again.

For example, a 10th level, chaotic evil necromancer attempts to contact the spirit of a paladin he killed a decade ago. The chance for success is 85% (known) - 40% (alignment difference) -10% (bad blood between them) +20% (caster's level) -10% (long dead) for a 45% chance of success. If the desired spirit cannot be contacted, there is a 10% chance that some other, usually malicious, spirit answers this spell. Such a spirit will provide erroneous information, but cannot lie.

The reaction of a contacted spirit is rolled normally. This roll is modified by a -10% per alignment place difference between the caster and the spirit, a +/- 10% if the spirit liked/disliked the summoner while alive and another +5% to 15% for offerings likely to have appealed to the spirit while still alive (for a paladin's spirit, promises to save an orphanage, donations to charity, etc). The reaction roll is re-rolled each time the spell is cast.

Based on the reaction of the spirit, it will answer up to one question per level of the necromancer per month. Not all questions need be asked at one casting. The spirit will automatically know everything it did

in life plus additional information based on its interests. This additional information will reflect what the spirit has learned in the afterlife. The spirit of a king will have knowledge of his kingdom and descendants. The spirit of a cleric will have knowledge of her faith and her god's will, etc. Assume a 90% chance to know common facts, 75% chance to know uncommon facts, 50% to known any other pertinent information.

The spirit cannot lie, but a negative reaction means the spirit won't tell much or will distort the truth. If a friendly spirit doesn't know the answer to a question, it can seek the answer in the spirit world. No other questions may be asked that month and this option is not without risks (see below). The chance of success is 10% plus 10% if particularly applicable to the spirit plus another 5% to 15% based on the commonality of the knowledge sought from the point of view of the dead. For example, the location of the lost pyramid of Pharaoh Borlon is sought. The spirit of one of Borlon's friends is asked to search the spirit world. The chance of success would be 10% + 10% (spirits keep tabs on each other) + 15% (lots of dead slaves helped build the place!) for 35%.

Each time this spell is used, the caster draws the attention of potentially hostile spirits and undead. There is a 10% chance per casting that something unfortunately will accompany the casting. This chance jumps to 25% if a question is asked of the spirit world. Roll a d10 to determine unfortunate events adding +2 to this roll if the spirit searched the spirit world.

**Unfortunate Side Effects Table**

d10 Roll	Result
1-2	The caster angers the spirit; it will never answer another summons.
3-4	A poltergeist begins haunting the caster or location (50% chance either).
5-6	All undead within one mile are drawn to the spot.
7-8	A ghost arrives and may attack all living things (roll reaction)
9	A wraith or spectre appears and attacks (50% chance of either).
10	Caster struck with random insanity or loses a level (50% chance of either).
11	A lesser demon or devil appears and attacks or possesses someone present.
12	The caster angers all the spirit world and must perform a quest.

**Contagion:** R: 3"; D: permanent; AoE: one creature. This spell causes a major disease and weakness in a creature. The afflicted individual is immediately stricken with painful and distracting symptoms; boils, blotches, lesions, seeping abscesses, and so on. Strength, Dex-

terity and Charisma are reduced by 2. Attack rolls are decreased by 2. The effect persists until the character receives a cure disease spell or spends 1d3 weeks taking a complete rest to recover. Characters ignoring the contagion for more than a day or so may be susceptible to worse diseases at the discretion of the DM. A successful saving throw vs **spell** negates this spell.

**Disrupt Life:** R: 3" + 1"/level; D: instantaneous; AoE: 3" x 3". This dweomer taps into the negative material plane, disrupting all life in the area of effect. This spell causes 1d6 damage per level of the caster to living creatures. If a saving throw versus **death** is successful, no damage is inflicted. Unintelligent life forms, such as plants, fungi (including slimes and jellies), and (normal) insects, are not allowed a save.

**Improved Empathic Healing:** R: touch; D: instantaneous; AoE: one target. This spell functions exactly as the 2nd level version of the spell, Moorak's empathic healing, except that the caster takes exactly as much damage as she heals, not twice as much and further, there is no maximum to how much damage the caster can take on, short of death. Thus, a very daring necromancer (perhaps under the influence of regenerate wounds) could take on enough damage to bring her to -9 hit points.

**Lasting Wounds:** R: 1"/level; D: 1 day/level; AoE: one target. If the target of this spell fails her saving throw versus spells, then she cannot be magically healed of any physical damage for the duration of this dweomer. Wounds will still heal naturally (usually one hit point per day), but nothing short of a heal spell will affect the target. This spell can be dispelled normally. Note that this spell is particularly effective if cast in conjunction with **slow healing**, above.

**Life Link:** R: touch; D: 1 turn/level; AoE: special. This dweomer forges a link between the life forces of two creatures. This link allows either creature to transfer some portion of its own life force to the other so long as the link is active. This link remains active as long as both creatures remain within range of one another on the same plane of existence.

When the spell is initially cast, the necromancer must touch both of the targets in the same round (usually at the same time). From then on, the distance the link will apply to the two targets is a function of the caster's level, as shown below:

Level	Distance
7-9	one mile
10-12	5 miles
13-15	25 miles
16-18	150 miles
19+	1,000 miles

While the link is in effect, both creatures will know the relative strength and health of each other. Each can voluntarily transfer hit points to the other, providing the number does not drop the donator below 0 hit points. Hit points cannot be transferred so as to bring the recipient above his normal maximum.

If either of the targets dies while this spell is in effect, both experience it. This can be devastating to the survivor. The survivor must immediately make a save versus **death** or lose half of his remaining hit points and permanently lose a point of constitution. A successful saving throw merely results in the loss of constitution until 2-8 days of bed-rest. Those that failed the first saving throw must roll again. Success means no additional affect. Failure indicates BOTH spell recipients share in the death of the first.

There is no saving throw against this spell (although it is of limited usefulness when cast on an unwilling target).

**Little Death Spell:** R: 1"/level; D: instantaneous; AoE: 1/2" square/level. This spell performs exactly as per the 6th level spell, **death spell**, except with regard to the number and hit dice of creatures affected. Little death spell slays the same hit dice/level spread of creatures as a sleep spell effects (i.e. up to 4+4 hit dice). Creatures with half a hit die or less (i.e. kobolds, rats, small children) count as half their number for purposes of this spell. There is no saving throw against this spell. The material component for little death spell is a black pearl worth 250gp.

**Negative Plane Protection:** R: touch; D: 1 turn/level; AoE: one creature. This spell shields the target from the baneful effects of the **Negative Material Plane**. Rather than offset the attack with magic from the **Positive Material Plane**, this spell merely allows energy draining effects to pass through the target harmlessly. Any attack which would drain levels, strength or the like automatically fails. This protection continues until the spell duration expires or the dweomer has foiled the caster's level in level-draining attempts.

**Wasting:** R: 1"; D: 1 day/level; AoE: creature touched. The target must save versus **death magic** or suffer a wasting disease. Each day the target will weaken, losing one point of strength and constitution or one hit dice (if a creature without a Strength or Constitution score) until it dies or the spell ends. There is a 1% cumulative chance per day that a limb will wither and fall off (c.f. wither, reverse of the 7th level clerical spell regeneration). Lost hit dice/ability points are regained at a rate of one per day. Only a **remove curse** by the original or a higher level spell caster can halt this dweomer. If the caster touches the target during casting, the save versus this spell is made at a -4.

**Wounding:** R: 3"; D: 2 rounds/level; AoE: special. This spell can affect one to three creatures of the caster's choice which are all within 3" of each other. Targets are allowed a saving throw versus **death magic** to avoid this dweomer. This spell causes those who fail their saving throw to be subject to **wounding**, as per a sword of wounding. For the duration of the spell, all attacks cause one additional hit point per round per wound until tended to (c.f. bleeding, above) and furthermore, magical healing cannot close these wounds (c.f. **lasting wounds**, above).

**Healing**, the reverse of this spell, instantly negates the effects of wounding in the target, regardless of whether those effects were brought about by the spell, a sword disease, or other related magics (**bleeding**, **lasting wounds**, etc).

## FIFTH LEVEL SPELLS:

**Age:** R: 1"; D: see below; AoE: one living target. By means of this spell, a necromancer causes the victim of this spell to spontaneously age. The victim is allowed a saving throw versus **death magic** and if successful ages only a single year. If the saving throw fails, the target ages 2 to 20 years, with all the appropriate physical changes. Furthermore, there is a 1% chance per year aged that the target falls victim to some other age-related calamity, such as acute arthritis, memory loss, weakened bones, loss of energy, etc. The DM is encouraged to take advantage of any former or current injury. If a **dispel magic** is cast within one day, the aging effects of this spell may be canceled, otherwise the duration is permanent.

**Agony:** R: 2" + 1"/level; D: 4 rounds + 1 round/level; AoE: one target/3 levels. Similar to the first-level spell pain, agony is a more potent and intense spell. The victims of this spell is racked with intense pain unless a saving throw versus **spells** is made. This excruciating pain makes combat extremely difficult. Agony halves movement and attacks per round and further the victims incur a -4 penalty to AC, to hit and saving rolls. In addition, each round the spell is in effect, each victim of agony takes 1d4 damage.

The reverse of this spell, **painlessness**, completely negates the sensation of pain in the target for the duration of the spell, similar to the first-level spell abate pain (q.v.). This does affect the amount of damage the recipient can receive. The target gains an extra two hit points per die for the duration of the spell. However, once the spell wears off, so too do these additional hit points. This can drop the spell recipient to a negative number of hit points, resulting in death. In addition, those under the effect of this spell cannot be stunned by any means and can function similar to an automaton or mindless undead. Both versions of this spell will affect lycanthropes.

**Cause Insanity:** R: touch; D: permanent; AoE: one target. This spell causes the recipient to receive one random form of insanity if a successful saving throw versus **spell** at a -2 penalty fails. At the DM's option, this form of insanity could reflect the dominant personality of the victim such that violent barbarians become homicidal maniacs, withdrawn spell casters become autistic, thieves become kleptomaniacs, rulers become paranoid megalomaniacs, etc.

The material component for this spell is a piece of brain matter from either an insane being or a being possessing psionic abilities (mind flayer, intellect devourer, titan, etc).

The reverse of this spell, **cure insanity**, restores the faculties of the target, so long as the target's brain is not physically damaged. Cure insanity cannot rebuild brain matter no longer existent; a cleric spell is needed for that. Cure insanity can heal brain injuries due to psionic attack, magical effects or disease. The material component for cure insanity is the hair of an infant of the recipient's race and the cocoon of a moth.

**Create Unlife:** R: 1", D: permanent; AoE: special. With this spell, a necromancer can create undead creatures other than skeletons and zombies. The limiting factor is the level of the necromancer. A necromancer can only create a creature whose hit dice are a third of his level or less. Furthermore, each casting of this spell can only animate as many hit dice as the caster has levels. Thus, a 9th level necromancer could animate four ghouls (2 hit dice each) or three shadows (3 hit dice each), but would have to wait until 12th level to create any ghosts (4 hit dice). With this spell the necromancer can create no more undead of a given type than he has levels of experience. Thus a 11th level necromancer could have 11 ghouls, 11 ghosts, 11 shadows, etc. These creatures in turn could create additional undead, but these new creatures would NOT be under the control of the spell caster.

The material component of this spell is a piece of the type of undead to be created. For non-material entities such as shadows, wraiths and spectres, this spell must be cast over the fresh essence of such creatures. The essence of such creatures remain for one turn at the site the creature was destroyed by magic or weaponry -- undead blasted out of existence by a cleric or mace of disruption don't leave an essence. The casting time for this spell is one round.

**Decay:** R: 1"; D: permanent; AoE: 1/2" cube/level. This spell causes all non-animate matter within the area of effect to suddenly decay, as if several centuries had passed in only a few seconds. Organic, non-living object in the area of effect decomposes and transforms into inert matter within one round. Metallic objects subject to oxidation are reduced to flakes of rust. Glass and other super-cooled fluids discolor and flow into sol-

id puddles while liquids evaporate, leaving a decayed residue. Permanent magical items are immune to this effect, otherwise only stone or other time-proof materials can resist this dweomer without a successful saving throw versus **disintegration**.

The reverse of this spell, **preserve**, protects those object in the area of effect from spoilage. In this regard, the spell function exactly as the 2nd level mage spell of the same name. In addition, preserve naturally foils the effects of a decay spell.

**Force Shapechange:** R: 1"/level; D: instantaneous; AoE: 3" radius. With this spell, the caster can force any shapechanger or magic-wielder using any form of a shapechanging spell to instantly revert to his true form (or his most common form). To use the spell, the caster points at creatures he knows or believes to be shapechangers. The spell affects one creature per level in the area of effect. If the creatures are indeed shapechangers, they must make a successful saving throw versus **spell** or immediately revert to their true form and suffer 3d10 points of damage from the wracking pain caused by the forced change. The change takes a full round, during which time a victim can take no other actions. If the saving throw was successful, the victim does not change form, but still suffers half damage.

The material component for this spell are a hair from the hide of any lycanthrope and a live butterfly, released when the verbal component is uttered. This spell has a single segment casting time.

**Lich Touch:** R: 0"; D: 1 round/level; AoE: caster. By means of this spell, the necromancer gains both the **chill touch** of the lich and invulnerabilities to several lich-like attacks and effects. The caster is immune to all forms of **paralysis** and **fear**, including those generated by liches, for the duration of the spell.

The necromancer casting this spell can touch individuals and affect them as a lich would, inflicting 1-10 points of damage and paralyzing the target. The touched creature receives a saving throw versus **spells** to avoid the paralysis, though the victim still takes damage even if not paralyzed. Undead and creatures not affected by paralysis are not affected by the touch and do not take 1-10 points of damage. Individuals who are paralyzed by this spell remain so for 2-8 hours or until the paralysis is dispelled by a dispel magic, remove paralysis or similar spells. The spell cannot be ended before its duration expires and the caster will affect everyone he touches with the lich touch. The material component of this spell are a drop of the caster's blood and a scrap of rotting meat or fish. When the lich touch is in operation, the hands of the caster glow with an unearthly greenish brilliance.

**Life Bind:** R: touch; D: 1 day/level; AoE: two creatures. This spell is very similar to the 4th level spell, life link, but life bind is usually used more as a life insurance policy. In short, any pain or damage suffered by either creature affected by the spell is felt and received by both, regardless of range (so long as both remain on the same plane of existence). Similarly, if one dies, both do. If the necromancer is not at least 11th level, the spell-caster must be one of the two linked, otherwise any two living beings can be bound using this spell. Unlike life link, each target of life bind is allowed a saving throws against magic to avoid this spell's effects, but the roll is made at -4.

**Life Leech:** 10' radius: R: 0"; D: round/level; AoE: 10' radius. As per the fourth-level spell life leech, but all creatures (friend or foe) within 10' of the caster are susceptible to this spell.

**Regenerate Major Wounds:** R: touch; D: 3 rounds/level; AoE: creature touched. This spell causes the recipient's natural healing abilities to accelerate. Each round, the target regains one hit point of damage sustained, until full hit points are reached. If the target is unwounded, the effects are wasted. This regeneration continues until the duration expires or the target dies (-10 hit points or less). Targets slain by poison are allowed an additional saving throw each round this spell is in effect to overthrow the toxin's effects. This spell has no effect on missing limbs or organs nor will it restore the dead to life. Critical wounds received while this spell is in effect can be reduced and the target will not suffer from normal bleeding wounds.

**Fester major wounds**, the reverse of this spell, causes any fresh (one day old or less) wounds to become infected and life-threatening. Each round, the target sustains one point of damage until the duration expires, all wounds are healed or the target dies (-10 hit points or less). There is no saving throw against this spell.

**Revive Dead:** R: touch; D: 1 day/level; AoE: one humanoid creature. This spell allows the caster to temporarily restore dead creatures to life. Only those creatures which could be affected by a **raise dead** spell (q.v.) are subject to revive dead. The target will behave exactly according to the **raise dead** spell, including requiring bed rest and losing constitution. In addition, however, if the target fails a saving throw versus **death magic**, it will be compelled to perform a service for the necromancer raising it. Until this service is performed, the subject cannot harm the caster in any way. Although the subject of this spell appears alive, even to itself, there are certain things that give away its nature. The subject cannot be detected by a **detect life** spell nor can it be affected by certain necromantic spells, such as **cure light wounds** or **death spell**. At the expiration of the spell's duration or when the spell's caster wills it, the creature raised "dies" again. For purposes of raising



or resurrection, this spell has no effect on constitution, length of time dead, etc.

The reverse of this spell, **temporary death**, causes the victim to temporarily enter of state similar to **feign death** (q.v.). For the duration of the spell the target is, for all intents and purposes, dead. No amount of damage will cause the target significant harm (although this damage may prevent the target from remaining alive once the spell expires!) and no amount of prodding or inspection will reveal otherwise. Poison and disease remain completely inert while this spell is in effect and the recipient cannot be level drained. The "corpse" will, however, radiate a faint dweomer of necromantic magic. A successful resurrection survival roll is required at the end of this spell. Casting time for either version of this spell is three rounds.

**Undead Familiar:** R: touch; D: permanent; AoE: one corpse or skeleton. Using this spell, a necromancer animates a corpse to act as his familiar. The "subject" can be in any stage of decay to the point of being nothing more than a skeleton. In addition to animals, any human, demi-human, or humanoid corpse can be animated.

The resulting zombie or skeleton has the same abilities and immunities as a normal undead creature of its type, but has 1d3 points of Intelligence. The wizard has an empathic link with the familiar and can issue mental commands at a distance of up to one mile. Empathic responses from the familiar are basic and unemotional, and such a familiar is unlikely to be distracted from its task.

If separated from the caster, the familiar loses 1 hit point each day, and is destroyed when reduced to 0 hit points. When the familiar is in physical contact with the wizard, it gains the wizard's saving throw against special attacks; it suffers damage as normal, according to whether or not it makes it saving throw. If the familiar is destroyed, the caster must immediately make a successful system shock check or die. Even if he survives this check, the wizard temporarily loses 1 point from his Constitution for 1d6 days when the familiar is destroyed.

An undead familiar can be turned normally, but cannot be destroyed by turning. If within sight of its master, it is turned as a wight.

A wizard can have only one familiar of any type at any time. An undead familiar accepts more abuse than would a normal familiar. Since the caster chooses the familiar, he knows precisely the kind of companion he will receive. Spells that augment normal familiars can also be used to improve an undead familiar, so long as the undead familiar has the form of some small animal. Through ritual preparations, necromancers have been known to animate mummy cats, juju

zombie wolves, and ghoul rats if such a corpse can be found to start with.

The spell requires a corpse or skeleton and a silver ring that is placed on one of the familiar's fingers or digits. The casting time is one turn.

**Wall of Bones:** R: 6"; D: 1 turn; AoE: 1" square/level, 6-inch thick/level. This spell causes a wall of bones to erupt from the earth in whatever shape the caster desires within the limits of the area of effect. The wall is a random construction of bones from many types of creatures. The wall need not be vertical, but it must rest upon a firm foundation or it will collapse. Since the wall has many small openings and gaps, it provides only 50% cover. Missiles can easily be fired from behind the wall, and creatures of small size (less than 4 feet tall) can wriggle through opening in the wall at the rate of 10 feet per round. However, the wall has many sharp edges and creatures wriggling thought it suffer 1d8 points of damage per 10 feet traveled.

If the spell is cast in an area occupied by creatures, the wall of bones appears everywhere except where the creatures stand. Creatures in the affected area suffer an immediate 2d8 points of damage when the wall appears. The wall can be smashed by creatures with Strengths of 18 or greater that wield blunt weapons. Every 10 points of damage causes a 5 by 5 by ½ foot section of the wall to collapse. The wall of bones is unaffected by the **animate dead** spell. The material component for this spell is the branch of a withered tree taken from a cemetery

## SIXTH LEVEL SPELLS:

**Animate Undead:** R: touch; D: permanent; AoE: special. By means of this powerful bit of necromancy, the caster can transfer his consciousness into an undead host. While the caster is in his new undead body, he has all of the abilities of that host creature save those based entirely in the mind. Once in this new form, the necromancer can cast spells normally (assuming the host has the appropriate limbs!). Psionic abilities cannot be transferred but neither can the caster be turned.

The undead host is subject to disruption, either by magic item, spell or high-level clerical ability. If disrupted, the caster dies and his soul is forever separated from his body, although reincarnation is still possible. No saving throw is allowed other than that normally afforded the undead creature.

While the necromancer inhabits an undead host, his own body is in a state of suspended animation where it is quite vulnerable to possession, attack, etc. Destruction or possession of the caster's original body merely maroons the necromancer in his undead host. The undead host can be any corporeal undead creature under the necromancer's command, either by

spell or creation. Most commonly, this spell is used on mindless undead, such as juju zombies or wights. If the host undead is only temporarily controlled and the time of control elapses while it is an undead host, the two consciousness' will battle for control of the body as per the fifth-level spell, **magic jar** (c.f.). If the undead host is a vampire, each time the vampire drains levels, it gets another chance to break free, adding the levels drained to its own.

The material component of animate undead is a drop of blood and a bit of flesh from another creature of the caster's race.

**Blackmantle:** R: 6"; D: 1 turn/level; AoE: 15' radius. The blackmantle spell creates a shimmering aura around each creature within the area of effect that fails a saving throw versus **spell**. The aura negates all healing and regeneration while the spell effect lasts. For instance, a **potion of healing** has no effect on a creature under the influence of a blackmantle spell, a troll cannot regenerate lost hit points, and a **cure light wounds** spell or **staff of curing** is useless.

If the saving throw is failed, the creature is affected for 1 turn per level of the caster. If the creature is still alive at the end of the spell's duration, any active curative forces will operate normally; for instance, a ring of regeneration resumes its function. Healing magic applied after the spell wears off works normally.

The material component for this spell is a small mummified animal, such as a mouse or toad. The casting time is one round.

**Caernon's Wrath:** R: touch; D: 1 turn/level; AoE: one target. This spell turns a creature's natural regenerative powers against itself, such that the healthy tissue of the target's own body is treated as damaged, foreign, and in need of repair. As a result, the target takes as much damage each round as it would normally heal and demonstrates all the symptoms of having a severe allergic reaction. In order to function, however, the target must be actively regenerating and the caster must touch an open wound or blood coming from such a wound (in general roll to hit AC 7, modifying further for Dexterity, speed, magic, and even number and severity of wounds, but not armor). Thus a wounded troll would lose the ability to reattach limbs and suffer 3 hit points of damage per round. A successful saving throw versus **spell** shortens the duration to rounds instead of turns, but otherwise does not reduce damage.

**Create Flesh Golem:** R: 0"; D: permanent; AoE: one golem. This spell allows the necromancer to create a flesh golem without the need for a tome. This spell requires several fresh corpses, 50,000 gp worth of non-reusable equipment and two months of time.

**Create Greater Unlife:** R: 1"; D: permanent; AoE: special. This spell is similar to the fifth level spell **create unlife**, but allows for the creation of more powerful undead. Unless noted below, this spell has all the same abilities and limitations of the fifth-level spell. With create greater unlife a necromancer can create a creature whose hit dice are half of his level or less. Thus, a 12th level necromancer could animate two wights (5 hit dice each) or two crypt things (6 hit dice each), but would have to wait until 16th level to create any vampires (8 hit dice). With this spell, the necromancer can create up to half his level in a given type of undead. For example a 15th level necromancer could make seven wights and seven wraiths, etc. The casting time for this spell is three rounds.

**Darklightning:** R: 6"; D: 1 round/level; AoE: one target. Similar to darkfire, this spell conjures a bolt of lightning formed of negative energy and keyed to neural impulses. Upon casting this spell, the necromancer suffers one hit point of damage. If the caster does not immediately release the darklightning at a target, the bolt will strike her and she will suffer the full effects herself, see below.

The darklightning can be thrown up to 30' away. The caster must make a successful to hit roll against the target, ignoring armor, but keeping magical and dexterity adjustments. If the caster hits, the darklightning will rush up and down the nerves of the target (no save), causing every neuron in the victim's body to fire as painfully as possible, with muscles twitch and convulsing appropriately. If the caster misses, grenade rules should be used to determine where (and possibly who) the darklightning strikes.

Darklightning without a living host to run through will vanish in a single segment. Otherwise, the darklightning will continue to race through the victim's nerves until the spell's duration has expired or it burns out its fuel (kills its victim by destroying her nervous system). Darklightning inflicts 3d4 hit points per round and causes enough pain to penalize Dexterity, move, AC, saving throws, to hit and damage of the victim by three. Victims who fail a saving throw versus **death** will also be effectively slowed due to pain and lack of muscular control for the duration of the spell.

Darklightning is not real electricity, thus lightning resistance offers no protection against this spell. Likewise, water, grounding, etc are ineffective against this dweomer. Since darklightning is immaterial to most non-living objects, doors, tables, gloves, shields and armor offer no protection. A minimum of one foot of stone or earth is needed to stop this spell. Furthermore, if a creature burning with darklightning touches or is touched by any other living creature, the non-affected being must make a saving throw versus **paralyzation** or the spell will jump into their body to affect them as well.

**Ghoul Gauntlet:** R: touch; D: special; AoE: special. This rare and horrible spell causes the victim to be slowly transformed into a ravening, flesh-eating ghoul. The transformation process usually begins at the limb or extremity (usually the hand or arm) closest to the location touched by the caster at the onset of the spell. The victim suffers 1-2 hit points of damage each round while the body slowly dies and transforms into a ghoul's cold, undying flesh.

The victim is entitled to an initial saving throw vs **death magic** to resist this deadly transformation. If failed, only a **limited wish**, **wish**, or **restoration** will end the condition. A **dispel magic** or **remove curse** may be effective, but only if cast within three rounds of the touch that confers the ghoul gauntlet. During the early stages of the spell, the original afflicted extremity may be severed and burned to terminate the spell.

If the extremity affected by the ghoul gauntlet is amputated while the victim has lost less than 20% of his or her total hit points, then only a hand or foot may need to be severed (inflicting 1d4+1 hit points of damage, requiring a system shock roll to remain conscious, and resulting in the loss of the limb's mobility and function). After the victim has lost 20% - 50% of his or her hit points, however, an entire limb will have to be cut, with the loss of 1d12+4 hit points and a system shock roll. Initially, the transformed flesh of the victim has no paralytic powers or any of the special abilities associated with ghouls. As the spell unfolds, the advancing front of dying flesh inexorably traverses the entire body, and the victim immediately dies once the ghoul gauntlet reaches the heart or brain (upon reaching 0 hit points due to the spell). Healing spells, potions, or magical items have no power to cure or reverse this affliction while the ghoul gauntlet runs its course.

One full day after the victim had died (unless the remains are burned), the subject awakens as a full-fledged ghoul (see *MONSTER MANUAL*). The undead is now a fawning slave, utterly under the control of the necromancer who cast the nefarious spell.

The material components include the freshly harvested fingernails of a corpse and a pinch of an-drake root. Both of these are consumed by the casting of the spell.

**Graft:** R: touch; D: permanent; AoE: target creature. This spell allows a necromancer to add to or alter the limbs of any living creature. It is this spell which allows a mage to create new (and usually warped) life-forms, such as bullettes and owlbeats. As this spell is extremely painful, few creatures will submit to it willingly. A successful system shock roll is needed merely to survive. This spell has many different uses, detailed below.

With this dweomer, a necromancer can graft a new limb in place of one that has been lost. The

new limb will perform within the parameters of the new body it belongs to. Thus if an orc's hand were granted to an elf's arm, the only differences would be cosmetic. If, however, a hobbit received an ogre's fist, she would suddenly gain incredible gripping strength. She would also need to make an additional system shock check to avoid rejecting the new hand. Any time the new limb is substantially different from that of the original, a system shock roll must be made. If this is failed, the new member does not function. Furthermore, the target must make a saving throw versus **death** or die within one hour from the tissue incompatibility.

This spell can also be used to add new limbs to a target. Giant eagle wings could be added to a dwarf or a poison stinger could be grafted on to a horse. In addition to the first system shock roll to survive the spell and a second such roll to be able to use the limb, the target of such experimentation would need make a successful saving throw versus death just for its body to continue functioning with such an alteration. Furthermore, if the new member substantially alters the nature of the target, then the target must roll another saving throw versus **death**, this time to resist going insane.

This spell obviously has several limitations and its use must be carefully considered by any but the most arrogant spell casters. The casting time for this spell is 2 to 5 hours. All components of this spell must be very fresh and in excellent condition. The limb to be grafted can be no more than an hour old or the spell will fail. Likewise, only those living tissues from creatures native to the **Prime Material Plane** can be used. The DM should be the final arbitrator with regard to the limitations of this spell.

**Life Anchor:** R: touch; D: 1 turn/level; AoE: special. Similar to the fourth-level spell life link (q.v.), this dweomer forges a link between the life force of the caster and another creature. In all respects save those noted below, the two spells are identical.

What makes life anchor different is that the caster can draw life energy from the other creature, whether that creature is willing to give up those hit points or not. In essence, the other creature becomes a hit point reserve for the necromancer casting this spell. The victim of this spell still cannot have her hit points siphoned past zero.

Like life link, if either of the targets dies while this spell is in effect, both experience it with the same effects noted for the lower level version of the spell (q.v.). There is no saving throw versus life anchor.

**Life Force Transfer:** R: 1"; D: special; AoE: one creature. Upon completion of this long and highly-versatile incantation, the caster permanently transfers a creature's life force (even his or her own) into a specially fabricated item, a magical receptacle, or the body of

another individual. Once the mental transfer has been completed, the recipient's body falls into a cataleptic state, and remains in a death-like trance or coma for 2-7 days. Unless the subject's life force is magically reunited with the body during that time period, his or her body dies, and the life force remains permanently trapped within the physical object or new body.

While in the physical receptacle, the recipient may perform any action permitted by the new form. In an item such as a ring or a sword, the subject may communicate with the user when the receptacle is held or worn properly. The extent of communication depends on the subject's Intelligence:

Int	Communication
3-11	None
12-13	Semi-Empathic
14-16	Empathic
17+	Telepathic

Individuals of low or average Intelligence cannot communicate, and those of above-average Intelligence can communicate using a primitive form of empathy (usually limited to a throb or tingle of varying intensity). At the discretion of the DM, the life force might animate a specially prepared statue or golem, perhaps even enabling the recipient to employ memorized spells.

Life force transfer is sometimes the final step in the manufacture of a powerful magical item or minor artifact (usually a sword). In this process, a victim's life force is transferred into a magical item (unless he or she saves versus **death magic** at -4), which is finally sealed with a **permanency** (a spell not normally available to necromancers!).

In such an enchantment, the recipient's body is frequently destroyed afterward by the caster, forever trapping the victim's life force in the item (unless the **permanency** is first reversed and a new body prepared using a **clone**, **wish**, or similar means). If the item is destroyed while the recipient's life force is in it, the creature may regain its body by making a system chock roll if it lies within 1 mile per level of the original caster; otherwise, the subject's life force dissipates, and the creature dies.

Sometimes, a wizard may employ this spell as a final measure to protect his or her own life. In this version, the entire incantation and receptacle are prepared and cast beforehand, but only the final syllable of the spell is left unfinished. The wizard may pronounce this short (single segment) syllable at any later time, casting his or her life force into the receptacle – providing that it lies within range. Obviously, this strategy only works if the receptacle is kept close to the wizard

at all times. Furthermore, the wizard usually must leave behind clues or encrypted instructions so that his or her allies may later restore the wizard to his or her normal state, whatever that may be. While the spell is in its unfinished state, the wizard cannot make use of one spell of this spells level. Aside from this limitation, however, the caster remains unaffected by the pending spell.

Less scrupulous wizards may use this rite to permanently transfer the recipient's life force (often their own) into the body of a younger individual, thereby extending their own existence. The victim is entitled to a saving throw versus **death magic** with a -4 penalty to resist the effects. If failed, the subject's life force departs (resulting in the apparent death of the victim. In truth, however, the victim's spirit is trapped and buried in its own mind, but unaware of anything and unable to act, save perhaps in a very minor way when the recipient dreams), and the recipient's life force takes permanent possession of the victim's body. If the saving throw is successful, the spell fails without any ill effect to either the victim or recipient (though it may be recast at a later date). Thus an ancient necromancer may transfer his or her life force into the body of a vigorous, younger person, thereby gaining all of the victim's physical attributes, manual skills, hit points and extended life span.

The spell requires either an expertly-crafted item or any living human, demi-human, or humanoid (preferably young and healthy) to house the subject's life force. The remaining material components include a scroll inscribed with special rare inks and a massive blood red garnet (worth 5,000 gp or more). The exact nature of any physical receptacle should be decided by the DM, but it must be of quality suitable for enchantment. The garnet (but not the scroll) is consumed in the casting. This spell cannot be dispelled normally (even in its "pending" state). If the receptacle was not sealed with a **permanency**, then the subject's life force may be driven out with a **spirit release** or **dispel evil** (in the event of a permanent magical receptacle, the item's permanency must be first overcome with **dispel magic**).

If the possessing entity of the host body is somehow dislodged (via **exorcise**, **dispel evil**, or **wish**), then the original victim can regain its life and body if it survives a resurrection survival roll. Memories of the time possessed will be like a vague dream, if any (DM's option).

The reverse of this spell, **revoke life force** transfer, requires the original scroll (the one used in the life force transfer spell to be revoked), the construct, and the body of the recipient. Providing that the spell is cast before the body physically dies (within 2-7 days of the original separation), the reversal process requires a system shock roll in order to be successful. If failed (or if the body has already perished), the newly released life force dissipates, and the subject dies. The casting time

is eight turns.

**Shatter Bone:** R: 3"; D: 3 rounds + 1 round/level; AoE: one target. This spell allows the caster to point at a target and shatter its bones. The victim is allowed a saving throw against **spell** and if successful, it is affected as if by a **weaken bone spell**, above. Otherwise, the target's bones shatter and explode. Roll two d6 and consult the table below. The target takes 1d8 for minor breaks, 2d8 for major breaks and 4d8 for critical breaks.

## d6 Roll Severity and d6 Effect of Wound

### d6 Severity Results

Minor (1-3)

Major (4-5)

**Critical** (6)

### Effect 1-2

- Clean break: leg useless for weeks, save or stunned 1 to 3 rounds.
- *Bad break*: leg useless for months, stunned 1 to 3 rounds.
- **Shattered leg**: cannot heal without magic, stunned 1 to 3 rounds.

### Effect 3-4

- Clean break: arm useless for weeks, save or stunned 1 to 3 rounds.
- *Bad break*: arm useless for months, stunned 1 to 3 rounds.
- **Shattered arm**: cannot heal without magic, stunned 1 to 3 rounds.

### Effect 5

- Snapped ribs: 1 hp/round hemorrhaging, double if fighting/active; save or Strength and Con damage until healed.
- *Shattered ribs*: 2 hp/round hemorrhaging, double if active, triple if fighting; Strength and Con damage until healed, save or stunned 1 to 3 rounds.
- **Ribs and spine shatter**: shards damage organs, 4 hp/round hemorrhaging, triple if active; permanent Strength and Con damage, save or Dex damage, stunned 1 to 3 rounds

### Effect 6

- Cracked skull, broken jaw: stunned 1 to 3 rounds, save or unconscious, -1 all actions.
- *Fractured skull*: concussion, -2 all actions, no spell

casting, stunned 2 to 5 rounds, save or unconscious, permanently deafened and/or Intelligence damage.

- **Shattered skull**: stunned for 3 rounds, no action possible, slow and agonizing death due to brain damage and severe hemorrhaging

The effects of this spell heal in either 2-5 weeks or months, if at all. Damage to attributes is determined by rolling a d3. All additional saving throws are against **death**. A **heal** spell will negate the effects of this spell and a **cure serious/cure critical wounds** will reduce the damage by one/two categories, respectively. A shattered skull still results in 1d3 damage to all stats until fixed with a **restoration**.

**Spectral Twin:** R: 1"; D: 1 day/level; AoE: special. This spell is similar to the 2nd level spell **spectral voice** in that it allows a corpse to speak. The key difference is that this spell is cast on a pair of twins of any species capable of speech. The pair can then be separated and what is said to one is repeated from the lips of the other and vice-versa. Each speaks with a voice that is a scratchy, raspy whisper, not the voice the other hears, though inflection, tone, and intonation are somewhat matched. The twin corpses can be separated and continue to communicate as a function of the necromancer's level:

Level	Range
11-13	one mile
14-17	10 miles
18-21	100 miles
21+	1,000 miles

The material components for this spell are two somewhat intact bodies of a pair of twins.

**Summon Death:** R: 3"; D: round/level; AoE: special. This spells summons a minor Death to attack a single creature of the caster's choice. The minor Death is AC -4, 33 hit points, always striking first each round, never missing, for 2-16 points of damage. The minor Death reacts to spells as an undead creature but is also immune to fire, cold and electricity. If a creature other than the target attacks the minor Death there is a 50% chance that another minor Death will appear to battle that creature. If this spell fails to affect the target for any reason (she is protected by a protection from evil spell, rolls a successful magic resistance check, etc), the minor Death will still appear but will attack the necromancer instead.

The reverse of this spell, **balk death**, lasts one turn per level of the caster and the single target must be touched. For the duration, however, the recipient of balk death cannot die. Before balk death takes effect, however, the caster must first do battle with a minor Death (see above). This battle is conducted in



the mind of the caster, invisible to onlookers. To those observing the necromancer, he appears to be meditating or praying quietly, remaining completely still. During the battle, the necromancer may attack the minor Death physically or magically just as though he were attacking the target of the balk death spell (pain, darkfire, disrupt life, etc). If the caster loses this initial "battle" or is interrupted during it, the minor Death will materialize in the real world and attack! Damage sustained by the necromancer during this "mind battle" is subdual (only 1/2 real).

Note that just because someone cannot die does not mean they will enjoy living or will even be able to function. Recipients of balk death can still be torn apart, eaten and digested; they will merely live through it (temporarily), experiencing all the pain. The main goal of this spell is to hold off the grim reaper until some other remedy can arrive or some final words exchanged.

## SEVENTH LEVEL SPELLS:

**Blight:** R: 1"; D: permanent; AoE: special. With this spell, the necromancer calls down a powerful and terrible curse upon a region and all that live there. First plant life will begin to wither and die, then animal life will leave the region. Those animals (including humans and their kin) which stay in the area will suffer from malnutrition, stillbirths, diseases, lingering ailments and ultimately death.

It takes 1-3 days for the effects of the blight to appear. At this point, crops will begin to wither and die, new fruit will not spout, flowers will cease to bloom. Basically, seasonal plant life will behave as if a particularly cold winter had set in. More skittish or feral animals will sense a malaise in the region and leave if possible.

After 1-3 weeks, all plant life in the area of effect will begin to die, aging at a rate of one year per hour. The plants will not grow at this rate, merely age and die. Wild animals and those not corralled will leave the area, although particularly loyal, domesticated beasts may remain for a short while longer. At this point, all living creatures in the area of effect must save versus **death magic** at +4 each week or contract some form of ailment. These illnesses are 10% likely to be terminal. All newly born creatures in the area must save versus death or die.

After 1-3 months, those plants which are not already dead will rot. No animals will willing remain in the area of effect -- trained horses will bolt, dogs will attack their masters to flee, etc. Each day, all creatures still living in the area of effect must save versus **death** or lose one hit point. No new births are possible and all pregnancies result in stillbirths.

After 1-3 years, the land will become perma-

nently blighted. Any creature entering the area must save versus **death** each hour or lose one hit point. Creatures merely flying over the region gain a +4 to their save. Creatures slain in the region have a 1% chance per hit die as rising again as zombies, ghouls or wights (equal chance of each).

To remove the blight, a **remove curse** and **dispel magic** must be cast together, each by a higher level spell caster than the necromancer. Each category of time (week, month, year) raises the caster's effective level by one. If the blood of the necromancer is spilled on the land while the two spells are cast, there is a 50% chance the blight will affect him personally. Either way, the blood causes the necromancer's level to be temporarily halved for purposes of lifting this curse.

The material component for this spell is a living lamb, some freshly harvested grain and the blood of the caster which all must be combined (after the lamb is slaughtered) and poured onto the ground to soak in. This spell takes 3 turns to cast and prior to the first 24 hours can be dispelled normally.

**Create Life:** R: 1"; D: permanent; AoE: special. This spell represents the ultimate accomplishment of a necromancer; to create life from lifelessness. With this spell, the caster can instill life into a creation of his own choosing. The caster can create a life form with as many hit dice as one-quarter of his level, rounded down. The complexity of the life form indicates the difficulty of the spell and the length of casting.

In general, at the end of the casting time, the necromancer must roll a saving throw versus **death**. If successful, he has transferred a fraction of his own life energy into his creation. If the saving throw fails, the creation is utterly destroyed. The necromancer must further make another saving throw or lose as many levels as the failed life form would have had hit dice. Either way, the caster must rest one day per hit die of the life form attempted.

Once infused with life, the creation must roll a successful system shock roll to survive. This roll is repeated for each special ability possessed by the life form. Creations without a constitution score are allowed to make a saving throw versus death with a bonus of one third the necromancer's level, rounded down.

The simplest life forms to create are non-intelligent, non-mobile plants. These take one day plus one day per hit dice to create. Infusing limited (animal) intelligence into such a creature doubles the casting time and requires an extra system shock roll. Likewise, adding limited movement (1") to this type of life form again double the casting time and requires another system shock roll. Each additional jump in movement (1", 3", 6", 9", 12", etc) or intelligence (animal, semi, low, average, very highly, exceptional, etc) would re-

quire additional components and time. Any other abilities also require a system shock roll and double the creation time. Abilities which are magical in nature triple the creation time and additionally require a successful saving throw versus magic to function, although if this roll fails the life form merely loses the ability; it's life is not in danger.

Non-magical animal life takes two to five days to create plus two days per hit die. This assumes either a simple form with a working model to study from (such as a house cat with several other cats as models) or a new life form with no offensive abilities, animal intelligence and minimal movement abilities (1"). Adding more abilities such as claws, fangs and/or other abilities each requires a system shock roll with a doubling of the casting time.

When adding armor class, each point above AC 10 takes an additional two days and requires the system / saving roll to be made at -1, cumulative. Thus to create a wolf with a shell granting it AC 3 (base AC 7, assuming a model is used) would take an additional eight days and require the roll at -4.

In a related way, any attack which can cause more than 10 hp damage is treated as two different abilities. Attacks capable of causing more than 20 hp are treated as three abilities, more than 30 hp is treated as four abilities, etc. This is per attack; i.e., an ettin, which has two 10+ hp attacks is considered to have four abilities.

The material components of this spell include the basic shape and structure of the life form, various alchemical ingredients (costing 1,000 to 3,000 gp for vegetable life and 2,000 to 5,000 gp for animal life, per hit die) and the appropriate materials for duplicating any special abilities granted to the creation.

Example: to create a displacer daisy would require one to three thousand gold pieces, a displacer beast pelt and four days. This assumes a mindless plant with one hit die, no movement abilities and a single special ability.

Example: to create a winged bull with AC 0 would require eight to twenty thousand gold pieces, several bulls to use as models, the wings of a huge bird, the hide of a creature with great AC (such as a dragon) and 48 to 54 days. This creation would need to make two extra system shock rolls (one for wings and the other at -35% (-7) for AC 0).

**Finger of Doom:** R: 6"; D: special; AoE: one target. This spell is similar to **finger of death** in that it too attempts to instantly slay the target. Unlike the lower-level **finger of death**, finger of doom doesn't merely stop the target's heart; that is only the beginning of this fearsome dweomer!

The victim must save versus **spell** to avoid death due to cardiac arrest in the first round of this spell. Even if that roll is successful, however, the target is still takes 1d8 damage and is unable to act due to intense chest pains for the remainder of the round.

The following round, the dweomer, having failed to kill the target by attacking her heart, moves on to her lungs. During the second round, the target must again save versus magic or die due to its lungs rupturing and filling with blood, effectively drowning the victim. Even if this save is made, the target takes 1d6 damage due to blood loss and cannot perform any physical actions, such as moving, fighting, spell casting, speaking, etc, although innate abilities, magical items requiring only a silent act of will to engage, and psionic powers can be used.

On the third and final round of finger of doom, the spell moves from the lungs to the stomach. The target again gets a saving throw versus **spell** to avoid its entrails rupturing explosively and spewing acid in a 3' radius. Even if this final save is made, the target takes 1d4 damage due to tearing and acid damage and further may act only at a -4 penalty to hit and to its armor class.

A target that survives this spell cannot be affected by another casting of finger of doom by the same necromancer for at least a day. This spell can be dispelled normally at any time prior to the death of the target.

The casting time of this spell is a full ten segments and the material component is a 1,000 gp value black opal.

**Greater Wraithform:** R: 0"; D: 2 rounds/level; AoE: caster. Similar to the fourth-level spell wraithform, this powerful dweomer actually transforms the necromancer into a powerful wraith for the duration of the spell. In this form the necromancer has AC 4, MV 12"/24", 1-6 + level drain attack (hits transferred to the caster), +1 better weapon to hit (not silver), can strike creatures as a +1 weapon, is immune to sleep, charm, poison, cold, etc. The caster should be treated as undead although attacks which would slay undead (disruption, higher level cleric's turn, etc) allow a save versus death to end the spell prematurely.

**Lichdom:** R: 0"; D: permanent; AoE: caster. This spell transforms the caster into a lich. The spell requires a full night to cast and can only be used on the three nights of a full or new moon. Upon completion of the spell, the necromancer must make a successful saving throw versus **death magic**. If successful, a new lich is "born". If the roll fails, the caster has blasted himself out of existence. The material components for this spell are vampire dust, the blood of a virgin and **unholy water** or the body of a freshly slain lich.

**Life Force Exchange:** R: 6"; D: special; AoE: two creatures. This spell permanently switches the life force of two creatures (one of which may be the caster). Both subjects must be within range at the spell completion, or it fails automatically. When employed correctly, both creatures are surrounded by a radiant green aura and must save versus **spells** at -6 to avoid the effects (obviously, willing subjects may forego the saving throw to consciously accept the spell).

The spell functions properly only if both subjects fail their saving throws. If only one fails the save, then the one who made the saving throw is automatically stunned (reeling and unable to take action) for 1 round. Meanwhile, the other (the one who failed the save) is stunned for 1d4 rounds.

In the event of a successful transfer, both life forces retain all of their original mental abilities and behavioral patterns, although their physical abilities are limited (or possibly enhanced) by their new forms. For instance, a decrepit necromancer uses this spell to exchange bodies with a hale young warrior in the prime of his health. While the wizard gains a young and vigorous body (and all of the benefits that go with it), the unfortunate youth finds himself trapped in the withering shell of a dying old man. Creatures unaccustomed to being shifted in this way are stunned for a minimum of 1 round after the transfer.

The effects of this spell are permanent and can be reversed only by a full **wish** or by the reverse of the spell. If one of the bodies is slain before reversal can take place, the life force inhabiting that body departs. That spirit and its new body are dead, just as if the spirit was in the body that actually belonged to it in the first place. The life force originally belonging to the slain body is now irreversibly trapped in its new form. Short of expending a wish (to transfer its consciousness into a copy of its former body), the only way to now restore the subject to his or her rightful body is by cloning the original body and casting the reversed form of this spell.

The reversed form, **revoke life force exchange**, undoes the effect of the spell. Both versions of this spell require nine segments to cast.

**Wail of the Banshee:** R: 0"; D: instantaneous; AoE: 3" radius. At the culmination of this dreadful, nine-segment spell, the wizard screams like a banshee (groaning spirit). For each level of the caster, one listener within 30 feet hears the wail. Those who fail a saving throw versus **death magic** die instantly.

The caster is not affected by the spell, but cannot choose who will be affected. If there are more potential victims than the level of the caster, the DM randomly determines which creatures are affected. Creatures who cannot hear (due to ear plugs, deaf-

ness, etc) may be targets, but cannot be affected and are considered to automatically make their saving throws. The material component is a lock of hair from an evil female elf.

**First level MU spells:** Gain four first level MU spells, as per Illusionists

End.

## One Hundred Names for Taverns and Inns

By C. Wesley Clough

Taverns and inns often play an important role in AD&D games, whether they are places where adventurers are approached by potential employers, places for the adventurers to go to gather information, or simply places where the adventurers can let off some steam after their trials in the local dungeon. Taverns and inns are commonplace in most game worlds, but coming up with names for them on the spot when the adventurers enter a new town can be a bit trying at times, especially if the Dungeon Master wants each to be fairly unique, and the journey to the new town was not something that he or she had counted on before hand and thus prepared for. To help with situations like this, a random table of Tavern or Inn names could come in handy. Below are listed some 100 different names (each with a description of the establishments signboard in parenthesis behind the name). When confronted by the need for an on the fly tavern or inn name, the Dungeon Master can simply roll 1d100 and have a ready made result.

### Roll 1d100

- 01:** The Grinning Gargoyle  
(A gargoyle head with a goofy grin)
- 02:** The Hanged Hobgoblin  
(A hobgoblin hanging on a gallows)
- 03:** The Cock and Crock (A rooster standing on a pot)
- 04:** The Boar's Bristles  
(The profile of a boar with a hunched back)
- 05:** The Last Call ("Last Call" written in golden script)
- 06:** The Stalwart Blade (A rapier, pommel downward)
- 07:** The Flowering Rod  
(A wooden rod with apple blossoms blooming from it)
- 08:** The Rat's Nest  
(A bowl of sticks with a rat looking out)
- 09:** The Six Silvers (Six silver coins arranged in a circle)
- 10:** The Gate Key (A silver skeleton key)
- 11:** The Fish and Kettle (A large trout over a cauldron)
- 12:** The Tankards High  
(A long blue field with a brown mug at the top)
- 13:** The Blown Gale  
(A white field with blue swirling lines)
- 14:** The Castle  
(The silhouette of a castle with an imposing tower)
- 15:** The Old Timer (A rocking chair)
- 16:** The Dreaming Dragon

- (A brass dragon curled up asleep)
- 17:** The Alleys End  
(A small plaque that states the name over the door)
- 18:** The Salty Dog  
(A human face with a three peaked hat and an eye patch)
- 19:** The High Axe  
(A double bladed battle axe with the blades at the top of the sign)
- 20:** The Plate and Tankard  
(A white platter and a silver tankard)
- 21:** The Cleft Skull (A human skull with a notch in it)
- 22:** The Blank Board (Blank)
- 23:** The Lion's Tail (A tawny tail with a tuft of fur)
- 24:** The Fan of Daggers  
(Six daggers arranged in a fan with their blade points touching)
- 25:** The Gilded Rose (A golden rose)
- 26:** The Rook's Roost  
(The silhouette of a tower with several black birds flying around it)
- 27:** The Stone Hammer  
(A stone mallet with the head downward)
- 28:** The Purposeful Portent  
(A crystal ball filled with mist)
- 29:** The Mead and Ale  
(Two tapped kegs, one with a stylized M and the other an A)
- 30:** The Sheathed Blade (A scabbarded longsword)
- 31:** The Wizard's Rest (A large pipe on top of a book)
- 32:** The Deep Cups  
(Three tankards, stretched out from the top of the sign to the bottom)
- 33:** The Open Cupboard (An open cupboard)
- 34:** The Baron's Bride  
(A blond young woman in a gown)
- 35:** The Two Unicorns  
(Two unicorns rampant, facing each other touching horns)
- 36:** The Duke and the Duck  
(A knight in armor, with a duck sitting on his head)
- 37:** The Pirate's Plenty (A closed treasure chest)
- 38:** The Liquid Hoard  
(A red dragon with its front claw resting on a keg)
- 39:** The Crimson Cockatrice (A blood red cockatrice)
- 40:** The Full Platter (A large plate heaped with food)
- 41:** The Chest o' Goods  
(An open treasure chest full of golden cups)
- 42:** The Captain's Chair (An ornate wooden throne)
- 43:** The Silver Chalice (A silver bejeweled chalice)
- 44:** The King's Pleasure  
(A smiling man's head wearing a golden crown)
- 45:** The Watering Hole (A hole cut into the signboard)
- 46:** The Last Chance  
(Last Chance written in flowing script)
- 47:** The Toppled Tower (A tower on its side)
- 48:** The Topsy Gypsy (A gypsy maiden falling on her bottom)
- 49:** The Bellowing Behemoth  
(A hippopotamus with its mouth open)
- 50:** The Dark of Night (A sliver moon and four stars)
- 51:** The Tiger Rampant (A tiger rampant)
- 52:** The Lone Bottle (A single wine bottle)
- 53:** The Rambling Rogue  
(Silhouette of a man with a cloak and cowl walking)
- 54:** The Lizardman Lounge  
(A lizardman warrior with a spear)
- 55:** The Happy Pig (A small pig with a smiling face)
- 56:** The Broken Tusk  
(A boar's head with one prominent tusk and the other broken off)
- 57:** The Blue Basilisk (An electric blue basilisk)
- 58:** The Amber Trapped Fly  
(A chunk of amber with a fly trapped inside)
- 59:** The Sextant's Bell (A black hand bell)
- 60:** The Glimmering Veil  
(A woman's head with the face concealed by a sparkling veil)
- 61:** The Crossed Quarterstaves (Two crossed staves)
- 62:** The Green Leaf (A green oak leaf)
- 63:** The Bear's Tooth  
(A large yellow bear's tooth on a green field)
- 64:** The Low Marsh  
(Three bulrushes at the bottom of the sign)
- 65:** The Hero's Home  
(A knight in armor astride a warhorse)
- 66:** The Five Barrels  
(Five ale barrels stacked in a pyramid)
- 67:** The Thirsty Fish  
(The head of a trout peaking out from an ale tankard)
- 68:** The Damsel's Delight (A delicate wine glass)
- 69:** The Sign of the Bull (A bull)
- 70:** The Arrow Shot (A red arrow in flight)
- 71:** The Oaken Arms (A large oak tree)
- 72:** The River Rat (A scraggly wet rat)
- 73:** The Twin Dice  
(A pair of six sided dies, one showing 3 the other 4)
- 74:** The Golden Eye (A large eye, the iris painted gold)
- 75:** The Halfling's Pantry  
(A tray heaped with vegetables)
- 76:** The Sorcerer's Staff  
(A long gray staff shedding golden rays)
- 77:** The Dragon's Eye  
(A dragon's head with a bright star where its eye should be)
- 78:** The Lion and the Lamb  
(A lion and a lamb facing each other over a tankard)
- 79:** The Shepard's Crook  
(A staff with a crook on the end)
- 80:** The Red Dagger (A red curved dagger)
- 81:** The Larder (A roast pig on a platter)
- 82:** The Spreading Stag  
(A male deer's head with a large rack of antlers)
- 83:** The Ascending Dove (A white dove flying upwards)
- 84:** The Adventurer's Luck (A shamrock)
- 85:** The Black Dragon (A black dragon rampant)
- 86:** The Demon Banished (A demon with the legs fading out the lower it goes)
- 87:** The Three Ales (Three tankards touching each other)

- 88:** The Gateway (An arched opening in a wall)  
**89:** The Obsidian Eye (A black eyeball)  
**90:** The Tapped Keg  
(A beer barrel with a spigot on the side)  
**91:** The Silken Shadow  
(The silhouette of a buxom woman)  
**92:** The Pontiff's Cap (A peaked white hat)  
**93:** The Raging Rhino (A rhinoceros charging)  
**94:** The Great Boar's Skin (A flayed boar skin laid out)  
**95:** The Tower and Troll  
(A tower with glowing eyes visible through the open doorway)  
**96:** The Jade Hare (A green rabbit)  
**97:** The Full Pot (A large iron pot)  
**98:** The Knotted Cord (A noose)  
**99:** The Copper Hoop  
(A circle of copper inlaid in the signboard)  
**00:** Wenta's Bounty (A woman holding a tray of drinks)

## The Dead Down Below

An Encounter for 2nd Edition AD&D

By Rex Baker

### Introduction

A planar rift has been opened to the Negative Energy plane by a powerful lich. Undead have been called; true ghouls are now able to enter the material world. True ghouls were originally featured in the adventure *Kingdom of the Ghouls* written by Wolfgang Baur (*Dungeon*, #48, p. 70). They are much more powerful than the ghouls that players are used to. This can be a deadly surprise!

This scenario can be 'dropped' into any dungeon exploration where caverns are a possibility. While checking an area of a room, the PCs stumble into what looks to be a common pit trap. The floor drops open, plunging a PC into foul, stagnant water. The drop is only ten feet, but the pit also contains a chained ghoul. While struggling with this foul creature, a second trap door, the bottom of the pit, is opened. The rusted chain holding the ghoul breaks, and the PC, the ghoul and the

water all shower down a twenty foot fall.

**Ghoul** (1) (AC: 8; MV: 12"; HD: 2; HP: 12; THAC0 18; #ATT: 3; DAM: 1d6/1d6/1d8 (claw/claw/bite); SA: paralysis; SD: spell immunities; SZ: M; INT: Average; AL NE; ML 18; XP: 700)

*One moment you are struggling with a ghoul in foul, stagnant water and the next thing you feel is a sensation of falling. The ghoul is no longer a threat as it is impaled upon a propped-up spear. The ghoul took the spear and not you!*

*Standing up and looking around, you find yourself on a smelly pile of garbage and rotting offal. You must have released a trap door in the shallow pit of water. You hear some of your friends calling down to you as you look around the big cavern.*

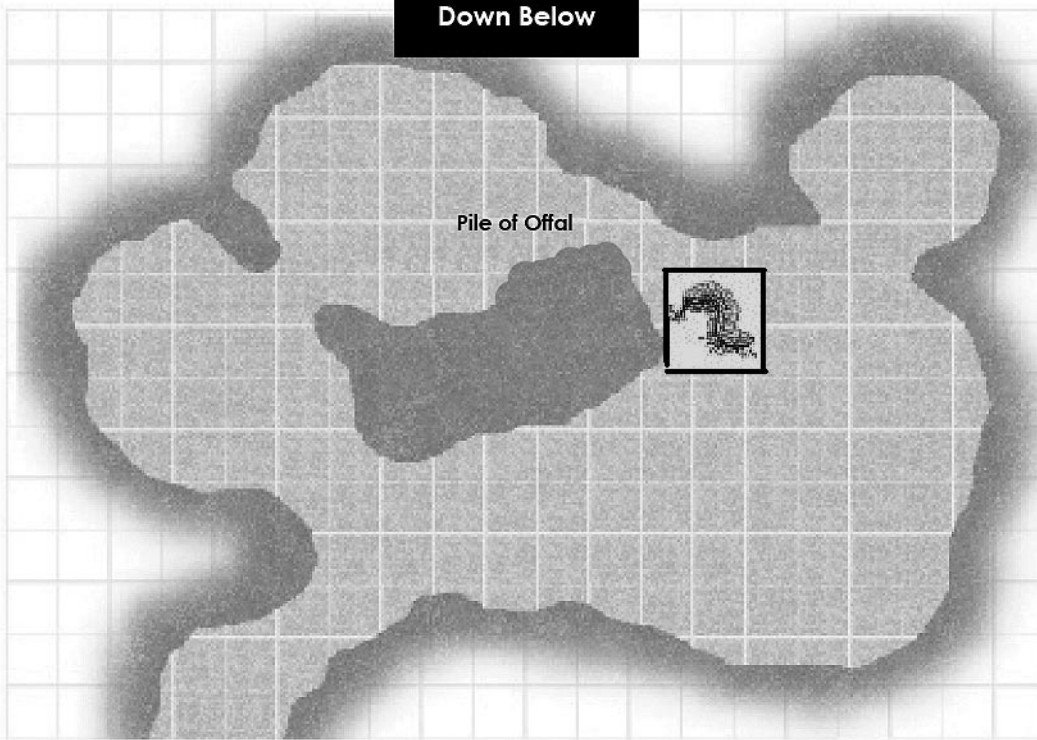
*You can also hear something shuffling in from a cave mouth that opens into this cavern. A carrion crawler is coming through the cavern entrance. It is moving quickly toward you!*

**Carrion Crawler** (1) (AC: 3/7; MV: 12"; HD 3+1; HP: 20; THAC0: 17; #ATT: 8 or 1; DAM: Special or 1-2; SA: paralysis; SZ: L (9' long); INT: non-; AL: N; ML: Special; XP: 420)





## Down Below



the Underdark. Drow, mind flayers, cloaklers and the like all inhabit various areas of the underground. Once the carrion crawler is dispatched, an exploration can begin.

## The Deadly Intersection

The caves vary in height and width but are basically level. Most areas allow for two persons to walk side by side and the cave ceilings are no lower than 7 feet. These caverns were formed by water and were later enlarged by various humanoids who lived here in ages past.

Even dragon lairs may connect to the tunnels. Some caverns are large and they have natural chimneys that lead to the surface.

A walk of one mile will reach a four-way intersection that leads to several areas: up to the outside, further into the Underdark, and forward to the planar rift. The caverns leading to the rift and to the outside are a relatively short walk from the intersection, but a new danger awaits. Powerful undead are gradually finding their way out of the rift and are now present in force.

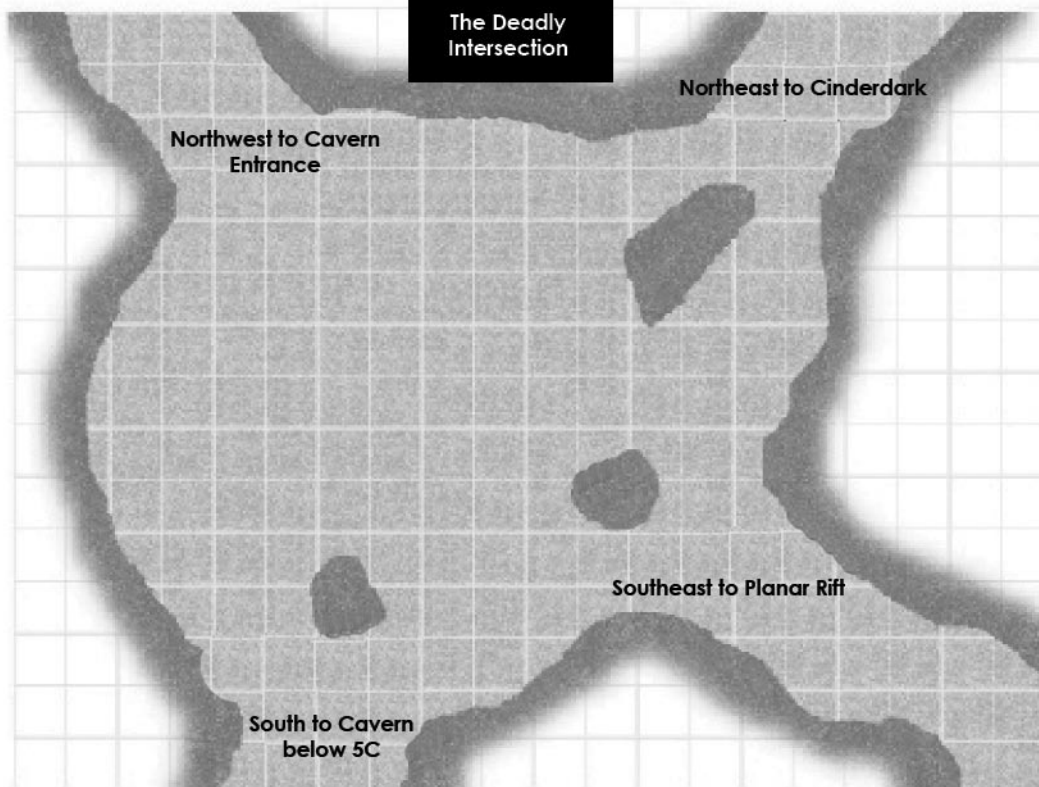
*After the initial battle, you have been able to explore part of this cavern complex without any problems. This changes rather quickly as you round the next corner: eight undead garbed in battered armor and carrying rusted pikes are surging forward in a phalanx formation! Behind them, a foul cleric is chanting and ready to cast an evil spell!*



The carrion crawler is a scavenger of subterranean areas, feeding primarily upon carrion. When such food becomes scarce, however, it will attack and kill living creatures. The crawler looks like a cross between a giant green cutworm and a cephalopod. Whoever landed on the pile of offal will have to be pulled out with a rope, run or fight. Should this threat be eliminated, the caverns can be a means of escape or adventure into

**True Ghouls:** Ghoul Soldiers (3d6, minimum of 8) (AC: 4; MV: 12"; HD: 4+4; THAC0: 15; #ATT: 3 or 1; DAM: 1d6/1d6/1d8 (claw/claw/bite) or by weapon (pikes); SA: paralysis; SD: spell immunities; SZ: M; INT: Average; AL: NE; ML 18; Turn as ghouls; XP: 1400); ghoul priest (AC: 0; MV: 12"; HD: 9+9; HP: 72; THAC0: 9; #ATT: 3 or 1; 1d4/1d4/1d6 (claw/claw/bite) or 1d8 (staff); Turn as wraith; Spells: **cause light wounds (X2), curse, darkness (x2), detect good, detect magic, aid, darkness 15' radius, heat metal, hold person, silence 15' radius, dispel magic, prayer, protection from fire, pyrotechnics, speak with dead, cause serious wounds, divinations, tongues, wall of fire.**

## The Deadly Intersection



The soldiers advance in two pairs with four pikes presented at once. They will keep marching forward, using the eight foot pikes to keep opponents at bay while thrusting at them. When two fall, two more take their places till they are killed. Morale will not break, even if the cleric is destroyed.

The cleric will try to silence any spell-casters that are present. If none are, the cleric will instead use wall of fire or pyrotechnics. If any opponents get within melee range, the priest will use hold person or cause serious wounds.

The rift to the Negative Material Plane has caused the emergence of these special undead into the Underdark. This scouting force is a "special encounter", not a typical random one. One ghoulish lord and two ghoulish priests are in the cavern areas. Ghoulish soldiers may be found in greater numbers, but a typical squad is composed of a minimum of eight ghoulish soldiers plus one ghoulish sergeant (1 HD more powerful, THAC0: 14, AC: 3, and wielding a **two-handed sword +1**) or ghoulish priest.

## Conclusion

The PCs can escape the caverns by retreating to and going up through the trap doors. They can also escape to the outside by using the cavern that is marked, "south to cavern below 5c". They have two other choices here: they can go toward the planar rift and battle legions of undead to reach the powerful lich as described in *Kingdom of the Ghouls*. Destroying this foul, undead mage would bring much fame and reward to the PCs from any nearby, good aligned kingdoms. The second choice is to go on and explore the Underdark, braving the dangers of this vast world of evil creatures.



# Wandering Monsters

## THE BOGLES

© Rachel Drummond

### BOGLE

FREQUENCY: Very Rare  
 NO. APPEARING: 1  
 ARMOUR CLASS: 2  
 MOVE: 12"/18"  
 HIT DICE: 6+2  
 % IN LAIR: 70%  
 TREASURE TYPE: L, M, N, Q  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 2-7  
 SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: +1 or better weapon needed to hit  
 MAGIC RESISTANCE: See below  
 INTELLIGENCE: High  
 ALIGNMENT: Chaotic Evil  
 SIZE: M  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: n/a  
 X.P. VALUE: 700 + 8 per hit point

Bogles are malevolent spirits of evil person who met a bad end on or near the highways or byways. In appearance they are often mistaken for spectres. They are "tied" to the locality of their demise and may only wander up to a half mile radius of their lair. This lair takes the form of a large stone or boulder (at least waist high to a man) and many northern

communities have a dreaded "bogle stane" (stone).

The bogle's touch is icy cold and causes 2-7 points of damage. In addition to this damage, any-one hit must make a save versus magic or be struck by a form of insanity that causes the victim to cast aside his weapons, backpack etc and start to dance and jig frantically around the bogle stone whooping and waving their arms around. (the bogle will not attack these victims). This effect is treated as the magic-user spell **Otto's irresistible dance** with the following exceptions (aside from a save being allowed): only the death of the bogle or sunrise can stop the dancing and jigging. The dancers will gain 1-4 years in age for every 2 hours spent dancing. At sunrise, or upon the destruction of the bogle, the dancers will have to make a successful system shock check or collapse dead from exhaustion and the stress of aging suddenly.

Due to their connection with the negative plane bogles can only be damaged by +1 or better magical weapons. Holywater causes 2-8 points of damage per vial.

The bogle can be destroyed outright with an exorcism spell or by casting rock to mud on its stone. (the bogle is tied to its stone). Its hoard of treasure, possessions of past victims, can be found under the stone.

They are resistant to all mind influencing spells (**charm, hold, sleep**, etc.) and take only half damage from fire and electrical attacks. Cold-based attacks do no damage at all.

They are turned as mummies on the clerical tables.

### TATTY BOGLE

FREQUENCY: Very Rare  
 NO. APPEARING: 1  
 ARMOUR CLASS: 4  
 MOVE: 12"/18"  
 HIT DICE: 5+2  
 % IN LAIR: 30%  
 TREASURE TYPE: L, M, N, Q  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 2-7  
 SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: +1 or silver weapons needed to hit  
 MAGIC RESISTANCE: See below  
 INTELLIGENCE: High  
 ALIGNMENT: Chaotic Evil  
 SIZE: M  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: n/a  
 X.P. VALUE: 650 + 6 per hit point

This is a cousin of the bogle that haunts rural areas. Its stone can be found in woods close to arable farmland. It is able to wander further than its cousin,





up to a mile from its stone and takes delight in terrifying farming communities by dancing on their roofs in the dead of night, slamming barn doors and clanging farming implements around. More sinister is the fact that when they move through a field, the crop becomes blighted where the fiend has passed (they get their name as they are often spotted in potato fields ("tatties")) but will also be found in corn and barley as well).

They attack with their chilling touch which causes 2-7 damage but does not cause insanity.

Tatty bogles are able, once per night, to animate any scarecrows within a 120" radius. These animated creatures will do the tatty bogle's bidding until either they or the tatty bogle is destroyed. The bogle will be careful to ensure that at least one scarecrow is within its radius of control.

**Scarecrow:** AC: 5; HD: 2; MV: 9"; #ATT: 2; DM: 1-4 /1-4; SD: magical or silver weapons needed to hit. Animated scarecrows are immune to all hold and charm spells but take double damage from fire-based attacks.

Tatty bogles are also able to emit a wail once per night that is also emitted from the "mouths" of any animated scarecrows. This causes **fear** in anyone who hears it unless they make a save versus **petrification** (-1 to save for each scarecrow

that wails). Anyone who fails their save will be rooted to the spot wide-eyed with fear for 2-5 turns.

Due to their connection with the **negative plane**, they can only be hit with magical (+1 or better) or silver (half damage) weapons. Holy water causes 2-8 points of damage per vial.

**Exorcism** will destroy them outright and if their stone can be located casting rock to mud upon it will also destroy the tatty bogle.

Any treasure possessed by these creatures is hidden under its stone or in the roots of a nearby tree.

They are immune to all mind influencing spells and suffer only half damage from fire-based attacks. They are immune to cold-based attacks.

They are turned as wraiths on the clerical tables. If the bogle is turned any hold on scarecrows will be broken and the latter will simply collapse to the ground.

## VULKODLAK

© 2008 John Turcotte

FREQUENCY: Very Rare

NO. APPEARING: 1

ARMOR CLASS: 3

MOVE: 18"

HIT DICE: 6+3

% IN LAIR: 25%

TREASURE TYPE: B, X

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 3-12

SPECIAL ATTACKS: Energy drain

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: See below

INTELLIGENCE: Very

ALIGNMENT: Chaotic Evil

SIZE: M

PSIONIC ABILITY: Nil

Attack/Defense Modes: n/a

X.P. VALUE: 1,025 + 8/hit point

Rare in the extreme, vulkodlaks are created when a vampire slays a werewolf. The resultant undead abomination rises as a new undead creature, independent of the vampire's control.

These monsters are undeterred by daylight and will often seek to infiltrate human settlements. In human form, they all display the subtle signs of lycanthropy for those who know what to look for; i.e., hairy palms, sharp canines, slightly pointed ears, etc. When they shape-shift, they become monstrous spectral wolves.

Vulkodlaks attack by means of a vicious bite. In addition to damage, any victim bitten is drained of

## Submissions

If you have enjoyed the articles and art in this issue of Footprints or in previous editions we invite you to submit an article for our next issue.

We are looking for submissions for our regular monster emporium feature, encounters, magic items, cartoons ( please keep them clean as we are more or less meant to be a family friendly magazine) and just about any handy article or resource you can imagine for fans of the early editions of AD&D.

All of the articles, artwork, editing and layout work in Footprints is performed by fans and volunteers. Please support Footprints by sharing a copy with your friends around the gaming table.

Interested writers and artists may pitch your article to John via email at **gnarleybones@dragonsfoot.org**. We will try to get you into a future edition and look forward to hearing from you soon!

## Dungeoneers

by Edward Kann



one energy level. A victim reduced to half hit points or less has a chance to contract **lycanthropy** (q.v.), whereas a victim totally drained of life energy arises as a half-strength wraith under the vulkodlak's control. A vulkodlak can summon 3-18 wolves to aid them, with a 30% chance that 2-8 worgs will arrive instead.

Magic or silver weapons are needed to harm these fiends. They are immune to **sleep**, **hold**, **charm** and other mind-affecting spells. They are unaffected by poison or **paralysis** and take only one-half damage from cold or electricity. Vulkodlaks have a specific type of magic resistance; they are considered to have a magic resistance of 50% versus **know alignment**, **detect evil** or similar spells. If the resistance is successful, the dweomer instead will (falsely) reveal that these creatures are of lawful good bent.

They are considered a type of undead and can be turned as mummies. **Holy water** inflicts 1-6 points of damage upon them. They are not repulsed by garlic or wolvesbane, nor do mirrors or running water have any effect on them. They regenerate 1 hit point per round, even after being reduced to 0 hit points. Their remains must be burned or otherwise completely destroyed in order to prevent these fiends from returning to (un)life. A successful strike from an oak stake, however, will completely destroy these monsters.

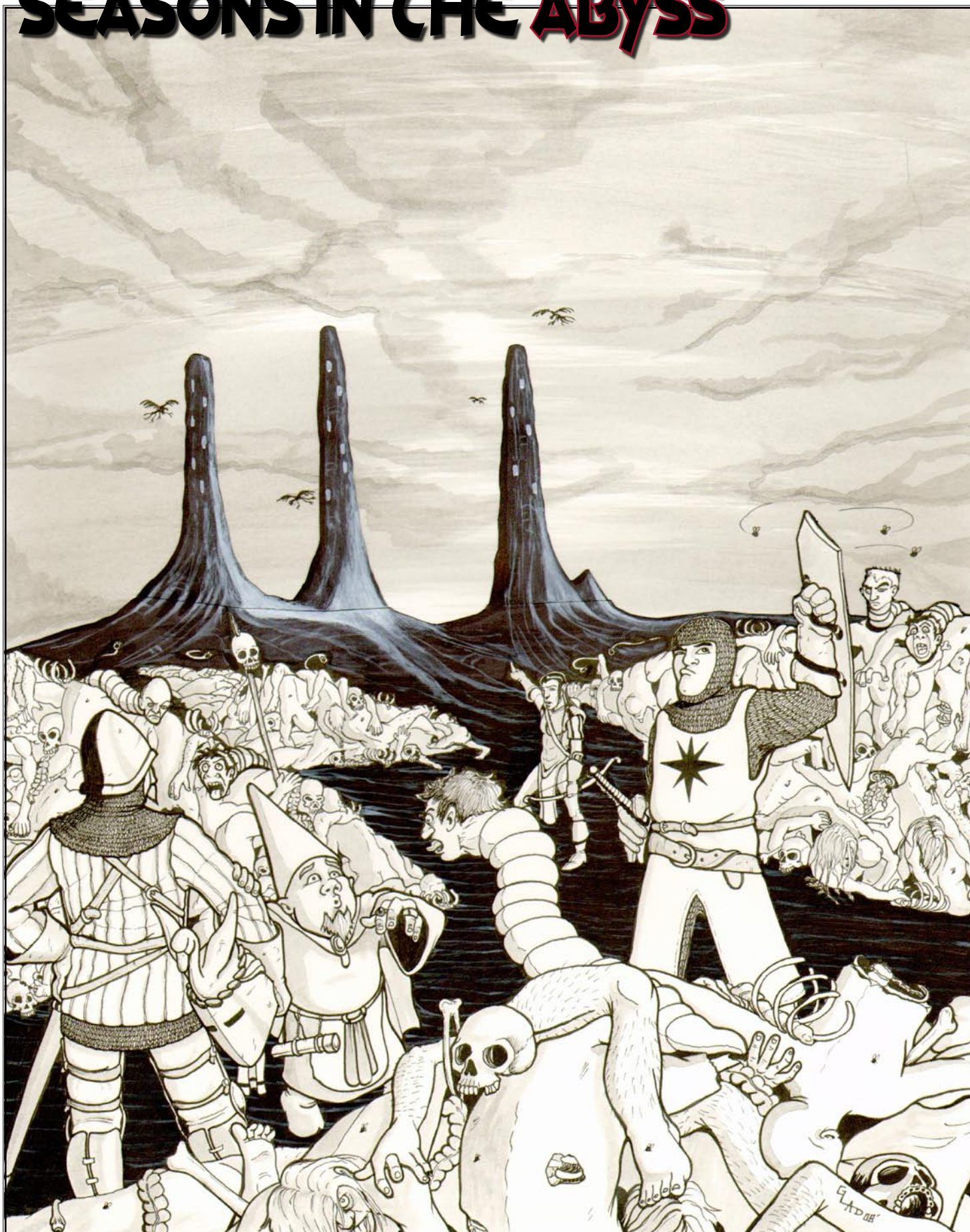
Vulkodlaks are feared by werewolves, but these creatures will sometimes dominate and lead a pack of such monsters, who will obey them out of fear.



*Union hirelings shall receive one 30 minute and two ten minute breaks...*



# SEASONS IN THE ABYSS



## The Carrion Fields

by Marco Cavagna

### INTRODUCTION

This begins what I hope will be a series outlining a few of the 666 layers of the **Abyss**, including prominent features and denizens. The mapping of these regions, however, I leave to DMs with better cartography skills. Note that many “new” monsters I introduce have been already published elsewhere and are adapted here (if necessary) for first edition AD&D.

### LAYER 67 – THE CARRION FIELDS

This layer is a gruesome, endless expanse of corpses broken by low hills formed of mounds of carrion. Denuded bones and skulls jut from this rotten sea, cracking and rolling underfoot. The sky is perpetually overcast by roiling gray clouds. Idly circling over the corpse fields like carrion birds are vrock and less savory things. Some twisted, blighted plants (such as twilight blooms and witherweeds) thrive without sunlight, having evolved to derive unholy nourishment from the richly rotting surface into which they have sunk unnaturally bloated roots. A horrible miasma saturates the air, thick with swarming flies and beetles. They lay their eggs on the charnel plain, which literally undulates from infestations of wriggling maggots, rot grubs, and carrion crawlers. Joining these are miserable lost souls in the form of larvae, who in turn are food for dretch and other minor demons. This grisly place is also populated by ghouls and their kin, including bestial demonic gholles and ghulaz. There are also restless spirits of beings whose devoured bodies will never receive the proper rituals.

#### Pit of Worms

A great basin interrupts the rolling landscape of rotten carrion like a gigantic, festering ulcer. This mile-wide depression is filled with a writhing, nauseating mass of larvae. Millions of these human-headed yellow worms crawl over each other, gibbering mindlessly as they wait to be devoured by demons, gholles, or ghulaz.

#### Demon Spires

Jutting from the charnel plane like skeletal fingers clawing out of a grave is a cluster of rocky crags. Lazily drifting about these peaks are vrock, who flutter in and out of caves honeycombing the spires. Passages spiral down from the filthy vrock lairs into mephitic black caverns housing nabassu and their undead minions.

#### Moaning Chasm

A deep gorge cleaves the landscape. Barely a few hundred feet wide, the sheer walls of this gash descend over 2500 feet, with only a few treacherous

tracks winding down the beetling cliffs. A frigid breeze whistles out, a breath of freshness for those leaving the carrion fields. The bottom of this canyon is filled with the bones of drow elves, the remains of those who have displeased their demon queen Lolth and were deemed unworthy even to become driders. These drow were cast out of the **Demonweb** on the 66th layer of the **Abyss** and into this pit, where their hopeless souls linger as groaning spirits (females) and ghosts (males). Those climbing into this haunted rift will hear forlorn moans, growing ever louder until the skeleton-filled bottom is reached.

#### Demonweb Tower

One end of the Moaning Chasm breaches the side of a vast crater, three miles in diameter, strewn with desiccated remains and shriveled husks thickly-wrapped in webs. Dominating the center of this place is a huge basalt structure, a vast windowless tower that rears upwards until vanishing in the boiling fog. The only entrance to the cyclopean structure is bricked shut. Those breaking through find the tower hollow, with crumbling stone steps spiraling up the curving walls. These stairs climb endlessly, with cobwebs fluttering in a breeze running through the yawning shaft. The higher one goes, the denser the webs become, until the steps and shaft are completely filled with thick, sticky stuff. In the center of this mass, 6000 feet from the bottom, is a huge retriever, guarding against further progress. Those who slip past this mighty sentinel will reach the top of the roofless tower and find Lolth's **Demonweb**.

#### Ribcage

Jutting from the corpse fields is a long set of huge petrified ribs, curving upwards to a height of 120 feet. Half-buried under the carrion in this area are fragments of more gigantic bones. It is unclear what sort of titanic creature these remains came from, and no skull is to be found.

#### Necropolis

In a region of clear rocky ground is a huge collection of buildings—a city of the dead. Skulking here are many ghouls, ghosts, agarats, ghulaz, and gholles, as well as a few vampiric ghouls. The smaller structures are crypts where the corpse-eaters rest after feeding, while larger, monolithic mausoleums serve as temples, gathering places, bone dumps, or dens for packs of charnel hounds. Catacombs beneath the buildings form extensive ossuaries.

#### Vale of Shadow

Beyond miles of carrion-strewn landscape, the ground falls away into a deep, dim vale. Rotting remains are just as plentiful here, but the area is mainly haunted by shadows, shadow demons, and bodaks, and is shunned by ghoul-kin.

#### Thrones of Hate

Towering over the landscape are 200 foot tall



pillars of petrified corpses. These support enormous thrones from which the lords of this plane hold court. The lords are attended by type IV demons, nabassu, and babau, who in turn drive lesser demons and undead to do their bidding.

## Bone Field

A great expanse of stripped bones, several miles in diameter, forms a bleached white scar in the plane of blackened rotten corpses. Ghouls and demons are completely absent from this area, for anything that enters it eventually attracts the attention of a monstrous colony of giant ghoulish cockroaches (see *Footprints* #11). From between the bones, tens of thousands scuttle out in a hissing carpet that swarms over any living or undead thing, leaving behind denuded skeletons. Every few decades, these roaches invade en masse the regions beyond their territory, much to the consternation of the lesser inhabitants of the plane.

## Morass

A low-lying, flooded portion of the carrion fields stretches to the horizon, with wisps of foul-smelling mist twisting around bones that jut from the shallow water like reeds. Thick, slimy muck pulls at those wading in the disgusting marsh, who must also fend off swarms of bloodsucking ghoulish stirges. A few phycomid-infested hummocks of heaped corpses interrupt the otherwise flat expanse. Lurking in the deeper bogs are lacedons and rare, huge colonies of green slime. Then there are bottomless, flooded holes where even powerful demons fear to go . . .

## Village of the Forsaken

Rows of jagged broken ridges rise beyond the Morass. A maze of narrow defiles extends into this range, creating a bewildering network of gorges whose trickling rivulets of poisonous water feed the sodden bogs below. Tucked away in a hidden vale is a hamlet of ramshackle huts. Shambling figures feebly go about chores and tend tiny plots of fungus-infested growths that somehow survive in the perpetual twilight. Living out this mockery of their former lives is a colony of jikini- and shikko-gaki (see *ORIENTAL ADVENTURES*). The headman of the village is a jiki-ketsu-gaki. This region is otherwise avoided by demons and the common ghoulish kin.

## Yeenoghu's Palace

The Demon Lord of Gnolls often visits this layer of the **Abyss**, where he maintains a mighty stronghold—a richly-appointed palace that drastically contrasts with the foulness of the remainder of this plane. Yeenoghu is attended by shoosuva and his most powerful gnoll and flind priests. Barracked here is a legion of ghouls and dretch led by agarats and ghosts, with dog-headed glabrezu serving as generals. Extensive kennels house hyenas, hyenodons, death dogs, charnel hounds, and gravehounds (see *Footprints* #4), cared for by Yeenoghu's elite ghuuna servants.

## Lord of the Flies

A mountain of corpses, hundreds of feet tall, crawls with millions of flies. Among these are giant blue-bottle flies and their demonic cousins, the chasme. Some swarms have formed cifals, and others are possessed by undead spirits known as fly horrors (see *Footprints* #1). It is told that something lives inside the mound, gathering flies unto itself, but whatever it is has not stirred for millennia.

## Skull Mountain

A lone mountain capped by a 300 foot tall horned skull looms over the land. A winding track climbs the slopes to an imposing set of black iron doors on the side of the mountain. This hollow peak doubles as a major temple to the demon lord Orcus, as well as a gateway to his realm. The deepest chamber of the complex, hundreds of feet underground, contains the Well of Souls, a bottomless pit that transports any who enter to Orcus's layer of the Abyss. The caretakers of this dungeon are, predictably, undead of all sorts, controlled by a powerful lich cleric.

## NEW MONSTERS

### AGARAT (G. Morris, T. Kirby)

FREQUENCY: Very rare  
NO. APPEARING: 1-8  
ARMOR CLASS: 4  
MOVE: 9"  
HIT DICE: 4+3  
% IN LAIR: 20%  
TREASURE TYPE: B  
NO. OF ATTACKS: 3  
DAMAGE/ATTACK: 1-3/1-3/1-3  
SPECIAL ATTACKS: Scream  
SPECIAL DEFENSES: Iron or magic weapons to hit  
MAGIC RESISTANCE: Immune to sleep, charm, hold  
INTELLIGENCE: Very  
ALIGNMENT: Chaotic evil  
SIZE: M  
PSIONIC ABILITY: Nil  
Attack/Defense Modes: Nil  
LEVEL/X.P. VALUE: V/280 + 5 per hit point

Agarats are related to ghouls and ghosts, and are often encountered among packs of their cousins. They are distinguished from ghouls by their blood-curdling screams and inability to paralyze. They are turned as spectres.

The scream of an agarat is its most feared attack, causing all within 20 feet to save versus spells or suffer a temporary one level energy drain lasting 1-4 turns. After this time, characters who are still alive regain their lost level(s). While agarats can only scream once per turn, the effects of multiple screams are cumulative. Creatures temporarily drained of all life energy fall unconscious and cannot be awakened for 2-12 turns.

## CHARNEL HOUND (M. Cavagna)

FREQUENCY: Rare  
 NO. APPEARING: 4-16  
 ARMOR CLASS: 6  
 MOVE: 12"  
 HIT DICE: 3+2  
 % IN LAIR: 30%  
 TREASURE TYPE: C  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 2-12  
 SPECIAL ATTACKS: Disease, breath  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: Immune to sleep, charm, hold  
 INTELLIGENCE: Animal  
 ALIGNMENT: Neutral evil  
 SIZE: M (4' high at shoulder)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil  
 LEVEL/X.P. VALUE: IV/175 + 4 per hit point

These canines have become ghoul-like by a similar process as their once-human brethren. Their transition into an undead state results in the loss of all fur, leaving behind white corpse-like skin. Their teeth and jaws have obscenely hypertrophied into perpetually snarling, slavering orifices, and their eyes have completely regressed, with blank skin where their sockets should be. A charnel hound hunts through its keen sense of smell and is completely immune to all spells affecting sight.

A charnel hound's bite inflicts 2-12 damage and the victim must save versus poison or suffer from a rotting disease that kills in 4-24 days unless **cured**. They cannot paralyze. Once per day, the hound can also breathe the equivalent of a **stinking cloud**. All weapons affect charnel hounds, and they are turned as ghosts.

## GHOLE (G. Gygax)

FREQUENCY: Very rare  
 NO. APPEARING: 2-4  
 ARMOR CLASS: 2  
 MOVE: 12"  
 HIT DICE: 8+1  
 % IN LAIR: 15%  
 TREASURE TYPE: B, Q, R, S  
 NO. OF ATTACKS: 3  
 DAMAGE/ATTACK: 3-8/3-8/6-11  
 SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: Regeneration  
 MAGIC RESISTANCE: Immune to sleep, charm, hold  
 INTELLIGENCE: Very  
 ALIGNMENT: Chaotic evil  
 SIZE: L (12' tall)  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil  
 LEVEL/X.P. VALUE: VII/2,300 + 12 per hit point

These vile demonic undead form packs with ghulaz, ghosts, or ghouls. Their favorite food is carrion, but fresh meat will do if they cannot wait for "aging." Gholles have clawed hands and feet of animal nature despite human-like fingers and toes. Their skull is humanoid, albeit more akin to a gorilla. It is elongated, with massive hyena-like jaws and ears and glaring bestial eyes.

If a gholle hits with both claws, it can make two rake attacks with its feet for 1-6+2 damage each. Gholles exude a stench as ghosts, and their gaze paralyzes with a range of 30 feet for 1-6 rounds. Elves are not immune. Gholles regenerate 3 hit points per round. They regrow lost limbs in 3-18 rounds, or they may reattach a severed member immediately by holding it to the stump. Fire and acid do normal damage. They are turned as ghosts.

## GHOUL, VAMPIRIC (G. Gygax)

FREQUENCY: Very rare  
 NO. APPEARING: 1-4  
 ARMOR CLASS: 3  
 MOVE: 12"  
 HIT DICE: 7  
 % IN LAIR: 25%  
 TREASURE TYPE: F  
 NO. OF ATTACKS: 3  
 DAMAGE/ATTACK: 5-10/5-10/3-10  
 SPECIAL ATTACKS: Lethargy, blood drain  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: See below  
 INTELLIGENCE: Exceptional  
 ALIGNMENT: Chaotic evil  
 SIZE: M  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil  
 LEVEL/X.P. VALUE: VI/825 + 8 per hit point

Vampiric ghouls are wicked undead who consume the flesh of their victims in addition to sucking them dry of blood. Unlike their ghoulish relatives, they appear human, albeit with fangs.

Creatures, including elves, hit by a vampiric ghoul's claws must save versus paralyzation to avoid **lethargy**. This causes victims with 5 HD or less to be affected as per a **sleep** spell, while victims with more HD will be **slowed** for 6 rounds. In combat, a vampiric ghoul may choose to grapple with an opponent (their strength is 18/76), and, if they are able to pin their victim, they may drain their blood causing 1-4 points of permanent constitution drain per round. A human whose constitution is drained to 0 will die and rise as a vampiric ghoul in 1-4 days. These spawn are not controlled by their creator.

Unlike true vampires, vampiric ghouls are affected by normal weapons and they do not regener-

ate; once slain, they remain dead. They cannot drain levels, charm, or assume **gaseous form**, although they are able to **shape change** into the form of a rat at will. Unlike true vampires, they are not vulnerable to garlic, mirrors, holy symbols, or staking, but direct sunlight will kill these creatures after one full round of exposure.

Vampiric ghouls are immune to **sleep, charm, hold**, and **death** spells, as well as poison and paralysis. They take half damage from cold and electricity, and suffer 2-7 HP damage from **holy water**. They are turned as spectres.

## **GHOULSTIRGE** (L. Lakofka)

FREQUENCY: Rare  
NO. APPEARING: 2-8  
ARMOR CLASS: 7  
MOVE: 3"/8"  
HIT DICE: 1 + 6  
% IN LAIR: 70%  
TREASURE TYPE: D  
NO. OF ATTACKS: 1  
DAMAGE/ATTACK: 1-4  
SPECIAL ATTACKS: See below  
SPECIAL DEFENSES: Nil  
MAGIC RESISTANCE: Immune to sleep, charm, hold  
INTELLIGENCE: Animal  
ALIGNMENT: Neutral  
SIZE: S  
PSIONIC ABILITY: Nil  
Attack/Defense Modes: Nil  
LEVEL/X.P. VALUE: III/105 + 2 per hit point

These strange undead stirges haunt cemeteries and other places where ghouls are found. Like normal stirges, they attack as 4 HD creatures. On a hit, the ghoulstirge does 1-4 hit points of damage and paralyzes the victim unless a save is made. Every round thereafter, the ghoulstirge automatically drains 1-6 hit points of blood. After it drains 12 hit points, it detaches from the victim and flies away to digest its meal.

Ghoulstirges are turned as ghouls, and elves are immune to their paralysis.

## **GHULAZ** (G. Gygax)

FREQUENCY: Very rare  
NO. APPEARING: 2-4  
ARMOR CLASS: 4  
MOVE: 12"  
HIT DICE: 7+2  
% IN LAIR: 15%  
TREASURE TYPE: B  
NO. OF ATTACKS: 3  
DAMAGE/ATTACK: 4-9/4-9/2-9  
SPECIAL ATTACKS: See below  
SPECIAL DEFENSES: Regeneration  
MAGIC RESISTANCE: Immune to sleep, charm, hold

INTELLIGENCE: Average  
ALIGNMENT: Chaotic evil  
SIZE: M  
PSIONIC ABILITY: Nil  
Attack/Defense Modes: Nil  
LEVEL/X.P. VALUE: VI/1,000 + 10 per hit point

Ghulaz are undead rumored to have originated on the lower planes. These ravenous monstrosities are akin to gholles and often dwell in packs with them or other corpse-eaters. These vile things seem to be an amalgam of the worst features of a hound, baboon, and a human, blending them into a leering, fanged visage of demonic appearance. They have long arms, corded with muscle, that terminate in hideous clawed hands and feet.

If a ghulaz hits with both claws, it can make two rake attacks with its feet for 1-6+1 damage each. Ghulaz exude a stench as ghosts, and their spittle paralyzes victims (including elves) for 3-18 rounds. Its range is 20 feet, and the ghulaz must succeed on a normal "to hit" roll. Ghulaz regenerate 3 hit points per round. They regrow lost limbs in 3-18 rounds, or they may reattach a severed member immediately by holding it to the stump. Fire and acid do normal damage. They are turned as vampires.

## **GHUNNA** (T. Willis)

FREQUENCY: Very rare  
NO. APPEARING: 2-5  
ARMOR CLASS: 4  
MOVE: 12"  
HIT DICE: 6+6  
% IN LAIR: 15%  
TREASURE TYPE: B, Q (x2)  
NO. OF ATTACKS: 1  
DAMAGE/ATTACK: 4-16 or by weapon type  
SPECIAL ATTACKS: Diseased bite  
SPECIAL DEFENSES: Iron or magic weapons to hit  
MAGIC RESISTANCE: Standard  
INTELLIGENCE: Average  
ALIGNMENT: Chaotic evil  
SIZE: L (8' tall)  
PSIONIC ABILITY: Nil  
Attack/Defense Modes: Nil  
LEVEL/X.P. VALUE: VI/600 + 8 per hit point

Ghuuna are the results of a quasi-lycanthropy created by Yeenoghu that affects gnolls and flinds, allowing them to change into hyaenodons. In humanoid form, ghuuna appear as large gnolls. They shun armor and usually carry swords. In hyaenodon form, ghuuna can deliver a crushing bite for 4-16 damage, which inflicts "ghuunism" among gnolls and flinds like lycanthropy spread by were-beasts. Non-gnolls must save versus poison or be affected as if by **cause disease**. In both forms, ghuuna have 90 foot infravision and acute hearing and smell that reduce their chance of being

surprised to 1 in 6.

Ghuuna can command and control 2-8 hyenas or 1-4 hyaenodons, although they cannot summon them from afar. A ghuuna is 80% likely to be accompanied by 2 hyenas (70%) or 1 hyaenodon (30%) as pets or guards.

For every 10 gnolls there is a 5% chance for 2-5 ghuuna to be present, acting as leaders and protectors. Only gnoll shamans and strong chieftains have more "push" in a gnoll band than ghuuna do. Female ghuuna are practically the only respected females in gnoll society. Ghuuna may not become shamans or witch-doctors. They also rarely spread "ghuunism," preferring to be "the few and the proud." Like gnolls, ghuuna keep slaves.

## SHOOSUVA (R. Moore)

FREQUENCY: Very rare  
 NO. APPEARING: 1  
 ARMOR CLASS: 3  
 MOVE: 15"  
 HIT DICE: 6  
 % IN LAIR: Nil  
 TREASURE TYPE: See below  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 6-15 (+2)  
 SPECIAL ATTACKS: Creeping paralysis  
 SPECIAL DEFENSES: Silver or magic weapons to hit  
 MAGIC RESISTANCE: 30% (see below)  
 INTELLIGENCE: Very  
 ALIGNMENT: Chaotic evil  
 SIZE: L (6' high at shoulder)  
 PSIONIC ABILITY: Nil (immune to psionics)  
 Attack/Defense Modes: Nil  
 LEVEL/X.P. VALUE: VI/600 + 6 per hit point

Shoosuva are a form of demonic undead intermediaries between Yeenoghu and his shamans. The name means "returners" in the gnoll tongue, referring to a belief that shoosuva are incarnations of Yeenoghu's greatest shamans. They are feared greatly by gnolls and flinds, who obey their every command to the death.

Shoosuva appear as huge, emaciated hyaenodons, glowing with a yellow phosphorescence similar in intensity to a **light** spell. Those bitten by a shoosuva must save versus paralyzation or be inflicted with **creeping paralysis**, leading to a cumulative -1 penalty "to hit" and 1" reduction in movement rate per round. When the movement rate falls to 0", the victim cannot perform any physical activity, including speaking. Only basic life functions continue. The paralysis wears off 3-6 turns after full immobilization. Shoosuva paralyze as many persons as possible in melee, then kill the victims at their leisure.

Gnoll or flind shamans and witch-doctors of 5th level clerical ability can create a talisman that summons a shoosuva when cast to the ground and Yeenoghu's name is pronounced. Such a talisman is a miniature carving of a hyena skull, made from the bones of a gnoll or flind shaman. The shoosuva is **gated** in by Yeenoghu after a 1 round delay, and immediately attacks all enemies of the summoner. The shoosuva remains until slain (whereupon its spirit is sent back to the **Abyss**) or after one hour, at which time it fades away.

Aside from summoning via talisman, a gnoll shaman may call for assistance from Yeenoghu, who may send a shoosuva with a likelihood of 2% per petitioner's clerical level. The shoosuva remains for 1 round per shaman's level, and it provides any advice Yeenoghu is able and willing to give. The shoosuva also defends the summoner.

Shoosuva are immune to enchantment/charm and **death** spells, and have 30% resistance to cold, heat, and electricity spells. If such a spell overcomes this resistance, they take only ½ damage if they fail a save, but ¼ damage if they succeed. **Holy water** does 2-8 damage per vial, and clerics may turn them as "special." A shoosuva must always be fed carrion by as a reward for its services.

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End.

## Nolzur of Lendor

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**NOLZUR** (quasi-deity)  
ARMOR CLASS: -7/-3  
MOVE: 12"  
HIT POINTS: 49  
NO. OF ATTACKS: 1  
DAMAGE/ATTACK: by weapon  
SPECIAL ATTACKS: See below  
SPECIAL DEFENSES: See below  
MAGIC RESISTANCE: 15%  
SIZE: M  
ALIGNMENT: Neutral (with good and chaotic tendencies)  
WORSHIPPER'S ALIGN: n/a  
SYMBOL: n/a  
PLANE: Nirvana  
CLERIC/DRUID: Nil  
FIGHTER: Nil  
MAGIC-USER/ILLUSIONIST: 19th level magic-user  
THIEF/ASSASSIN: 8th level thief  
MONK/BARD: Nil  
PSIONIC ABILITY: VI  
S: 16 I: 19 W: 10 D: 18 C: 17 CH: 11

Nolzur appears as a man in his late 50s. He has long uncombed scraggly hair and a beard of similar appearance. He has deep penetrating blue eyes, 'salt and pepper' grey hair and a weathered look that produces a tan pallor. He is thin, almost gaunt; standing six feet three inches tall but weighing 150 pounds (give or take ten). His robes (cloaks) are unkempt (but clean). His garments are often rumpled, and even patched, but the colors of these garments will always be bright and true. He will wear any color on any day even if the color is inappropriate for the task at hand (like a bright red cloak in a forest). He might be called ostentatious but gaudy would come closer to the mark.

Nolzur speaks common, Flan, Nyronese, Ancient Suelese, Elfish and Dwarfish. He knows the 'Cold Tongue' and can speak Ferrel.

Nolzur is a quasi-deity though he does not consider himself as such. His divine status seems to have been endowed during nearly a century with the god Lendor in Nirvana. After this period of time came to an end (517 CY), Nolzur no longer aged as a human. He retained his appearance in an almost unchanged state and is not vexed by the passage of time. He has a few powers and immunities that appeared after his trip to Nirvana.

Nolzur cannot be **held**, **charmed** or struck by normal weapons. Only +1 or better weapons have a chance of harming him. He will take one-half damage from energy or energy breath weapons (fire, lightning, cold) and is still allowed a saving throw to make that

damage actually become one-quarter damage.

As a quasi-deity he has four minor clerical abilities: **cure light wounds** (five times a day), **light** (at will), **cause fear by touch** (five times a day) and **detect magic** (at will). These spell-life abilities function as if cast by 13th level cleric.

Nolzur can foretell someone's future for a 24 hour period with 85% accuracy. He needs to touch the person to foretell a future. Foretelling, in game terms, acts as up to two added saving throws and a replay of a miss in combat (trying to hit) or up to two extra rolls "to be" hit by a "monster". The DM then selects the best of three results for the person. Foretelling can have major consequences of course, throwing a pall or great blessing on an individual character. However, things can still go wrong and the foretelling can fail. For example: The foretelling says that Jarvis will slay the cave bear attacking the outlying farms near town. Jarvis goes to meet the bear with confidence. The bear's "to hit" rolls are 19, 17 and 17 (claw/claw/bite). Since those are all successful strikes and that would allow a hug as well, the foretelling comes into play and the DM re-rolls each attack two more times! Alas for poor Jarvis, the subsequent rolls are 18, 17, 4 and 20, 16, 11! On all three tries the bear hits with both claws and thus hugs. Jarvis has 37 Hit points but the damage rolls are 7, 6 and hug 15. 37 less 28; poor Jarvis is at 9! Oh dear! Now Jarvis may continue to fight and if he flees the bear gets three free attacks. Again the DM will roll. The first set of rolls are 4, 3, 16. The 4 and 3 both miss so need not be re-rolled. But now a second bite roll; 17 and then a third bite attempt: 19! Damage 10! Poor Jarvis.

Nolzur's purposes for adventuring seldom had a noble ideal but he would go on an adventure out of loyalty and friendship for his best friends. One famous adventure that passed through a small peasant village caused Nolzur to enter a sort of rapture upon seeing a "crazy quilt" for the first time! The many patches of mismatched, often bright, colors caused him to gasp and sit upon the ground staring at the terrified peasant who was wrapped in it. His companions felt the 1,000 gold pieces he paid for the quilt a bit excessive but it least it got him off his ass and moving again. Nolzur then took seven years to learn how to sew complex stitches from various tailors and seamstresses throughout the Flan-ness! Nolzur has an obsessive nature.

Nolzur wears **bracers of defense AC 2** and a **ring of protection +5** at all times. He also wears a **ring of protection from normal missiles**. This adamantite ring has a blue sapphire stone and is etched with intricate nine tiny target shields each of which has a small diamond in the center. The value of the ring for workmanship and materials is 7,500GP but add the magical properties and its value goes up to 15,000GP. Upon command, the ring radiates the spell of the same name in a fifteen foot radius from the wearer. Thus other figures can be

in circle of its protection. While a dozen average sized humans could squeeze into that circle with a little bit of room they could not fight well that way. Nolzur found that four comrades inside of the circle worked well allowing each the room to fight hand to hand, fire missiles or cast spells while still allowing him to cast spells as well.

Nolzur is armed with a **+3 short sword/+6 vs. regenerating creatures** and six **+2 darts**. The sword is made of **glassteel** and thus does not break the prohibition of a magic user using a sword, since the prohibition is based on weapons made of metal. The sword can speak aloud in elfish and Old Suelese. It can also **detect magic**, **detect traps** and **detect invisible**, all at a range of 20'.

Nolzur usually carries a pair of unique magic items: an eighteen-inch paint brush and a pair of brass wolves.

The Paint Brush has a number of functions:

1) It can paint any color Nolzur can think of and paint in that color for up to four hours. The brush can paint a fine line or a broad swath that is six inches wide. The brush can change to another color (without cleaning) in one round. The brush can produce up to twelve colors in one day and paint for a total of eight hours per 24-hour period of time. It can paint on any surface including glass, dirt, sand even liquids like water, acid or honey. A particle or liquid surface can be disturbed and disperse the layer of the surface painted upon. However the surface will resist mild disturbances like a light breeze. Liquids painted upon will act like thick tar for the purpose of disturbance. On surfaces the paint is permanent and resists removal by thinners, paint removers and other such liquids. If painted over, the magic color will bleed through given a week of time. The color can only be removed by a **dispel magic** spell successfully cast versus a 16th level caster.

2) The brush can produce **light** as the spell. The light radiates from the brush or from the place (including the air) it is 'painted' on. Light painted will remain in place for 24 hours. The light can be clear (white) or it can red, yellow, blue or green.

3) The brush can transform into a **broom of flying** in one segment. It allows flight at a maneuverability rating of A at a rate of 24". The broom can hover. It can be used to fly for a continuous 24 hour period and then be unusable (as a broom of flying) for 48 hours. It can also be used at 8 or less hours per day as a broom of Flying with no limit on the days of use.

4) The brush can transform into a **staff of striking** (damage 2d6+3) in one segment and be used for any duration desired.

5) The brush can transform into a tarnished copper ring.

While it is a ring it has the properties of a **ring of regeneration**, for 2 h.p. per round with a limit of 48 hit points in a 24 hour period. It can regenerate hit points from damage while the brush is in the hands of Nolzur regardless of its 'form' at the moment the damage was taken. However, it must be in ring shape for the regeneration to occur. It will allow severed limbs to grow again and will only be defeated by incineration, disintegration or the beheading of Nolzur.

For the purpose of destruction the brush must fail two successive rolls of 1 or 2 on 1d20 when hit by some damaging force like a magic sword or hammer blow (ordinary weapons will not harm it), magical fire (ordinary fire will not harm it), magical electricity or a **disintegration** spell.

The brush can be recreated by Nolzur but it will take him three full months of continuous work. Nolzur can give the brush to another willing person who can also use the brush as Nolzur does. If the brush falls into the hands of someone not authorized by Nolzur the holder must save from magic three times.

The first save from magic is to prevent the mortal person from going insane. The person will become a gibbering drooling fool who will be reduced to an effective Intelligence of three. **Remove curse**, **dispel magic**, **heal**, **limited wish** or **wish** can restore the person's former Intelligence.

The second save from magic is to prevent the mortal person from shrieking, dropping anything being held, and running away at the fastest possible speed for one full hour.

The third save from magic is to prevent the mortal person's hand turning to solid stone. The petrification can be reversed by a **limited wish**, **wish** or the spell **stone to flesh**.

The brass wolves are a type of **figurine of wondrous power**. When tossed to the ground and commanded to take shape it appears as a normal grey wolf. Its detail is so great that other wolves will not detect it a magical statue. Each wolf attacks as a 4+4 hit die monster and attacks with two bites per round for 1d4+2 points of damage. It is rated as Armor Class 4. The wolf further can move with great stealth and silence, "hiding in shadows" with an 85% likelihood and "moving silently" 90% of the time. It can run all out at a movement rate of 30" a speed it can maintain for a full turn.

The wolf can retain its form for six hours per day and may be gathered up and resized during that period. The wolf has excellent hearing and a good sense of smell and seeing (with infravision). It does fall short of a real wolf in all three regards by about 15%.

Within 2,000 feet of its owner it can transmit what it senses. The owner must be receptive to this input and not otherwise distracted. The wolf, if damaged to zero or fewer points, can be recovered and reused. If damaged to -12 or worse it is forever destroyed.

The wolf cannot be **held** or **charmed**. Since it is a figurine someone who can affect normal animals, like a druid for example, will have no influence upon it.

The wolf can be commanded to defend its master in which case it will interpose itself regardless of danger and fight until sent to zero hit points or lower. In defense mode its initiative dice is at minus one but its armor class is one point worse.

Nolzur has an extensive complex of stone buildings on two dozen acres of terrain in Nirvana. The property forms a perfect circle with a single large front gate. The land has large fields of flowers of vibrant colors and remarkable scents. He employs a family of four Druids to tend the flower and herb gardens. The druids are 10th, 8th, 6th and 5th level; half elf father, human mother and quarter elf son and daughter. They all worship Phyton but can pray to Lendor for their 1st through 3rd level spells. Being on Lendor's plane spell replenishment is at the rate of five minutes per spell level of prayer for these low level spells.

This domicile is under the protection of Lendor. An old Silver Dragon guards the front gates and has agreed to remain there for a century and a day. The low walls that circle the complex cannot be physically jumped, bypassed via **dimension door** or **teleported** over. A dome-shaped barrier protects the entire place. A successful **dispel magic** versus an 18th level caster can bring it down for 2-5 rounds. **Disintegrate** will remove it permanently.

Nolzur has traveled on some of the outer planes including the Happy Hunting Grounds, Olympus and Gladsheim and Limbo. Nolzur enjoys traveling in the Prime Material, however. He typically has a companion or two or perhaps a henchman on all sojourns; he does not travel alone. He prefers the company of rangers (Chaotic Good only) and thieves (Neutral-aligned). His companions and key henchmen always have an intelligence score of at least 16 and will be of 7th to 9th level.

Nolzur travels the world but with little purpose other than finding new and exciting uses of vibrant color. While that might seem capricious and pointless, he settles from time to time and remains for a year or two. He will rent or buy outright a solid stone structure that commands a good view of the surrounding countryside. He will not move into a town/city but will occupy a location within a half day's travel of one. He does not make it a point of finding the local knight, mayor, count, prince or even king but he will quickly discover the best inn.

Nolzur enjoys good wine and ale but he never gets intoxicated. He likes to see and hear well performed songs, dances, readings and shows. If there is some type of circus-like activity in a town Nolzur will visit it. He enjoys a good meal, not necessarily a feast, but well-prepared food.

Nolzur enjoys the company of elves and half-ings and can be found among them or sitting with them at an inn, theater or tavern. While he can speak dwarfish, and has allied with them on occasion, he finds dwarves too dour and money-hungry for his tastes.

civilized land on Oerth. He is not interested in traveling to humanoid lands or barbarian wastelands. He seeks warmth, comfort and good food. Many places on Oerth do not provide those amenities with the kind regularity he prefers.

Nolzur is the creator of a multitude of new spells. The following are only a few:

## NEW MAGIC-USER SPELLS

### Nolzur's Dye

Level: 1

Components: V, S, M

Range: 10'

Casting time: 1 segment

Duration: permanent

Saving Throw: none

Area of effect: ½ Liter of liquid

**Explanation/Description:** The caster needs a volume of liquid in line with the area of effect of the spell, that is ½ liter of water, oil or wine (other liquids are possible). He thinks of a color he has seen in the past or he can use a color he is looking at as he casts the spell. The liquid becomes a permanent dye that can be used to color cloth (by emersion), a solid surface (by pouring it on the surface or painting it on with a brush or cloth) or the skin (fur) of a willing being. The color so imbued will not fade or discolor. It will bleed through attempts to paint over except by another of Nolzur's Dyes. **Dispel magic** can remove the color entirely. A ½ liter of dye will color ten square feet of cloth or a continuous surface of the same square footage. Since the dye can be dispelled, a surface, such as a scroll or page of a book, is not damaged by the color application.

### Life

Level: 2

Components: M

Range: 1'/level

Casting time: 1 segment

Duration: 3 rounds/level

Saving Throw: none

Area of effect: a prime material being as large or larger than a mouse.



**Explanation/Description:** The life spell detects living beings, both warm and cold-blooded. It produces a sensory effect not unlike that of blind undead who are aware of living beings even though they cannot see.

The caster knows immediately where to turn if a living being comes in range of the spell. The area of effect of the spell is that of a sphere around the caster, but the detection cannot penetrate solid objects. Opening under doors, or cracks in windows, however, will allow the spell to detect that life is present. The caster is 80% likely to be able to tell the difference between cold and warm blooded individuals. Further the caster can, with practice, tell a dwarf from an orc or a human from an elf. Practice involves being exposed to a figure of that race and then making a saving throw. The save gives the mage insight into the life characteristics of specific races or type of beings like snakes, birds, cats and dogs. Of course a being of a particular type or race must be present for the mage to learn from the sensing. There is no save versus this detection except for creatures of the outer planes. Undead are never detected.

#### What I See

Level: 2

Components: M

Range: 1' per level

Casting time: 2 segments

Duration: 2 rounds/level

Saving Throw: special

Area of effect: 3' diameter circle

**Explanation/Description:** When a What I See spell is cast the mage forms a perfect image in his mind of what he stares at for a full minute. Thus he can look at multiple items and form multiple images. Theoretically an eighth level magic user could, as an example, form 16 images in his mind (2 minutes per level of the magic user) however, movement may be required that uses up some of the duration of the spell. The spell is very useful for reading a scroll, looking at a map, reading a book or other written materials. But it would also form an image of a being. The problem with an image of a being is that if the being is moving, turning from side to side, disappears behind a door etc. the image is ruined since a full minute has not gone by.

The magic user can recall, with 100% accuracy, any viewable item or being that is not magical in any way or is wearing some magical item in the three foot diameter circle of view. Note that the spell does not magnify something, therefore a page seen at a distance of eight feet, for example, would be too small to read, so the image would be poor. If the object or being viewed is magical then a saving throw versus magic is allowed. The viewing mage will know if the image has eluded his view so he might choose to stare another minute.

The spell allows the mage to recreate what he has seen by drawing the map, writing the words seen etc. It was excellent for copying a spell. Note that the rules for writing a spell still apply. The What I See is just acting as a memory aide. Furthermore the image in his mind does not imbue the mage with artistic or linguist abilities. If the mage can't draw well he is not going to draw a good image of person's face for example. Maps will be very good but may contain minor errors. The time it takes to draw the map or write the page (spell) is governed by AD&D rules on copying spells.

The 100% accuracy of the image will fade after 24 hours and now the chance of error goes up significantly. The DM has to rule based on the complexity of the image retained.

#### Slippery rock

Level: 3

Components: M

Range: 20' per level

Casting time: 3 segments

Duration: 10 rounds/level

Saving Throw: special

Area of effect: four square feet of stone per level

**Explanation/Description:** Slippery Rock is usually a defensive spell cast upon a any horizontal or vertical continuous stone surface within the spell's range. It can cover both a floor and adjacent walls of a passage for example or the side of a building where someone might want to climb. A person coming in contact with the surface will have to make a save versus magic or lose his footing or grip on the stone, typically resulting in a fall. The stone itself is not affected by the spell and returns to normal at the end of the spell duration. Nolzur liked to cast the spell on the steps up to the second floor before he went to sleep or on the wall below his bedroom window.

The spell can be thrown into combat even to a location where a melee is in progress. Heavy, especially four legged beings, get a bonus of +2 to their saving throw to keep their footing. "Heavy" is 250 lbs or more. Being heavy does not benefit a climber, of course. A figure who makes his throw does not slip or fall that round but must save again on subsequent rounds in contact with the magic surface. The spell affects friend and foe alike so friends cannot be exempted from its dweomer.

Throwing ordinary sand on the surface or trying to wash it or burn it off with oil has no effect whatsoever. **Dispel magic** will remove it of course.

#### Nolzur's Energy Shield

Level 4

Components: SM

Range: touch

Casting Time: 12 segments

Duration: Special

Saving Throw: none  
Area of Effect: self

**Explanation/Description:** This energy shield can be cast on one willing human, humanoid or demi-human including the magic user him/herself. Once protected, the person can be hit by energy spells such as **magic missile**, **fireball**, **lightning bolt**, **cone of cold**, etc., and the shield will thwart the majority of the energy discharge.

Damage from the adverse spell is rolled normally. The player controlling the protected person then rolls the same number of dice, less one die, than the number of damage dice of the adverse spell. The amount rolled by the player is then subtracted from the damage caused by the spell, if the result is 0 or less, all of the damage is absorbed. If the number rolled is less than the damage, the shielded person takes that damage with no further saving throw.

There is a special case when the protected figure happens to be a magic user who has an energy spell(s) memorized. In that one case the magic user can cast back the absorbed damage on the very next round as he or she wishes using the range of the spell based on the spell memorized.

For example: A **fireball** is thrown at a mage protected by Nolzur's energy shield, who has a magic missile spell memorized. The spell inflicts 30 hit points of damage. The protected caster then counters the spell for 23 points of absorption. S/he may now cast magic missile on the next round. The damage from those missiles cannot exceed 23 points of damage. But the added bonus is that spell has not left his/her memory and can still be cast. The range and number of missiles would be based on the warded magic user and not on the spell caster who threw the **fireball**.

The spell remains in effect for one day per level of the caster or until an energy spell is thrown at the protected figure. No one else shares in this protection even if a second figure were touching the protected figure.

Note that there are two unwanted side effects: Once the spell absorbs energy it removes the wearer's saving throw from energy spells for 1-6 rounds. So if multiple energy spells might cast at the wearer in a few rounds it would unwise to seek the protection of this spell.

The protected figure is the center of a seven foot diameter sphere of protection which has a very slight light component. In a dark area the protected figure casts a very dim light and the entire sphere (hemisphere) is visible for a range of 100 feet or so. It is not bright but it casts enough light to see an upcoming wall or tree as the sphere touches such an item. Someone next to the protected figure would gain from this tiny bit of light as well. It light is far too dim to read a book or scroll.

## Vampire Lords Part II

by Brian Wells

*The NPC Vampire Race: Looking for the ultimate villain; this one comes with some teeth! (Part II)*

### The Fathers of Eternal Darkness

The Fathers of Eternal Darkness are the oldest and most powerful of the vampires. These ancients have seen the races of man come and go in the eons of their existence. Due to their vast age, they are forced to spend much of their time hibernating in a deep sleep that allows their bodies to recover from the rigors of their waking time. Though physically these creatures are quite powerful, spiritually they are weak and near the end of their vile existence. They may have another half a millennia left to them.

The descendants of their blood dynasties sense that the end is near and in fear of their own end have taken drastic actions in the past to keep the Fathers of Eternal Darkness alive and rested as much as possible. Each Vampire Lord understands that the end of the Father will likewise spell the end for the descendants of that lineage with the rising of the sun.

The Secret Society has limited the access that the Fathers have to various magic items and protective devices. With their great age these arcane devices may cause a Father to take an unnecessary risk and jeopardize the Blood Dynasty. No Father is allowed possession of the **Amulet of the Day-Walker**. The powers of the Amulet have impeded the rest of the Fathers and have required them to seek hibernation much more frequently. The Fathers are nearly only figureheads of their respective blood dynasties. They still can exert power and authority within the Council of the Lords of Darkness, but they have become seemingly dependant upon their descendants due to their great age in most all other matters.

### Hydarnes

Alignment: Lawful Evil

Hit Points: 82

Str: 18/00 Int: 15 Wis: 15 Dex: 17 Con: 16 Char: 17

Armor: **+3 Plate Mail, +2 Cape of Protection**

Magic Items: **Well of Lost Souls, Blood Cup of the Damned, Coffin of Entombment; Gauntlets of Dexterity**

Vampire Level: 22nd level

Cleric: 12th Level

Weapons: **+1 Two handed Sword of the Vampire Lord, +2 Dagger of Venom, +1 Short Bow**

Hydarnes appears as a middle-aged man of 6 feet in height, with very dark and angular features. His hair is almost black, with hints of grey. His physique is well muscled and defined. He looks to be the epitome of the consummate warrior. Hydarnes' eyes appear sunken and give him a very ominous appearance

when he wants too.

On a more personal side, Hydarnes is very ruthless and filled with a dark and seething hatred. When he fell from grace along with the other paladin generals of Anuasa, and first turned into a vampire he sought solace in the fact that he could turn his beautiful wife, Amuria, into a vampire and spend all eternity with her. Though Amuria indicated that she was willing to become and undead with her husband, when she rose from the grave in her completed vampire form it was apparent to Hydarnes that Amuria was a rogue vampire. A hate that he could not control overwhelmed him and she fled.

Many Slayers have searched for Amuria in the centuries that have followed, but she has evaded their quests, and many she has sent to oblivion. This knowledge that he failed his wife is overwhelming at times, yet he is driven to find her and end her rogue existence.

Hydarnes was more successful with his son Ecbatana, who is representative on the Council of the Lords of Darkness. He trusts his son implicitly in all things. With the attentive work of his son, Hydarnes currently has the most powerful blood dynasty. His Vampire Lord descendants have done well and are quite ruthless in their independent dealings with the other vampire lineages. Lately, something is amiss within his lineage. Several of his most faithful dukes have been slain, of late, and a small power vacuum is raging in a few of the dukedoms that have been very profitable in the past. The cause of these upheavals is as yet unclear; the council through the guidance of Ecbatana is looking into it very closely.

## Herodotius

Alignment: Lawful Evil (with Neutral tendencies)

Hit Points: 79

Str: 17 Int: 16 Wis: 15 Dex: 16 Con: 13 Char: 18

Armor: **+2 Plate Mail, +2 Large Shield**

Magic Items: Herodotius disdains the use of magic items other than weapons or armor

Vampire Level: 21st level

Weapons: **+1 Broad Sword of the Vampire Lords, +3 Spear of Wounding** (as the sword of the same name)

Herodotius was an aged warrior at the time of his transformation to an undead monster. His health as an undead however has greatly improved. His physical build and facial features indicate a man of late middle age, but his light tan skin color and heavily grey streaked hair give the impression of a man much older in age. Herodotius has become dark tempered even for a vampire. His unseating as the head of the Council of the Lords of darkness, by the treacheries of the foul Hydarnes has placed him in a most foul mood.

Herodotius has adapted to vampirism quite

nicely. He enjoys the power of his undead state of being, the wealth that he has acquired over the immense length of time that he has existed, and the hunt for a challenging blood feast has become one of his most relished thrills. At first, the knowledge that he had fallen from grace and was an outcast to society was a deep and gaping wound, but after a few centuries he has become much more pragmatic and accepting of his undead state.

Herodotius' Blood dynasty is the second most powerful of the four royal vampire blood lineages. His descendants have been secretly building a power base that the families do not suspect. His appointed representative to the Council of the Lords of Darkness has been instrumental in coordinating the strengthening of the Dynasty, and obtaining the power that burns so darkly within Herodotius. Soon he will challenge for the head of the Council of the Lords of Darkness, a move that has not happened in many centuries and only dimly recalled by most that were present at that bloody time. But in the mean time he will content himself with a few notable blood feasts, and a splendid hibernation or two (vampire time is almost geologic).

## Persepolis

Alignment: Chaotic Evil

Hit Points: 88

Str: 19 Int: 17 Wis: 16 Dex: 18 Con: 14 Char: 17

Armor: **+3 Ring of Protection, Gauntlets of AC: 2** (as bracers of defense)

Magic Items: **Well of Lost Souls, Ring of Undead Mark**

Vampire Level: 20th level

Anti-Paladin: 17th level

Weapons: **+5 Unholy Avenger, +2 Long Bow & 4 Arrows of Undead Slaying, +2 Dagger**

Persepolis appears as a late middle aged human in his late 40's to early 50's. His features are chiselled and actually will make him look younger when he is observed at a glance. He craves power and his uncontrollable ambitions have constantly been his bane, for Persepolis and his descendants lost the in last great push for the most powerful seat of the Council of the Lords of Darkness. Many of his followers and the Noble Vampire Lords within his blood dynasty were slain in that brutal time. And Persepolis seethes with a dull rage when it crosses his mind. He can barely sit at the council when Hydarnes is present and prefers to have his appointed take his seat and inform him later of any council decisions of import. He has tried three times since the decade of blood that unseated him and his power base, but each time his plots were uncovered and he was forced to commit many of his descendants to oblivion. He remains in his regal position, only because his death would spell the doom of all his descendants. The kingdoms of his descendants are very powerful and have much sway with the other lineages of the council. Twice Persepolis has been forced into hibernation, this insult he has not forgotten, and his am-

bitious plots continue. Persepolis is the darkest of evil.

## Achaeminid

Alignment: Lawful Evil

Hit Points: 92

Str: 15 Int: 18 Wis: 17 Dex: 14 Con: 12 Char: 15

Armor: **Gauntlets of AC: 2** (as bracers of defense), **+2 Ring of Protection**

Magic Items: **Staff of the Magi, Wand of Fireballs, Brazier of Contact Other Plane, Potion of Demon Control**

Vampire Level: 23rd level

Magic-User Abilities: 21st level

Weapons: **+1 Long Sword of the Vampire Lord, +1 Dagger of Domination, +1 Short Composite Bow**

Achaeminid is the most mysterious member of the Fathers of Eternal Darkness. As a general under Anuasa he usually kept to himself, so this is not a new character trait to the other Fathers and their lineages. He has been working on a profession that allows him to bend and affect the arcane powers. He has kept this very secret, and has obtained great power in this discipline. Other than the many centuries, he has travelled to many planes. The descendants that he has created rarely see Achaeminid. His appointee to the Council of the Lords of Darkness, suspects that Achaeminid is up to something, as Achaeminid seems to need hibernation more often than should be necessary for an ageing Vampire that likes to only sit in his abode and study old dusty manuscripts.

Truth be told, Achaeminid has taken to finding the Demon Lord Hadak, as he has some questions concerning the as-yet undiscovered powers of the Vampire Lords and their kind. Achaeminid has plans of becoming a god among the Vampire Lords, his ambitions may one night be full filled unless some, as for now unseen, event takes place to upset those fast approaching realities. If he is successful and becomes a vampire god, Achaeminid's plans include a vision where there will be only one blood dynasty.

## The Rogue Vampire

A rogue vampire is considered to be at the bottom of the vampire social hierarchy. The Secret Society considers a rogue vampire, their followers, and vampire slaves, to be the dredges of the vampire undead society. Slayers that come across evidence of rogue activity will return, locate the rogue's lair and commit them to oblivion.

There are several ways that a rogue vampire may be created. If the blood ritual takes place involving a Vampire Lord and a Chosen that is unwilling, then that transformation will always result in a rogue vampire. Rogue vampires can only create other rogues. The rogue vampire may choose to either utilize this victim as food or may choose to perform the blood ritual and make the victim a rogue vampire and a vampire slave under the rogue's direct control. The rogue

must still share their blood with the victim in order for the transformation to take place. And the victim will share once they have been bitten by the vampire, as they will have no will to resist. Any Humanoids, elves, dwarves, gnomes or half-humans that are bitten by a vampire and go through the ritual of transformation cannot become vampire lords and will only become a rogue vampire conforming to the materials and statistics quoted in the *MONSTER MANUAL*. Further, if a Chosen is laid to rest and a proper spiritual burial ceremony is not conducted, this Chosen will also rise as a rogue vampire in the allotted 1d4 days, and not as a Vampire Lord.

There are no Fathers of Eternal Darkness for rogue vampires. These social rejects of the Secret Society are not represented on the Council of the Lords of Darkness. And should a Father be slain, all rogues that were descended of that blood dynasty will be unaffected, only the Vampire Lords of that dynasty will perish. As a result of this division of the races, if a rogue encounters a Lord, their initial reaction will be to slay each other. This does not mean an instant bloody combat, as vampires are creatures of subtlety; but they will face each other when the time is right. If circumstances warrant, the stronger of this encounter may seek to subjugate the weaker through force, threats, and physical damage that could lead to true death. If this subjugation attempt succeeds, this makes the surviving loser a compliant slave to the victor.

Rogues, will on occasion form loose groups in remote population centers of the world. These rogue covens will use their numbers to fend off all Vampire Lords or their minions that may come poking around. Rogues, however, are very chaotic and these loose associations fall apart shortly after being formed. The chaotic nature of the rogue is not conducive to long term alliances. The rogue's need for dominance and control will usually lead to power struggles and betrayals within the coven that serve to cause most of the internal rifts and violence that Rogue associations so often fall prey to.

## Rogues of Note

**Amuria** (wife of Hydarnes)

Alignment: Chaotic Evil

Hit Points: 73

Str: 14 Int: 18 Wis: 15 Dex: 16 Con: 15 Char: 18

Armor: Amuria is not one to wear armor regularly. She will dress in **+1 Plate Mail** when going into battle; otherwise she will rely on a few magic baubles to boost her Armor Class.

Magic Items: Amuria has a **Ring of Defense** (+2 to Armor Class), Amulet of Protection,

Vampire Level: 8+3 HD monster

Fighter: 15th Level Fighter

Magic-User Abilities: 8th Level Magic-User

Weapons: **+3 Broad Sword, Coffin of Entombment** (Com-

mand Word-"Actuvitia"),

Amuria appears as a very beautiful woman, probably in her mid to late thirties. She has long wavy auburn hair and striking features. Her eyes are dark brown and deep set, with high cheek bones, common features of her desert heritage of the ancient Darnesii Kingdom. When she moves it doesn't appear as if she is walking across the room, the impression that one is left with is that she is gliding. Her body appears lithe and sensual, she is very good at luring hapless young humans to their doom.

When Hydarnes was transformed into an undead, he did not wish to lose his family; and he especially wanted to transform his wife and spend all eternity with her. In order for her to become a Vampire Lord she had to have made the choice of her own free will. She had reservations which she kept those to herself; as a result she became a rogue vampire at the time that she rose from the grave. Amuria barely escaped from the clutches of the enraged Hydarnes. Slayers of the Council of the Lords of Darkness have sought her demise since.

As a personal mission to cleanse the Hydarnii lineage, Amuria's son, Ecbatana, also sought Amuria's oblivion. He searched many years, slew many rogues, and then finally located her in a little village that was having a sinister run of bad luck; travelers and some locals to the village were disappearing with a scary regularity. Word was travelling through the human populations about the mysterious happenings, and Ecbatana had found the clues for which he was searching. In his confrontation with his mother, Amuria, Ecbatana was overwhelmed by Amuria's cunning and the unyielding ferocity with which she fought. Amuria defeated her son, but in a moment of despair could not commit him to oblivion. She instead subjugated him and Ecbatana became her slave.

Now Amuria's fortunes have changed. With her son seated in the most powerful chair of the Council of the Lords of Darkness, she receives direct information on a regular basis of the Vampire Lords activities, and she is given fore warning of the activities of any Slayers that feel that they are getting close to her. With this change in her position she is able to avoid the threat that the Slayers pose to her. She has begun a personal war against any and all of the Hydarnii Blood Dynasty. She now knows where all the hierarchy of the Hydarnii Empire are located and how they operate. Her consort Darius has no clue as to the reason that Amuria is suddenly able to focus her anger with such precision on the Hydarnii Dynasty. As yet none suspect that she is the cause of the problems that are so recently plaguing Hydarnes.

## Darius

Alignment: Chaotic Evil

Hit Points: 50

Str: 17 Int: 18 Wis: 14 Dex: 19 Con: 16 Char: 17

Armor: **+3 Chain Mail**. When not in Armor, when hunting for his next blood meal, Darius will rely on his stealth and a few magic items to allow him to escape any threats.

Magic Items: **+2 Ring of Protection, Cloak of Concealment, +4 Dagger of Spell Storing** (the dagger of spell storing has the ability to hold five spells; typically the dagger has **magic missile** (X2), **charm person**, **fly**, and **passwall**.)

Vampire Level: 8+3 HD monster

Magic-User Abilities: 12th level

Weapons: **+4 Dagger of Spell Storing, Power Staff of Striking, Crystal Ball**.

Darius is the current consort of Amuria. She converted him to a vampire many years ago, when she came across him while hunting along the coast of the Owenbraith Kingdom for food and sanctuary. It is through Darius that Amuria has acquired the ability to control and bend the arcane to her will. He has lasted the longest of a long line of previous companions. Darius is well aware that the Slayers have taken a heavy toll of Amuria's past romances. Darius has found his intellect to be his best weapon. Darius seems to have some innate ability to spot a trap, the hairs of his nape prickle at the weirdest of times. He has learned to listen to this inner voice of concern, for this trait has saved him many times. Since meeting Amuria, his undead existence has been nearly snuffed out many times. Of late, Amuria has been able to avoid several lethal encounters with the Slayers.

Currently Darius and Amuria are hidden away in the high mountains of the Wildlands of the Burgh and Dalken clans. A distant coven of the Hydarii Dynasty is situated nearby, and Amuria has yet more designs on its destruction. Darius and Amuria have found the remains of a great battle field and the ruins of what must have been a powerful stronghold in the central valley. They have laid claim to the land. Already Amuria has committed several of the Hydarii bloodline of this latest coven to oblivion; when they have fled then both Darius and Amuria will move on.

Their manoeuvrings has solidified their position in these wild lands where civilization is a distant trek beyond the horizon. Darius has acquired several reliable followers that have great strength and power. The promise of undead immortality has made them very obedient.

## Clythenia

Alignment: Chaotic Evil

Hit Points: 32

Str: 12 Int: 14 Wis: 12 Dex: 18 Con: 17 Char: 19

Armor: Due to her young age and inexperience at the time of her turning, Clythenia has no experience or knowledge of the use of armor. She relies on her natural Armor Class.

Magic Items: She has picked up a **Coffin of Entombment**. She does not know the command word, but she carries it just the same.

Vampire Level: 8+3 HD monster

Thief Abilities: 8th level

Weapons: She carries a small rusty dagger, but has had little use for it. Her new undead abilities have served her quite well.

Clythenia is a wild child of the rogue vampires that hunts for her blood feasts along the coastal towns and cities of the Mordrid Sea. She appears as a youthful and a very sensual female in her late teens or early twenties. Her long auburn hair, thin lithe body and girlish looks has drawn many a seafarer, dark street tough, and alleyway thief to their ultimate doom as they thought that they could easily have their way with this naive attractive young maiden.

Clythenia was created by a Slayer that was hunting in the large port City of Pathia. The Slayer was surprised while he was feeding upon his latest prey. In the ensuing battle of the enclosed space in the alleyway, the Slayer was wounded repeatedly, spilling his blood over a sizeable area. As Clythenia lay in a state of death, the blood of the Slayer had splattered over her remains. Some of this blood entered her body through her open mouth and the Blood Ritual was completed.

Days later Clythenia awoke and pushed her way to the surface of her grave in the old church graveyard. She had been laid to her final rest in a pauper's grave with no funerary rights, no grave marker; just a simple hole in the earth. She is now a very efficient rogue vampire. She has only been an undead for a very short while, but the hunger has caused her to learn quickly. Her skill at luring dark street characters and unwary travellers brings little notice from the local authorities. She has learned that taking locals draws undue attention and the hunters of her undead kind. She has not made vampire slaves or attracted henchmen, more because she is not aware of these options. She seeks sanctuary and dwells in the cellars under abandoned buildings by day, she never spends more than two days resting in the same location. She has learned to fear the rising sun, since that first sunrise as an undead. The searing heat and pain of that morning was forever burned into her memory.

## Lamnite

Alignment: Chaotic Evil

Hit Points: 40

Str: 15 Int: 17 Wis: 12 Dex: 19 Con: 12 Char: 17

Armor: She wears **+1 Chain Mail** while in an active state. While resting, Lamnite will wear no armor.

Magic Items: **Amulet of the Day-Walker**. This amulet is with her at all times.

Vampire Level: 8+3 HD monster

Fighter Abilities: 10th level

Weapons: **+2 Broad Sword**

Lamnite is a young vampire, by vampire standards. She has been undead for only a few centuries, but in those centuries she has learned much about the ruthlessness of the Slayers. She was once the dark mistress of a coven on the edges of the Vaudish Desert. She had initiated negotiations with the Council of the Lords of Darkness, in the hopes that she could be able to provide services to the Secret Society, in return for her safety and the safety of her coven against the Slayer aggressions. The Council sent word that they were open to the considerations of her terms. A meeting took place between her consort and a Council representative. At the conclusion of the negotiations an arrangement was agreed upon and Lamnite was then to take control of certain lands for the Council and provide services to the various Vampire Lord empires. Lamnite and her consort returned to their lair to prepare to take over the vassalage that she was promised. Upon their return they found all the vampire slaves and henchmen slain and the Slayers quietly waiting to finish the task that was assigned them by the Council of the Lords of Darkness.

All was lost in the early hours of that fateful morning. Lamnite alone escaped and hid in a secret tomb until the Hunger again forced her to venture forth. Her coven was decimated, and she has since turned into a hunter of the Vampire Lords. Since Lamnite began her retribution against the nobility of the Vampire Lords many of the blood dynasties have gone to rest and never risen at the setting of the sun. Lamnite is very efficient in the red revenge that she now seeks.

## Magic Items of the Vampire Lords

There are several among the Secret Society that are very ancient and have the ability to bend and control the arcane. Magic items created by these Vampire Lords, or those that serve the cause of the Lords, are created to enhance the dual-planar existence of these undead fiends. The power of these items is such that they can only be physically touched by creatures that exist in both the prime material plane and the negative material plane at the same time. This is planar existence allows for any creature that can drain life levels by touch in the same manner as a vampire to be protected from harm should they physically touch a vampiric magic item. Those that do not heed this warning are subject to a most gruesome fate. Characters

that physically touch a vampiric magic item and are not of an undead duo-planar nature, with the ability to **drain life** levels, must save versus wands or have 2d4 life levels drained by the device that they have touched. The victim failing their save from this fate will be in a comma for 2d4 turns, and the vampire device touched will glow faintly and bleed a red hued substance until the victim regains consciousness. It is during this time period that the Life Levels are drained and spilled out of the victim. A **detect magic** or other such magic will show a misty glowing cord extending from the victim to the point at which they touched the vampiric device. Those victims that have had their life force drained to 0th level or below are slain and will arise in 1d4 days as a rogue vampire.

The magic items that are used by the Vampire Lords, or captured and used by rogue vampires, are designed with the intent to protect vampires and the vampire societies, aid a vampire in maintaining control of their subjects, or cause unrest and chaos in the populations on which the vampires prey.

Vampires are weak at certain times and the Secret Society has taken great pains to develop items that will offset these weaknesses. Vampires are driven by the pursuit of control, and weakness must be overcome to maintain control.

A vampire is evil by nature. Trust is a rare commodity in an evil society. So vampires have developed items that will ensure that they have a select few that can be trusted, and thus maintain their own security, and position of power.

Of the myriad of trinkets and baubles that the Secret Society has developed and used to advance their position in the world, a few of the more powerful examples are listed below:

**Ring of the Undead Mark:** The Ring of the Undead Mark appears to be a metal fang of reddish hue that has bent into the shape of a ring. This is a magic item that is used by members of the Secret Society to mark Vampire Hunters, persons that know or have proof that vampires exist, or basic enemies of the Secret Society. The **Ring of the Undead Mark** is a favored item of the Slayers that are completing directives of the Council of the Lords of Darkness.

When an enemy of the Secret Society is encountered and the opportunity to terminate the individual does not present itself, the ring is used to indicate that person with a mystical mark that is visible to all undead. The ring will shoot a power surge similar to a magic missile that will do 1d4+1 points of damage to the target. A target struck by this device will then bear an invisible red symbol that will appear on their face. This symbol of the Secret Society is visible only to undead or with the use of various enchantments that will allow magi-

cal or invisible items to be seen. From that point on all undead encountered will have a 67% chance of being drawn to the person that bears the Mark and attacking only them.

The energy source of the mark is the hit points lost, so these will not be regained until the mark is successfully removed. The mark can be removed by a remove curse cast at the 12th level of ability.

**Amulet of the Day-Walker:** The device is a small silver pendant suspended on a platinum chain with a centerpiece of amber that is surrounded by six evenly-spaced small polished bloodstones. The amber used in this device must have a perfect specimen of a blood feeding creature that was trapped in the plant resin that formed the amber before it fossilized. Most, for example, will have a perfect specimen of an ancient mosquito species in the center.

These pieces of amber are very rare and very valuable to the Secret Society. Representatives of the Secret Society are constantly on the look out at amber mines where amber, with this type of inclusion, is commonly extracted from the earth. They will pay a handsome price for just such a piece of amber. Several amber mines are owned and operated by the various nobles within each of the blood dynasties. This is a treasured resource of the vampire, and these mines bring much power and control to the Noble Vampire Lord that has this resource within their undead kingdom.

This powerful magical device will allow the undead wearer of the item to remain active and fully functional during the hours of day light, and suffer no damage from full exposure to the rays of the sun. Further, the device also allows the vampire to rest in contact with any type of earth, and not the required native soil or the soil that the vampire was buried. If a vampire that possesses this magic item is disturbed while resting, they will be instantly alert and able to battle or flee as they see fit.

This device is a coveted item within the vampire hierarchy. Those members of the upper nobility will possess this item. There are a few of these amulets that have made their way into the lower social structure of the vampire societies, but this is very rare.

**Sword of Domination:** A Sword of Domination can be of any type of sword. A Sword of Domination is a very powerful item and only the most powerful of the secret society will have the resources to have a sword of this type commissioned.

This Sword is a +1 item for normal hit and damage determinations, but if the possessor of the sword so chooses the weapon can be activated with a command word to **drain life** levels from the opponent; instead of causing physical damage. When so activat-



ed, the sword will drain 2 life levels with each successful hit against an opponent, just as the vampire's energy drain ability. Should the opponent be reduced to 0th or fewer life levels, they will be slain by the sword, only to arise in 1d4 days as a undead of the sword possessor's choosing. From that point on the undead created by the weapon will be an obedient slave of the master of the **Sword of Domination**. The master does not need to communicate verbally with the slave to control it. The slain then will be an undead slave until the Master of the sword is slain or the sword is stolen, then they will wander the land looking for a lair as a free-willed monster. To determine the number of undead slaves allowed to be created and maintained by the sword's possessor, use the sword possessor's charisma score for the max number of these undead henchmen that can be created. The undead that can be created by the user of this device are zombies or skeletons.

**Sword of the Vampire Lord:** A Sword of the Vampire Lord can be of any sword type. The weapon will act normally as a +1 weapon, but with the proper command it can be used to drain 2 life levels (upon a successful hit) from the opponent of the sword's possessor, instead of causing physical damage. If the opponent is drained to 0th level or below they are slain. The slain individual will arise 1d4 days later as a vampire slave to the possessor of the sword.

The slain individual will be a slave to the master of the sword. Should the master of the sword be slain then the vampire slave created from the sword is also slain. The master and slave do not need to verbally communicate with each other, a **telepathic** link now exists between the two. The newly created vampire will begin as a first level Vampire Lord or as a rogue vampire of 3 Hit Die depending upon whether the master of the sword is a lord or rogue. The slave will then gain 1 level or hit die per year of enslavement to the master, but the level of the slave can never exceed the level that is 3 levels below that of the master. The vampire slave created through the use of this item is self-sacrificing and completely loyal to the needs and whims of the master of the sword. The slave is not a mindless zombie, but rather a fully functional consort to the master.

The master of the sword may create  $\frac{1}{4}$  the max number of henchmen bodyguards as allowed by their charisma score, rounded up. If a vampire slave created by the powers of the sword is slain they cannot be replaced.

**Blood Cup of the Damned:** The Blood Cup of the Damned is a black carved crystalline chalice that is inset with polished blood stones and chased with silver. This device was commissioned by Hydarnes, Father of the Hydarii Dynasty, after his wife, Amuria, arose from the grave as one of the first rogue vampires, and not the expected Vampire Lord. Hydarnes has gone to great

lengths to ensure that this device was developed, so that the error of making a rogue vampire would never be his again. Six of these Chalice are known to exist.

The incantations and arcane powers that have been channelled into this carved crystalline chalice will ensure that the person that drinks from the chalice will arise as a Vampire Lord. The blood of the Vampire Lord that has selected a Chosen is placed within the Chalice and a bless Spell is cast upon the Chalice. When the Chosen drinks of the Chalice, death is instantaneous. 1d4 days later the Chosen will arise as a Vampire Lord. The Chosen can be any human or the related races of elves, dwarves, half-orcs and half-elves. The item is so powerful that it ensures that the Chosen will be made into a Vampire Lord, whether they are human or not and whether they are willing to become a vampire or not.

**Coffin of Entombment:** The Coffin of Entombment is a small statuette of what appears to be an intricately carved black stone sarcophagus that easily fits into the palm of the hand. When the device is held and a command word is spoken an opening appears in the earth directly in front of the activator. The command word is needed only to create a chamber, as existing chambers will open automatically when the device or another device are within 10 feet of the chamber's opening. Once complete, there will be a narrow passage that leads down to a 10'x10' chamber that is 20 feet below the ground; this act of creation occurs in a period of 1 turn. The chamber can be created in any type of dry soil conditions, or even solid rock. Once the Coffin of Entombment device enters the chamber, the opening then seals up with barely any noticeable trace that it was ever there; the closing of a chamber takes but one segment. Any creatures that are in the passage outside the chamber at the time that the passage seals must save versus wands or be slain; if they make their save they are expelled to the surface taking 1d4 points of damage. Though the chamber is magically hidden, a Ranger has a base of 5% to find the location, +1%/level, if they are within 10 feet of the opening and actively looking.

Within the chamber up to six vampires, or other occupants, may rest while they await the setting of the sun. While in the chamber the vampire does not need to be in direct contact with their native soil or the soil that they were interred at the time of death, all within the chamber are in a suspended state and are safe. With the setting of the sun the opening to the chamber will again automatically appear and the undead, or other occupants, are free to ascend to the surface. After being created, the chamber will take only 1 melee round to open. The chamber will only open at the setting of the sun, or will open automatically if the chamber is empty and another **Coffin of Entombment** comes to within 10 feet of the chamber's opening. Once the chamber is empty it will seal back

up and disappear, to be opened by a possessor of the **Coffin of Entombment** the next time they are within 10' of where the opening is located. The command word that was needed to create the chamber is not needed to reopen the chamber, once it is created. Only one device may create a chamber within a 2 mile radius, at a time; there cannot be more than one chamber created within this radius, even when using a different device there cannot be multiple chambers within a 2 mile radius at any one time. Once a chamber is created the chamber can be reopened and used over and over, but the **Coffin of Entombment** must be possessed to reopen the chamber. Should a chamber not be opened and used for a one week period, then the command word must be used and a new location may be found, and a new chamber created. Outside of the 2 mile radius the device, or another device, may be used to create another chamber.

**The Well of Lost Souls:** The Well of Lost Souls is a very powerful item of the arcane that is used to cause terror in the prey communities of the vampires and cause the local governments to have their resources taxed as panic sets into the population. The **Well of Lost Souls** is a carved shallow bowl of volcanic glass. The surface of the outside of the bowl is intricately carved with mystic runes and arcane symbols. This is a vessel of immense power with the arcane, for if it is filled with unholy water it can be used to amplify the creation and control of ghouls within a 30 mile radius of the bowl.

The user of the bowl may have up to three minions that will work in concert to turn freshly slain corpses into ghouls. A small amount of **unholy water** is taken from the bowl and a few drops are placed in the mouth of a fresh corpse. The corpse will then transform into a ghoul within a 24-hour period. These ghouls are then directed by the controller of the well. Each minion can create three ghouls per day for a total of twelve ghouls per minion. The owner can create four ghouls per day for a total of sixteen ghouls. The combined total is fifty-two ghouls that can be directed by the owner of the Well. The owner is able to establish **telepathy** with the ghouls as a group or as individual members. It takes the owner 1 melee round to establish a link with 1 or all the ghouls. The owner may then communicate simple commands for the ghouls to follow. The owner may even be able to look into the bowl and see what the ghoul sees. The ability to gain the ghoul's vision can only be used to see through one ghoul's eyes at a time. The powers of the Well of Lost Souls are only functional at night and begin with the setting of the sun.

Should any of the minions that assist the owner of the well be slain the ghouls the minion created will be slain as well. If a minion is lost, they cannot be replaced unless there is a new owner established for the bowl, and the process is begun again. If the process is begun, all ghouls that were created will be slain and lost.

The **Well of Lost Souls** also has a slight power of **weather control**. It will create a light misty fog in a 1 mile radius of its location, beginning at the bowl and expanding outward. It will take the fog 20 minutes to reach its full radius of 1 mile, and then the owner may begin commanding the Ghouls. It can also create illusionary images and shadows that will appear and disappear at the will of the owner, limit of 15 times per day, save versus magic to disbelieve.

## The Vampire Campaign

The well-managed vampire is a challenging villain for any party of adventurers. The campaign offers a wealth of adventure: a recurring villain by way of low level vampire slaves and henchmen of the Secret Society all the way up to the Vampire Nobility, the Slayers, and the rulers of the various Blood Dynasties. Allow the party to gain knowledge of this society little by little. A tattoo may mark an individual as a low level vampire slave, or a noble within the Secret Society. High level characters may even attempt contacting Hadak, the Soul Searcher, directly.

A DM should be well apprised of the limits of the adventuring party as a good even-handed presentation of this material will surely capture the party's interest by way of fear, terror, and the fresh unknown that is introduced into the adventure. There are a few details that the Adventuring Party really needs to understand before they get their feet wet. The legends and complexity of the social structure they can pick up as they go. It is far more fulfilling for the adventuring party to uncover the Secret Society layer by layer with its complex power structures through the course of play, rather than a boring read before an evening's gaming session.

The vampire campaign can be very challenging for the adventuring party. Whether the party takes on a Prince of Darkness and overturns an undead principality, or tries to wipe out all Vampire Lords by committing all the Fathers of Eternal Darkness to oblivion, this revised creature is lethal. Should an undiscerning DM present this undead challenge to the uninitiated adventuring group of PCs too soon, the outcome will most likely be the premature end of the campaign. Be cautious, be devious and enjoy!

End.

## My Kingdom for a...

by Jason Peppers

In any quasi-medieval campaign, horses (and to a lesser extent, mules and donkeys) will play an important role as mounts, transport and even a paladin's faithful steed. Horses were so important from ancient times to the first half of the Twentieth Century that a number of warhorses, such as Bucephalus, Red Hare, Chetak, Marengo, Old Baldy and Cincinnati, have become famous in their own right. Racehorses (too many to list here) are also venerated. Almost every genre has a hero and almost every hero has his trusted mount, such as Silver (from *The Lone Ranger*), Trigger (Roy Rogers' palomino) and Rooster Cogburn's Bo.

This article expands on the information about horses, donkeys, and mules given in the *MONSTER MANUAL*, written by Gary Gygax, or purposes of the AD&D game (and other games), some terms and assumptions about the horse family are different than in real life. This is to conform to the materials already written and to keep things simple. For example, with few exceptions, modern horse breeds are very different from those used in ancient and medieval times. Horses, like other livestock, were considerably smaller in earlier times, as nutrition and veterinary medicine were primitive to nonexistent. This article assumes a mean between modern and pre-modern breeds.

To understand the horse family, one needs to understand why these animals are the way they are. Why don't horses like to move backwards? Are donkeys and mules stubborn or stupid? What about zebras and prehistoric horses? This is a fantasy game, after all!

The Equidae evolved from small, forest-dwelling creatures millions of years ago. As less and less of the Earth's surface was covered with thick forest (or any forest at all), the horse's ancestors adapted to the wide open spaces by evolving great speed. They are among the fastest animals on earth, and, at distances of over a quarter mile, few animals, such as the pronghorn (a much smaller animal), are faster and have more en-

durance. In spite of their fleetness of foot, equines are still prey to some predators, which is why they evolved excellent senses of hearing, smell, and night vision. The placement of their eyes allows them to see in almost a 360 degree arc, with only a narrow blind spot to the

rear. Equines generally will not walk backwards unless with a trusted handler. They also prefer not to walk anywhere they can't see and tend to stop and scan unfamiliar areas, bolting from or attacking real or imagined threats (hence the use of blinders on carriage horses). Despite these adaptations, the horse family has fallen on hard times over the last 10,000 years. At one point there were dozens of species of equines in North America alone, but all of them went extinct. The breeds of wild horse that gave rise to the domestic horse are either extinct or nearly so. Wild asses are also facing extinction, with the Kiang (a large species of wild ass from Tibet) being the only species not listed as endangered. Aside from human activity, the main problem the equines face is competition for food

and space from bovines and deer. This competition forces equines to roam over much wider areas and into more marginal habitat. Either way, fewer and fewer horses and asses require more space to survive. Once humans and livestock began encroaching on the vast land areas needed to support the remaining equines, their days were and are numbered.

The remaining Equidae fall into three broad categories: the horse-like group, the donkey-like group and the wild ass-like group. At first glance, the main difference appears to be size, but habitat and behavior are the more important differences. The horse-like group is made up of domestic and wild horses. These are animals of the open plain, though some made their home in the more open forests of Eastern Europe. They tend to form large herds when possible, and prefer to flee when confronted with danger.

The donkey-like group tends to live in pairs or in small family units in rocky hill country or mountains. They are not as fleet of foot, but their marginal habitat supports fewer large predators than the open plain. The few predators that share habitat with donkeys tend to be small, and donkeys are more than willing to stand and fight rather than run. They are also much harder to



herd or stampede, as they often stand their ground and quite viciously fight back. Since predators often count on their prey making a run for it, the donkey usually does not move unless it wants to and is sure it isn't walking into a trap or ambush. What is construed as stubbornness or stupidity is in fact high intelligence on the part of the donkey and, by extension, the mule.

The last group, the wild asses are creatures of the open desert. They will also turn and fight against attackers, though they usually attempt an initial sprint when danger approaches. Their largest natural predators (the wolf and extinct Asian cheetah) are (or were) often fought off, though wild asses do flee from humans and vehicles. When it comes to general behavior, the plains zebra fits into the horse-like category, the mountain zebra into the donkey-like group, and Grevy's zebra into the wild ass-like group.

The table below contains an altered list of the types of mounts listed in the *MONSTER MANUAL*. The biggest change is movement. All equines are assumed to walk at least as well as a normal human (MV: 12"). Horses use different gaits to trot and more importantly, run, and these speeds are listed below. As noted above, members of the horse family are likely to startle and kick at creatures approaching from the rear in their blind spot. Enemies so foolish as to approach from behind may receive a "free kick," the damage for which is noted in the table. In addition, the scores needed to hit Armor Class 0 have been adjusted. One thing noticed by many players is that while riding horses are listed in the *Players Handbook*, there are no statistics listed for them in any of the rulebooks. I took the liberty of adding two: the standard riding horse (very similar to the light warhorse) and the Palfrey (a medieval breed most likely based on the late Roman ambulator, which in turn was based on ancient Persian breeds used by couriers), a type of horse specially bred and trained for long distance travel. While not particularly fast, this breed has great endurance and can cover greater distances with its loping stride. Its unique gait offers a very smooth ride as well. Also included is the Rouncey, a general purpose horse that was used for riding, fighting, pulling vehicles, and as a pack horse.

Type	Hit Dice	THACO	# of Attacks	Damage	Load	Trot/Run
Heavy War	3+3	15	3 [1]	d8/d8/d3 (d8)	400/750	15/18
Medium War	2+2	16	3 [1]	d6/d6/d3 (d6)	350/650	15/21
Light War	2	17	3 [1]	d4/d4 (d4)	300/500	18/24
Draft	4	16	1 [1]	d3 (d8)	500/900	15/18
Rouncey (Wild*)	2	17	1 [1]	d3 (d6)	300/500	18/21 (24)
Riding	2	17	1 [1]	d3 (d6)	300/500	18/24
Palfrey	2	18	1 [1]	d3 (d4)	300/600	15/18
Pony (Wild**)	1+1	18	1 [1]	d2 (d3)	200/300	15/18 (21)
Mule	3	16	1 [1]	d3 (d6)	350/600	15/18
Donkey	1+1	17	1 [1]	d2 (d3)	200/300	15/18

#### Notes:

All horses, donkeys, and mules have an Armor Class of 7 unless armor or other protections are used. Likewise, all species are assumed to have a base movement rate of 12" when walking.

A damage rating in parentheses () represents a free attack (i.e. a kick to the rear) against an opponent directly behind the horse, donkey or mule. This kick is in addition to any other attacks for the round.

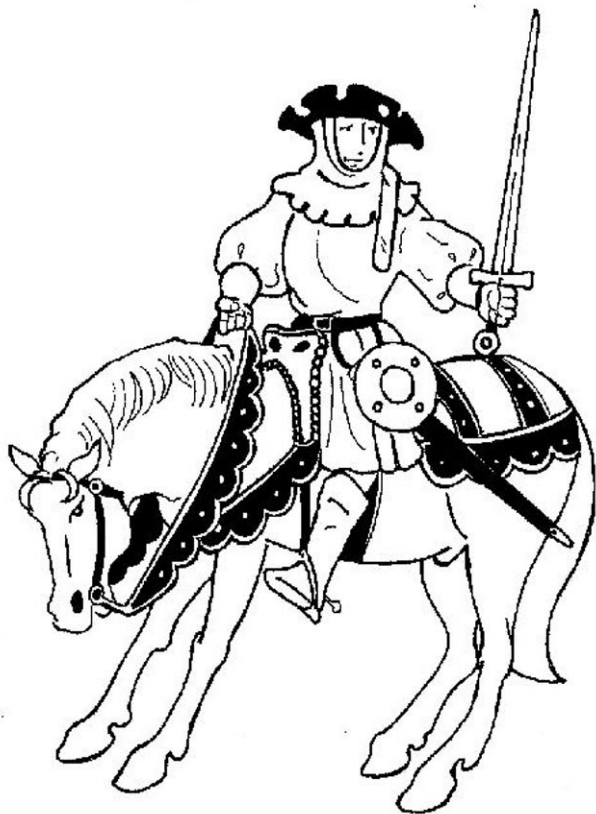
A damage rating in brackets [] represents a rear kick instead of the usual bite attack, OR a single kick to the front or side.

\*Wild stallions fight at light warhorses when cornered.

\*\* Wild ponies are built for speed and have a Move of 21" when running.

Only two members of the horse family (the horse and donkey) are domesticated, and truly wild (as opposed to feral) equines are almost uncontrollable and are quite often vicious. When magic and the abilities of druids, rangers, and barbarians to charm or otherwise recruit animals are taken into account, a number of other equines might play a factor in your campaign. DMs may want to make it more difficult to tame or otherwise obtain the services of exotic and/or extinct species by granting bonuses to saving throws (or allow a saving throw in cases where one is not normally permitted) against spells like **animal friendship** or **speak with animals**.

Rather than contriving statistics for dozens of different members of the genus *Equus*, it is easier to use the statistics for animals listed above, possibly with minor alterations. For example, a Mammoth Jack (an unusually large male donkey) might fall under the same category as the mule, as might Grevy's zebra, since these animals are roughly the same size and body type. Wild



asses might be grouped with donkeys, with the alteration that onagers and other desert asses, whose natural habitat is the open desert, are much faster runners (MV: 24") than their slower, more sure-footed cousins who live in hills and other rough terrain. Mountain zebras might also be equivalent to donkeys, and the plains zebra might be close enough to the pony to satisfy all but the most pedantic (However, I would give all zebras an Armor Class of 6 to reflect their superior skill at dodging attacks).

It is also fairly easy to determine statistics for crossbreeds. In general, the size and body type of equine hybrids tend to favor the mother, while intelligence and temperament tend to favor the father. For example, the mule is the result of the breeding of a jack (male donkey) and mare (female horse). In size and build, the mule is mostly horse-like, though tougher and sturdier. In personality, the mule is more donkey-like. The various zonies, zorses, zonkeys and other zebra hybrids also follow this pattern, as did the

onager/donkey hybrid specially bred by the ancient Assyrians for pulling chariots at high speed. Cross-breeds between horses and donkeys or zebras tend to be tougher (pound for pound) and more sure-footed than horses.

Equines that have gone extinct, as well as modern types are also fairly easy to classify. Most fall within the categories listed above. Creating fictional species and breeds should be simple as well if one extrapolates from the table above. Keep in mind that modern horses and donkeys can carry roughly 20-25% of their body weight without hindrance and double that amount at half speed. For example, an enormous horse such as one of the giant draft animals from the nineteenth and twentieth centuries could weigh 2500-3000 pounds. The largest horse (3000#) would be able to carry up to 750# at normal speed and up to 1500# at half speed. Tiny horses can be described in similar fashion. The idea of gnomes riding into battle on miniature chargers, or a band of ogres mounted on huge shires terrorizing the countryside, is enough to justify creating such unusual mounts.

One area I omitted was price. The cost of a Rouncey or a Palfrey should be somewhere between the price of a riding horse and light warhorse. A creative DM might base costs on the quality of the animal or what the salesman thinks he can get for it. Special breeds (racehorses, for example) might cost several times as much as a typical riding horse and have a faster movement rate, making such a beast a valuable form of treasure indeed.

I once gave a gang of mounted bandits treasure in the form of a prize stallion and two dozen other horses. The PCs killed the bandits, sacked their hideout and did nothing with the horses that were worth over 2000 gold pieces. Instead, they whined about how I wasn't giving out enough treasure. The look on their

faces when I told them how much they let gallop away was priceless!

End.

