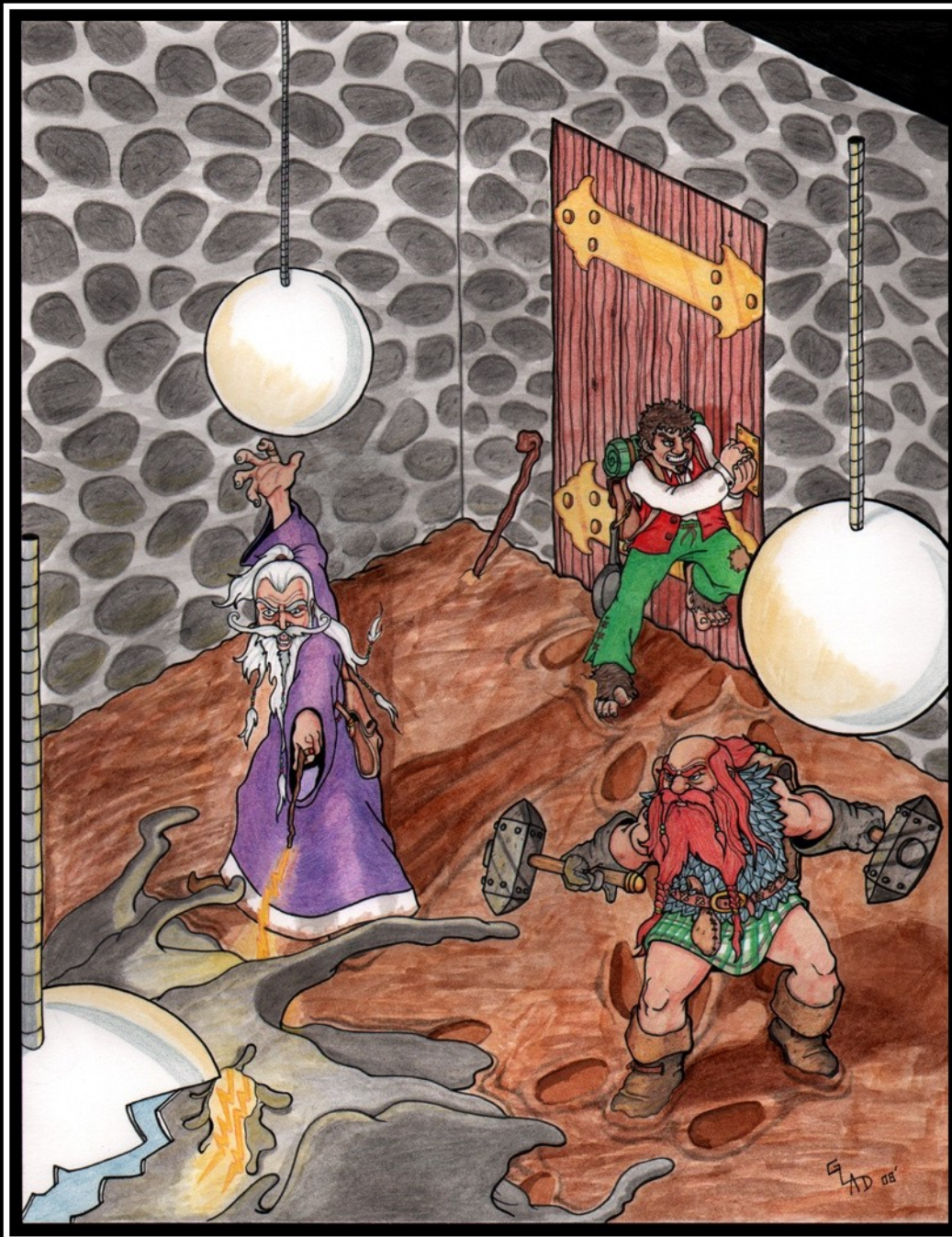


5th Anniversary

Footprints



Number 15

June 2009

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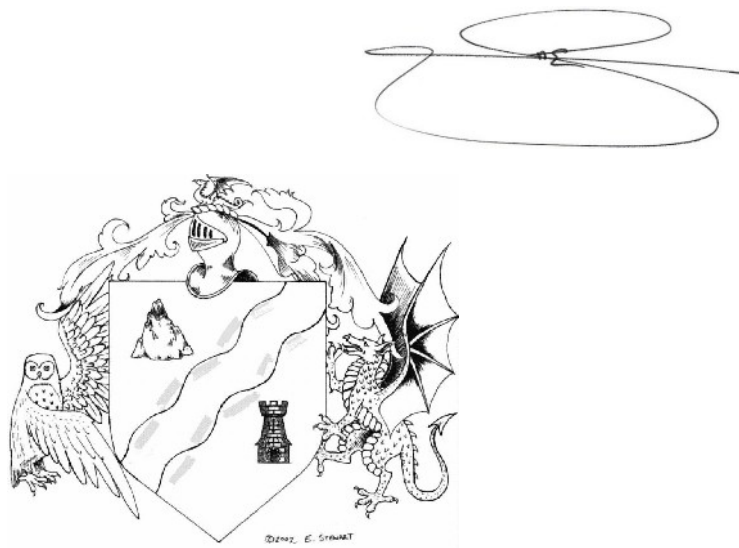
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% in Lair

Well met and welcome to the fifteenth issue of Footprints! You are receiving this, our Fifth Anniversary issue, in June rather than April. Looking back, you'll see that we've struggled to maintain our April/August/December schedule for some time. The main reason for this is that all of us here at Footprints, and at Dragonsfoot, are committed to publishing OOP D&D material as a labor of love. All of the writers, artists, cartographers, editors and, yes, even our publisher, donate their valuable and limited time to keep our game systems alive.

The OOP gaming community has changed so much since 2004, when Michael Stewart (Sieg on our forums) proposed a "Best of Dragonsfoot" e-zine. Indeed, the entire geography of old school gaming has been altered. Once alone in publishing OOP D&D support, Dragonsfoot has been joined by Troll Lord's Castles & Crusades, the gaming community caught the first glimpse of Castle Zagyg, and OSRIC was unveiled, opening up a whole new vista of publishing opportunities to keep OOP D&D in print. Joining the field are the very worthy BFRPG, Labyrinth Lord and Swords & Wizardry. New periodicals have appeared to support the "Old School Renaissance," Fight On! and Knockspell, and we're seeing the emergence of a new wave of homegrown e-zines. Right now, at this point in time, there is more support for OOP D&D than at any time in history. If this isn't the Silver Age of gaming, it's hard to foresee what will be.

In this issue, we have a treasure trove of material for your games, a new adventure by Brian Wells, the Shaman NPC Class, new monsters from yours truly and Rachel Drummond, more material from Len Lakofka's game and so much more. We couldn't do it without you and hope to see you five years from now. Game on!



“Historically Resonant” Coinage for Advanced Dungeons & Dragons

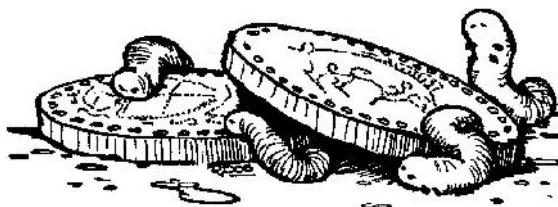
By Joe Maccarrone

In the *PLAYERS HANDBOOK*, Gary Gygax described the “boom town” economic system used in AD&D: the supply of coins is high while adventuring equipment is in great demand, thus greatly deflating the value of gold. In recent years, as I read a good deal of medieval history, I began to crave a system of coinage with more historical resonance. Gold in all editions of D&D is devalued far beyond any historical standard, to the point of absurdity.

Gary himself recognized this, and regretted the “boom town” system he’d initially chosen; he advocated a change to a silver standard as early as the mid-1980s, when his *Gord the Rogue* novels described the system he preferred in his Greyhawk setting. In recent years, his *Castle Zagyg* supplements contain a system similar to that in the *Gord* novels: a 50:1 ratio of silver to gold coins, with gold becoming far more rare and exciting than it is in most published D&D materials. I liked the feel of this, and set out to create a system for an upcoming AD&D Greyhawk campaign based on the 50:1 coin ratio and a silver standard for most transactions.

While researching 12th-14th century economics in Western Europe, I discovered that the buying power of 1 AD&D gold piece roughly equated to 5 historical silver pennies. Thus, about .25 ounces of silver, in medieval Europe, bought as much as 1.6 ounces of AD&D gold! Fortunately, other than precious metals not being very ‘precious’ in AD&D, the value of items on the *PLAYERS HANDBOOK* price lists –relative to each other– were roughly accurate.

Gary’s 50:1 coin ratio quickly took its place within the framework of a system based on Pounds (£) and pennies (d), with the ‘Aerdy’ pound replacing the Troy pound as a unit of measure. I placed a gold piece at triple the weight and fifty times the value of a silver piece, converted the price lists to the new system, and the whole fell together smoothly. The sizes of coins are realistic; it is now possible to carry a substantial fortune in a large belt



pouch –which is, in my opinion, as it should be. Most importantly, the ubiquitous silver penny of medieval Europe became the standard coin in the game world, as well. The overall system does not strive for perfect historical realism –for example, copper coins were not used in Western Europe – but it is plausible and evokes the ‘feel’ I was looking for.

This system lacks a coin equating to 1:1 to an experience point. However, the ratio of “buying power” to experience points –5 ‘new’ silver pieces to 1 ‘old’ AD&D gold piece– remains the same. Notably, the coin system in the *Castle Zagyg* materials also lacks a coin equating to 1 XP; Gary was apparently confronted with the same problem.

I must extend thanks to Gary Gygax, who urged me to adopt a silver standard and discussed the finer points of his own Greyhawk system, and to Matthew, who assisted me with research.

AD&D/Greyhawk Monetary System

The basic unit of exchange is the silver piece. There are 250 silver pieces, known as *denarii* (abbreviated “d”) or pennies, to the *Aerdy Pound* (abbreviated ‘£’ for *Librum*). One Aerdy Pound represents approximately 13 ounces of silver.

One gold piece is equal in value to 50 silver pieces; thus, there are 5 gold pieces to the Aerdy Pound. Copper pieces (2500 to the Aerdy Pound) are used for the smallest transactions, and it is also common to use barter, or small gems of various sorts, in place of coin.

Items are typically valued in denarii, and payment made with the appropriate number

of silver or gold coins. Expensive items are valued in Pounds, or a combination thereof; for example, a mail shirt costing 375 d. would typically be written as £1 125d.

The sizes and relative values of gold, silver, and copper pieces are nearly ubiquitous within the Flanaess. In addition, some of the wealthier nations issue even larger gold coins, with values up to £1. Regardless of size, gold coins are worth approximately £20 per pound of weight (16 ounces).

10 copper pieces (cp)	= 1 silver piece (1 d.)
50 silver pieces (sp)	= 1 gold piece
5 gold pieces (gp)	= £1

Thus:

$$2500 \text{ c.p.} = 250 \text{ s.p.} = 5 \text{ g.p.} = £1$$

and:

$$500 \text{ c.p.} = 50 \text{ s.p.} = 1 \text{ g.p.}$$

Approximate number of coins per (16 oz.) pound:

copper pieces	300
silver pieces	300
gold pieces	100

Published values convert as follows (old to new):

10 g.p.	= 1 g.p.
1 p.p.	= .5 g.p.
1 g.p.	= 5 s.p. = .1 g.p.
1 e.p.	= 2.5 s.p. = .05 g.p.
1 s.p.	= .25 s.p.
1 c.p.	= .25 c.p.

Player Character starting money:

Cleric	180–900d	(3d6 x 50)
Fighter	250–1000d	(5d4 x 50)
Magic-user	100–400d	(2d4 x 50)
Thief	100–600d	(2d6 x 50)

Experience Point values:

50 c.p. = 1 experience point

5 s.p. = 1 experience point

1 g.p. = 10 experience points*

*The g.p. value of published treasures equate 1:1 to experience points, although the literal number of new g.p. is found by dividing by 10.

BASIC EQUIPMENT AND SUPPLIES COSTS

Armor

Banded & Mail	£2
Helmet, great	75d
Helmet, small	50d
Leather	100d
Mail, shirt	£1 125d
Mail, full	£3
Padded	50d
Plate & Mail	£8
Plates, coat of	£1
Scale	225d
Shield, buckler	15d
Shield, large	50d
Shield, small	35d
Studded	150d

Arms

Arrow, single	5cp
Arrow, score	5d
Arrow, silver, one	5d
Axe, Battle	25d
Axe, Hand	15d
Axe, Great	35d
Axe, Sparth	40d
Bardiche	35d
Bill	30d
Bow, long	75d
Bow, short	60d
Crossbow, heavy	100d
Crossbow, light	60d
Cudgel	3d
Dagger	10d
Flail, Footman's	15d
Flail, Horseman's	40d
Fork, Military	20d

Garrot	2d
Glaive	30d
Halberd	45d
Hammer, footman's	40d
Hammer, horseman's	25d
Harpoon	25d
Javelin	3d
Knife	5d
Knife, Long	15d
Lance	15d
Mace	25d
Morning Star	25d
Pike, Awl	15d
Quarrel, single	3cp
Quarrel, score	10d
Sap	5d
Scimitar	75d
Sling & 12 Bullets	5d
Sling Bullets, 20	15d
Spear	5d
Staff, Quarter	2d
Sword, Bastard	125d
Sword, Broad	75d
Sword, Falchion	60d
Sword, Great	150d
Sword, Long	75d
Short, Short	50d
Sword, War	125d
Trident	20d
Voulge	15d

Dagger, knife, and sword prices include an appropriate sheath or scabbard.

Clothing

Belt	1d
Boots, high, hard	10d
Boots, high, soft	5d
Boots, low, hard	5d
Boots, low, soft	2d
Cap	3cp
Cloak	2d
Girdle, broad	10d
Girdle, normal	3d
Hat	2d
Robe	2d

Herbs

Belladonna, sprig	1d
Garlic, bud	2cp
Wolfsbane, sprig	3d

Livestock

Chicken	1d
Cow	50d
Dog, guard	100d
Dog, hunting	50d
Donkey	40d
Goat	5d
Hawk, large	200d
Hawk, small	90d
Horse, draft	150d
Horse, hvy war	£60
Horse, lt war	£30
Horse, med war	£45
Horse, riding	£2
Mule	100d
Ox	75d
Pigeon	1cp
Piglet	5d
Pig	15d
Pony	75d
Sheep	10d
Songbird	2cp

Miscellaneous Equipment & Items

Backpack, leather	10d
Box, iron, large	140d
Box, iron, small	45d
Candle, tallow	1cp
Candle, wax	2cp
Case, bone, map or scroll	25d
Case, leather, map or scroll	4d
Chest, wooden, large	4d
Chest, wooden, small	2d
Lantern, bullseye	60d
Lantern, hooded	35d
Mirror, large metal	50d
Mirror, small, silver	100d
Oil, flask of	5d
Pole, 10'	1cp
Pouch, belt, large	5d
Pouch, belt, small	3d
Quiver, 1 dozen arrows capacity	3d
Quiver, 1 score arrows capacity	4d
Quiver, 1 score bolts capacity	4d
Quiver, 2 score bolts capacity	5d
Rope, 50'	1d
Sack, large	4cp
Sack, small	3cp
Skin for water or wine	3d
Spike, iron, large	2cp
Thieves' picks & tools	150d
Tinder Box, with flint & steel	5d
Torch	1cp

Provisions

Ale, pint	1cp
Beer, small, quart	1cp
Food, merchant's meal	1d
Food, rich meal	5d
Grain, horse meal, 1 day	3d

Mead, pint	1d
Rations, iron, 1 week	25d
Rations, standard, 1 week	15d
Wine, pint, good	2cp
Wine, pint, watered	1cp

Religious Items

Beads, Prayer	5d
Incense, stick	5d
Symbol, Holy*, iron	10d
Symbol, Holy*, silver	£1
Symbol, Holy*, wood	2s
Water, Holy*, vial	125d

*or Unholy

Tack and Harness

Barding, leather	£2
Barding, mail	£5
Barding, plate	£10
Bit and Bridle	4d
Harness	3d
Saddle	50d
Saddle Bags, large	20d
Saddle Bags, small	15d
Saddle Blanket	1d

Transport

Barge/Raft, small	£1
Boat, small	£1 125d
Boat, long	£3
Cart	150d
Galley, large	£500
Galley, small	£200
Ship, large	£300
Ship, small	£100
Ship, war	£400
Wagon	£3

The Haunted Inn of the Little Bear: Revenants Revenge

By Brian Wells

DM Information: This adventure is designed for 3-6 characters of 1st to 3rd level. At total of 5-8 character levels is optimum. No particular character class is required, but a thief would be helpful. Additionally, no particular magic or magic items are required but the party should possess at least one or two magic weapons to combat a shadow.

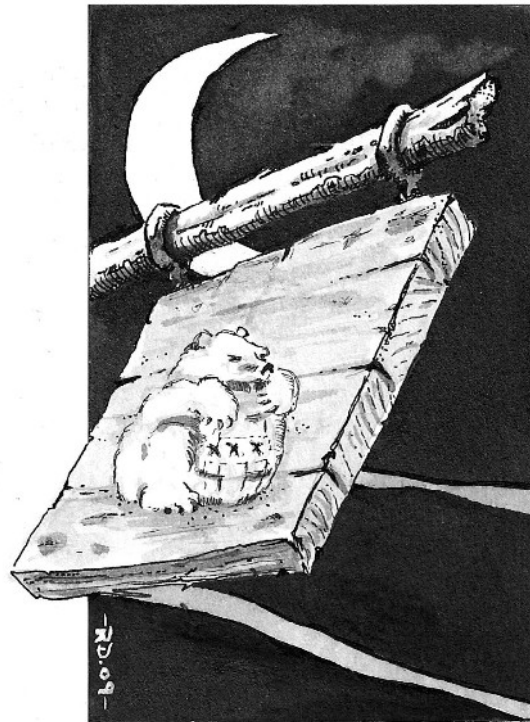
Nearly two years prior to the start of this adventure, the Little Bear Inn was the scene of a massacre. A mysterious and dark stranger arrived on a storm-swept night bringing a tale of flight and terror. No sooner did he finish his frightful tale than a large group of brigands burst through the inn door and slaughtered all they could catch.

Since the events that brought the Little Bear to ruin, the merchant caravans of the region have changed their travel routes and now give the road to the inn a wide berth. The trail is still very evident but is much overgrown with tall grasses and forest undergrowth.

This adventure begins as the PCs (player characters) are accompanying, or guarding, a merchant caravan. One of the wagon drivers, Bifrom Farsight knows the story of the Little Bear Inn. Farsight will tell the story to the PCs as they camp for the night near the road leading to the inn. Additionally, other caravan members speak in hushed tones of the horror and undead curse associated with the inn. These mysterious murmurings should serve to raise the interest of the party.

The merchant caravan will make camp for the evening close to the trail leading to the Little Bear Inn. The party will have one night to explore the inn. From the turn-off to the Inn the party will travel near one mile and should arrive at the inn a few hours before nightfall.

The goal for the PCs is simply the lure of treasure and adventure. There is also the mystery of the dark stranger to solve – though not critical.



Adventure Introduction: The following is the story as related by Farsight:

"The Inn of the Little Bear was a most popular resting point for the road-weary travelers. The Inn was maintained by two burly brothers, Wilk and Mearene Aferton. Fine horses, food, drink and warm beds were available to travelers at all hours...so long as they had a jingle in their purse. On a particularly stormy night a dark stranger arrived. He made the proprietors, brothers Wilk and Mearene, uneasy as began to whisper words of warning to those who would listen. He told of a sinister and powerful band that followed his trail. The dark stranger indicated that he was headed toward the nearby community to warn the lord of a plot against him, but was forced to stop at the Little Bear, due to the raging storm.

"Yet that very night the bandits descended upon the inn and made great slaughter among all who were in and around the inn on that stormy night. Few escaped and those that did hid in the forest until they could safely push on through the storm to safety. After a great battle the bandits captured and beat the dark stranger. The brigands locked him in the jailer's cage outside the Little Bear, leaving him to die of his wounds. Since that stormy and blood-filled night the Little Bear Inn has been a dire place and is avoided by all.

"The corpse of the dark stranger still lies within the cage. It is said that those who were slain also remain within the Little Bear. A brave few have entered the inn only to flee in stark panic ... bringing back tales of the supernatural and violent confrontations with the walking dead. Even with these tales of terror there are still those that have risked all to explore the inn. It is rumored that the proprietor brothers were misers and they were in possession of a small fortune at the time of their mutual demise. But don't take my word for it lads; there lay the road to the haunted inn."

DM: The Inn of the Little Bear is within two hours walking distance. The PCs will have an uneventful trip to the inn.

Outside the Inn: The Little Bear Inn is currently occupied by several undead monsters. The area around the inn is now overgrown and a large tree has fallen onto the stables, leaving it partially in ruin. Also, it appears to be partially burned.

Large, wooden, double doors are the only entrance to the inn. The doors are securely closed and locked. The structure appears sound, but weather and neglect are taking a toll. Weather, vegetation and insects are slowly eroding the inn. Amazingly, the windows remain though they are covered with dust and spider-webs both inside and out. Nothing can be seen through the glass. The jailer's cage containing the revenant is set near the front of the inn, just off to one side.

Location 1: A circular cage of rusting iron sways ever so slightly in the evening breeze. The cage is 8' tall and 4' in diameter. A heavy brass chain suspends the cage from a deteriorating wooden frame. At the bottom of the cage is a bundle of smelly furs and hide skins. Insects and other small creatures are crawling around the patchy furs and frayed clumps of cloth. In the center of the knot of cloth and furs is an obvious ovular shaped lump, about two feet by three feet.

DM: The cage holds the remains of the dark stranger and a revenant. If disturbed, the lump will move and a boney skeletal hand will pull back the moldy cloth and furs exposing the skeletal face of the revenant. In a harsh whispering voice, it will ask to be released from the cage to avenge its death. The revenant will explain that he was on a mission of some import - it can't recall what the mission was for certain, but the revenant will say that there is a note inside the inn which it was to deliver. The revenant will plead to be released, for time is now short, and its death will remain un-avenged.

The lock on the cage is heavy and quite corroded. The mechanism is of a simple design (+10% to pick locks), once picked a firm grasp and a heavy tug will pop the lock open. The bars are quite corroded as well and PCs attempting bend bars may add +15% to bend bars/lift gate check.

Upon its release the revenant will go to the doors of the inn and in a hissing guttural voice it will summon all those that wish to be avenged. The great double doors will slowly open and 11 skeletons will emerge and these undead will slowly shamble to the stables. They will walk as if they are becoming accustomed to using limbs that have not been used in quite awhile. Once these undead are all out of the building, and gathered in the stables the bones in the corrals will move and jostle. Skeletal horses will quickly form and the band of undead will ride off into the forest.

As the skeletons exit the ruined building, the revenant will enter the inn and return shortly (The parchment from room 3, level 2, will be gone). If the revenant is left undisturbed, there

will be no skeletal undead in the inn for the remainder of the adventure, other forms of undead will remain. After the revenant and the skeletons have left the doors to the inn will be closed but not locked. Entrance to the inn can easily be gained at this time.

Combat with the revenant should be avoided at all costs. The party, at the recommended levels, has no chance of defeating the revenant in combat. If they do not free the revenant, the party will have to discover an alternate method of entry (window, chimney, etc). Also, the skeletons residing in the inn will be in place to meet the PCs.

If the PCs release the revenant, they should be awarded the full experience for defeating the 11 skeletons. Additionally, the party should be award 200 xp per character for releasing the revenant.

Revenant (AC: 10; MV: 90; HD: 8; HP: 45; THAC0: 12; #ATT: 1; DM: 2-16; SA: paralyzation, spells; SD: regeneration (3 hp/rd), reform limbs; SZ: M; INT: Very; AL: N; XP: 1,725 (FF p 75)).

Location 2: The Stables: Various animal tracks can be seen mixed in the dust and ash among the skeletal remains of the many livestock animals that perished in this enclosure. Their sun bleached bones are quite visible scattered, kicked and broken, about the corral and in the stable. A fire must have been fierce as the rails and posts of the corral are in disarray. There can also be seen the simple stone foundations of the two burned and charred stable structures.

There are skeletal remains of 20 light riding horses and one war-horse. Should the revenant be released from the jailer's cage, then the war-horse remains will be the first to animate, and this beast will act as the mount for the revenant. From the remaining bones, 11 other skeletal remains of light riding horses will animate as well. These will be the skeletal remains of light riding horse and will provide the mounts for the 11 skeletons of the inn that will follow the revenant

Location 2a: The ash within the confines of the charred foundation of this small structure is heavy and grey. Sticking out of the ash and

char can be seen metal tongs, hammer heads, chisels and an anvil.

The burned and dirty remains of a complete blacksmithing tool set can be found by sifting through the ash and char of the remains of this building. Wooden tools and handles were consumed in the fire, but the heads of various hammers, a complete set of blacksmithing tongs, a working metal-forge and the anvil remain and are useable. If these tools are re-hafted (handles replaced) and taken to a city, they can easily be sold to a blacksmith. The tools are valued at 100 gp. If a professional armorer can be found, this craftsman would be willing to pay as high as 150 gp for the entire set.

Level One

Location 1: The heavy wooden double doors are quite weathered but remain very stout. The wooden beams are bound with heavy bronze strapping. The exterior walls of the inn are faced with large stone blocks and appear to have been quarried from the local area. The angle is steep but the roof looks to be solid and surface with a grey slate or flagstone.

At three feet above head height, a wooden beam juts from the exterior of the stone wall; just to the right of the wooden double doors. Suspended from this beam by a pair of copper chains is a thick flat weathered board. The copper chains are corroded green with age and exposure to the elements. The elements seem to have been even less kind to the surface of the board and it is marred and scratched. Still visible are these words in the common tongue: "Welcome to the Inn of the Little Bear."

DM: If the revenant was released from the jailer's cage, the doors to the inn will be closed, but unlocked. Should the doors be locked, there is a -15% chance to lock-picking abilities to gain entrance through the main doors. The thick, wooden doors of the inn are of local Heried Wood, and will require 3 hours with an axe to batter a hole large enough to gain entrance (18 turns).

The arrow slits into Rooms 2 and 3 of Level Two do not have the shutters secured, and can

easily be pushed open. A dwarf, halfling or gnome will have an easy time slipping through the arrows slits, larger characters or those in bulky armor will have a greater difficulty and may get stuck (PC makes a dexterity check; failure means they get stuck and take one damage getting released). The chimney is quite large and with some rope can be easily climbed down to reach the interior. The rough exterior wall surface of the inn offers +10% to a thief's chance to climb walls.

Any fires set in the inn will quickly spread and begin to burn contents of the room and then quickly spread. If this occurs, the inn will begin to burn out of control in ½ turn (5 melee rounds), and burn to the ground in four hours, unless steps are taken to prevent the spread of the fire. The adventure is concluded should this occur.

Room 2: This is the common room of the inn. Overturned in the room are three heavy wooden tables and scattered are ten chairs. There are timber stairs that lead up to the second floor of the inn from this room. Along the back wall, directly across from the front doors is a finely crafted wooden bar. The scattered black coals and ash from the fireplace lend a grey dusting to the contents of this room. In the fireplace is a great bronze spit. Built into the stone wall and easily visible, is a winch system for rotating the spit. Impaled on the spit is what appears to be a human looking skull. Laying in various twisted positions about the room are the remains of five corpses in complete decay.

DM: The skull on the spit is from one of the unfortunates of the dark night when the inn and its guests were attacked (does not count as one of the 11 skeletons). There are five bodies in this room. Each has decayed beyond any recognition and there is not much left but skeleton and ragged clothing. These skeletons, as with all the skeletons in the inn, will not animate until the party enters Dungeon Level One.

A search of the room will reveal a small broken chest behind the bar, bound with copper strapping. This chest contains three copper pieces (3 cp). A careful search of the room will

reveal an additional 4 cp, 7 bp, and a bronze dagger with sheath. The weapon is a **dagger +1** and the blade of the dagger will glow and provide enough light for 20 feet of visible light when removed from the sheath. A **read magic** spell will reveal the name Arlenetier Rory.

Special DM Note: During the search of the inn, the party will discover a total of 11 corpses. These corpses are inanimate until the party descends into the Dungeon Level One of the inn. **Detect magic** will not reveal this condition. When the PCs enter Dungeon Level One they will hear some scraping, dragging and then a loud bang. The corpses have animated (11 skeletons) and are now searching for the PCs. The dragging and loud bang is the sound made by the two skeletons in the main room on Level One as they bar the front doors shut. Immediately upon animation the skeletons will hunt for the PCs. The skeletons will come down to the Dungeon Level One in waves (refer to skeleton location below).

11 skeletons (AC: 7; MV: 120; HD: 1; HP: 8 (x2), 7, 6 (x 3), 5, 4 (x3), 2; THAC0: 19; #ATT: 1; DM: 1-6; SD: Immune to sleep/charm/cold/sleep, ½ edged weapons; SZ: M; INT: Non; AL: CE; XP: 20+1/hp. (MM p87))

Skeleton Locations:

Level One Room #2: Five (5) Skeletons hp 8, 8, 6, 5, 2

Level Two Hall: Two (2) Skeletons hp 7, 6

Level Two Room 1: Two (2) Skeletons hp 6, 4

Level Two Room 2: Two (2) Skeletons hp 4, 4

Room 3: This room contains four large wooden barrels and six boxes. There is a heavy wooden table with various knives, forks and cleavers on it. Also on the table are two empty buckets with scrub brushes. Scattered about the room, on the flagstone floor, are shards of broken crockery, stoneware plates and dishes. Set neatly into the floor is a heavy beamed wooden trap door, bound with heavy bronze strapping.

DM: The door to this room is not locked. There are two small paring knives, three butcher knives, three large forks for skewering meat,

and two large meat cleavers, all are bronze (12 sp total).

The four barrels are 30 gallon kegs and are tightly sealed and heavy (240 lbs each). Three of the barrels contain stale beer. The stale beer will taste harsh but will appear to be palatable; any who drink this beer will need to make a save vs. poison two turns after drinking or become violently ill for one hour (six turns). The fourth barrel contains fine ale that is now perfectly aged. It is imported ale from one of the lowland Shield Kingdoms and can be sold for 20 gp.

The six boxes contain the remains of spices and ingredients for preparing meals. Most of these spices have long ago gone bad, but if carefully inspected there will be found a few items of some value: a ½ pound sack of salt (12 sp); ¼ lbs Black Pepper corns (1 gp); a small sack with six pieces of curled reddish bark (Cinnamon Sticks 8sp each), and a wooden shaker of Allspice (3 sp).

The trap door set into the floor has a large bronze ring that can be gripped to help lift it open. If the trap door is lifted it will reveal a narrow set of heavy timbered stairs leading down 15 feet into the cellars below the Inn of the Little Bear (refer to the Dungeon Level One, Room 1).

Room 4: The room contains the broken remains of two heavy framed wooden beds. It appears that a course rope had been strung back and forth across these simple frames to suspend canvas mattresses. The mattresses have been ripped open and the straw stuffing has been strewn about the room, gathering in the sharp corners of the room. Tipped over and lying on its side, is a small crude wooden table. And in the south east corner of the room are two course wooden chairs. At the foot of each bed is a wooden chest with bronze strapping.

DM: A search of the room will reveal two keys, which can be used to open the wooden chests, one key per chest. There is also a brass oil lamp, a flint and steel, and two flasks of oil that can be found hidden in the straw.

The two chests both look to be made of Highland Heried wood. They show signs of being battered, but do not look to have been opened. Both these chests are locked, but the locks are of a simple design; +5% to open locks. Each chest will contain several changes of men's clothing in faded earth tones. These clothes are of a heavy course, but durable material, and of a common utility design and cut. Because of the Heried wood construction, it would take five turns with a battle axe or heavy mace to splinter and destroy these chests. Otherwise, a successful secret doors check on each chest will reveal a hidden compartment within each chest:

Chest 1: This secret compartment contains a tattered piece of hide, with a drawing that can be used as a crude map to the dungeon level of the Little Bear Inn (see Map #2). Wrapped within this piece of hide is a large skeleton key made of copper. This key is used to open the secret door to Room 3a of the Dungeon Level One.

Chest 2: This secret compartment is stuffed with several folded parchments.

Parchment 1 – (Magic-User) **comprehend Languages, detect magic, knock**

Parchment 2 – (Druidic) **cure light wounds, hold animal, neutralize poison,**

Parchment 3 – (Clerical) **cure serious wounds, light, speak with dead,** Parchment 4 – (Illusionist) **hallucinatory terrain, improved phantasmal force, spook**

Each scroll is written at 9th level.

Level Two

Special DM Information: The doors to Rooms 1 and 2 are both slightly ajar. Those characters able to track will notice that very faintly in the dust on the floor there is a clear trail from the door of Room 2 to the door of Room 1. This trail is made by the carrion crawlers of Room 1, as they enter and leave the inn on their forages. The tracks of these creatures not obvious, the breezes that flow in from Room 2 have made direct identification impossible, but the trail is still evident.



Also in the hallway of the second floor are two corpses. These are completely decomposed, similar to those that are found on the first floor of the inn. If investigated, each of these bodies will show obvious signs of being fed upon and one has three large, foul smelling leathery sacks attached to its sides and another on its back. The sacks are broken open and empty, but a slimy residue remains indicating that these smelly things were only recently broken open. These leathery sacks are carrion crawler eggs. The young crawlers have hatched and are now in the forest outside the inn looking for a place to call home. They are not going to pose a problem this evening, but may return if the party decides to remain too long, or convert the inn into a long-term shelter. Also on these bodies will be found two bronze daggers (1 gp each), a bronze short sword (4 gp), a copper-headed mace (2 gp) and a small leather sack of coins (The sack will contain: 2 gp, 14 sp, 20 cp, 30 bp, and 18 tp).

Room 1: The heavy wooden door to the room is slightly ajar. The door is of a blackened wood and is held together with heavy copper strapping. The heavy wooden shutters, at each of the arrow slits, are closed and look to be bolted from within the room. The two beds have been overturned and partially stacked upon each other along the center of the west wall. Leaves and twigs have somehow worked their way into the room and are scattered and matted about the floor. Most of this residue of plant material is packed into each of the corners. Across the room from the door, at the base of the arrow slit, are what appear to be the remains of two corpses.

DM: The slight trail in the dust that leads to this room is lost once it enters the room. The various movements of the carrion crawlers within this room do not allow for the formation of a discernable trail; the activity of the crawlers has moved the dust and debris into the corners of the room.

There are two carrion crawlers, a mated pair, that live in this room.

The beds are stacked so that it is very difficult to see what is under the beds by bending down and looking from the doorway. Entering five feet into the room will allow a much clearer view to the underneath of the beds. From this better position it will appear as if there is a large mass of leaves and twigs stuffed under the beds against the far wall.

Both carrion crawlers are under the beds. Should anyone enter the room there is a base 20% chance that the crawler will attack immediately, as they perceive a threat to their nest. Should the beds or bedding be disturbed there is a 100% chance that the crawlers will attack.

On closer inspection, both bodies in this room will show signs of being fed upon. One of the bodies has 10 large, foul smelling leathery sacks stuck to the chest and sides of the dried carcass. These are carrion crawler eggs. The crawlers have made their nest under the beds in the mass of twigs, sticks and leaves. They have brought these materials in from the forest outside the inn. Within the nest are: 2 gp, 10 sp,

100 cp, 75 bp, and 300 tp. There are also four brass oil lamps (full of oil, 29 sp each), six bronze forks (4 bp each), five bronze spoons (4 bp each), and two bronze daggers (1 gp each).

2 carrion crawlers (AC: 3/7; MV: 120; HD: 3+1; HP: 15, 11; THAC0: 16; #ATT: 8; DM: paralysis; SZ: L; INT: Non; AL: N; XP: 616, 608. (MM p13)). Due to the mating habits of these crawlers they are producing very little toxin. Only **four** tentacles of each crawler have the poison that will cause paralysis on a successful hit. Also, saves against the weak paralyzation poison are made at +4.

Room 2: Heavy wooden shutters hang open and gently swing allowing the outside breeze to blow freely into the room through the arrow slit. Blown leaves, twigs and dust are gathered roughly into the corners of the room. Two disheveled beds are evenly spaced along the south wall. Straw and torn canvas from the mattresses is further strewn about the room. A small table has been tipped over between the two beds. On the floor between the beds and against the north wall are two corpses.

DM: If any PCs have tracking abilities, the trail from the hallway, made by the carrion crawlers, is lost within a few feet of the door to this room. But it would appear obvious to the party that the trail would be headed to the arrow slit. The outside breeze blowing in through the arrow slit makes any tracks into or out of the room a short term affair.

The ceiling of this room is quite vaulted and shadowy. The peak of the ceiling rises up to a very sharp point 15 feet above the floor. There is a strong odor of ammonia in the room, and upon inspection the party will find white blotches that look like white clay. These blotches are the droppings of the giant bats that roost from the ceiling of this room.

Hanging from the ceiling, hidden in the dark shadows are seven giant bats. Any intrusion into the room will disturb the bats and cause them to attack. Only three bats will attack each melee round. Each bat will only remain in combat for two rounds (two attacks total) then it will flee out the window.

If the shutters of the room be closed (by the PCs), the bats will attempt to flee the room through the door and out into the hall. This activity may (25%) arouse the ire of both of the carrion crawlers in Room 1. The bats will then return to combat the PCs until death.

The bodies are nothing more than skeletons and do show signs of having been scavenged. The carrion crawlers have removed anything shiny (including coins).

7 giant bats (AC: 8; MV: 180; MC: C; HD: 1; HP: 8, 7, 6 (x2) 4 (x2), 3; THAC0: 19; #ATT: 1; DM: 1-4; SD: -3 to be hit; SZ: L; INT: Non; AL: N; XP: 18, 17, 16 (x2) 14 (x2) 13 (FF p14)).

Room 3: Heavy shutters block the only arrow slit visible in this room. There are two undisturbed beds that are evenly spaced along the interior north wall. Between the beds is a small wooden table.

DM: This is the room that the revenant was to stay the night of the attack. If the revenant was released, the parchment lying on the floor has been removed by the revenant. If the revenant was not released, then read the following description as well:

There appears to be an oil lamp sitting on the table. In the center of the room on the floor below the shutters lies a single piece of parchment.

The writing on the parchment appears to be in a heavy-handed scrawl. The words on the parchment are in the highland runic code and are as follows:

From: Lord Birlion

To: Lord Difrom

Dear Lord,

I've uncovered a plot to end your life. It would seem that the title which you hold as warlord of Legacy has been contested. In the event of your untimely death, Artimi Askon is to succeed you as warlord. Do take the necessary precautions. My informants have determined that emissaries of young Artimi are in route to end your earthly existence.

I've dispatched my most trusted aid, Tiborn, to deliver this message as well as aid in your protection. He can be trusted to defend you with his life. We both know what will occur should young Artimi ascend to the Lordship of Legacy Burgh.

Sincerely,

Birlion the Strong

Dungeon Level One

DM Information: This level of the dungeon is the lair of a shadow. The shadow is hiding in the pile of crates in the northwest corner of Room 2, (2a). This particular shadow is very fearful of light and should light be shown directly upon it, this shadow will retreat. However, it will attack if cornered. A **light** or **continual light** spell cast directly on the shadow will damage the monster. The shadow will suffer 1d6 damage for each level of the spell caster with a save for ½ damage. The spell will fade immediately on damaging the shadow. The shadow will seek to surprise the party and attack from behind.

Shadow (AC: 7; MV: 120; HD: 3+3; HP: 18; THAC0: 16; #ATT: 1; DM: 2-5; SA: strength drain; SD: +1 or better weapon to hit, 90% hide in shadows; SZ: M; INT: Low; AL: CE; XP: 289 (MM p86)).

Warning: If the party does not possess any magic weapons (or just the **+1 dagger** from Level One, Room 1) the shadow may be replaced with a ghoul.

Room 1: A narrow set of heavy timbered stairs lead down 15 feet and end in the cellar. These stairs are centered in the middle of this room. A heavy wooden door is set into the southeast corner of the room, to allow access to the rest of the cellar. Chiseled blocks of grey stone neatly fit together to form the walls, while cut flagstone is set into the floor and neatly mortared in place. Thick cobwebs obscure the low ceiling, and the stale air is heavy with dust. Aside from the stairs and the heavily framed door, the room appears bare.

DM: Once the door out of this room is opened, the shadow will be alerted to the presence of the party in the dungeon. Try to use the description of this room to focus the party on the ceiling, as they anticipate maybe giant spiders...there is no monster in this room.

Room 2: The air in this room is heavy and stale. The dust suspended in the air is heavy and thick like a fine, damp mist, and it is heavy with the odor of decay. At the far end of the room are two huge wooden vats, set on their sides and wedged against the stone block wall. These kegs have great heavy taps pounded into place and appear to be ready for use in dispensing their contents. West of the door, in the northwest corner, there are many wooden boxes loosely stacked and disorganized. Thick mats of cobwebs sway gently back and forth as they hang from the low ceiling. The contents of the room are coated in a thick grey layer of dust.

DM: The huge wooden kegs contain clean, fresh water. Each vat will hold 1,500 gallons. This was stored use during the long harsh winters of the highlands, and should bandits siege to the inn.

Wooden crates contain various trade goods: Four crates oil flasks @ 40/crate, two crates hooded lanterns @ 10/crate; two crates water skins @ 15/crate; 400' of rope on wooden spool; three crates of tinderboxes @ 25/crate; six boxes of candles @ 100/box; ten crates standard rations – now rotted beyond use ; five crates iron rations : 50 weeks total use (shelf life of six more months).

The shadow will hide down in the crates at this location in room 2. If the crates are carefully searched the shadow will attack the nearest PC. But if the party moves past this location the shadow will wait until they are leaving the room and attack from behind. See **DM Information** for this level for specifics of the shadow.

Set into the short alcove that leads from Room 2 to Room 3 there is a secret compartment concealed in the wall. In this small alcove is a copper hook with a key. The key unlocks both

doors (Heavily Bound Iron Doors) that open into Room 3.

Room 3: The floor is of cut flagstone and mortar. The walls and ceiling are of smooth-cut grey stone blocks. The room seems to be quite clean as the various objects, bundles and crates are neatly stacked. The ceiling is of smooth stone and the air is clear and fresh. There seems to be no coating of dust on the contents of this room.

DM: All doors opening directly into this room are locked and are constructed of heavy iron. It is within this room that the proprietor brothers kept their more valuable trade goods. The brothers ran quite a profitable business as they bought and sold to the travelers that stopped at the inn. The contents of this room would change over time as the brothers traded their goods and their inventory varied with items collected from their guests. The contents include:

Two small wooden boxes – these contain 10 vials each. A cleric making a wisdom check will recognize these small containers to be vials of Holy Water. However, most have dried out. Roll a percentile check for each 30% chance of survival.

One small chest – contains 40 strands of wooden and polished stone beads (40 gp per crate). A cleric making a wisdom check will know these are prayer beads (non-magical).

Three small crates labeled incense @ 40 course heavy sticks/crate (40 gp per crate).

Ten small crates of small silver mirrors @ 10 mirrors/crate (100 gp per crate).

Three long crates arrows @ 50 arrows /crate

Two crates crossbow quarrels @ 25 quarrels/crate

Four bronze hand axes; three composite long bows; two light cross bows.

One locked metal case contains a steel scimitar. The lock is -3% to pick locks and there is a poison trap, save vs. poison or the character will fall into a deep comatose sleep for two days.

There are six bundles of furs. Each bundle contains the same types of furs. Role ranger or druid wisdom check to identify fur types. (refer to p.27 DMG)

Two bundles of small dark brown furs – 100 muskrats pelts – 20lbs each bundle

One bundle of long skinny dark brown furs, very heavy musky odor – 25 mink pelts – 4lbs

One heavy bundle of large oval bark brown and black pelts – 100 beaver pelts – 100lbs

Two bundles of orange-red pelts, fur is long and soft, tails are tipped with white – 60 fox pelts in each bundle – 10lbs each bundle. However, vermin have infested the fur and there is only a 25% chance the fur is still viable for sale.

Room 3a: In the center of the room is a heavy tarp covers a small pile of objects. There is a fine layer of dust in this room.

DM: This is the treasury room of the two brothers. The door to this secret room is locked; there is a slit in the stone wall by the door that looks to be a small unobtrusive crack in the mortar. This will take the key from Chest 1 located in Room 4 of Level One. The parchment with Map #2 should give the party a great hint as to the existence of this room. Picking the lock to open the secret door is at -5% due to the complexity of the lock mechanism. Attempts to batter the wall down will beat the stone and mortar off the wall and reveal a heavy iron door.

Under the tarp the party will discover:

52 small leather sacks 250 tp/sack – 25 lbs

15 medium leather sacks 700 bp/sack – 70 lbs

20 medium sacks 400 cp/sack – 40 lbs

Eight bars of pure silver @ 20 lbs/bar – 9 gp each

24 small leather sacks 250 sp/sack – 25lbs

One small sack of gold dust (64 gp value)

Room 4: An overwhelming odor of decayed and rotting flesh rolls out of this room. The smell is so powerful that not gagging and retching is

quite difficult. Set into the ceiling are eight great heavy bronze hooks; there is a chain and winch system to raise and lower the hooks. Below the hooks on the ground are great putrid mounds of rotted and dried flesh, huge bones can be seen jutting from the greenish hued mass. Stacked about the edges of the room are many crates, boxes, and spilled sacks. Pooled into the waxy ooze that has formed around these containers can be seen what looks be rotted vegetables, fruits and grains; such as onions, turnips, garlic cloves, pears, apples, tomatoes, corn, rice, wheat etc. The door that exits this room to the south is ajar.

DM: Before the door to this room is opened the party should be able to detect the faint wisps of the foul odor of decaying flesh. When the door is opened all within ten feet of the door must save vs. poison +2 or become over whelmed by the smells; those that fail will become ill and function at -2 to hit, for the next two turns.

This was the food locker for the inn. The great mounds of flesh are the remains of huge sides of beef that have rotted and fallen to the floor. All the food contents of the room have rotted and are spoiled, thus creating the powerful odor.

Two carrion crawlers have made their home in the "L" shaped hallway that leads from Room 4 around to Room 3. Also, these crawlers discovered a hidden escape tunnel in the woods just beyond the inn. The tunnel is partially hidden behind a stack of empty boxes in the north wall. The innkeepers were able to tell a few guests of the tunnel before being killed by the brigands. The fleeing guests

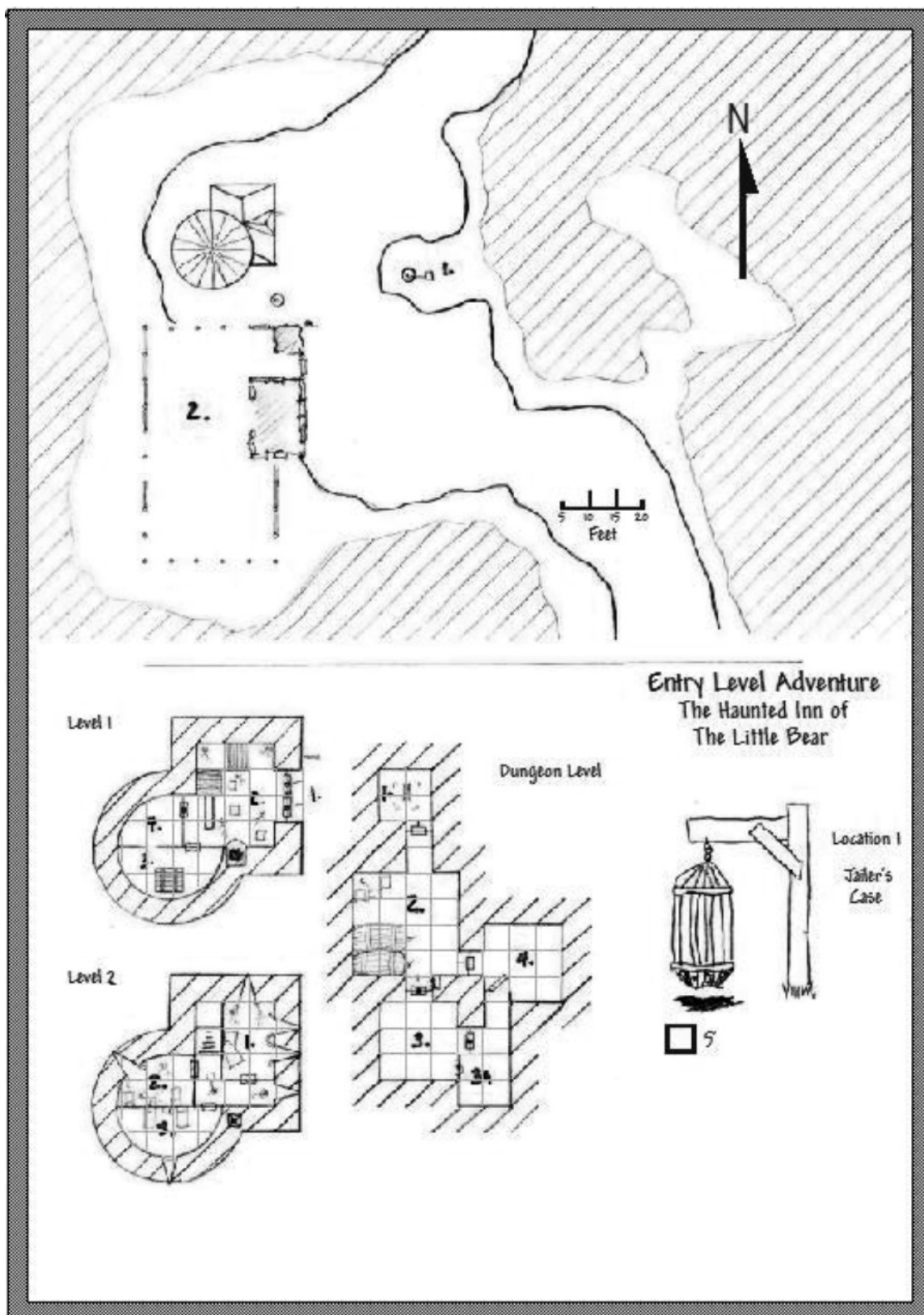
left the concealed door slightly ajar and did not bother to close the hatch leading to the forest. The crawlers, which are young from the adult crawlers on Level Two caught the scent of the rotted carcasses and discovered the tunnel. However, the escape tunnel is again concealed by a fallen tree and it is not likely the PCs will discover it from the outside.

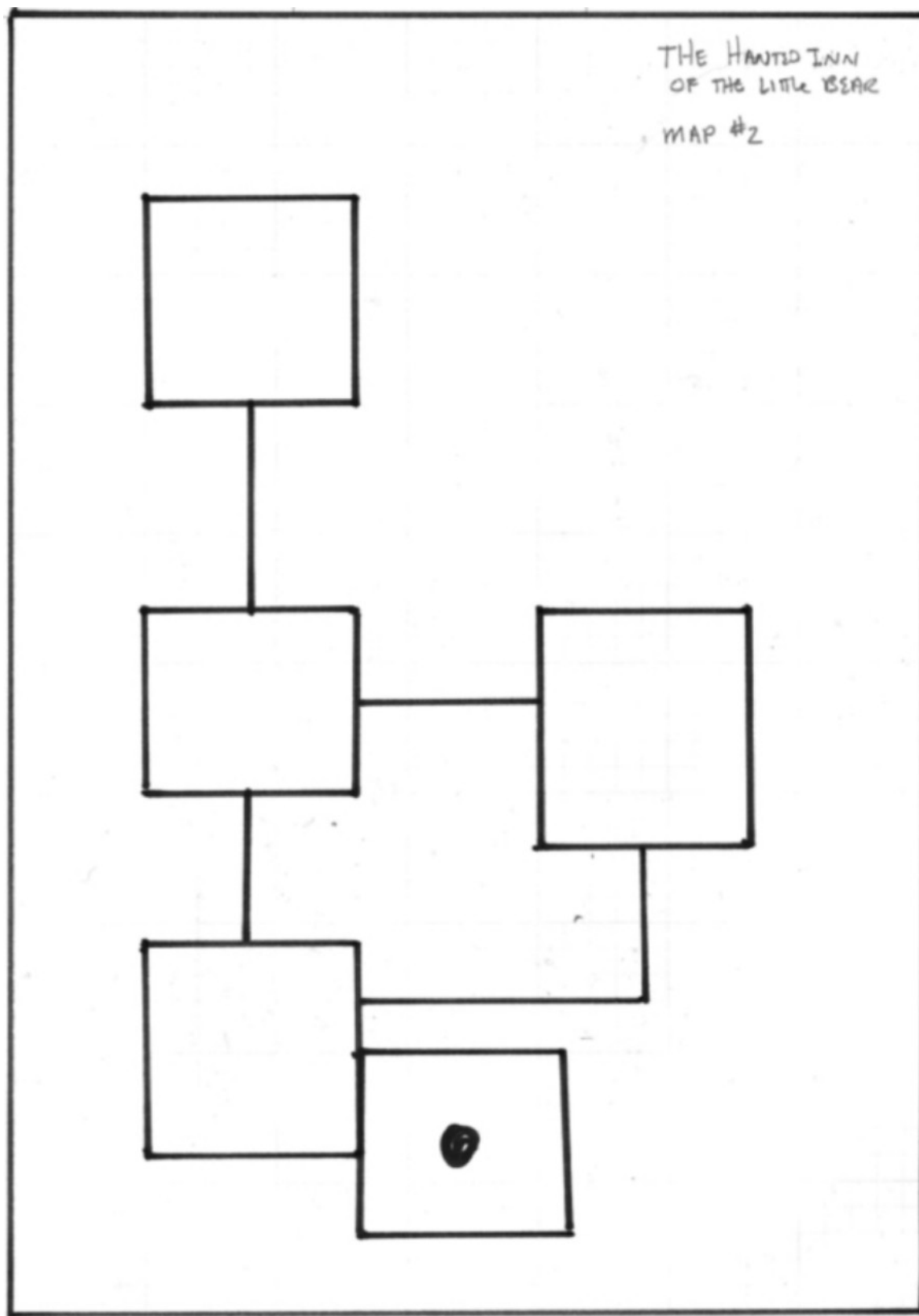
These carrion crawlers are juveniles; however, they will rush out and attack any who enter and investigate the contents of Room 4.

Their nest has been assembled in the hallway and is constructed from a pile of loose burlap sacks. Within the nest are three bronze daggers (1 gp each), 1 steel dagger (10 gp), 37 sp, 10 gp, and 40 cp.

Carrion crawlers (AC: 3/7; MV: 120; HD: 3+1; HD: 10, 8; THAC0: 16; #ATT: 8; DM: paralysis; SZ: L; INT: Non; AL: N; XP: 580+4/hp. (MM p13)). Due to the age of these carrion crawlers their paralyzation poison is still very weak. All saves are at +4.

Follow-up Tale: After time is allowed to pass, the party will hear a tale of an army of undead that attacked the stronghold of Artimi Askon, of the Legacy Shireship. From out of the woods on a dark night the undead attacked and surprised Artimi's chief advisors and numerous henchmen. These were the only figures attacked directly, but Artimi and a few faithful followers were forced to escape into the woods and have not returned. After the last henchman was slain, the undead army then fell to the ground and turned to dust. The skeletal mounts too fell to the ground, but one huge skeletal mount and its rider followed Artimi into the woods ...





Monetary System of the Primitive Wildlands

The Primitive Wildlands are a silver-based society. The precious metals are quite rare. The other coinages listed are virtually non-existent in the Wildlands. Bronze and tin have been coined and introduced into the monetary system. Tables below outline the exchange rates of these coins, pure ingots, and the common names of the monies of the world from which the Primitive Wildlands were derived.

Base Monetary Information

Coined Currency Exchange Rates

Tin (tp) 10 = 1 cp
Bronze (bp) 5 = 1 cp
Copper (cp) 10cp = 1 sp
Silver (sp) 20sp = 1 gp
Electrum (ep) 5ep = 1 gp
Gold (gp) 5gp = 1 pp
Platinum (pp) 1 = 5 gp
Adamantite* (ap) 1 = 10 gp
Orichlem* (op) 1 = 20 gp
Mithril* (mp) 1 = 50 gp
Chromenium* (chp) 1 = 100 gp
Tellon* (tep) 1 = 500 gp

*Noble Kingdom Currency; generally only accepted in large cities.

Common Coin Names

Common
Lucky - Tin Piece (tp)
Orb - Bronze Piece (bp)
Common - Copper Piece (cp)
Shield - Silver Piece (sp)
Crown - Electrum Piece (ep)
Noble - Gold Piece (gp)
Royal - Platinum Piece (pp)

Noble Kingdom Coins

Black Duke - Adamantite Piece (ap)
Red Royal - Orichlem Piece (op)
Bishop - Mithril Piece (mp)
Blood Royal - Chromenium Piece (chp)
Sovereign - Tellon Piece (tep)

Exchange Value of Pure Metal (per 20 lb. bar or ingot):

Tin (tb) = 18 cp
Bronze (bb) = 36 cp
Copper (cb) = 18 sp
Silver (sb) = 9 gp
Electrum (eb) = 36 gp
Gold (gb) = 180 gp
Platinum (pb) = 900gp
Adamantite (ab) = 1,800 gp
Orichlem (ob) = 3,600 gp
Mithril (mb) = 9,000 gp
Chromenium (chb) = 18,000 gp
Tellon (teb) = 90,000 gp

THE SHAMAN NPC CLASS

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AUTHOR'S NOTE: The inspiration for this class was taken from the D&D Gazetteer article "The Atruaghin Clans" by William W. Connors. Additional information is from other game materials, mythical and metaphysical stories, in-culture interpretations of totemic symbolism, historical data, anthropological and sociological sources, and Professor Morton's classes.

THE SHAMAN: Shamans, also known as medicine men, are members of a sub-class of clerics. Like clerics, shamans receive their spells and abilities through worship from supernatural figures. Medicine men, however, usually venerate a wide pantheon of divinities, spirits, and/or non-anthropomorphic entities. This diversity grants shaman a rich and varied assortment of spells and abilities, although it does limit them with regard to both higher level spells and spell casting on other worlds or planes. Shamans tend to the faithful, protecting and strengthening them, in much the same way as traditional clerics do. Medicine men are more like druids, being very closely tied to and associated with nature. In fact, medicine men and druids may be seen as the same idea pursued by different cultures. Where druids operate in societies with specialized professions, medicine men are seen in cultures with simpler, broader classes. The unique and colorful traditions from which the shamans emerge give them abilities and requirements that set them apart from other character classes.

Shamans are usually found in simple, tribal societies. The archetypical model for shamanic culture is the native peoples of North America. Shamans, however, are also found in an amazingly wide variety of cultures, from the Siberian taiga to the Serengeti veldt and from the islands of Indonesia to the jungles of the Amazon. These tribal societies subsist by a combination of hunting, small-scale farming, and animal husbandry. Rarely do these cultures have any weapon more complex than the bow or develop more than

minor metalworking skills. As a social system increases in size, complexity, and specialization, medicine men are gradually superseded by clerics, druids, mages, and other "traditional", more compartmentalized character classes. As tribal spell casters, shamans fill a variety of roles; these roles are segregated in more specialized, technologically-advanced cultures.

The spells available to shamans are very much like those usable by clerics and druids. In addition, this character class has several unique spells. Shaman spells, much like the class itself, serve a number of different purposes. Like witches, shaman are often misunderstood, and therefore persecuted, by more conservative and specialized members of other character classes, especially clerics.

A shaman may be of any alignment, although the overwhelming majority are good (60%). A minority of shamans are neutral (30%), and there are rumors of evil shamans (10%). While evil shamans do exist, they are rare, hated, and hunted by their brethren. Non-good shamans sometimes dwell as hermits, apart from other humans. The prime requisite for a shaman is wisdom, which must be 13 or greater. In addition, due to their rigorous lifestyle, shamans require at least a 13 constitution. If both of these statistics are 16 or greater, the shaman gains a +10% to earned experience. Shamans share the same experience table as druids (up to 12th level). Their spell progression is indicated on Table I, below.

Shamans roll an eight-sided die for hit points. Shamans fight and make saving throws as clerics of equal level. Like druids, shamans may only employ natural implements that do not contain metal. Thus, only cloth or leather armor is permitted. Weapons are similarly restricted to: bow (short only), club, dagger (stone), hand axe (stone), javelin, sling, spear (stone), and staff.

Shamans begin with only one weapon and one non-weapon skill. They gain additional proficiencies as a druid does. Because of their great knowledge of herbs and plant lore, shamans also begin with the herbalist non-weapon proficiency. In addition, a shaman's familiarity with natural cures, toxins and diseases, grants him a base 50% chance of using natural medicines to cure any natural illness, disease, or animal/plant toxin. This chance increases each level, as shown in Table I below. For a shaman, the healing non-weapon skill costs only one additional proficiency slot.

At first level, all shamans are able to identify edible plants and animals from their native region. They can also recognize drinkable water. Both of these abilities function like the similar druidic abilities.

Shamans are very much aware of and in tune with the spiritual world. In addition to protecting their people from physical dangers and misfortune, medicine men also guard against the supernatural. All shamans have a special bond with one species of animal. This animal represents a totemic spirit that guides and protects the shaman, chosen at 1st level by the shaman's player. The shaman gains his/her charisma reaction with animals that match his totem spirit, and these animals will further react one category better than normal towards the shaman. As the shaman advances in level, this spirit guide shares certain abilities with the medicine man, in a

manner similar to a familiar. Because of this bond, the shaman must never harm any animals of the same type as his spirit guide or suffer severe consequences. The least misfortune would be revocation of all totemic abilities. More likely would be the loss of the offending shaman's spells. This penalty would be lifted only after the offending shaman atones by completing some great vision quest.

The abilities a spirit guide grants a medicine man reflect the totem's significance as a cultural symbol. Thus, the Lizard (associated with dreaming and visions) grants very different abilities than the Beaver (associated with productivity). Below are 36 traditional (North American) totems plus 4 more from other cultural environments. For the sake of simplicity, certain totems are grouped together. Not every possible totem animal is included. Likewise, a few post-contact animals (Horse and Cat) are included, as these animals were absorbed by historical practitioners of shamanism. The DM is encouraged to add additional animal totems to those given below (see NOTES ON TOTEMS).

At first, fourth, seventh, tenth, and fifteenth level, the shaman gains, in order, the special advantages listed below. Abilities in *italics* imitate the spells of the same names and function continuously at the medicine man's current level. Skills and abilities, such as tracking, cure disease, or escape bonds, function as per the appropriate class, using the shaman's level.

Totem	Level 1	Level 4	Level 7	Level 10	Level 15
Ant/Bee	x2 encumbrance	very productive	"teamwork" prayer	sleep one hour	motivate horde
Badger	medicine herbalism	+2 vs. mental	+1 to hit	function at -6 HP	intimidate
Bat	blind fighting	+3 vs. fear	hear noise	dark sight	6" glide
Bear	excellent smell	+1 damage	+1 AC	function at -6 HP	dream
Beaver	very productive	"teamwork" prayer	6" swim	master craftsman	ignore distraction
Buffalo	abundance	x2 encumbrance	prayer	prophecy	pacify

Totem	Level 1	Level 4	Level 7	Level 10	Level 15
Butterfly	artistic	safe transformation	pass w/out trace	idea	control transforms
Cat	night vision	hear noise	move silently	hide	-2 HP /die from falls
Cougar/Puma	tracking	night vision	+3 vs. fear	x2 followers	paralyzing roar
Coyote/Fox	surprise	alertness	+3" movement	hide like an elf	subjective reality
Deer/Antelope	alertness	+3" movement	+1 dodge	empathy	sanctuary
Dolphin	6" swim	hold breath	+3 vs. emotions	free action in water	rhythm of world
Eagle	distance vision	+2 w/missiles	-2 HP/die from falls	perspective	12" glide
Frog	singing	cure disease	call rain	leap	call lightning
Grouse	dancing	+1 saves	+3 vs. disorientation	+1" movement	healing dance
Hawk	distance vision	+2 w/missiles	-2/die from falls	carrying cry	12" glide
Horse	endurance	x2 encumbrance	+3"	+1 to hit	air walking
Hummingbird	optimist	+3" movement	+1 initiative	+3 vs. mental	quickness
Lizard	dreaming	alert sleeping	dream visions	regeneration	dream
Lynx/Bobcat	night vision	hear noise	surprise	keep secrets	hypnotic eyes
Moose/Elk	endurance	+2 vs. mental	x2 encumbrance	+1 CON	18+ STR
Mouse	observation	alertness	+3 vs. disorientation	improvise	detect hidden
Orca	6" swim	hold breath	+1 damage	+1 AC	1d6 slap
Otter/Seal	6" swim	+3 vs. emotions	+1 dodge	+3 vs. mental	serendipity
Owl	night vision	hear noise	-2 HP/die from falls	detect lie	clairvoyance
Rabbit	hear noise	leap	hide	+3" movement	suggestion
Raccoon	open locks	find traps	night vision	pick pockets	puzzle solving
Raven/Crow	see omens	+3 vs. illusions	legend lore	druidic shapeshift	learn mage spells
Snake	escape bonds	+2 vs. poison	+1 initiative	immune to venom	mental escape
Spider	weaving	creative skill	balanced alignment	free action vs. entangles	pattern recognition
Squirrel	balance	climb	+3 vs. paralysis	locate resources	legend lore
Sturgeon/Salmon	6" swim	free action in water	direction sense	water breathing	sea knowledge

Totem	Level 1	Level 4	Level 7	Level 10	Level 15
Turtle	x2 healing	+2 saves	+2 AC	slow aging	moment
Weasel/Ferret	escape bonds	hide	+1 initiative	sense motive	quickness
Whale	6" swim	hold breath	singing	+1 STR	1d6 slap
Wolf/Dog	excellent smell	endurance	alertness	resist betrayal	learn
Elephant	x2 encumbrance	sexual prowess	eidetic memory	+2 WIS checks	true sight
Giraffe	observation	+10% react/loyalty	true friend	empathy	+1 CHR
Lion	resist fear	+10% react/loyalty	x2 followers	+1 to hit	command
Monkey	climb	pick pockets	brachiation	quick learning	genius

A more complete description of each of these totemic abilities appears at the end of this article.

At 5th level, a shaman may change shape once per day, assuming the form and abilities of only his totem animal. In all other respects this power functions identically to the similar druidic ability.

The spiritual awareness of shamans grants them advantages when dealing with ghosts, spirits, and the like. For shamans, a spirit is defined as any non-corporeal entity that represents a dead creature or an abstract concept. This includes ghosts, poltergeists, haunts, banshees, specters, wraiths, ancestral spirits, ghost packs, boogie men, etc. At first level, shamans can sense spirits within a 60' radius. This act requires concentration and reveals only direction and a vague sense of distance; neither the power level nor alignment of the entity is uncovered. When this talent is directed at a living creature, it will reveal possession, **domination**, **magic jar**, and other spiritually binding effects. It will not reveal **charms**, **suggestions**, corporeally manifested undead, etc.

At 4th level, a shaman's spirit sensing abilities bloom, allowing the medicine man to see ghosts, spirits, and other intangible, supernatural entities as wispy and ephemeral images. This spirit-sight extends to all creatures on the ethereal plane. Thus, a medicine man at 4th level could vaguely discern ethereal travelers approaching. Like the sensing ability,

spirit-sight has a range of 60' although concentration is no longer required.

Upon attaining 6th level, shamans gain the ability to actually touch and do battle with ethereal or phasing spirits and creatures. The shaman may use any hand-held weapon or spell against such targets. If the ethereal opponent cannot normally strike from another plane, they may still strike at the shaman with a -4 penalty and doing only 1/2 damage. Combat, however, must be initiated by the shaman.

A shaman may also use his ability to fight spirits in order to combat mental or magic possession/domination established via **magic jar**, **domination**, telepathic projection, etc. This ability is not effective against **charm person**, **hypnosis**, **love**, etc. The medicine man and controlling entity engage in a spiritual "physical combat" as if both were physically present. Note that the possessing or dominating entity is not truly present. It does not gain the benefit of magical items but also can not be assailed by the medicine man's allies). If the shaman is able to defeat the controlling being, the victim of the mental possession/domination is instantly freed, although the controlling being suffers no other ill effects. This combat, however, is not without risk. Any wounds the shaman receives are treated as actual damage and can therefore prove life-threatening. Moreover, as the spiritual combat takes place partially against the body of the controlled being, this controlled victim suffers half-damage (round

down) from any successful attacks by the shaman against the controller. Thus, this process is sometimes too dangerous to use with certain (low level) victims of possession.

At 10th level, the power to become ethereal is gained. The shaman may bodily enter the ethereal plane along with whatever equipment she can carry. Small animals may be brought along, provided they are light enough to be carried by the shaman using her natural strength. At 14th level, a shaman may bring sentient beings with her to the ethereal, provided either they are light enough for her to physically carry or they are of the same totem-type as the shaman. For example, a 14th level shaman with an 8 strength and a bear totem could carry a fox in one hand and use her spiritual bond to transport a warrior totem-brother (someone with the same totem animal) or a cave bear she is touching to the ethereal plane. The ability to become ethereal may be used once per day as a round trip.

Shamans enjoy a particularly close relationship with nature, animals, and spirits. At 3rd level and at every other level thereafter, shaman may select the language of an animal to speak, such as canine, feline, ursine, equine, avian, cetacean, rodent, serpentine, amphibian, etc. Beginning at 6th level, a shaman may use her charisma reaction adjustment when dealing with animals, even if no common language is known. At 9th level, a shaman may raise negative reaction rolls with animals by one category, in addition to all other bonuses. By 12th level, the shaman has

become so attuned to nature and animals that wild animals will not harm her unless provoked or molested. The creatures will perceive the shaman but not wish to harm her. Trained or domesticated animals, part-animal monsters, or those beasts which the shaman has attacked are immune from this effect, as are those animals under magical control, mentally ill, ravenously hungry, etc.

Instead of creating magical items, shamans bless and purify them, as seen in the spell list below. Beginning at 9th level, shamans can manufacture magical potions much like druids or clerics, although usually with a much more limited scope. Shamans cannot employ magical scrolls (other than those usable by all classes). Likewise, shamans may only employ magic items usable by druids or by all classes.

Only a human may become a shaman.

Proficiencies: 1/1 + 1/1 every 5 levels

Armor: leather, padded, shield

Weapons: see above (no oil or poison)

Hit Dice: d8

Saves: as a cleric

Combat: as a cleric

Alignment: any (see above)

Races: Human

Attributes: Wis 13 (16)

Con 13 (16)

SHAMAN (CLERIC) TABLE I

	Experience	Hit Dice	Natural Cures	1st	2nd	3rd	4th	5th	6th
1st	0	2,000	1d8	50	1				
2nd	2,001	4,000	2d8	60	2				
3rd	4,001	7,500	3d8	70	2	1			
4th	7,501	12,000	4d8	80	2	2			
5th	12,001	20,000	5d8	90	2	2	1		
6th	20,001	35,000	6d8	95	3	2	2		
7th	35,001	60,000	7d8	97	3	3	2	1	
8th	60,001	90,000	8d8	98	4	3	2	2	
9th	90,001	125,000	9d8	99	4	4	3	2	
10th	125,001	200,000	10d8	99	4	4	3	2	1
11th	200,001	300,000	11d8	99	5	4	3	2	1
12th	300,001	500,000	12d8	99	5	4	4	3	2
13th	500,001	750,000	13d8	99	5	5	4	3	2
14th	750,000	1,000,000	14d8	99	5	5	5	4	3
15th	1,000,001	1,500,000	15d8	100	5	5	5	5	4
16th	1,500,001+		16d8	100	5	5	5	5	5

SPELLS:

First Level

- 1) Animal Friendship (D-1)
- 2) Bless (C-1)
- 3) Ceremony
- 4) Combine (C-1)
- 5) Cure Light Wounds (C-1)
- 6) Detect Evil (C-1)
- 7) Detect Harmony
- 8) Detect Poison (D-1)
- 9) Detect Magic (D-1)
- 10) Empathy
- 11) Invisibility to Animals (D-1)
- 12) Light (C-1)
- 13) Medicine Herbs
- 14) Pass Without Trace (D-1)
- 15) Precipitation (D-1)
- 16) Predict Weather (D-1)
- 17) Protection from Evil (C-1)
- 18) Protection from Spirits
- 19) Purify Food & Drink (C-1)
- 20) Remove Fear (C-1)
- 21) Resist Cold (C-1)
- 22) Smoke Image
- 23) Speak with Animals (D-1)
- 24) Speak with Astral Traveler (C-1)

Second Level

- 1) Animal Spy
- 2) Augury (C-2)
- 3) Call Totem
- 4) Chant (C-2)
- 5) Detect Charm (C-2)
- 6) Detect Invisibility (M-2)
- 7) Dowsing
- 8) Goodberry (D-1)
- 9) Hold Person (C-2)
- 10) Hunting Paint
- 11) Know Alignment (C-2)
- 12) Locate Totem
- 13) Messenger (C-2)
- 14) Mystic Transfer (C-2)
- 15) Produce Flame (D-2)
- 16) Resist Fire (C-2)
- 17) Slow Poison (D-2)
- 18) Snake Charm (C-2)
- 19) Speak with Lesser Spirit
- 20) Totem's Gift
- 21) Tracking
- 22) Understand Curse
- 23) Ward Spirit
- 24) Weapon Blessing

Third Level

- 1) Animal Charm
- 2) Astral Window (C-3)
- 3) Bind Totem
- 4) Call Lightning (D-3)
- 5) Cloudburst (D-3)
- 6) *Cure Blindness* (C-3)
- 7) *Cure Deafness* (C-3)
- 8) Cure Disease (D-3)
- 9) Death's Door (C-3)
- 10) Dispel Magic (C-3)
- 11) Dream Message
- 12) Fire Bow
- 13) Fire Vision
- 14) Hold Animal (D-3)
- 15) Invisibility to Spirits
- 16) Nature's Eyes
- 17) Neutralize Poison (D-3)
- 18) Plant Growth (D-3)
- 19) Prayer (C-3)
- 20) *Remove Curse* (C-3)
- 21) Speak with Dead (C-3)
- 22) Strength (M-2)
- 23) Totem's Shape
- 24) *Water Breathing* (D-3)

Fifth Level

- 1) Animal Link
- 2) Atonement (C-5)
- 3) Cure Critical Wounds (D-5)
- 4) Commune (C-5)
- 5) Commune with Nature (D-5)
- 6) Confusion (M-4)
- 7) Dispel Evil (C-5)
- 8) Dream Voyage
- 9) Eye of the Eagle
- 10) Fire Gate
- 11) Hold Monster (M-5)
- 12) Invisibility (M-2)
- 13) Speak with Greater Spirit
- 14) Totem Magic
- 15) Totem Summoning
- 16) True Seeing (C-5)

Fourth Level

- 1) Animal Summoning I (D-4)
- 2) Contact Spirit
- 3) Cure Serious Wounds (D-4)
- 4) Divination (C-4)
- 5) Dream Walk
- 6) Emotion (I-4)
- 7) Exorcise (C-4)
- 8) Focus (C-4)
- 9) Imbue with Spell Ability (C-4)
- 10) Join with Astral Traveler (C-4)
- 11) Lesser Animalism
- 12) Perfect Perception
- 13) Repel Insects (D-4)
- 14) Speak with Plants (D-4)
- 15) Thunder Drum
- 16) *Tongues* (C-4)
- 17) Totem's Form
- 18) Uplift (C-4)
- 19) War Paint
- 20) Water Gate

Sixth Level

- 1) Animalism
- 2) Astral Spell (C-7)
- 3) Creeping Doom (D-7)
- 4) Control Weather (D-7)
- 5) Heal (C-6)
- 6) Infusion
- 7) Legend Lore (M-6)
- 8) Polymorph Self (M-4)
- 9) Quest (C-5)
- 10) Raise Dead (C-5)
- 11) Restore Spirit
- 12) Speak with Monsters (C-6)
- 13) Totem's Ally
- 14) Weather Summoning (D-6)
- 15) Wind Walk (C-7)
- 16) Wrath of the Heavens

Please notes that only those spells marked in italics are reversible for shaman. While other spell-casters might be allowed certain reversed forms, such as **cause light wounds**, **cause disease**, or **harm**, such versions are not in keeping with the teachings and philosophies of shaman of any alignment.

FIRST LEVEL SPELLS:

Ceremony — as per the cleric and druid spells of the same name, although the following ceremonies are possible: marriage, birth, coming-of-age (vision quest), last rites, investiture, holy symbol, consecrate area. In addition, shamans have the ceremonies detect totem and reveal totem.

Detect totem may be cast by a 3rd or higher level shaman and allows him to ask a given spirit whether or not it is the totemic spirit guide of given individual. To cast this **ceremony**, the individual and a specific living animal representative of the totem spirit must be present during the entire casting.

Reveal totem may be cast by a 5th or higher level shaman and allows him to determine the totemic spirit guide associated with a given individual without requiring that individual to perform a vision quest. Normally all tribal youngsters reaching the age of fifteen go on a vision quest to identify their spirit guide and enter adulthood. The reveal totem ceremony is normally only performed so the shaman may learn an individual's totem spirit – usually because the individual is from another culture, does not know the nature of her spirit guide, or is too young to have undertaken the ritual. Reveal totem would not be used to replace a vision quest except in extreme circumstances, and the information would not normally be shared with the young.

In order to detect or reveal a subject's totem, the shaman enters into a deep trance. The meditation and contemplation required for this trance take at least one to four hours to complete and usually require many unique herbs and/or smoke, sweat, and fire. As soon as the shaman enters the trance state, he must look upon the subject and call upon the spirits to reveal the subject's inner nature to him. When this process is complete, the caster either (in the case of detect totem) is told by the representative animal spirit if it is the individual's guide or (in the case of reveal totem) sees the subject not as a human, but as a wild animal.

Normally this spell functions flawlessly, although if the subject is unwilling then the spell may yield inconclusive results (at the DM's option). Magic which conceals information from divination may wreak havoc with this spell, but such an act would be viewed as serious treachery and punished accordingly.

Detect Harmony — Ran: 6"; Dur: 1 round/lvl; Area: one object/creature per round; Cast: 6 segs. This spell functions much like the druidic spell **detect balance**. This spell, however, will also reveal if the target is extra-planar in origin and if it is disrupting the natural harmony of the current locale. **Detect harmony** also reveals insanity, diabolical possession, and similar disorders.

Empathy — Ran: 0; Dur: 1 turn; Area: 1" wide path 3" long; Cast: 1 round. This spell allows the caster to sense the basic needs, drives, and/or emotions (hunger, thirst, fear, fatigue, pain, uncertainty, rage, hatred, curiosity, hostility, friendliness, love, joy, and so on) of any unshielded mind. The spell gives no result for creatures protected against detection, psionic creatures with defenses, or emotionless creatures (such as slimes, oozes, jellies, golems, skeletons, zombies, etc.).

The reverse of this spells, **mask emotions**, conceals the emotions of the protected creature for one turn. The material component is the caster's holy symbol.

Medicine Herbs — Ran: touch; Dur: day/level; Area: special; Cast: 3 rounds. This spell enchants a pouch of herbs to enhance their curative properties. When applied by a shaman, these herbs will heal d4 points of damage per use without any chance of failure or subsequent risk of reopening. Medicine herbs cannot be applied to any wound which has already received healing, whether by magic or bandaging. In addition, medicine herbs are twice as effective against damage caused by poison or disease, instead restoring 2d4. Medicine herbs used by a non-shaman, however, will heal d3 hit point damage with a successful proficiency check.

Protection from Spirits — Ran: touch; Dur: 2 rounds/lvl; Area: person touched; Cast: 1 round. This spell impedes any contact between the protected individual and any spirit, including "touch" attacks. Spells, missiles, and special attacks by a spirit against a protected target are at -2 to hit and +2 on saves (c.f. **protection from evil**).

Smoke Image — Ran: touch; Dur: 1 round/lvl; Area: cubic foot/lvl; Cast: 1 round. This spell allows a shaman to shape smoke from a fire into a given shape. The smoke will maintain any qualities it has in this new shape. If attacked, a smoke image will break apart. From distances beyond 100 feet, the smoke shapes can easily be mistaken for what they imitate.

SECOND LEVEL SPELLS:

Animal Spy — Ran: 1"; Dur: 5 rounds/lvl; Area: one animal; Cast: 5 segs. Only a normal (real-world) animal or a giant version of a normal animal species may become an animal spy. This spell enables the caster to share the animal's senses — see through the animal's eyes, hear with its ears, smell with its nose, and so on. The animal is completely unaware of the spell's effect, unless the shaman warns the beast before casting. **Animal spy** grants no control over the creature. However, most casters will use it on a trained animal or one befriended via the **animal friendship** spell. A saving throw is only allowed to creatures already mystically linked to some being, such as wizard's familiars, animals already under the effect of another **animal spy** spell, etc.

For the duration of the spell, the caster remains in a trance, unable to move or use human senses. This effect can prove dangerous; for instance, characters attacked while using the spell do not feel injuries to their bodies. However, at the start of any round, the caster may choose to return the animal's senses to the creature and resume control of the shaman's own body. This decision ends the spell immediately. The spell also ends if the animal travels more than 100 feet per level from the caster (1/4 mile per level if the animal is the shaman's totem).

Call Totem — Ran: special; Dur: special; Area: mile/level; Cast: 2 rounds. This spell enables a shaman to mentally command his own or another person's totem animal to come to him. In order to cast the spell, the shaman must know the subject's totem animal and then touch the subject's forehead. At that instant, the animal (if within range) will feel an overwhelming compulsion to seek out the shaman. This compulsion will last for one hour per level of the caster. If cast on another individual, the animal receives a saving throw versus magic at -2 to ignore the call.

If the animal reaches the shaman before the spell's time limit is exceeded, the caster may command the animal to perform one service. The complexity of the task must be within the creature's normal intellectual and physical limits, but may involve any level of difficulty on the part of the creature (even self-sacrifice if the shaman's own totem). For example, a squirrel could be ordered to gnaw through a rope, fetch a small object, or attack a creature from which it would normally flee, but the squirrel could not be asked to open a locked chest.

Dowsing — Ran: 6"+1"/lvl; Dur: 1 round/lvl; Area: special; Cast: 3 rounds. Dowsing functions much like **locate object** but will function even for general categories of information, such as searching for water, food or "a good place to sleep". **Dowsing** cannot locate living creatures and requires three rounds to cast. The material component of this spell is a Y-shaped branch that will lead the shaman to the object(s) sought.

Hunting Paint — Ran: 0; Dur: 1 day; Area: one recipient/level; Cast: 1 round. This spell can be cast over any manner of pigment, paints or dye. It instantly transforms them into magical paints that can be applied to the face and body. When applied to a character, these pigments bestow their effects when determined by the shaman (see below). The hunting paint's effective time must be declared at the time of casting. The paints allow the wearer a +2 bonus to all attack roll, damage rolls, saving throws or to Armor Class.

Hunting paints are keyed to a specific hunt or battle, and their magic only applies during that time. The caster must state the purpose of the paints as he decorates the recipient of the spell. If the recipient is not hunting or fighting the battle named, the paints will have no effect. Note that simply stating an upcoming battle is not sufficient; the fight must be specific such as "our upcoming war with the Sioux" or "today's hunt."

It is not possible to mix the effects of this spell with either another **hunting paint** spell or a **war paint** spell. The application of the paints to the recipient takes 2 rounds per person and must be done by the shaman who created them. Hunting paint can be prematurely negated if the sacred marks are erased or distorted (due to immersion in water, use of magical oil, certain shapeshifting, etc.).

Locate Totem — Ran: 0; Dur: 1 hour; Area: special; Cast: 1 round. This spell can only be cast on someone whose totem spirit is known to the shaman. Once cast, it reveals the distance and direction to the nearest example of an individual's totem spirit. For the next hour, the shaman will know whether he is closing on, moving away from, or remaining equidistant from the nearest totem animal of the subject. In order to invoke the spell, the shaman must touch the subject on the forehead and focus his thoughts on the type of animal to be found (successful roll to hit in combat).

Speak with Lesser Spirit — Ran: 0; Dur: 1 turn/lvl; Area: 6" radius; Cast: 3 rounds. This spell allows the caster to become aware of and converse with any spirits in the area of effect. Unwilling or hostile spirits are allowed a saving throw versus death magic. Those which fail must converse with the shaman for the duration of the spell, so long as the shaman or her allies does not attack the spirit. Language is not a factor, as communication is via a limited form of telepathy (cf. genies).

Speak with lesser spirit also allows the caster to commune with local animistic spirits, such as those within trees, streams, rocks, grass, etc. Such spirits have very limited awareness and intellect; they only have knowledge of that

which deals with their area. Thus, a stream could answer questions about what has crossed it or what is farther downstream, but not about what the tides in the ocean are like or what goes on in a nearby town. The shaman may ask such local spirits one question per level of experience.

Totem's Gift — Ran: touch; Dur: 1 turn/lvl; Area: one creature; Cast: 1 round. This spell requires the shaman to know the recipient's totem animal. By casting this spell, the medicine man puts the recipient in communion with her spirit guide such that the target gains shamanic totemic abilities from this exchange. The highest level of totem's gift gained is equal to the shaman or recipient's level, whichever is lower. Basically, a given medicine man cannot give insight into totemic abilities beyond his own level, nor can a lower level recipient understand the totemic insights beyond her current level of experience, no matter how experienced the shaman casting the spell.

Tracking — Ran: 0; Dur: 1 turn + 1 turn/lvl; Area: caster; Cast: 1 round. This spell detects psychic impressions left by creatures moving through an area. The shaman must take an object closely related to the creature (a lock of hair, a bit of dung, or a blood spoor) cast the spell on it. This act attunes the shaman to the quarry's psychic pattern. After this, any psychic trace of the same pattern glows in the vision of the caster. The fresher the psychic "tracks", the brighter the glow. These impressions are visible for up to two days per level of the shaman. The spell cannot detect the passage of creatures under the influence of **pass without trace** or those psionically shielded.

Understand Curse — Ran: 1"; Dur: special; Area: 1 object or creature; Cast: 1 turn. This spell can be cast upon any creature or object suffering from any harmful magical effect or the unwelcome attentions of a supernatural power. The spell reveals to the shaman the manner in which the creature or object is cursed, the reason for the curse, and who is responsible for this. Thus, the shaman can discover the name of the person or creature who cursed the creature or object and what

manner of being it is (a spirit, a mortal wizard, a demi-god, and so on); whether the curse or spell is a punishment, revenge, or unprovoked assault; and the manner of the curse or spell (whether it's a **curse** or **cause blindness** spell, a spirit's attempts to drive a creature mad, and so on). Note that the spell does not reveal the nature of a spirit (though a local shaman may recognize the name, particularly if it is an ancestor or other spirit venerated by the people), nor the race of any mortal agent.

Ward Spirit — Ran: special; Dur: special; Area: special; Cast: 6 rounds. This spell has two different manifestations: it can be used to drive off a spirit that is present at the time of casting, or it can be used to protect an area from future intrusion by spirits. When used to drive off a spirit that is already present, the shaman gains the ability to turn the spirit as if a cleric of the same level. For spirits that are not listed on the clerical turn table, use a listed creature with comparable hit dice. Turned spirits will immediately flee the shaman's presence. Such spirits will automatically flee every time they encounter the shaman for the 24 hours following the spell casting. The shaman may turn up to one spirit per two levels of the shaman.

When used to protect an area, **ward spirit** guards an area of up to 10 square feet per level of the caster, as if a **protection from spirits** had been cast. Powerful spirits may be able to "break into" such an area — a spirit with more hit dice than the shaman may make a save vs. magic to do so. Only one attempt is allowed and, if failed, the spell lasts for one hour per level of the shaman. If the save is made, the spell's duration is cut by one hour, and all spirits of the given type may freely enter the warded region.

Weapon Blessing — Ran: touch; Dur: special; Area: one weapon; Cast: 6 rounds. This spell allows the caster to purify and sanctify a single weapon (or arrow) so that it acts as a magic weapon with regard to striking creatures only hit by magical weapons. Such blessed weapons gain no bonus to hit or damage but will harm beings requiring even +5 weapons to harm. The spell ends once the weapon

successfully hits a target (any target) or the duration expires (see below):

Shaman's Level	Spell Duration
1 - 4	1 day
5 - 6	1 week
7 - 8	1 month
9 - 12	1 year
13-15	10 years
16	100 years

THIRD LEVEL SPELLS:

Animal Charm — Ran: 3"; Dur: special; Area: 3" cube; Cast: 5 segments. Similar to the spell **snake charm**, this spell allows the caster to charm any animal, including avians, reptiles, and even insects. See **snake charm** for all other parameters of this spell.

Bind Totem — Ran: 6"; Dur: perm; Area: one totem; Cast: 1 turn. This spell enables the shaman to bind an animal to an individual who has it as her totem. Once the spell takes effect, the animal will follow the subject of the spell and obey his verbal commands to the best of its ability. Obviously, the less intelligent the creature, the less sophisticated its commands can be. The recipient of the totem animal and the shaman must each have at least twice as many levels as the animal has hit dice, else the spell automatically fails (the recipient and/or caster lack sufficient spiritual strength to maintain a connection with so fierce a beast). Only one totem animal may be bound to an individual at any given time; casting the spell a second time releases the first animal. Both the subject and the totem animals must be within range when the spell is cast. The animal receives a saving throw versus magic to negate the effects of the spell.

Dream Message — Ran: 0; Dur: special; Area: special; Cast: 1 turn. This spell allows the shaman's spirit to leave his body and enter the dreams of another individual on the same world as the shaman. The target can be anyone known to the shaman or anyone whom the shaman has heard of. There is no

saving throw against this spell, and the chance of success is the same for scrying (c.f. **crystal ball**), although magic which protects against spirits will likewise guard against this spell. If the target is awake at the time of casting, the shaman may wait up to eight hours for the target to sleep.

Once the shaman has entered the target's dream, she may leave a message that the target will clearly recall upon awakening. The message may be of any length. Often a shaman will speak at length to the target. The only limits upon the shaman are how long she can sleep, since the spell ends the moment she awakens. The dreamer cannot willingly wake from the dream unless the shaman releases him. Particularly cruel or even evil shaman have been known to use this spell to induce horrible nightmares. Doing so prevents any benefit from sleep (no recovered hit points or spells) and leaves the target exhausted. Against this manifestation of **dream message**, the target is allowed a saving throw versus magic to resist the effects.

Normally, a **dream message** can only be sent to a single individual, and only one-way communication (from the shaman to the target) is possible. At tenth level, however, a shaman may actually send a **dream message** to multiple targets or may freely converse with a single dreamer. At fifteenth level, a shaman may do both, effectively allowing several dreamers to all meet together in a common dreamscape. The shaman may send a dream to one additional target for every three levels above seventh.

Fire Bow — Ran: 0; Dur: special; Area: one bow; Cast: 4 segments. By casting this spell upon a wooden bow, the shaman gives it the ability to shoot magical flaming arrows. One arrow per level of the caster can be fired, and normal rate of fire rules are in effect.

When the archer using the enchanted bow draws back on the string, a spectral arrow composed of flame will form, ready to fire. If a normal attack roll is a successful hit, the arrow has struck its mark, and the target must take 1d8 points of damage (plus any additional bonuses for skill). If the arrow is fired at a

flammable target with the intention of setting it alight, there is a non-cumulative 10% chance per point of damage inflicted that combustion will occur. The arrows conjured by a **fire bow** can affect monsters that are only hit by magical weapons.

Fire Vision — Ran: 1"; Dur: 1 round/lvl; Area: special; Cast: 2 hours. Very similar to the druid spell, **reflecting pool** (q.v.), fire vision allows the shaman to gaze into the flames of a large fire and see targets, similar to a mage employing a **crystal ball** (q.v.). Rare, aromatic herbs and a consistent, leaping flame larger than the caster's head are the spell material components.

Invisibility to Spirits — Ran: touch; Dur: 1 turn/lvl; Area: one target; Cast: 1 turn. This spell renders the target undetectable to all spirits. If the recipient attacks a spirit, the invisibility is broken with regard to that particular spirit; the recipient remains invisible with regard to other spirits. Attacking a non-spirit does not break this spell.

Nature's Eyes — Ran: 0; Dur: 1 hour + 1 hour/3 lvls; Area: 3" radius/lvl; Cast: 1 round. This spell attunes the caster to the natural world. It links the caster, at will, to the senses of creatures of animal intelligence or less in the area of effect. If too few creatures live in the area (such as true deserts, underground complexes, and areas haunted by the undead), then this spell confers no real benefit. If, however, the surrounding region teems with animal life, the caster is instantly aware of intruders in the area of effect and their approximate positions, provided that living creatures in the area can detect them. The caster cannot normally be surprised while employing **nature's eyes**. The spell lasts for one hour plus one hour per three levels of the caster (round down). The material component of the spell are a pair of leaves or nuts, held in the casters hands.

Totem's Shape — Ran: touch; Dur: 1 turn/lvl; Area: one creature; Cast: 3 rounds. This spell allows the shaman to transform another person's outward appearance to that of the individual's totem animal. No physical abilities are gained, but other creatures will interact with the recipient as if she were the

appropriate type of animal. In addition, the recipient gains the ability to **speak with animals** of her totem type. Under no circumstances may the recipient attack, defend, move, or use the enhanced senses of the animal form. Unfortunately, the recipient also loses the use of her hands, speech, and other human-only abilities. The recipient gains no insight into animal instincts but does retain her intellect and memories, thus allowing her to read and understand human language. The medicine man may prematurely end this spell at any time although the recipient may not. There is no save against this spell, but the shaman must know the recipient's totem.

FOURTH LEVEL SPELLS:

Contact Spirit — Ran: 0; Dur: special; Area: special; Cast: 1 turn. By means of this spell, the shaman is to call up one or more related spirits, such as spirits of his family, tribe, ancestors, etc. These entities can then be questioned for their knowledge and wisdom in matters before the shaman, similar to a mage's **contact other plane**. 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 chief will have knowledge of his tribe and descendants. The spirit of a shaman 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 know any other pertinent information. The reaction of the spirit will be the same as the spirit had to the shaman in life (DM's judgment and/or reaction roll needed). It's worth noting that spirits do not normally like being disturbed for trivial matters – although they will not directly lie, an irritated spirit may leave without comment, answer cryptically or evasively, or bestow some minor curse which a shaman cannot lift...!

Thus, if Black Robe used this spell to speak with his dearly-departed grandfather, chief Kicking Bird, the two could discuss the shaman's upcoming wedding, advice for a happy marriage, the history of his bride's bloodline (if of a tribe known during the chief's life), grandpa's recipe for roast dog, what the

neighboring tribes are up to, where his magic spear is hidden, if the children of this union have some great destiny (DMs should be very vague with the future as the spirits are mostly guessing based on what they knew in life and learned in the afterlife), etc. But nearly any of these matters would probably greatly irritate the spirit of Dancing Horse, an ancestor of a romantic rival for the bride's affections from a rival tribe.

The material component is some item particularly associated with the spirit(s) called and is not consumed in the casting. This spell is usually cast in a sweat lodge with the use of various aromatic herbs, sacred fungi, and/or essential oils. It often requires hours or days of preparation in addition to the casting.

Dream Walk — Ran: touch; Dur: 1 turn/lvl; Area: special; Cast: 1 turn. By means of this spell, the shaman is able to explore the world in his sleep. After casting this spell, the shaman retires to sleep. The caster's spirit then rises from his body to walk the waking world.

The shaman's dream-form is completely invisible, detectable only via **true sight** and the like. Likewise, the dream-form is intangible, able to pass through nearly any object. The shaman can watch the world, but cannot in any way affect it. In this state, the shaman should be treated as a lesser spirit and is vulnerable to the same magics as a weak lesser spirit (**ward spirit, speak with lesser spirit, protection for spirits**, cannot enter or perceive events in a region with a protection spell of any sort, etc.).

The dream form can travel at a rate of 36" per round or speed away at a rate of 3 miles per round to a very well-known location. At the end of the spell or at the desire of the shaman, the dream-form will instantly "snap" back to the location of the shaman's body. If, however, prior to the end of the spell, the shaman's body is moved or disturbed, the shaman must make a saving throw versus death magic or "lose" his connection to his body. A shaman in such a state takes on all the characteristics of a lesser spirit until he can find someone to reunite him with his former body (c.f. **restore spirit**).

Lesser Animalism — Ran: 0; Dur: 2 rounds/lvl; Area: caster; Cast: 2 rounds. By this spell, the shaman can temporarily take on a single set of selected properties of any normal (non-monsterous) animal within his home territory or with which he is familiar.

Combat abilities: the shaman gains the THACO and damage of the selected creature. The shaman must use the same combat routine as the selected creature (for example, butt or claw/claw/bite). If the shaman's own THACO is superior to that of the animal form, the shaman may use his own combat table. Special attacks, such as poison, paralysis, rear claws, or hugs are not granted.

Speed: the shaman gains the speed and movement of the selected creature. This includes swimming, jumping, burrowing, soaring, etc. True flight is not possible, but soaring is. For every full movement, the shaman loses 1" of altitude under normal conditions (if a hawk's flight was chosen (33" flight) then for 330 feet traveled the shaman would lose 10 feet of altitude).

Senses: the shaman gains the unique sensory abilities of the selected creature (for example, the long-distance vision of an eagle or the thermographic vision of a pit viper). Unless otherwise noted, this gives the shaman a +3 versus surprise checks.

The shaman must select the animal and the set of properties when the spell is cast and can not change while the spell is in effect. The shaman may cast **lesser animalism** multiple times to allow for two or even all three abilities of a single creature. However, the same animal must be used each time; abilities from different beasts may not be mixed. The shaman's appearance does not change while the spell is in effect. The selected creature must be native to the region where the shaman is casting the spell, but doesn't have to be physically present during the casting. Alternately, if the shaman is very familiar with a given species from his native region, this creature's capabilities can be used if a living example of the animal is physically present and located no more than 100 feet away from the caster.

Perfect Perception — Ran: 10"; Dur: 1 round/lvl; Area: caster; Cast: 1 round. Upon casting this spell, the shaman can hear all sounds and see all objects within 100 feet. The smallest insect crawling on a leaf is seen in perfect detail; the sound of a fox's footfall can be heard clearly; with close concentration, the shaman can even hear the trees creak as they grow, or see each speck of dust on the breeze.

While many solitary shaman cast this spell simply to enjoy the beauty of nature, it has innumerable practical benefits. Unless magically moving with no sound at all, no one can sneak up on the shaman (move silently fails as the thief's heartbeat gives him away). Tiny spy holes, minute clues, and traces are immediately obvious; a character with tracking proficiency, for example, can see all tracks with perfect clarity (though proficiency checks might still be required to recognize what is being tracked). Spotting needles in haystacks becomes a simple task.

The spell, however, has important limitations. First, it cannot be used to see through illusions. Second, it does not allow the caster to see through solid objects, people, leaves, even blades of grass may obstruct vision (basically, if an object is within view, the caster can see it). Finally, it does not magnify sights or sounds more than 100 feet away. The material component is an eagle, hawk, or vulture's feather, which is not consumed when the spell is cast.

Thunder Drum — Ran: 12"; Dur: 1 round, Area: 36"; Cast: 3 rounds. When this spell is cast, it bestows upon any single percussion instrument (usually some manner of drum) the ability to unleash a deafening cacophony when played by the caster. Curiously, those within 10' of the caster are not affected by the roar of the drum — whether they are friends or enemies of the caster.

Beyond the 10 foot "safety zone", the effects of the drum are quite fearful. All creatures are instantly overcome with panic and must flee in absolute terror for 2-12 rounds. Those beings with fewer hit dice than the shaman save vs. wands at -4. Those creatures with the same number of hit dice as the caster suffer neither

penalty nor bonus. Those beings with more hit dice than the caster save with a +4 bonus. Regardless of level, all creatures (outside the "safety zone") hearing the beating of the thunder drums suffer a number of points of damage equal to the level of the caster.

Totem's Form — Ran: touch; Dur: day/lvl; Area: one creature; Cast: 3 rounds. This spell allows the shaman to completely transform another person into that individual's totem animal, much like the druidic power to shapeshift. In addition, the recipient gains the ability to **speak with animals** of her totem type. The medicine man may prematurely end this spell at any time although the recipient may not. There is no save against this spell but the shaman must know the recipient's totem.

War Paint — Ran: 0; Dur: 1 day; Area: one recipient/level; Cast: 2 rounds. This spell functions just as the earlier spell **hunting paint** but at doubled effectiveness. Thus, the caster can create a set of pigments that will reduce armor class by 4 or provide a +4 bonus to attack, damage or saving rolls. These effects cannot be combined with other magical auras or the spell fails.

Water Gate — Ran: 0; Dur: inst; Area: special; Cast: 6 segments. While casting this spell, the shaman must physically stand touching a large body of water, such as a stream, creek, river, pond, lake, ocean, or sea. At the completion of the casting, the shaman can then enter that body of water and emerge one round later at any point desired where those waters naturally flow, so long as it is the same body of water (see below). In the case of a lake or other body without tides or currents, the caster may exit at any location. Shaman of 12th level or higher may ignore tides and currents while traveling via this spell. When emerging, the caster will only be slightly damp, not soaked.

For instance, a shaman in Minneapolis casts this spell and steps into the Upper Mississippi River to emerge the following round at the river's edge of the French Quarter in New Orleans, Louisiana. The shaman, however, would have to walk back to Minneapolis as the river does not naturally travel north. If the

shaman is 12th level or higher two-way travel is possible. Regardless of level, the caster could not emerge in the Gulf of Mexico, as that is, by its very name, a different body of water with its own spirit. Similarly, a shaman could use this spell to travel the Pacific Ocean between Japan and California, but unless 12th or higher level, would need to wait for an el Niño year in order to return! Finally, this spell is commonly used by shaman to travel great distances with the tides found in some rivers with ocean mouths, traveling down the waterway to the edge of the sea at low tide and returning when the tide is high.

The shaman may not bring along anything more than he could normally swim with. For this reason, only extremely strong shaman are allowed to bring along other small individuals and then only if the shaman could carry the individual while swimming normally (breast or free-style; rescue stroke doesn't count!).

FIFTH LEVEL SPELLS:

Animal Link — Ran: 3"; Dur: 2 turns/lvl; Area: one animal; Cast: 5 segments. This spell functions much like the lower level spell, **animal spy** (q.v.). Using **animal link**, however, the shaman can mentally communicate with the target animal (which will react to the shaman's telepathic commands based on its relationship with the shaman – trained or magically charmed animals will obey while others may need to be coerced or could simply refuse. DMs will need to roll reaction and/or do roleplay in such cases). Furthermore, the shaman in no ways loses access to his own senses; when being accessed, the animal's senses are simply overlaid on the shaman's own. Thus, the shaman is distracted (and therefore easier to surprise) but can fully feel his body at all times. Similarly, the shaman can choose to temporarily suppress the animal's sensory input without ending the spell. Because of the superior mental link, the caster could read a book or map, listen in on a conversation, or (in the case of a linked parrot) have a conversation (assuming the animal agrees to the caster's mental commands!). Finally, the range of the spell once cast allows the animal and shaman to be separated by up to a mile

per level of the caster (ten miles per level, if the shaman links to his totem animal). In all other respects, animal link conforms to the same advantages and limitations as **animal spy**.

Dream Voyage — Ran: 0; Dur: special; Area: special; Cast: 1 turn. By means of this spell, the shaman (and possibly others) can travel from one area of the world to another by dreaming. This spell takes one turn to cast, after which the shaman retires to sleep. The shaman conjures a mental image of where she desires to travel to as she fades off to sleep.

Together, the player and DM create a dream-scenario which symbolically represents the various obstacles to the desired journey and important current events in the shaman's life. For instance, a long, arduous journey across frozen mountains may be symbolized as sneaking through the caverns of a family of large, hungry ice trolls. Likewise, if the shaman is concerned about her daughter's upcoming marriage, she too may appear in the dream as a captive of the trolls in need of rescue. The dream represents a mini-adventure for the shaman, although clever plans and puzzle-solving should be stressed over combat. The longer and more difficult the journey, the more involved and complex the dream. A good rule-of-thumb is for at least one obstacle plus one more per factor of 10 miles (1 mile=1, 10 miles=2, 100 miles=3, 1000 miles=4, etc.). Each obstacle should represent a one or two hour scenario.

As this is a dream, damage does not translate to the real world, although if the shaman "dies" in the dream, the spell ends without effect. The same thing happens if the shaman is awakened prior to the end of the dream. If the shaman successfully completes her dream, she wakes up near the desired location. Obviously, the better the shaman know the destination, the more likely the spell will succeed. Treat the chance of success the same as for scrying, but even if successful, the shaman will still appear 1-100 yards away from her target. Successful dreams which do not lead to the desired location are adventures waiting to happen for the DM.

Beginning at 12th level, a shaman may bring others along on a dream voyage. Each "passenger" will drag along at least one obstacle from his or her own life. Bringing along animals is usually very difficult as their obstacles are usually being eaten by large, powerful packs of predators — the dumber the animal, the more unreasonable the scenario. Totem animals, familiars and similar creatures, however, have a minimal effect on the dreamscape. No more than one passenger per two levels of the shaman can accompany the shaman and only sleeping passengers can be brought.

Eye of the Eagle — Ran: touch; Dur: special; Area: one target; Cast: 1 segment. This spell can be cast upon any individual only at the moment of sunrise. Once in place, the enchantment makes it impossible for the character to miss his target when using traditional missile weapons outdoors. This effect lasts until sunset of the day it was cast. Factors such as range apply only as they limit the weapon itself, not the archer, for no roll is required to hit the target. So long as the desired shot is possible, it will hit. Intentional shooting at a target which cannot be hit (due to range, visibility, intervening factors, etc.) cause the spell to prematurely end. If the weapon being used scores its maximum damage, it is assumed to have hit its mark so perfectly that it does damage above and beyond that normally possible with the weapon. To reflect this, the damage roll is made again, and this second total added to the first to determine the total amount of harm inflicted. If the second roll also comes up with a maximum score, the process continues until a lesser roll is made. Thus, no limit exists to the amount of damage an archer with this spell cast upon him can inflict.

Fire Gate — Ran: 0; Dur: 6 turns; Area: one bonfire; Cast: 6 rounds. In order to use this spell, the shaman must build a special fire out of various sacred woods, powders and herbs. This takes one hour, but produces a special magical fire that will burn for one hour per level of the shaman. Once this fire is created, **fire gate** can be cast upon it at any time until it burns out.

When **fire gate** is cast, the shaman may walk into the fire and be instantly transported to any other man-made fire that he knows of. Because of the requirement that the shaman know the location of the fire he wishes to be transported to, all tribes try to maintain some manner of campfire at all times so that a shaman who wishes to visit them may. As long as the duration has not expired, the shaman may travel back and forth between his original sacred fire and the known fire elsewhere. The shaman may not bring along anything more than he could normally carry. For this reason, only extremely strong shaman are allowed to bring along other individuals and then only if the shaman could carry the individual in his arms.

Speak with Greater Spirit — Ran: 3"; Dur: 1 turn/lvl; Area: 6" radius; Cast: 6 rounds. Similar to the second level spell, **Speak with Lesser Spirit**, except unwilling spirits avoid the effects of the spell by making saving throws by with a -3 penalty. Once cast, this spell allows the shaman to contact and speak with non-local spirits, such as the wind, sun, moon, forest, ocean, etc. The information gained can therefore regard a much larger area, even an entire region of the world. Larger and more powerful spirits will be more intelligent and informed, but also more prone to terse answers ("yes", "no", "maybe", "get lost", "I don't know", etc.). The shaman may need to ply the spirit with praise, promises and offerings to gain complete answers.

Deities may be contacted by use of this spell, although such entities are under no compulsion to respond. Only shaman in good standing with their gods will have any hope of divine response to this spell. If such a powerful entity does choose to respond (roll reaction) to speak with greater spirit, it will behave as if communicating via a **commune** spell (c.f.).

Totem Magic — Ran: 24"; Dur: 1 turn/lvl; Area: special; Cast: 1 turn. In order to cast this spell, a shaman must capture the totem animal of his intended subject. This can be done with or without the knowledge or permission of the victim. Once captured, this spell is woven over the animal. When the spell is first cast, its victim is allowed a saving throw versus spell to avoid

the effects and negate the spell. If that fails, he is wholly subject to the shaman's treatment of the totem animal. From that point on, until the end of the spell's duration, anything that affects the animal will also affect the spell's subject (and vice versa). Thus, if the animal were given a sleeping potion, the subject would also fall asleep (appropriate saving throws still apply). This extends all the way to the point of death, with the demise of the animal also bringing on the death of the subject. A saving throw versus death allows the target to instead fall only into a coma lasting 1-6 turns.

Totem Summoning — Ran: special; Dur: 1 turn/lvl; Area: special; Cast: 1 round. This spell summons not living animals, but rather their spiritual counterparts. A shaman may only safely summon his own totem's animal spirits; others are not likely to help a mortal unless it is to their own benefit in some way (such as protecting another mortal who is their totemic protégé, saving living animals of their type, etc.). The spirits will perform some service, much like those living animals performed when summoned by **animal summoning** (q.v.) up to one mile distant from the caster's location.

A shaman may summon a number of totem spirits whose combined hit dice are equal to or less than twice his level. Totem spirits are based on the real-world creature, but with two additional hit dice, one additional point of AC, a minimum of at least a 1 hit point attack, and the ability to strike as a magical weapon and suffer half damage from non-magical weapons used against themselves. Furthermore, for each hit die the real-world animal has less than four, the spirit version gets one indicative totemic ability, reflective of their nature.

For instance, humming bird spirits do little damage (1 hp) but always strike first, get multiple attacks each round, and blind an opponent on an 18 or greater. In addition they are AC 1, 48" a flight, 2+1 HD, etc. Turtle spirits bite for d3, are immune to non-magical weapons, and take only half damage from attacks. In addition they are AC 4, 6" and 6" swim, 3 HD, etc. Wolf spirits cannot be

charmed or otherwise have their nature twisted. In addition, they are AC 6, 18", 4 HD, d4+1 bite, etc. Players should help the DM to work out specific totems she wants to summon.

SIXTH LEVEL SPELLS:

Animalism — Ran: 0; Dur: 2 rounds/lvl; Area: caster; Cast: 2 rounds. Similar to **lesser animalism** (q.v.), this spell lets a shaman call upon the powers of a given animal. Unlike **lesser animalism**, all the properties of a given animal are gained while animalism is in effect, although only one power at a time may be used (no swimming and biting like a shark at the same time). The shaman may not cast this spell twice to have the abilities of two different animals; the second spell ends the first.

Infusion — Ran: 0; Dur: perm; Area: special; Cast: 2 turns. This spell is the most powerful of the shaman's ritual magics. It is used only in the most holy and sacred services when creating shrines or similar areas of absolute faith. As such, this spell is used only after the completion of a great quest or to call upon the power of the gods before a pivotal battle or event with far-reaching consequences. Using the spell under less dire or more selfish circumstances will probably result in the loss of spells to the shaman until some sort of penance is performed.

When used in game play, **infusion** draws the blessing of the gods and spirits down on the caster and his companion (up to one person per level of the shaman). Each creature affected will automatically make their next saving throw. Once that has happened, the spell ceases for that person. It continues to remain in effect for the other enchanted characters. Thus, the spell will linger until each and every person that it was cast upon has been forced to make a saving throw for some reason.

Restore Spirit — Ran: touch; Dur: perm; Area: one spirit; Cast: 1 round. This spell allows a shaman to restore a spirit to its original body. The spirit must be nearby, within 10' per level of the caster, for the spell to function. This spell is mostly used to aid beings displaced from their

body due to possession, **magic jar**, or **dream walk**, but can also be used to "trap" dangerous spirits in their earthly remains. For instance, the caster could touch the body of a shaman whose spirit was lost during a dream walk and thereby restore her. Likewise a wraith or specter could be bound into its original body. At best, such a spirit could animate the corpse as a regular or juju zombie, although ashes could rise as a dust devil (q.v.). **Restore spirit** can only be used to restore a creature to its original body (unless the spirit is already capable of possessing other bodies). There is no saving throw against this spell.

Totem's Ally — Ran: special; Dur: 1 turn/lvl; Area: special; Cast: 1 round. Much like **totem summoning** (q.v.), this spell brings assistance based on the caster's totem. The difference is that **totem's ally** summons a mortal being that shares the same totem as the caster. The being is always called from the world the shaman is on. The caster may choose to call a specific ally, with a chance of success equal to a scrying attempt on the same individual. If the medicine man has a token given to him by the specific ally in the spirit of guardianship, assistance, friendship, or love, then success is automatic.

If the shaman opts for a random ally, then the DM will supply an NPC possessing between 01–150% of the caster's current level and ability (roll 00% and add d6-1 times ten to determine power level, adding equipment, magic, or background to compensate). Such randomly summoned individuals will be preferentially called from nearby areas, although, again, this is not a requirement.

Example: Black Robe is about to be eaten by trolls, so he calls his buddy, Kalavor Talgris the werebear and fellow bear totem. Normally no roll would be needed, since Kalavor gave Black Robe a token of their friendship, but the trolls ate it. Consequently, the shaman must roll the same chance to succeed at scrying his good friend.

Unfortunately, Kalavor is off-world and does not appear. Desperate now, Black Robe again casts **totem's ally** and calls for a random ally. Rolling 31% and 2 on the d6, the 12th level

shaman will gain a random ally of 41% of his level ($31 + [2-1] \times 10 = 41$) or 4th level with some added magic or usefulness. The DM rolls a random 4th level NPC and determines that Brandy Foxwalker, 4th level shaman, appears with her flaming spear and pouch full of **goodberries** and **medicine herbs**!

Totem's ally can be used to summon allies on another's behalf. In such a case, the caster must touch the other individual during the casting, the chance of success is half normal, and the level of a random ally is half (round down, thus 75% to 0% [no ally!]).

Example: Squatting Beaver knows of no hero who shares his beaver totem but is adventuring with Jyolli who has the cat as her totem. Aware of a number of other heroes with the cat totem, Squatting Beaver tells Jyolli to stand still and let him use her as a material component in his spell. Chanting and spreading paints on Jyolli's body, the shaman calls for Jyolli's friend, Thera, whose scarf he has. His odds of success are 42% (chance of scrying 85%, divided by two). Thera would be allowed to resist the spell, but would accurately know if her friend, Jyolli, was in mortal danger.

Unwilling allies are always allowed a saving throw versus magic with a +2 bonus to avoid the summoning (random allies are always considered "willing"). If the caster and target do not share a totem, the save is at a further +4 bonus. If a given world has no examples of a specific animal, then it will have no totemic versions of that animal, and therefore no allies to call upon (other than heroes foreign to that world).

Example: Kyron is Black Robe's apprentice and son-in-law to Kalavor. Kyron is being threatened by three dozen goblins, but knows of no powerful heroes who share his totem of the buffalo. Instead, Kyron wants to call on an ally of the bear-totem. Unfortunately, even though Kyron has a friendship bracelet given to him by Kalavor, Kyron would be unable to call the werebear unless someone with the totem spirit of a bear were physically present at the time of casting. Assuming there was such a party member, then the chance of

success would be 50% at best and unless the person summoned (Kalavor or Black Robe) cared about the fellow bear totem individual, a save at +6 would be in order.

This spell is particularly fun if the DM has a large supply of NPCs with pre-defined totems. Alternately, the DM could keep track of all PCs (alive or dead) and use them as potential allies for this spell. Cosmetic details could be changed in the case of deceased PCs, possibly giving PCs from different games a chance to cameo in a current one (if the character's player happens to be present). As a final note, this spell could also be used as the springboard for a short solo adventure, but it is unlikely a given individual would be randomly summoned more than once or twice in her life.

Wrath of the Heavens — Ran: 24"; Dur: 1 turn; Area: special; Cast: 3 segments. This spell draws the direct attention of the Great Spirit and any and all other divine beings involved with current events. This spell is only used when the people are greatly threatened, invoking the legendary justice of the gods. Because of this, the shaman must be careful to use **wrath of the heavens** in only the most perilous and important of situations. Abuse of this power would be severely punished by the gods (and DM alike)!

The spell can have many manifestations, determined by the DM at the time of casting. It is certain to inflict a huge amount of damage on its target(s). As a rule, the damage done is equal to $2d8$ per level of the caster. The allocation of the damage, where applicable, is wholly up to the shaman.

Thus, a 15th level shaman who calls down **wrath of the heavens** on a band of 40 goblins (who massacred his tribe) might be rewarded with a great stroke of fiery lightning from the heavens. The fiery lightning would inflict $30d8$ of damage. If the roll was, say, 160 hit points, the shaman could opt to inflict 4 hit points on every goblin, 80 hit points on both of the goblin leaders, etc.

The same shaman might be rewarded by having all the nearby wild animals attack marauders. In such a case, 6 hit dice of creatures per level of the caster respond. So, the 15th level shaman might have 45 wolves, 18 grizzly bears, 22 mountain lions, or any other combination of 90 hit dice arrive and attack. Animals summoned will always have at least 4 hit points per die.

NOTES ON SHAMANS:

In general, the spells of shaman are more subtle and reality-conforming than those of any other class, including druids. Shamans work along with and in reverence of nature as well as the spirits of earth and sky to do their magic; medicine men do not force their will upon the world. Druids have a few spells that might contradict or defy the natural order as observed in the wild, but druidic magics generally are still more within the bounds of the natural world than those of clerics. Clerical prayers, in turn, are certainly more likely to be seen as functions of the world than the reality-defying spells of mages and other "cerebral" spell-casters. This "hierarchy of reality" should be kept in mind when developing new shaman spells.

Because the traditions of shamanism are largely oral and not as specialized as many other societies, fewer shamanic spells exist compared to other character classes. At the same time, spells such as **contact spirit** allow medicine men to speak with and learn spells from friendly mentors. This contact allows for a wider array of spells that would be normally expected of a non-literate culture. Shamans are free to develop and adapt new spells, but must always keep in mind their relationship to the natural world.

Since a shaman's spells are granted by a combination of gods and spirits, the shaman enjoys certain, unique benefits and limitations. On his home world or any Prime Material world where his pantheon is venerated, a shaman may cast any spell up to 6th level. On a Prime Material world where his deities are not worshipped, but where the spirits of nature are strong (a world host to a diverse, thriving

ecosystem), the shaman may call upon spells up to 5th level. These spells are then granted by these powerful, local nature spirits. On a Prime Material world with only limited spirits (merely some plant or animal life, including the Domains of Dread), a medicine man may invoke spells up to 4th level. A world without any life (Spelljamming asteroid or other location devoid of life) offers no supernatural agents; here only 1st and 2nd level spell are available (those powered by the medicine man's own faith). A shaman on the border ethereal receives the same spells as he would on the plane the ethereal touches. In the deep ethereal, the astral, or any of the outer planes where the shaman's Power(s) are not present, the shaman is limited to spells up to 2nd level.

The model for the shaman class is of a spiritual "generalist", someone who venerates and interacts with a diverse panorama of supernatural agents. This contrasts sharply with a traditional cleric, someone who is a "specialist" in the devotions and mysteries of a single deity. Between these two poles lie the shukenja and druid, respectively. It is possible, however, for a given tribe to contain both shamans and clerics; usually such a society is in transition between social structures of low and high specialization. Indeed, a single shaman may feel a particularly strong calling to exclusively worship a unique deity, such as Raven or Coyote or White Cow Buffalo Woman. This resulting cleric would lose access to all shaman-specific spells and totemic abilities, but would gain the spells and abilities commonly associated with clerics (see the DM for specifics of clerics for each god). Generally, if such a cleric has a positive effect

on a society, this trend will continue, until all of the priestly roles are filled by specialists (clerics and druids) rather than shamans. In contrast, a cleric who does not provide a distinct advantage to his people is unlikely to gain many followers. Thus, his new faith will likely die with him. All societies adapt to those institutions which serve them best.

Please note, this work is meant to be used in a medieval fantasy role-playing setting. It is not meant to make social, political, or archeological claims about the inherent

strengths or weaknesses of any real or fictional culture. If anyone takes offense to the ideas presented, then that is a failure on the author's part; I have great respect for this belief system and its practitioners and am trying to make these concepts accessible to a wider audience. This is an attempt to weave the real-world philosophies of shamanism into the warp of the Dungeons and Dragons milieu in order to offer players another human tradition distinct from the perennial Euro-centric options.

NOTES ON TOTEMS:

All members of a shaman's tribe have a personal totem or spirit guide, discovered through a visionary quest. Although medicine men have a ceremony to learn an individual's totem, it is very rare for a shaman to simply reveal this information instead of having an individual seek out her spirit guide for herself. The act of searching for one's totem opens up the individual to the bond between the human and animal guide. Because of this worldview, a medicine man will initially assume everyone he meets to be aware of her own spirit guide; only after extended contact with other cultures will a shaman realize that most other beings do not have such a helper. For an adventuring shaman, a ceremony may be used in order to educate those unfortunate allies whose culture did not adequately prepare them through visionary rituals.

If two people share a common spirit guide, they also share a common bond as totem brothers. This bond is held as sacred as ties of blood and family to most shamanic cultures. In addition, such individuals can often share spiritual insight and "medicine" through such a bond. This is true even if one of the totem brothers holds a radically different belief system.

Assuming an individual has completed a vision quest and discovered her totem, that individual has a slight advantage when dealing with animals of her totem's species. Such animals will react one category more favorably (i.e. "neutral" would become "uncertain but positive"). If a person harms or kills an animal of her totem, she will suffer for it.

She has, in essence harmed an aspect of her own soul. The individual should suffer from the penalties of a hostile **prayer** until the animal heals naturally or a full month passes. If the animal died, then the individual should also be penalized equal to any associated experience points from the encounter (i.e. subtract experience for the encounter instead of award it). For individuals who have not completed a personal shamanic vision quest, these benefits and penalties do not apply, even if the individual's spirit animal is known.

Each of the abilities presented is based, as much as possible, on the actual symbolism and beliefs accorded each totem by shamanic cultures as recorded in anthropological and/or metaphysical accounts. Because these traditions are interpretive and span multiple societies, some conflict and/or contradictions may arise regarding specific totems. Likewise, this list of spirit guides is by no means exhaustive; players and DMs are encouraged to research additional native totems and/or correct those found here (for example, the symbolism of the owl is vastly different around the world and can be modified for individual campaign settings). A partial list of additional totem animals ideas includes alligator, armadillo, boar, crab, duck/swan, gorilla, grasshopper, rhino, robin, scorpion, shark, tiger, turkey, vulture, and wolverine.

Any abilities that match the name of skills reflect a free proficiency in the given skill with additional focus (+1 to rolls) each level. For

instance, Badger grants insight into the healing properties of roots and plants, thus a 6th level shaman with the badger as her totem would make all herbalism checks adding six to her roll. Likewise, Puma grants shaman the skill to track as a ranger of the same level, while Raccoon totem teaches medicine men to open locks (or anything else!) as a thief of equal level.

Any abilities which match the name of class-based talents reflect an ability similar to a member of said character class of the same level. Thus, a 4th level shaman with the spirit guide of Frog gains the same ability to cure disease as a paladin of 4th level. Likewise, Otter and Seal grant 15th level medicine men the same luck as jesters. Certain totemic talents match non-skill-related abilities found in Skills and Powers, such as eidetic memory.

Any abilities which match the name of spells reflect use of the spell at will (subject to DM restrictions). Thus the Bear spirit rewards 15th level medicine men with the power to **dream** each night. The Badger spirit reveals to the shaman how to treat all herbs as **medicine herbs**. Likewise, a 15th level medicine man with the Deer totem has a continually functioning **sanctuary** effect (which, like the spell, is broken when the shaman attacks).

In order to avoid confusion, below is a list of all the skills, talents, and spells from the totemic list:

SKILLS: alertness, blind fighting, climb (walls/objects as a thief), direction sense, endurance, escape bonds (as thief), find traps (as a thief), hear noise (as a thief), herbalism (includes both limited plant lore and foreign environments), hide (in shadows/terrain as thief), leap (as an acrobat), move silently (as thief), observation, open locks (as a thief), pick pockets (as thief), singing, tracking (as ranger), weaving

TALENTS: artistic, cure disease (and immunity as a paladin), druidic shapeshift (x1/day), eidetic memory, legend lore (as bard), locate resources (as bushi, but with any item and may "check with" animals, follow hunches, etc.), master craftsman (exceptional talent in all crafts), motivate horde (as barbarian), problem solving (as riddlemaster), serendipity (as jester)

SPELLS: **call lightning, clairvoyance, command** (vs. lower level ONLY), **detect lie, dream** (as per UA, healing and insight only), **idea, genius, moment, pacify, pass without trace, prayer** (shaman's rolls only), **resist fear** (always on and recast each round), **sanctuary, suggestion, true sight, water breathing.**

ABILITIES

Totemic skill	Effect
x2 healing	heal at double normal rate each day
+1 dodge	grants +1 to AC and saves when dexterity/dodging applies
+1" ALL move	includes running, swimming, flight (by polymorph or even spell), etc.
+2 vs. mental	applies any time wisdom can adjust a saving throw
+2 w/missiles	bonus to hit only
+3 vs. disorientation	applies to any saving throw versus confusion, chaos, maze , etc.
+3 vs. emotions	applies to any saving throw versus fear, hopelessness, discord , etc.
+3" movement	applies to only normal land movement
12" or 6" glide	not flight, but gliding with ultimate loss of vertical height
18+ STR	if the shaman has 18 strength, then 18/50 is gained, otherwise 18 is gained
1d6 slap	open-hand attack
6" swim	underwater move and basic familiarity with underwater combat (reduced penalties)
abundance	any attempt to find, grow, harvest food or supplies at triple effectiveness, including magic spells and items
air walking	levitation-like ability, can defy gravity and walk on air
alert sleeping	may awake from sleep (even magical) at will, fully alert while sleeping
balance	will not fall or lose balance without amazing forces at work, always lands on his feet
balanced alignment	items and spells which have alignment-based results always treat shaman as most beneficial alignment
brachiation	full move by swinging from vines if dense enough tree cover
call rain	as weather summoning but rain only
carrying cry	any friend/ally who could possibly hear a call for help will and vice-versa (~10 miles)
control transforms	if turned to stone then instead gain benefits of statue or if lycanthropy contracted then considered as same alignment
creative skill	natural gift with any creative art (painting, sculpting, pottery, etc.) attempted
dancing	skill with dancing as well as enhanced stamina (for example, will not die from dancing with a Korred)
dark sight	may see in dark (all shapes somewhat indistinct, similar to human in limited moonlight)
detect hidden	as per detect invisibility , but magically obscured items not revealed
distance vision	x100 visual range
dream visions	DM should regularly give hints (like idea or genius) and prophecies in dreams
dreaming	may control any and all dream encounters, including those wrought by magic, never suffers nightmares

Totemic skill	Effect
empathy	as psionic discipline, but always on
excellent smell	gains clues to situations based on smell (disguised foes, monsters like troglodytes, etc.)
function at -6	continue to fight, cast spells, and otherwise act until below -6 hit points (although bleeding applies)
healing dance	regain 1 HP/turn while dancing, without any disadvantages (Otto's irresistible dance cause no penalties)
hold breath	hold breath for minutes equal to constitution, 1/3 if engaged in strenuous activity
hypnotic eyes	mesmerize anyone with half level or less who fails save vs. magic
ignore distraction	allows immunity to any mental spell or effects that would obviously prevent shaman from completing goal
improvise	talent to notice details and put together spontaneous plans, weapons, and escapes
intimidate	dissuade anyone with half level or less who fails save vs. magic
keep secrets	neither charm spells nor ESP will reveal truths which are kept hidden
learn	may learn any skill from any culture without a teacher in 1/4 the time
learn mage spells	study to gain list of mage spells with min/max for intelligence (all spells), cast at +1 level example: 13 intelligence gives 6 to 9 spells of all levels. Casting sleep counts as 2nd level spell, teleport as 6th
mental escape	second saving throw versus charm/hold/control one round after initial (failed) roll
night vision	see as an animal in darkness, usually able to spot other creatures within 6"
optimist	may put a positive spin on anything, such as suggestion to kill ally: "Excuse me, I'm supposed to kill you, shall we go to the inn and drink ourselves to death now? No, really, let's not fight, let's go get drunk. C'mon..."
paralyzing roar	roar causes paralysis in anyone with half level or less who fails save vs. magic
pattern recognition	can determine patterns within abstract facts and data
perspective	DM should explain the "big picture" of events to the shaman
prophecy	DM should regularly give hints of plots, themes, storylines, and events
quick learning	learn any skill in 1/4 time
quickness	always win first strike, then roll for initiative
regeneration	slowly regrow lost limbs/organs over time; a limb should take about as long as regaining x10 hit points
resist betrayal	allows new saving throw versus any effect which would betray friends and/or allies
rhythm of world	sense any disturbances in the natural world (like commune with nature) and ignore harmful song-based magic
safe transformation	no polymorph or transmutation can cause death, shock, undue discomfort, etc.

Totemic skill	Effect
sea knowledge	as per mariner, but with an additional roll each day, week, month, year, decade, century, etc. via questioning
see omens	DM should give hints of major plots on occasion
sense motive	similar to ESP but only reveals motive and only via observation and intuition (psi defenses are useless)
sexual prowess	peak lifetime performance at all times for both genders
sleep one hour	require only one hour of sleep per day to restore physical exhaustion and spells
slow aging	biological aging half normal from 10th level forward
subjective reality	similar to solipsism although there is no visual illusion, a shaman can ignore gravity momentarily if she runs off a cliff but fails to realize it. The coyote can be caught in his own tricks!
surprise	-3 penalty to opponents' surprise rolls
"teamwork" prayer	benefits of a prayer , but only with one other individual and only if working together
very productive	produce twice normal workload

Wandering Monsters

BAT, VAMPIRE

by John A. Turcotte

FREQUENCY: Rare

NO. APPEARING: 1-10

ARMOR CLASS: 5

MOVE: 1"/18"

HIT DICE: ¼

% IN LAIR: 50%

TREASURE TYPE: Nil

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 0

SPECIAL ATTACKS: blood drain, disease

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

INTELLIGENCE: Animal

ALIGNMENT: Neutral

SIZE: S

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

LEVEL/X.P. VALUE: 1/

These animals move in near-silence and will alight on any sleeping victims found (consider their abilities as the thief skills Move Silently and Hide in Shadows, both at 75%). They drain blood from sleeping victims at the rate of 1 hit point per round, and each bat can drain 4 hit points before being sated. Their attacks will not be noticed by their victims. Note that no one attacked in their sleep by these loathsome things may regain a lost hit point due to restful sleep. Worse still, anyone bitten has a 5% chance of contracting a serious disease (as a **Rat, Giant**, q.v.).



BAT, GIANT VAMPIRE

by John A. Turcotte

FREQUENCY: Rare

NO. APPEARING: 1-10

ARMOR CLASS: 6

MOVE: 3"/18"

HIT DICE: 1+1

% IN LAIR: 50%

TREASURE TYPE: Nil

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-4

SPECIAL ATTACKS: Paralysis, blood drain

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard

INTELLIGENCE: Animal

ALIGNMENT: Neutral

SIZE: S

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

LEVEL/X.P. VALUE: I/

Giant vampire bats are similar to other giant bats (see FIEND FOLIO). Their bodies are 3' long and they bear a 6' wingspan. They dwell only in tropical and sub-tropical regions. Like all bats, attacks or spells that cause blindness are ineffective against them while a **silence 15' radius** spell will effectively "blind" them. Like their less bloodthirsty kin, they are highly maneuverable in flight (maneuverability class B). Anyone with a Dexterity of less than 13 attempting to hit one with a missile weapon does so at a -3 to hit penalty.

Due to their size, they are unable to feed inobtrusively on sleeping victims like normal vampire bats. As a result, they are more aggressive. The bite of a giant vampire bat requires a victim to save versus poison or fall unconscious for 1-10 rounds, during which time the bat may drink the victim's blood at the rate of 1-4 hit points per round (no additional to hit roll required).

At the DM's option, any victim killed by the blood drain of a giant vampire bat has a chance of rising as an undead creature 24 hours after death.

POWRIE

By Rachel Drummond

FREQUENCY: Rare

NO. APPEARING: 30 - 100

ARMOR CLASS: 5 (4)

MOVE: 12"

HIT DICE: 2-7 hitpoints

% IN LAIR: 50%

TREASURE TYPE: Individuals K; D In Lair

NO. OF ATTACKS: 1

DAMAGE/ATTACK: By Weapon Type

SPECIAL ATTACKS: See Below

SPECIAL DEFENSES: only surprised on a 1 in 6

MAGIC RESISTANCE: 75% resistant to sleep and charm spells

INTELLIGENCE: Average to High

ALIGNMENT: Lawful Evil

SIZE: S (3 - 4ft tall)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

LEVEL/X.P. VALUE: I/Normal 45+1 per hp

Heidman and Guards II/65 + 2 per hp

Spell Caster III/80 +1 per hp



These fleet footed, murderous little creatures from the northern regions although goblinoid in appearance are actually distantly related to elves, something that neither race will readily admit to. They are mainly nocturnal creatures and have a terrible reputation for murdering travellers on quiet, dark roads and raiding farms and small villages near their lairs. They will never knowingly leave anyone alive and take a few corpses back to the lair for food. They have the peculiar habit of staining their padded jacks, brigandines and hats with the blood of their victims, which just adds to their grisly reputation.

They live in well organised Clans at the head of which will be the Heidman and constantly feud with neighbouring clans for territory, treasure or over some minor slight, indeed some feuds have been running for decades. This however does not stop temporary alliances being made to overcome a stronger foe that threatens both clans or to partake in a raid on a large village or small stronghold. Once that objective has been met, hostilities will resume as normal. Both males and females fight equally and no children have ever been seen, after all very few folk who have seen a Powrie lair have escaped with their lives.

Powries prefer to inhabit ruined tower-houses, and small keeps in remote, wooded areas. They have also, on rare occasions been known to inhabit deserted hamlets where the buildings are of stone construction. No matter where they choose to reside, the lair will be strengthened and protected with traps, pits, caltrops, trip-wire alarms and dogs, for these creatures dislike bright sunlight, in which they fight at -1 and tend to sleep throughout the day. There will typically be 3-6 dogs in a Powrie lair (see MM under wild dog). These dogs, as well as the trip-wire alarms are used for alerting sleeping Powries of intruders. They have also been know to take the dogs on raids.

A typical Clan will be equipped as follows:

- Short Sword and Shield (AC4) 20%
- Spear and Dagger 40%
- Voulge-Guisarme and Dagger 20%
- Crossbow and Short Sword 20%

Heidmen are slightly larger (4ft) will be 2 Hit Dice and have between 12 and 16 hp. He will be armed with any magic weapons and armour the clan may have but typically he will be AC3 and carrying a shortsword and shield.

The Heidman will have 3-6 large body-guards who will also be 2 Hit Dice and have between 10 and 14 hp. They will be AC 4 and carrying voulge-guisarme and short swords.

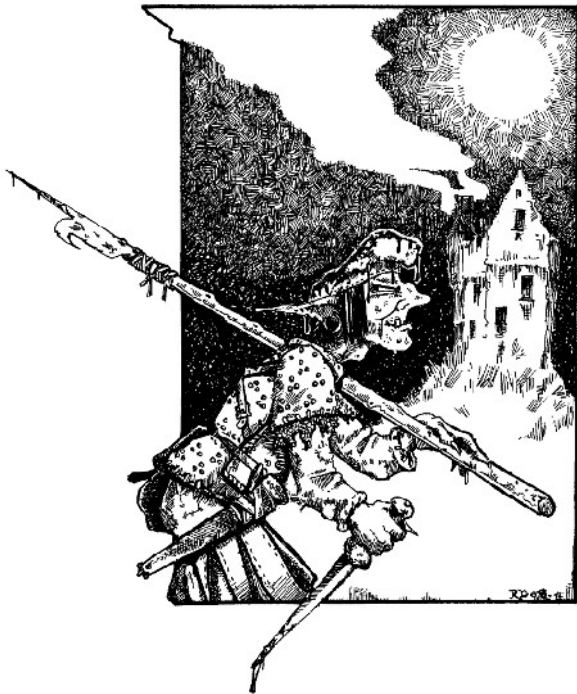
Every large clan (40 or over) will have member with spell casting abilities, clans with over 60 will have 2, either as a fighter/cleric or fighter/magician. (50% chance of either) These Powries will be of 1 Hit Dice, AC5 and can cast two first level spells once per day.

Choose from the following:

Clerical: Cause Fear, Curse, Darkness, Putrefy Food and Drink

Magic: Sleep, Dancing Lights, Shield, Ventriloquism, Burning Hands

Fighter/Magicians regularly employ Dancing Lights and Ventriloquism spells to lure travellers to their deaths, whilst the Fighter/Clerics have been known to use Putrefy Food and Drink on holy water fonts in temples, stores of food etc prior to a raid.



For some unknown reason Holy Water is deadly to Powries and each pint flask will cause 2-8 points of damage.

Their elven roots show in their enhanced magic resistance, for Powries are 75% resistant to sleep and charm spells, but otherwise save normally. They have good infravision, 90' and are difficult to surprise (1 in 6 chance) They themselves surprise, like elves on a 1 through 4 on d6.

These aggressive little creatures do not associate with any other races, preferring the company of their own kind, and they even feud with those! They speak their own language as well as that of their alignment. Heidmen and spell casters have a 30% chance of knowing rudimentary common.

Powries appear as a small, gangly, grotesque cross between goblins and elves with prominent ears and noses. They have pallid complexions and red rimmed yellow, pink or violet eyes with no irises. Clan members wear a variety of

battered back and breast plates, brigandines, chain shirts, padded jacks and have been known to wear iron skull-caps under their hats. Although their equipment and clothes may be battered and patched, Powries have a distinctly flamboyant style to them.

An interesting ending note: Powrie corpses turn to a foul smelling, unidentifiable mulch at sunrise leaving only their equipment, arms and armour.

Gifts in Early and Late D&D

By Lenard Lakofka (semi retired)

"Oh dear, oh dear," cried the large dark blue rabbit as it ran into the throne room. "Your majesty, er, King Seldonin Blacksteel, I presume?"

The king's lips moved erratically but little sound came out.

"Let's kill it!" offered Malignar.

"No, let's start a new people of them," said Berfang ... reluctantly.

"Let's eat it," purred Gathara as her shape began to change.

"Let's hear what it has to say," the rabbit offered hopefully.

"Very well, what ... who are you?"

"I, your majesty, am Caltinay, creation -I mean, emissary- of Aleodar the Blue. Mage of the wilderness, master of magic. He bids me greet your majesty and his court and apologizes for being late for Feltmas, Feltimas, Felsmas, whatever. He was moaning about some new job taking a lot of a time and that he never has time for himself any more, and -"

"Does this mean more gifts, or not?", asked someone in the crowd.

"Well, yes it does, actually, I -"

"Well, great blue rabbit, bring in the junk and let's get on with it," pronounced Ralyman the high- priest of somebody or other as he separated himself from the crowd and began to wring his hands anxiously.

The dawn of Dungeons and Dragons occurred after the fantasy supplement to Chainmail was published. Chainmail, as you may know, was set of medieval miniature rules that detailed combat for heavy and light troops, archers, cavalry,

etc. We played with those rules on Sunday after the one-day Gen Con One. They were handwritten on a few sheets of ruled paper. I believe Gary had used carbon paper to make a second set as he wrote them down in some format that was usable for play.

The medieval rules were quite good and allowed for a decent skirmish using armies of Elastoslin¹ figures. Gary Gygax had a collection of upwards of 300 of these figures at his home in Lake Geneva. That day we played at the convention site, the Horticulture Hall in downtown Lake Geneva. I'm not sure if all of the figures we used that day were Gary's as there were people who traveled from not just Illinois and Wisconsin for Gen Con One (99 people as I recall) but other Midwestern states. I seemed to recall someone came from the East Coast but my memory is not that good.

A few years after this Gary managed to get the rules printed. I believe it was Don Lowry (that last name might be spelled incorrectly) who published them. The small yellow booklet titled "Chainmail" was some 40 to 60 pages in length. It had the miniature rules. In a game we would have "rolled" a die 20, if we had one, for combat. Instead we selected one of twenty poker chips from a coffee can! Gary also mentioned that the player could use the 1 to 10 from two suits of cards. 1 to 10 of diamonds would be 1 to 10 and 1 to 10 of spades would be 11 to 20, for example.

At the end of this set of rules there were a few pages of a "Fantasy Supplement." It included orcs, elves, dwarves, heroes, super heroes, wizards (four spells only: fireball, lightning bolt, teleport and

summon elemental) and other "monsters." The booklet was sold in various hobby shops around the U.S. Soon it became clear that most purchasers were playing with the fantasy supplement and the ordinary men were governed by the medieval miniatures rules.

As time passed the game made the leap from a miniatures game (though we owe the movement rates, ranges, etc. in "inches" to the conversion from a miniatures game) to a paper and pencil game that occasionally used miniatures for melee purposes. One manufacturer came out with a line of about 30 to 50 miniatures specifically for the D&D game (Minifigs I think, but I'm not 100% positive).

Soon people were playing Dungeons and Dragons in dorm rooms, colleges, universities and homes all over the country. The D&D game exploded. Gary published Greyhawk as the first supplement to the D&D game.

I had a player group by then. I discovered that after each playing session I run into something in the rules that was not detailed enough. The rules would gloss over something and leave the DM to figure out how to implement and adjudicate it. I found myself thinking it out and writing one to four pages of material to cover the situation. Some of those 'private rulings' later got into the AD&D Player's Handbook and Dungeon Master's Guide. I was one of the proofreaders of those books and I supplied about 20 to 30 pages of material, not counting new spells.

During the early years of the game rulings and adjudications were very seat-of-the-pants. You dredged up something. I felt you owned the players balance and consistency so I wrote my thought processes out. If I changed my mind I would publish the change. Some of those

aspects of managing the game also showed up in "Leomund's Tiny Hut." You could tell I am "anal" from the length of some of those articles.

One aspect of early gaming (see I'm finally getting to the point) was DM gift-giving. I enjoyed rewarding players after a mission (quest) at the time they were in training for a new level. The king, duke, knight, cleric, mage or master thief would give something to his pupil (hireling) for a job well done. These gifts were minor and seldom were magic except for a potion, scroll or access to a new spell.

The other gift occurred on the player's actual birthday. I would pick one of that person's player characters and give him or her something nice. Something they could use. As the years rolled along the presents got to be better and better. It's one thing to give a +1 dagger to a 2nd level magic-user but what do you give a 10th level Lord?

Attached is a gift-giving example that occurred when I left Chicago after playing two campaigns that lasted over 15 years each. I had to close down those campaigns and move on. A few of the players from my game migrated into Michael Nystul's game. One of the migrants was Ralyman Voxbonder a cleric of Phaulkon played by Michael's father Brad Nystul (yes, there was a REAL person named Nystul). He did the best in the transdimensional shift from one campaign to the other. He got to keep most of his goodies while most transdimensional travelers arrived with a loin cloth and a rusty knife.

It was my going away gift-giving which Michael allowed me to bestow on my player's characters.

It is easy enough to grant gifts to players. They can be simple gifts like a new table

and chairs for their hovel, a puppy, or sack of seeds to plant to more complex things like the birth of twins who grew at the rate of six times normal! Thus they were ready to be player characters upon achieving a physical appearance akin to a teenager when in fact they had lived for only two and half years (I had to cut some corners on the learning curves but that's another issue).

To Berfang the Defender:

A small potion bottle containing some 4-6 doses. It is said to ebb anger and make a person very cool and calm. No, I don't know why he sent it to you, Lord Berfang.

To Seldonin Blacksteel:

Two of my now famous blue guards! This is Fred:

S: 16; I: 11; W: 10; D: 16; C: 16; CH: 10;
+1 chain, +2 shield, +1 long sword (expert).

Blue hair, eyes, skin, teeth, etc.; 6' 2", 185 lbs; Fighter 5th level.

He wears a **helm of impregnability** that prevents illusions from being seen by him



within 39'. Thus any illusion, including **invisibility**, is seen through.

and Charlie:

S: 18(83); I: 10; W: 8; D: 14; C: 15; CH: 17;
chain, +3 shield, +1 longbow and 12 +2 arrows (expert with bow).

Blue hair, eyes, skin, teeth, etc.; 5' 3", 185 lbs, Fighter 5th level.

He wears a **helm of fibs** that prevents him from hearing a lie. Of course, then he hears nothing. This means the man lives in a world of nearly perpetual silence.

To Mother Willa:

A lovely golden ring encrusted with five rubies valued at 6000GP. This **ring of return** can be summoned back to the lady five separate times across any distance through any obstacle. By the way, it brings the person wearing it along for the ride. It has the minor power of a ring of shocking grasp as well (1d6+8).

To Darko Planestrider:

A **philter of bravery**. When drunk it will give the imbiber 2-20 hit points and effectively make him (or her) 1 level higher. Pain and fear cannot affect the person.

To Ralyman Voxbonder:

A large ornate saddle with gold and silver studs. Also a short note:

"Where the hell are you? We get the abbey rebuilt, throw down Asmogorgon, and you vanish to another world. Get your ass back here." Helisbelbor the sage - at the commission of Wildawine the halfling master thief.

Notes:

¹ <http://fortresscastles.bravepages.com/elastolin>

Ruminations of an Aging DM or Over Half a Lifetime with my Friend AD&D

By Brian Wells

It had been drilled into my head from an early age that Family was the most important aspect of your life. No matter what happened to you, you had your family. That was until the divorce ... then those values were forgotten.

I vaguely recall that it was the fall of the year 1977; I was in the 8th grade. My father came to visit us kids at our home, one evening, and was excited about a new game that his coworkers had told him about. My father was an Electrical Engineer at a young and aspiring company known as Hewlett Packard. A group of his fellow engineers were regularly playing a new game called "Dungeons and Dragons". My dad described the game to us kids as a role playing game or RPG for short. Your "character" could explore vast underground warrens, villages, towns, cities; we would be limited only by our own imaginations. You could fight dragons, cast spells, discover lost fortunes; this was real sword and sorcery stuff. The game format was open ended and like nothing I had ever heard of before. My father was very excited and my brother and I were sucked in, like dust into a vacuum. That first game that I saw came in a blue box with the picture of a dragon sitting on a vast fortune. I was sold.

My brother and I rolled up our characters, purchased our meager equipment based on our dice rolls and proceeded down the stairs of our first dungeon; it was the sample dungeon that came with the boxed set. My dad's experience as a DM was limited, to say the least, and by the end of the evening both my brother and I found our characters deceased and we were less than enthused about ever playing this game again. Everything that we tried worked against us, the monsters definitely had the upper hand,

and in the end it was a mad dash for the exit, a gauntlet that neither of us survived. I avoided Dungeons & Dragons from that moment on.

Then in 1979 my dad's new girl friend brought her family over, so that we all could meet. I found out very quickly that Shane was a DM, a very serious DM. I decided that I did not like Shane. But my brother and my dad, on the other hand, couldn't wait to begin a session of this new type of "Dungeons & Dragons". This version was the "Advanced Dungeons & Dragons" or AD&D for short. More rules, more detail, but I still had that bad taste in my mouth, and I was not about to give in to their desires that I play along with them.

As I watched TV, I could pick out the faint whisperings of the adventure as it unfolded in the background. The activity was punctuated periodically by excited shouting and yelling as fierce battles were begun and resolved. This was not the D&D game that I remembered. Plans were working for these spirited adventurers, or at least they had a chance of working prior to the rolled dice that occasionally pronounced failure. The detail was rich and rewarding, I could picture what was happening as it unfolded; this was captivating my interest, despite myself. I quietly hung around the table until asked one last time to play, and grudgingly I consented to try this new version of a weird game.

It was a blast. This was night and day from what I had experienced before, and still vividly remembered with bitterness. The DM that controlled this tale of adventure could use mere words to paint vivid imagery that created a sense of suspense, intrigue, and harrowing escapes from certain death. The

world was not out to get us on this evening. Our collective fate was not sealed it was uncertain, we had a chance, and if we had a plan, we had more than a chance. Shane was awesome.

That first glorious AD&D game was begun about 6:00 in the evening on a Friday and we finally took a break for a nap at 5:00 the next morning. We then promptly began again after lunch and continued till well past midnight of the next day. I was saturated; pleased with myself and my party. I could not wait to hit the local hobby store for my copies of the required books. Within a couple of months we were planning weekend getaways to the cabin to play AD&D. Spending the night in a mountain cabin, with snow falling outside still brings back warm memories of these early adventures when things were new, fresh and so exciting. Gaming became rather consuming and my immersion into the AD&D world was launched.

It did not take me long to discover that here in my little town there were AD&D players every where. The AD&D genre was developing a loyal following quickly and it was difficult at times to get the latest books so that you could actively participate. It seemed that every time I made the trip to the hobby shop, that last copy of this hard back was sold, or the latest issue of that publication was out the door. The AD&D displays went from an obscure back corner location of the store to being one of the first things that a customer saw when they entered the establishment.

By this time my brother, sisters and I were living with my father. Shane was well on his way to becoming my step-brother and his family was living with us as well. Even though we lived in the same home it was not easy to get Shane to DM a gaming session. Shane had a core group of his friends that he DMed and that was where his loyalties lay. My high school had several groups that got together regularly each

weekend; but these groups were very tight knit fraternities. Read that to mean, "Outsiders not welcome". Some of us regularly traveled from one DM to the next looking for a secure home, a gaming family is what we wanted. But good quality DMs were as scarce as dragons' teeth. It was a frustrating time to be involved in RPG.

I had considered becoming a DM in the past, but had always avoided it at the last minute. Shane had told me that when he became a DM, the choice forever changed the perspective of the game for him. For Shane the transition from Player to DM forever removed some of the mystery and mystique that AD&D offered. He still enjoyed taking a PC on an adventure, but the thrill of the unknown no longer existed. As a good DM he had virtually memorized the DMG cover to cover. This was also a time when DMs punished those who had read the DMG and still chose to run a PC. DMs were DMs, PCs were PCs and those were lines that were not crossed. That's a fact that is clearly stated in the DMG, and that Tome was the Holy Grail of this grand adventure. But frustration got the better of me and with Shane's help and guidance I began to study the intricacies of what being a successful DM entailed. I purchased the Dungeon Masters Guide and began my walk down what was to be a long and undistinguished road. In short order I had become what I had desperately attempted to avoid, I was a lousy DM ... I sucked, and it was true; I can admit it now, years later. But even though I was lacking, I had a group of loyal players, that's how desperate players were for DMs at that time. At school I began hanging out with the other DMs at lunch, we talked about our likes and dislikes within the gaming system; how do you handle this situation; magic in the campaign; character classes; and troublesome players. Our little group of budding DMs had animated discussions on thieves' guilds, and assassins' guilds, their compositions, and their locations. How do you conduct water born

battles at sea? Could Rangers and Druids really function underground in a dungeon environment if they are a woodland creature by nature? It was almost a philosophy course.

By sharing these points of view, in short order we realized what a mishmash of ideas and contradictions existed within the DM side of the game. Some of us were strict; others were very loose to the point of seeing the DMG as, "mere guidelines you might say". There were DMs that allowed characters to purchase relics within most any town of their adventure worlds. I was pretty raw, but I wasn't a blithering idiot. Buying a relic in a medieval pawn shop was just sick and wrong if you ask me. The local gaming community was all over the map. No wonder DMs preferred closed player groups and outsiders weren't welcome. Who wants to pour their heart and soul into an adventure just to spend a whole evening arguing and listening to people say, "Well that's not the way that so & so handled it in the game that I played last week".

But in our DM discussions and the sharing of ideas, we did hit on an inspiration that we felt would be great to explore further. Each of us had our specific corner within the game format that we loved, and enjoyed. And we each had areas that, as DMs, we were weak and uncomfortable. We taught each other what we thought we knew, and we evaluated each month the articles presented in Dragon Magazine.

We began to propose options to what we understood the game to be. What if we developed a gaming world that was big enough for several different groups to explore independently within the same system during the same time period? It could easily be sectorized so that as players crossed certain geographical boundaries they would enter the realm of another DM; or two DMs could cooperatively conduct play with larger groups until a split occurred in the adventure and each group could go

their separate ways again. Thus was born the world of Matris Terea. I designed the layout of the gaming world, placement of the initial civilizations, and got to choose the name. The initial design layout of the geographical features of Matris Terea was begun in the fall of 1980. The name was derived while thumbing through a Latin to English Dictionary, and roughly translates to Mother Earth. By using standard engineering pad for the initial lay out of Matris Terea, each grid square of the Master Map was established to represent an area 500 miles by 500 miles or 250,000 square miles per grid square. At 50 grid squares across and 35 grid squares top to bottom, the master map of the Matris Terea Plane covers an area that is 25,000 miles by 17,500 miles, or 437,500,000 square miles of total gaming surface. I felt that a surface area of this size was big enough.

To maintain consistencies within the gaming plane from DM to DM, we established a set or ground rules, by today's terms these would be "House Rules":

- This is fun first and foremost; Players and the DM should derive enjoyment at all times.
- Development of a very simple calendar system.
- Keep close track of elapsed time as the characters adventure, so that overlap play could occur as regularly as possible.
- When party paths did cross and there was a possibility of a meeting, co-adventuring was promoted to occur, or maybe even combat if one party was quite villainous.
- This is a fantasy game, but the gaming world should be based heavily on a Reality Styled System. The basic laws of Physics should prevail.
- Consistent conduct of Combat; use of Magic; dispensing of experience and

magic items; and any limits on Character Classes should be agreed upon.

- Magic research by high level characters was controlled by the DM group, and in some instances disallowed.
- Treasure and its placement was to be agreed upon, not too much and not too little, just enough to keep 'em hungry and to remain consistent.
- Major Player Characters that were retired became the stuff of legend on Matris Terea. And their Weapons or Items could then be developed by the DMs into Magic Items of Renown, Relics, etc. and would then become part of a continuing game format. As play progressed this would provide a continuing living history.

Obviously this group design format did not sit well with every DM, not by a long shot. But it did sit well with four of us. So the Loveland Gaming Fraternity (LGF) was born. It consisted of the four DMs, myself included, and ~ 20 regular players. The four DMs met on Wednesdays, and planned or just talked about what we had laid-out for the coming weekend sessions. We discussed the possibilities of an impending war that would breakout or what about the natural disaster that would occur on such and such a date and at this location, with this area of effect. Maybe the orcish nation that was forced from its homeland by this adventuring party last week, might reach that party's location this week.

Then the weekends were spent in active gaming. Sometimes we would all meet at one person's home and have four different groups going at the same time in different rooms. Players could undertake quests, design and build castles, take part in wars, become heroes or villains, all the stuff of fantasy gaming. But their activities would not be allowed to influence the world as a

whole. That realm of influence was reserved for the NPCs and the DMs that controlled them. Player influence was limited to regions. The players were pawns in a greater machine. I got to co-DM a few times as my adventuring group met other groups and we explored together. It was weird, it was great. This was the height of AD&D for me. I had time, I had a large group of friends that shared my interests, and I had a blast. And as a DM, I got better at it, and most importantly my players had fun.

During this Cornucopia period, I went to my first gaming convention. I went for one purpose. Through word of mouth I had heard that E. Gary Gygax would be at the convention. It was a golden, once in a lifetime opportunity, to meet this man that I knew only through the books that he wrote and the game that I played. At the convention I approached the booth several times only to walk by the dense crowd that was gathered round; at other times I would just stop and turn around. Finally I got up the nerve to just do it. I went back to the booth for the umpteenth time and found a man quietly sitting and sipping water. I asked if he knew when Mr. Gygax would be back, that was when this fellow told me that he was Mr. Gygax, and that he preferred to be called Gary. He was taking a few moments to himself, while he waited for a gaming session to begin. I was shocked, stunned, and confused all at one time. Gary? This could not be Gary. This Gary that I was looking at was not 9 feet tall, he did not have rippling muscle all over, and most of all he didn't emanate a ghostly aura of pristine awareness. But this Gary was very courteous to me. He seemed genuinely interested as he listened to what I had to say, and before he left for his gaming session, this man took the time to sign my Players Hand Book, "Your Friend Gary". I wondered around the convention for a short period dazed and then I went home. I've never been to another gaming

convention since. I don't recall the exact year that I meet the man that had such a big influence on my life, but I will always cherish the fact that I did meet him. That brief meeting was truly a highlight that I will always value.

Recently, as I was searching on the internet, I came across a recent photo of Mr. Gygax (Gary). I saw the same smile, the same eyes and the same face that was on the Gary that I meet so many years ago, only a little bit older now.

Eighteen months after the LGF was formed, in the spring of 1981, several of us graduated from high school, me included. That summer, after graduation, started with a marathon of play. But as the weeks progressed and summer turned to fall, contact between the DMs became less and less. The elapsed time between gaming nights became more and more, until fall came and we went our separate ways.

Some of us went to college, others into the military and still others just kind of floundered and did odd jobs with little or no direction in their lives. I was a flounderer; I bounced from dead-end job to dead-end job for several years. Between jobs I worked to complete an Associates Degree in Electronics, but this field never did appeal to me and when I finally graduated with a degree I was enthused but not very excited. By this time active gaming was a distant memory, but I still packed around the boxes of books, and the Matris Terea World that I stored along with the adventure material that I had developed. And during stops at hobby stores I would usually browse by the AD&D display and pick up a latest dungeon module, a new hard back, or an issue of Dragon Magazine. There wasn't time to really play, but there was time to read. Then during a prolonged move back home, my storage locker was broken into. Everything was trashed, and much of my personal possessions were gone. And I soon discovered that all my AD&D gaming books

were missing as well. The folders that contained Matris Terea were scattered, some papers torn, but it was all pretty much intact. It wasn't till a few days later that it hit me; my Players Handbook with Gary's signature was gone. I would hit pawn shops and used-book stores for the next few years looking for it, but as time passed I reached the realization that it was gone.

In 1991 I came to yet another fork in the stream of life. I had applied for a position as a Production Manager for the company that I worked. I was passed over because I lacked a 4-year degree, also at this time the department that I worked in was down sized and I was moved to another department that was not a very comfortable place to be. It was a kick in the face, all that stood between me and upward mobility was a piece of paper, and because of that deficit I was not marketable. I became introspective and took a long hard look at myself. What did I like? What were my strengths, weaknesses? What were my passions? I made some hard choices and the fall of 1991 found me back in school working on a BA Degree in Chemistry.

As a freshman nontraditional student on a university campus I had no job, a young wife, and a baby on the way. What more pressure could I possibly ask for? I soon found that a group of my fellow Chemistry students played Dungeons and Dragons. But the game that they talked about in detail was different than what I recalled. TSR had just recently released the 2nd Edition of the AD&D game a few years before. I went and had a look at it, read it over, and just was not warm to it. The 1st Edition was a true fraternity, in my opinion. It was about the game, and the freedom that that game gave your mind to explore and share with others. The 2nd Edition, to me, was about the money that could be made off the fans of AD&D. It felt like an abandonment to the loyalties of the 1st Edition. But this group of college kids wanted a DM, and they genuinely liked the stories about what I said

that I had done in the past. I pulled out the Matris Terea Plane, wiped off the dust, and ran these youngsters through a plethora of adventures. We had a good time for four short years. But I did not develop a liking for the 2nd Edition AD&D, it's just a personal thing. As an aside, I did develop a liking for the GURPS system at this time, but still my heart was with 1st Edition AD&D.

But for those four years, I loved college and being on a major university. One of the saddest days of my life was when I walked across that stage and received my diploma and my academic awards. Once again another home was behind me and so was my latest adventuring party.

At graduation, one of my college professors hired me to turn his hobby lab into a true business, and for 9 years I did that and more. I also heard from a few old gaming buddies. We reminisced on old adventures, shared again and again the really silly things that happened during those old days of gaming, and we would run the occasional AD&D campaign for a few months, take a break, and then someone else would take over for awhile; never anything as intense as the glory days, but satisfying none the less.

But once again life had its way with me, and pulled me silently away from my favorite leisure activity. My career was sucking me more and more away from family and friends, and the Lab that I now headed was becoming more successful and demanding more of me and less of the owner. One day it just hit me as to what my life had become: I leave home every day before the sun comes up and I get home after the sun has set; my kids are growing up and getting older; and I couldn't remember that last time that I saw them play a game of any kind. I felt empty and lifeless inside, I hadn't learned anything new at my job in over a year, and my health was suffering from the work conditions in the lab. It really was a bummer and I don't recommend it to anyone.

After a long talk with my wife and the loss of maybe 20 lbs due to stress, I took a huge cut in pay and went into Education. I became a high school science teacher, and I am now in my 5th year of teaching Physics and Chemistry to the most wonderful kids that you could ever imagine, at our local high school. I get to guide the sons and daughters of my friends and neighbors through education and prepare them for the world after high school. Talk about learning something new everyday, and job satisfaction and fulfillment. I'm finishing a Master's Degree and I'm definitely going through my second childhood.

A few months ago, my son brought me a book that he had found in the basement crawl space in an old box. It was the AD&D Dungeon Master's Guide. The cover of the book intrigued him and he wanted to know all about it. The two of us took the day and I explained the gaming system and laid out the entire plane of Matris Terea for this little 9 year old. Silly as this sounds, it felt good to share this with my son. A few days later he showed me the dice that he had bought with his own money while out shopping with mom. He wanted to play and so did his older sister. As a family, we spent a good part of Christmas break this last year adventuring, while snow came down outside.

I swear that in the excited shouts and serious planning of my kids, I did again hear the voices of my old friends as we fought battles with powerful foes in those wonderful adventures of my long ago youth.

Family is the most important thing that a person can have, and through a stroke of genius a game was developed that has provided me with such a wealth of memories and happiness through both good times and bad. This silly game has been such a good friend to me.

Random Phantom Generator

By Michael Martin

I was inspired to add some "dungeon dressing" to a homebrew module that I've been working on for a while, and I thought some phantom images/experiences would be a great touch. These aren't meant to add to the roster of undead monsters, but simply add atmosphere to any adventuring experience.

As I made the lists, it became obvious I could really go nuts and make a ton of tables, but decided to keep it fairly short and straightforward, reminiscent of the Judges Guild tables for the City State and such.

If you need some harmless but evocative phantoms for your dungeon/haunted house/crypt complex, I hope these tables help. If nothing else, I hope they inspire others to adapt or create their own, as this isn't meant to be the final word in rolling up hauntings.



Distance (ignore if not applicable in current locale)

1	1"
2	3"
3	4"
4	8"
5	20"
6	1" above (in air)

Visual Appearance

1	Alternating brightening and fading
2	Blurry/shifting outlines
3	Clear but monochrome
4	Clear but slightly transparent
5	Slowly shifting colors
6	Very bright/overexposed

Sounds

1	Laughter
2	Chains
3	Heavy footfalls
4	Mournful wailing
5	Angry muttering
6	Eerie moaning
7	Pained screams
8	Sickly coughing

Sensations

1	Sudden chill
2	Damp breeze
3	Hot downdraft
4	Air pressure lowers or rises (air feels "thinner" or "thicker")
5	Blast of wind
6	Goosebumps

Smells

1	Rotten meat
2	Acrid, burnt odor
3	Floral
4	Hot metal
5	Stale, sweaty scent
6	Rain

Form Oddities

1	Missing limbs
2	Blood spattered
3	Skeletal
4	Immensely obese
5	Distorted – too tall, limbs not long enough, etc.
6	Decapitated
7	Extra limbs
8	Facial expression frozen

Action

1	Odd, out of sync movements
2	Always retreats
3	Alternately glides towards and away
4	Rushes towards
5	Hovers slightly above ground
6	Circles/paces

Duration

1	1 round
2	2-5 rounds
3	1 turn
4	Blinks for 2-5 rounds
5	Every other round for 1 turn
6	Permanent

Ends

1	Slow fade
2	Tattered vapors
3	Burst of sparks
4	Blinding flash
5	Sinks into wall/floor/ceiling
6	Compresses to single point, then disappears



Give Your Cities Some Character

By Mike Hensley

"Man, we're hurting. Let's go back to town and heal up."

"Yeah, I want to buy some better armor while we're at it."

"And I need to get some spell components."

"Hmm... I guess I could pick up a few GP's picking pockets. Let's go!"

You've spent hours detailing the dungeon down to exactly how many copper pieces each kobold is carrying in his pocket, but the nearest city is just a dot on the map with a name next to it. Running a roleplaying session in a city can be difficult when you have to make up the details on the fly and this can lead to having bland generic cities except for the one or two for which you have detailed descriptions. Oh, you could use some random city generation tables, but most take too long, involve lots of tedious dice rolling and chart referencing, and provide far more detail than is needed for the average game session. What you need is a fast and easy city generation system that gives you just enough details to get on with the game.

A city is just a large group of people, right? You already know how to roll up character for a person, so why not roll up a city in the same way? With a minimal amount of tweaking, you can use the same six stats (Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma) that are used to describe characters to quickly detail an entire city. And to provide you with that old-school feeling, you roll up a city by rolling 3d6 in order.

Strength: The Strength characteristic of a city refers to the strength of its defenses. This can be anything from fortifications to how large the army or militia is. Examples:

3	no defenses of any kind
4-5	no fortifications, army = 1% of population
6-8	ditch, moat, or partial wall around city, small keep possible, army = 2% of population
9-12	walled city with keep, army = 5% of population
13-15	walled city with castle, army = 8% of population
16-17	multiple walls around city with strong castle, army = 10% of population
18	multiple walls around city with impregnable castle, army = 15% or more of population

Dexterity: This is a measure of the amount of personal freedom of the city's people. It can also be used to determine how likely it is that the players will be harassed by town guards, city officials, tax collectors, etc. while they are in the city. Each day roll 3d6 and compare it to the city's dexterity score. If the roll is greater, the players will be harassed in some way that day. Examples:

3	everyone is watched and questioned everywhere they go; very heavy taxes; no weapons, armor or beasts allowed
4-5	foreigners are watched and questioned everywhere they go; heavy taxes; no military weapons, armor, or medium or larger beasts allowed
6-8	foreigners are frequently questioned; heavy taxes; no large military weapons, heavy armor, or medium or larger beasts allowed
9-12	foreigners questioned at the gate; moderate taxes; no dangerous beasts allowed
13-15	everyone is free to come and go; light taxes; no large, dangerous beasts allowed
16-17	everyone is free to come and go; almost no taxes
18	no government or laws - anarchy

Constitution: Constitution is a measure of the size of the city's population. It can also be used as an indicator of how likely it is to find non-magical items for sale. Roll the city's Constitution score or less on 3d6 to see if an item is available. Items that cost 10gp or less should always be available and should not require a roll. Apply a modifier to the roll of -10 for items with a value of 100gp or less; -5 for items valued from 101gp to 500gp; +0 for items valued from 501gp to 1000gp; +5 for items valued from 1001gp to 5000gp; and +10 for items valued over 5000gp.

3	3,000 or less
4	4,000
5	5,000
6	6,000
7	7,000
8	8,000
9	9,000
10	10,000
11	11,000
12	12,000
13	13,000
14	14,000
15	15,000 to 20,000
16	21,000 to 49,000
17	50,000 to 100,000
18	more than 100,000

Intelligence: Intelligence measures how influential wizards and magic are in the city. Examples:

3	no wizards; no arcane spell casting or items available
4-5	only one or two wizards; up to 2nd level arcane spell casting; no magic items available
6-8	few wizards; up to 3rd level arcane spell casting; potions and scrolls available
9-12	several wizards; up to 5th level arcane spell casting; potions, scrolls, wands available
13-15	wizard's guild; up to 7th level arcane spell casting; potions, scrolls, wands, rings, magic weapons and armor available
16-17	wizard college; up to 9th level arcane spell casting; most magic items available
18	several wizard guilds and colleges; up to 9th level arcane spell casting; all magic items available

Wisdom: The Wisdom score details the place of religion in the city. Examples:

3	no temples; no divine spell casting or items available
4-5	only one or two temples; up to 2nd level divine spell casting; holy water available
6-8	temples for several major deities; up to 3rd level divine spell casting; holy water and potions available
9-12	temples for most major and a few minor deities; up to 5th level divine spell casting; holy water, potions, and scrolls available
13-15	temples for all major and several minor deities; up to 7th level divine spell casting; holy water, potions, scrolls, and staffs available
16-17	temples for all known religions; up to 9th level divine spell casting; most magic items available
18	temples for all known religions; up to 9th level divine spell casting; all magic items available

Charisma: This details how peaceful a city is and the level of happiness of its citizens. It can also be used as a measure of the city's beauty. Charisma can be used to determine how likely it is that the players will be witness to, or the victim of a crime. Each day roll 3d6 and compare it to the city's dexterity score. If the roll is greater, the players will have an encounter with criminals (pickpocket, muggers, etc.) sometime that day. Examples:

3	crime is rampant and gangs rules much of the city; citizens are on the edge of revolt; garbage and sewage everywhere; many buildings are in ruin
4-5	crime is very bad and the thieves guild is very powerful; citizens are hard and cynical; much of the city is ugly and poor
6-8	crime is common; citizens are wary and untrusting of strangers; the city is grey and bland
9-12	crime is at a normal level and the citizens are fairly satisfied; the city has a few buildings or parks that the citizens are proud of
13-15	crime is low and the citizens are happy; the city has several buildings or parks that the citizens are proud of
16-17	crime is rare and the citizens are very happy; the city has many buildings or parks that the citizens are proud of
18	crime is almost non-existent; citizens are extremely happy and proud of their city; the city is filled with parks, beautiful buildings, fountains and impressive statuary

Alignment: Now that you have the city's stats rolled up, you can use them to determine an overall alignment for the city. This is done by using the Dexterity score for the Lawful/Chaotic axis and the Charisma score for the Good/Evil axis.

Dexterity	Alignment
3-7	Lawful
8-13	Neutral
14-18	Chaotic

Charisma	Alignment
3-7	Evil
8-13	Neutral
14-18	Good

For example: if a city has a Dexterity of 12 and a Charisma of 7, it would be Neutral Evil in alignment.

A city's alignment is a good indicator of how harshly crime is punished. Examples:

	Murder	Robbery
LG	imprisonment for life	imprisonment, branded
NG	imprisonment	imprisonment
CG	banishment	fine
LN	beheading	forced labor, branded
N	hanging	forced labor
CN	victim's family will seek revenge	victim will seek revenge
CE	sentenced to fight in gladiator pits	loss of a hand
NE	impaled	loss of a finger
LE	crucifixion	sold into slavery

Example City

To show you the system in action, let's roll up a new city. I rolled 3d6 in order for the six stats and came up with:

STR	13
DEX	5
CON	18
INT	7
WIS	11
CHA	10

Interpreting the numbers provides us with a good overview of what the city is like. It is a huge city with a population of over 100,000, strong walls, a citadel, and a standing army of at least 8000 soldiers. There are few wizards, but temples for most major deities are present in the city. Perhaps there are laws against practicing magic that keep wizards from wanting to live here.

Crime is at a normal level for a city this size and the citizens are fairly happy with their lot in life even though taxes are high. Strangers are questioned closely about their business and weapons are tightly regulated. This gives the city a Lawful Neutral alignment.

As you can see from the example, it is quick and easy to roll up the details for city using this system. With a little tweaking, the system could also be used to roll up the details for entire countries as well. Try it out and give your next city some character.

