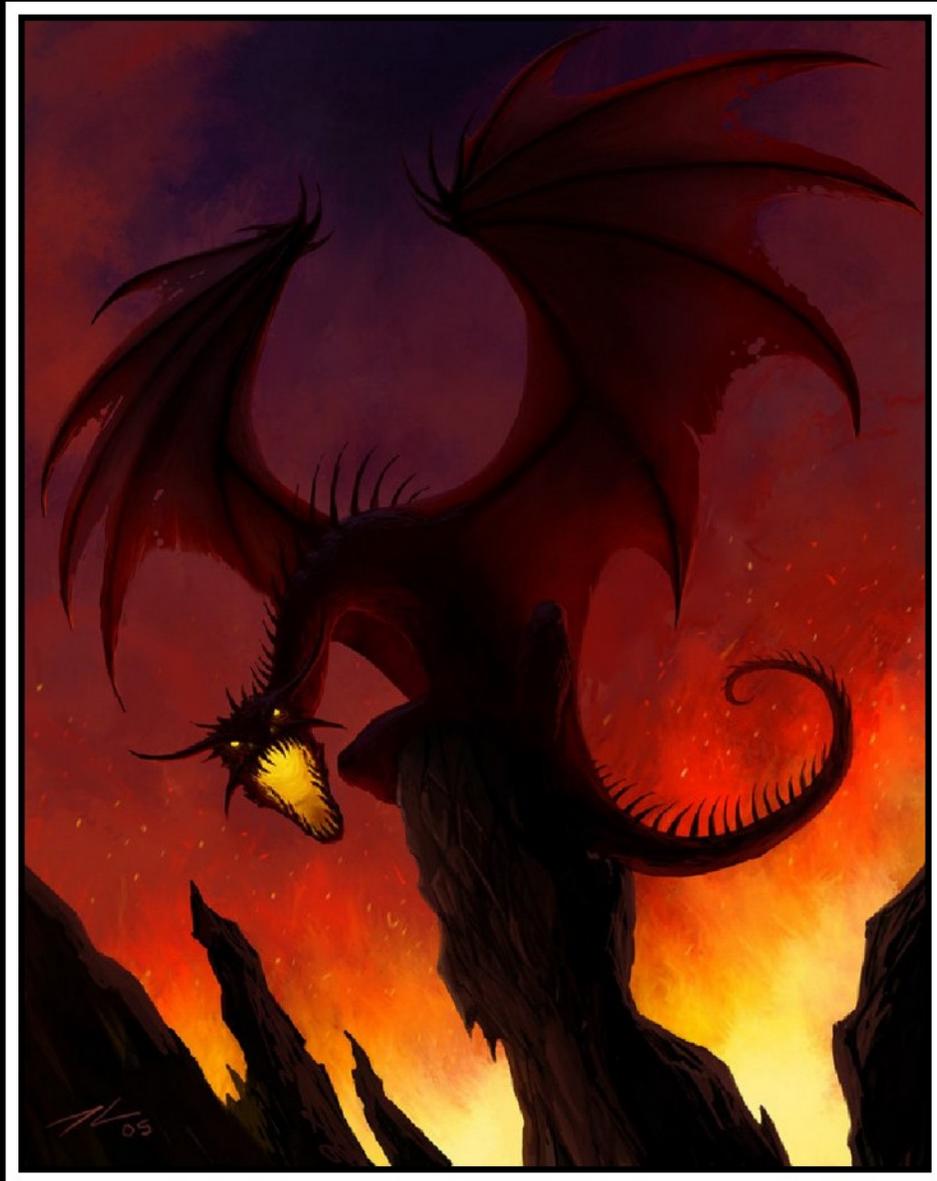


Footprints



Number 16

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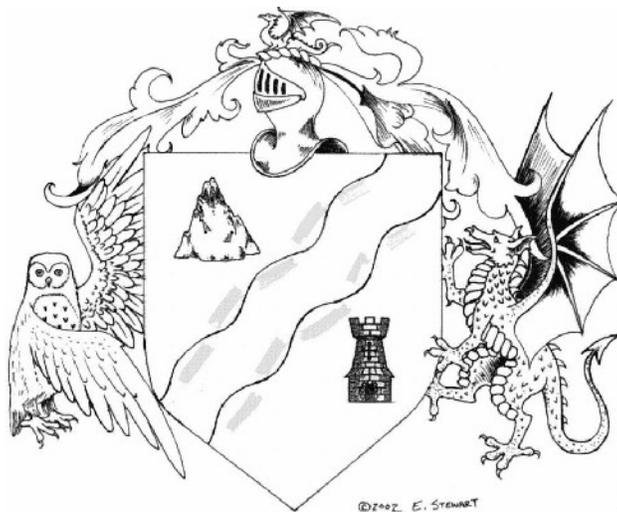
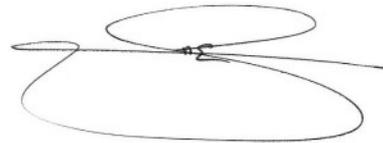
% in Lair

Well met and welcome to the sixteenth issue of Footprints! I can't tell you how amazing it is to write that sentence. Sixteen full issues and the submissions keep on coming from players and DMs like you, expending the time and energy for the pure love of the game. There's been a lot of talk in the hobby of an "Old School Renaissance," but this Editor isn't certain if there truly is a resurgence in old school gaming or if technology has made it easier for gamers to connect and share their material. Time will tell. It is certain that there may never have been a better time to be in the hobby. The wealth of support for our brand of gaming is staggering.

This issue is no exception. We have a trove of new material for your game. David Mohr brings us the Transmuter class. Brian Wells provides a bandit stronghold scenario, a new adventure set in his Primitive Wildlands, following "The Haunted Inn of the Little Bear" from our last issue. We also present you with a batch of cold-hearted adversaries to match up against your PCs.

This issue's fearsome cover comes to us courtesy of Daniel Lundkvist. Please check out his gallery at <http://www.dlart.se/>.

Please keep the gaming material coming. Our hobby will never die as long as we keep playing. Game on!



THE TRANSMUTER

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The transmuter is a sub-class of magic-user who specializes in the manipulation and transformation of themselves and their surroundings. In much the same way as illusionists have access to illusion/phantasm spells beyond those of an ordinary magic-user, so too can transmuters cast alterations unique to their craft. In most respects, however, transmuters conform to the same characteristics of their parent class, the magic-user. The differences between the two classes are detailed below.

To become a transmuter, a character must have a minimum Intelligence and Dexterity of 15. A transmuter never gains an experience bonus for exceptional ability scores. Only those with human blood in their lineage may master the secrets of transmutation. Thus only humans and half-elves may be transmuters as this form of specialization is beyond the capabilities of all other spellcasting races. Humans are not limited in their advancement as a transmuter, although half-elves are restricted to the 9th level and may only multi-class as fighter/transmuters or transmuter/thieves.

Transmuters are restricted to the same weapons, combat and saving throw tables as magic users and, like their parent class, transmuters cannot wear armor or employ a shield. Transmuters are limited in what magic items they can use, in much the same way as illusionists. Transmuters may only use: those items open to all classes, scrolls which contain spells useable by transmuters, magic items useable by all



magic-using classes (illusionist, 10th level rangers, etc.) such as **crystal balls** and **robes of scintillating colors**, magic books and magical weapons open to magic-users.

Transmuters are able to create magic items which cause or maintain transformations or polymorphs. Beginning at 12th level (Transmuter), transmuters can manufacture these items in a manner similar to regular magic users.

TRANSMUTER (MAGIC-USER) TABLE I

Experience Points	Level	d4 for		Level Titles	Spells Available by Level											
		Level	Hit Points		1	2	3	4	5	6	7					
0	2,250	1	1	Prestidigitator	1											
2,251	4,500	2	2	Skin Changer	2											
4,501	10,000	3	3	Changeling	2	1										
10,001	22,000	4	4	Metamorph	3	2										
22,001	45,000	5	5	Shape Changer	3	2	1									
45,001	70,000	6	6	Form Twister	4	3	1									
70,001	100,000	7	7	Transformer	4	3	2	1								
100,001	150,000	8	8	Flesh Warper	4	3	2	2								
150,001	275,000	9	9	Shapeshifter	4	4	3	2								
275,001	550,000	10	10	Transmuter	5	4	3	2	1							
550,001	825,000	11	10+1	Transmuter (11th level)	5	4	3	3	2							
825,001	1,100,000	12	10+2	Transmuter (12th level)	5	4	4	3	2	1						
1,100,001	1,375,000	13	10+3	Transmuter (13th level)	5	5	4	3	2	2						
1,375,001	1,650,000	14	10+4	Transmuter (14th level)	5	5	4	3	3	2	1					
1,650,001	1,925,000	15	10+5	Transmuter (15th level)	5	5	4	4	3	2	2					
1,925,001	2,200,000	16	10+6	Transmuter (16th level)	5	5	5	4	3	2	2					
2,200,001	2,475,000	17	10+7	Transmuter (17th level)	5	5	5	4	3	3	2					
2,475,001	2,750,000	18	10+8	Transmuter (18th level)	5	5	5	5	4	3	2					
2,750,001	3,025,000	19	10+9	Transmuter (19th level)	5	5	5	5	4	3	3					
3,025,001	3,300,000	20	10+10	Transmuter (20th level)	5	5	5	5	5	4	3					
3,300,001	3,575,000	21	10+11	Transmuter (21th level)	6	6	5	5	5	4	4					
3,575,001	3,850,000	22	10+12	Transmuter (22th level)	6	6	6	6	5	5	4					
3,850,001	4,125,000	23	10+13	Transmuter (23th level)	7	7	6	6	5	5	5					
4,125,001	4,400,000	24	10+14	Transmuter (24th level)	7	7	7	6	6	5	5					
4,400,001	4,675,000	25	10+15	Transmuter (25th level)	7	7	7	7	6	6	6					

SPELLS:

1st

- 1) Affect Normal Fires
- 2) Affect Normal Winds (M-1)
- 3) Alter
- 4) Alter Self (I-2)
- 5) Barkskin
- 6) Body Weapons
- 7) Chameleon
- 8) Chromatic Orb (I-1)
- 9) Detect Alteration
- 10) *Enlarge* (M-1)
- 11) Feather Fall (M-1)
- 12) Fist of Stone (M-1)
- 13) Jump (M-1)
- 14) *Light* (M-1)
- 15) Melt (M-1)
- 16) Quick Change
- 17) Read Transmuter Magic
- 18) Repair
- 19) Transmute Liquid
- 20) *Warp Wood* (D-2)

2nd

- 1) Affect Normal Waters
- 2) Beast Parts
- 3) *Beauty*
- 4) Change Object
- 5) *Continual Light* (M-2)
- 6) Detect Magic (I-2)
- 7) Fool's Gold (M-2)
- 8) Gaseous Form
- 9) *Heat Metal* (D-2)
- 10) Levitate (M-2)
- 11) Lizardskin
- 12) MacRobert's Knot of Steel
- 13) *Rocks to Rats*
- 14) Strength (M-2)
- 15) Transform Other
- 16) Transform Self
- 17) Transmute Gas
- 18) *Warp Stone*
- 19) *Water Breathing* (M-3)
- 20) Wood Shape

3rd

- 1) Beast Form
- 2) Dispel Alteration
- 3) Fabricate (M-5)
- 4) Fist of Diamond
- 5) Haste (M-3)
- 6) Invisibility (M-2)
- 7) Impersonate
- 8) Item (M-3)
- 9) Massmorph (M-4)
- 10) Momentum Theft
- 11) Polymorph Self (M-4)
- 12) Rockskin
- 13) Slow (M-3)
- 14) Statue (M-7)
- 15) Stone Shape (M-5)
- 16) Transmute Rock
- 17) *Turn Pebble to Boulder* (M-4)
- 18) *Warp Metal*
- 19) *Wereform*
- 20) Wraithform (I-3)

5th

- 1) Change Many Objects
- 2) Crystalskin
- 3) Fist of Steel
- 4) Flesh Shape
- 5) Force Shapechange (M-5)
- 6) Kineticity
- 7) Metamorph Self
- 8) Monster Parts
- 9) Move Earth (M-6)
- 10) Polymorph Other As Self
- 11) Passwall (M-5)
- 12) Rust
- 13) Telekinesis (M-5)
- 14) Transmogrify
- 15) Transmute Crystal
- 16) Transmute Flesh

7th

- 1) Elemental Composition
- 2) Energy Control
- 3) *Evolve*
- 4) Instant Alchemy
- 5) Master Transformation
- 6) Phase Door (M-7)

4th

- 1) Delude (I-3)
- 2) Dispel Magic (I-4)
- 3) *Growth*
- 4) Immutability
- 5) Improved Polymorph
- 6) Improved Strength
- 7) Manipulate Energy
- 8) Mass (M-5)
- 9) Mass Quick Change
- 10) Metal Shape
- 11) Metalskin
- 12) *Neutralize Poison* (D-3)
- 13) Polymorph Object
- 14) Polymorph Other (M-4)
- 15) *Sticks to Snakes* (C-4)
- 16) Tenser's Transformation (M-6)
- 17) Transmute Metal
- 18) Transmute Self
- 19) Transmute Wood
- 20) *Warp Flesh*

6th

- 1) Animate Object (C-6)
- 2) Control Weather (M-6)
- 3) Disintegration (M-6)
- 4) Dispel Transmutation
- 5) Dragonskin
- 6) Duo Dimension (M-7)
- 7) Glassteel (M-8)
- 8) Immutability 10'r
- 9) *Improved Wereform*
- 10) Lesser Shape Change
- 11) Liquefy
- 12) Mass Polymorph
- 13) Metamorphosis
- 14) Polymorph Any Object (M-8)
- 15) Replay
- 16) Transmute Blood

7th

- 7) Reverse Gravity (M-7)
- 8) Shape Change (M-9)
- 9) Simulacrum (M-7)
- 10) Time Stop (M-9)
- 11) Warp Reality
- 12) First level MU spells

Transmuter spells in *italics* are reversible. Unless otherwise noted, all spells have a casting time equal to their level in segments.

FIRST LEVEL SPELLS:

Affect Normal Fires: R: 1"/lvl; Dur: 2 rounds/lvl, AoE: 10' diameter fire. Same as the magic-user version of the spell, except as noted here. When cast by a transmuter, the shape of flames can also be changed, although in such cases the size or brightness of the fire can't be altered. Shaping is limited to general forms only, for example, a humanoid, a bull, a winged lizard, etc. For example a bonfire could be *affected* to appear as a bright, blue burning figure or the flames could dim to coals, but not both.

Affect Normal Winds: R: 1"/lvl; Dur: 1 hour/lvl; AoE: sphere 10' diameter/lvl. This spell enables the caster to harness a non-magical wind and change its force by one rank, as shown on Table 79, "Weather Conditions," in the DMG. For example, "becalmed" conditions (those found on a still day) can be become a light breeze. And a light breeze either can be diminished to becalmed conditions or increased to a favorable wind. The spell works equally well in an enclosed area, such as a dungeon, where "wind conditions" are considered becalmed.

Transmuters who are levels 9 and under can modify only natural winds of storm force or less. They can increase a storm-force wind to gale-force, but cannot affect an existing gale-force wind. At 10th level, a wizard can alter gale-force winds, and at 15th level, he can reduce hurricane-force winds.

The change caused by this spell is immediate, with the area of effect centered on the caster. He can alter the wind only once (which means by one level only). As long as a wind is shaped by this spell, subsequent **affect normal winds** spells cannot affect the same area. Other magics that change wind or weather can affect an altered wind, however. When the **affect normal winds** spell ends, the air returns to its original state.

Affect normal winds has no effect on creatures of elemental air. Nor does it affect creatures that use air in their attacks. The wind cannot deflect an enemy's breath weapon and send it back toward the attacker, for example. However, the spell does enable the caster to

move non-magical fog, dust, or poisonous gas out of his way, negating its effects for 1d6 rounds.

The material component of this spell is a small silver tube, through which the caster blows to attract the wind's attention.

Alter: R: 1"; Dur: perm; AoE: 1 cubic-foot/lvl. This spell allows the caster to alter one minor characteristic of a non-magical object, along the lines of the cantrips **change, color, mute, or even dry, damp, flavor, freshen, gather, salt, sweeten**, etc. The effects, however, are always minor with negligible value in combat or commerce (no lead to gold) although otherwise similar to what can be achievable via a cantrip. Thus a stale lump of bread could be changed into a sweet roll, a stein of ale re-colored pink, a dinner fork reshaped into a bracelet, dead withered flowers restored to bloom, a basket of laundry dried, a burnt cake "uncooked", or spilt milk cleanly gathered back into a bottle. Similarly, an ally's hairdo could be transformed, a friend's eyes change color, or a shaved dwarf regain his beard. When used against a living target, unwilling recipients gain a save versus polymorph at +2.

Barkskin: R: touch; Dur: 6 turns/lvl; AoE: 1 target. The recipient's flesh changes into a brown, wood-like substance which gives AC 8 (or +1 to AC) and a +1 on saves. Recipient can "float", has -1 on saves versus fire and +1 versus cold and water. Note: the various "skin" spells are not cumulative; only the latest one applies while previous applications are negated. The various "skin" spells do allow for the use of armor. The material component is a bit of bark.

Beauty: R: touch; Dur: 6 turns/lvl; AoE: 1 target. This spell enhances the physical beauty of the target, but not necessarily the target's charisma. The target gains 1d4 point of physical charisma + 1 per three levels of the caster, up to racial maximum. This charisma only applies in those cases where physical beauty is the issue (initial reaction with similar humanoids, flirting, beauty pageant, etc). In all other case as well as cases where it's a question of physical beauty, if the target



The reverse, **ugly**, causes the target to lose 2d4 +1 one per three levels of the caster, down to racial minimum. As with **beauty** the target's true charisma is evident if he is allowed to communicate, proving that beauty is skin deep, but charisma goes all the way down to the soul.

The material component of other version is a small mirror and the casting time is one turn. There is no saving throw.

Body Weapons: R: 0; Dur: 3 rounds + round/lvl; AoE: caster. Functions as the psionic discipline **body weaponry** but using the transmuter's level of experience on the fighter's column to determine what weapon the caster's hand transforms into. The transmuter may choose a "lesser" (lower level) weapon and is considered proficient and capable of using whatever the result. No changes to armor class are made by this spell. While in effect, the caster's hand is useless for spell casting, but the transmuter may end dweomer instantly by silent act of will.

Chameleon R: touch; Dur: 2 rounds/lvl; AoE: 1 target. This dweomer alters coloration of target to match background. The recipient is considered invisible at distances greater than 10' if not moving and a +20% to any applicable chances to hide if moving. The recipient is further -4 to be hit by missile weapons.

Detect Alteration: R: touch; Dur: 3 rounds + 2 round/lvl; AoE: Line of sight w/in 1"/lvl. This spell reveals all items/creatures that have been transformed or are shapeshifters.

Enlarge: As the magic-user spell, except the transmuter may select either option (**enlarge** or **reduce**) at casting time.

Fist of Stone: R: 0; Dur: 2 rounds/lvl; AoE: caster's hand. Upon completion of this spell, one of the caster's hands (his choice) turns to stone. It is flexible and can be used to punch, smash, or crush objects and opponents as if the wizard had a Strength of 18/00. Combat bonuses for strength do not apply if the caster uses any weapon other than his fist.

While the spell is in effect, the wizard cannot cast spells requiring somatic components.

Quick Change: R: 1/2"/lvl; Dur: 1 round + 1 round/lvl; AoE: one target. The target of this spell (which must be a living creature between the size of a wren and a rhino) must save versus polymorph every round. Once the save is made, the target has shaken the effect. Until then, the target changes shape every round (no system shock needed). Roll percentile dice and consult the following table:

ROLL	FORM
01-05	lobster, crab, octopus, squid, abalone or starfish
06-10	goldfish, carp, salmon, tuna, trout or angelfish
11-20	gecko, garter snake, newt, iguana, frog or turtle
21-40	wren, robin, crow, sea gull, penguin or pigeon
41-60	mouse, hamster, gerbil, mole, lemming or squirrel
61-80	sheep, goat, pig, rabbit, rat or milk cow
81-90	cat, dog, mule, weasel, skunk or hawk
91-95	wolf, lynx, black bear, cougar, ostrich or moose
96-00	rhino, tiger, brown bear, lion, eagle or ape

Victims of **quick change** gain the movement abilities of their new shape, but retain their hit points, AC (including due to magical items and equipment), intelligence, innate abilities,

psionics, and the like as their body is only reshaped, not fundamentally altered. As a result, the target may still act, although generally spell casting is impossible and combat is difficult as the target's weapons are also transformed, yet the use of innate abilities (a paladin's lay on hands or drow's **faerie fire**) work normally as do psionics and even magical items (the item is reshaped but retains its abilities). If the target has not regained control by the end of the spell duration then they must make a final save or be confused and unable to act for 1 round.

Read Transmuter Magic: R: 0; Dur: 2 rounds/lvl; AoE: special. This spell allows the caster to read the Transmuter spells.

Repair: R: 3"; Dur: perm; AoE: 1 object. By successfully casting this spell, the transmuter completely repairs any device up to the complexity of a crossbow or simple clock, as long as all parts are all present. This spell does not counter rust, acid, **disintegration**, etc.

Transmute Fluid: R: 3"; Dur: perm; AoE: cube of 5 feet + 2 foot/level per side. The caster may change the composition of water (and other fluids) to another substance as a function of level of experience:

Level Effect

- 1 **Mundane Fluids:** changes one common, harmless fluid into such as water, wine, blood, beer, oil, milk, cider, chicken soup, sea water, ink, paint, vinegar, urine, etc.
- 3 **Pure Fluids:** changes any fluid (even holy water or potions) into normal water, **dispels** a water weird (q.v.)
- 5 **Unhealthy Fluids:** makes water or other fluid unhealthy, save versus poison or -1 on STR, CON, DEX and combat rolls due to general sickness and nausea.
- 7 **Airy Fluids:** makes the fluid breathable (c.f. **airy water**) or transforms it into normal air
- 9 **Poison:** create toxin, save at +1 or take 1d6/round from poison

Level Effect

- 11 **Snow/Ice:** transforms fluid into solid ice. Those within must save versus petrification or be trapped in the ice. Ice has double the number of hit points as the caster has levels. Non-blunt attacks only do half normal damage. An alternative is to change the water into snow (fluffy, ice, powdery, or any other type the transmuter wishes)
- 13 **Acid/Base:** fluid becomes acid or base (caster's choice) causing 1d6/round of damage
- 15 **Dust/Sand/Mud:** fluid transforms into light, earthy material
- 17 **Rock:** fluid solidifies into solid stone. Those within must save versus petrification or be trapped in the rock. Rock has ten times the number of hit points as the caster has levels. Only magical attacks which affect stone and blows from magical blunt weapons do fully damage to the stone. Non-magical blunt attacks and other magical weapons do half damage. Everything else is useless.

Multiple effects are possible by combining levels (poison ice at 20th [9+11] or acidic rock at 30th [13+17], for instance).

*Note on all **transmute** spells -- these spells are designed to be used on inanimate, non-organic matter unless otherwise specified. Thus, even if someone had an exposed, bleeding wound, only the small amount of visible liquid blood outside their body could be **transmuted**, not the victim's circulatory system! That said, **transmute** CAN be cast on animate entities wholly composed of the elemental material (water elemental, invisible stalker, sandling, etc), who then gain a save at -2 to avoid the effect.*

*Also, a transmuter may use other, comparable spells on scrolls with similar names such as **transmute water to dust** either as written (turning water into dust), or if the caster is high enough level to create the same effect as the scroll, in any manner the caster is capable of (thus **blood to ice** if 15th level, in the case of **water to dust**).*

SECOND LEVEL SPELLS:

Affect Normal Waters: R: 1"/lv; Dur: 1 hour/lv; AoE: sphere 10' diameter/lv. This spell enables the caster to harness the flow of non-magical water, changing the water's speed to anything from double normal to still. For instance, **affect normal waters** could be used to backup all the sewers in the area of effect (flow of zero) or cause of ship to sail more swiftly (double the speed of a tide or current).

Transmuters who are levels 9 and under can modify only waters in accordance with the natural bodies in which they flow. At 10th level, a caster can cause water to actually flow backward at its normal rate, and at 15th level, she can cause the water to flow in ways liquid would not (in the air around a dungeon, over sand without being absorbed, etc).

The change caused by this spell is immediate, with the area of effect centered on the caster. She can alter the water only once. As long as water is shaped by this spell, subsequent **affect normal waters** spells cannot affect the same area. Other magics that change water or weather can affect altered water, however. When the spell ends, the water returns to its original state.

Affect normal waters has no effect on creatures of elemental water. Nor does it affect creatures that use water in their attacks. The water cannot deflect an enemy's acid breath and send it back toward the attacker, for example. However, the spell does enable the caster to move non-magical liquids (including acid) out of his way, negating its effects for 1d6 rounds.

The material component of this spell is a small silver tube, through which the caster sucks to attract the water's attention.

Beast Parts: R: 1/2"/lv; Dur: 1 day/lv; AoE: 1 creature. This spell allows the caster to partially polymorph the target (which may be herself). Thus, the target could gain the claws (and forelimbs) of a tiger, allowing for d4+1 attacks with each paw (but no weapons allowed) or the target could sprout eagle's wings and fly at 30" (but wearing nothing on the back) or the target's throat could change to include shark's gills so he could breathe

underwater (but not on land). Some other examples include a leopard's legs (to run and jump), a bear's arms (to claw and hug), a snake's fangs (to bite and poison), a dolphin's tail (to swim and slap), or a goat's head (to prevent speech and spell casting). All parts must result in an obvious, physical change to the body; the caster could not add a pigeon's pineal gland to gain its sense of direction nor a dolphin's brain and auditory system to gain sonar. No system shock roll is needed, although unwilling targets may save versus polymorph to avoid the change.

The material component is a small bit of the animal partially polymorphed into, such as tiger fur, eagle feathers, etc.

Change Object: R: 1/2"/lv; Dur: 5 rounds + 1round/lv; AoE: 1 object. This spell temporarily polymorphs one non-magical object. A change of size and mass of up to 50% each is allowed. Thus an enemy's non-magical sword could be changed into a long sausage, a large & heavy pillow, or two-dozen long-stem roses. There is no save against this spell, unless the object is held/worn, etc., in which case if the wielder/wearer successfully saves, the spell has no effect. Impacts with cold iron will reduce the duration by 1 round per impact.

Gaseous Form: R: 1"; Dur: 3 rounds/lv; AoE: 1 target. This spell allows the target to undergo the effects of quaffing a **potion of gaseous form** (q.v.). Unwilling targets gain a save versus polymorph at +2.

Lizardskin: R: touch; Dur: 6 turns/lv; AoE: 1 target. The recipient's skin changes into a scaly, green coat of armor granting AC 6 (or +2 to AC) and a +2 on saves. Creatures, such as stirges or mosquitoes, which attack only warm-blooded targets ignore the recipient of this spell.

The material component is a few reptile scales.

MacRobert's Knot of Steel: R: 2"; Dur: perm; AoE: 1 object/lv. This spell causes any hand-held, metal weapon, tool, or similar implement to twist itself into a knot, rendering it totally useless. The longer and more thread-like the implement, the more detailed the knot. **Knot**

of Steel has no affect upon shields, armor, or other similarly shaped items. An item saving throw versus disintegration is allowed against this dweomer, but only for magical items. Targets of this spell can be returned to normal with a successful **dispel magic**.

The material component for this spell is either a piece of string or cord which must be knotted or a piece of Celtic knot-work (worth at least 100gp) which must be blown on while invoking the spell. If the latter is used, it is not consumed in the casting. Casting time is a single segment.

Rocks to Rats: R: 3"; Dur: 2 rounds/lvl; AoE: 2 rats/lvl in 10' cube. Similar to **sticks to snakes**, **rocks to rats** transforms stones temporarily into giant rats (q.v.). Unfortunately, the rats will act according to whatever basic personality (aggressive, lazy, hungry, curious, etc) the transmuter had in mind when he transformed them. Rocks cannot be larger than the caster's (unmodified) head and any stones in the possession of another being are allowed a saving throw versus polymorph equal to that of the entity holding them to avoid the spell.

Rats can be of various sorts but a typical specimen has 1/2 hit dice, AC 7, 12" move, and bite for 1-3 with a 5% chance of transmitting an infectious disease.

The spell is reversible and the material component of either version is a rock or pebble and some rat fur.

Transform Other: R: 1/2"/lvl; Dur: 1 turn/lvl; AoE: 1 creature. This spell allows the caster to change a living target into a form with the same body plan (human to elf or pixie or troll) or related ancestry (human to centaur or cat-man to wemic but NOT an elf to either), with a size range from a wren to a rhino. Thus a transmuter could change a werewolf to a regular wolf or even a werebear, but not a regular bear. Similarly, the caster could **transform** a dove into an eagle but not into a fish. Unwilling targets get a save although no roll against system shock is needed. The caster has no control over the target which still retains its personality, intellect, hit points, etc as per **polymorph other** (q.v.). Any weapons, armor,

or other equipment on the target will change with him, becoming analogous items in the new form.

Transform Self: R: 0; Dur: 1 turn/lvl; AoE: caster. The caster may change shape, similar to **alter self**, but the form need not be fully bipedal (thus allowing for a centaur, salamander, or even shedu, but not a griffon or dog). Furthermore, the caster gains the full movement abilities (including flight speed and maneuverability) of the new form as well as any inherent AC or non-magical attacks (a minotaur's horns or lizard man's claws). The size constraints of the new shape are from 1/10th to triple height. When original form is resumed, 1-3 hit points are regained.

Transmute Gas: Ran: 3"; Dur: perm; AoE: cube of 5 feet + 2 foot/level per side. The caster may change the composition of the air (or other gaseous substances) as a function of level of experience:

Level Effect

- 3 **Smoke/Vapor:** creates fog, smoke, clouds, or clear air, neutralizing all non-magical gases
- 5 **Fresh/Pure Air:** neutralizes all gases including magical spells & dragon breath, dispels **gaseous form**
- 7 **Water/Rain/Snow:** precipitates 1" per cubic foot of rain or 2" per cubic foot of snow in area of effect (water- or cold-vulnerable creatures take 1 hit point of damage/lvl of caster)
- 9 **Unbreathable:** save at +2 or take 1d6 points of damage/round due to lack of oxygen
- 11 **Dust/Sand/Soil:** 1" of sand/earth/soil per cubic feet precipitate, no vision for 1 round
- 13 **Fire:** the air explodes doing 1 point of damage/lvl of caster
- 15 **Poison Air:** save at +1 or take 1d6/segment due to poison vapors

Level Effect

- 17 **Ice/Gel:** air transforms into solid ice. Those within must save versus petrification or be trapped in the ice. Ice has double the number of hit points as the caster has levels. Non-blunt attacks only do half normal damage. An alternative is to change the air into a squishy gel-like substance (save still applies but a new save is allowed each round)
- 19 **Rock:** gas solidifies into solid stone. Those within must save versus petrification or be trapped in the rock. Rock has ten times the number of hit points as the caster has levels. Only magical attacks which affect stone and blows from magical blunt weapons do fully damage to the stone. Non-magical blunt attacks and other magical weapons do half damage. Everything else is useless.

Multiple effects are possible by combining levels (unbreathable rain at 16th [9+7] or burning sand at 24th [13+11]).

Warp Stone: R: 1"/lvl; Dur: perm; AoE: 1/2 cubic foot/lvl. This spell causes the stone to ripple and bend, similar to **warp wood** (q.v.). In general, this spell causes at least the caster's level in points of structural damage. If used on magical items or enchanted objects, it only succeeds if the caster is a higher level than the individual who placed the spell on the object and then with only a 20% chance of success per level of difference. The spell inflicts 3-36 points of damage to stone golems with no saving throw allowed.

The reverse, **straighten stone**, can be used to repair damage caused by a **warp stone** or earthquake (magical or mundane).

Wood Shape: R: 1"; Dur: perm; AoE: 1 cubic foot/lvl. This spell allows the caster to reshape wooden objects of any non-magical sort. For instance, a door can be made in a wooden wall or a chest from a living tree trunk.

THIRD LEVEL SPELLS:

Beast Form: R: ½"/lvl; Dur: 1day/lvl; AoE: 1 creature. Similar to **polymorph other**, **beast form** allows the caster to change the shape of a living target. The limitation on the form is that only the shape of real-world animals from the size of a blue jay to a black bear are possible. As with **polymorph other**, a victim of this spell could forget her true nature over time. Unwilling targets may save versus spells and all targets must make a system shock roll. The caster can target either herself or another with this spell.

Dispel Alteration: R: 1"/lvl; Dur: perm; AoE: special. Dispels transformations of all sorts in a 3" cube, with a base 50% with -2%/level below or +5%/level above, as per **dispel magic**. This spell will undo a **shapechange** even by druidic innate ability, but not a **transmute stone to flesh** or other transmutation spells.

Fist of Diamond: R: 0; Dur: 2 rounds/lvl; AoE: caster's hand. Similar to **fist of stone**, this spell turns one of the caster's hands (his choice) to diamond. It is flexible and can be used to punch, smash, or crush objects and opponents as if the wizard had a Strength of 20 for at least 1-4 points of damage plus bonuses. Furthermore, the **fist of diamond** can inflict damage on creatures vulnerable to weapons made of specific non-magical materials, such as silver for lycanthropes or cold-wrought iron for demons. Combat bonuses for strength do not apply if the caster uses any weapon other than his fist.

While the spell is in effect, the wizard cannot cast spells requiring somatic components.

Impersonate: R: 0; Dur: 1day/lvl; AoE: caster. By means of this spell the caster may assume a single, given form for days on end. The spell ends when the time is up although the caster may resume his normal form in a single segment by silent act of will. Furthermore, if used to mimic someone of a similar race and the nail, hair, or skin clippings from a specific individual are used, the caster will become like that individual in all ways save the mind (singing voice, accent, scars, inherent abilities, even vague memories of pivotal people and

life events, but not class abilities, learned skills, knowledge, magical items, or the like). Otherwise, this spell conforms to **alter self** (q.v.).

Momentum Theft: R: 0; Dur: 1 round/lvl; AoE: 1"/lvl from the caster. By means of this spell, the caster can invoke a limited form of **telekinesis** (q.v.). Instead of creating momentum, it must be transferred from one object to another in the area of effect, subject to a combined mass limitation of all objects of 50lbs per level. Thus, the momentum of a single arrow could be negating and imparted into an enemy combatant (similar to the effects of a **push** spell) or a sword blow's momentum could be returned to the attacker's helmet (doing perhaps a point of damage), but stopping a charging giant would be impossible (too massive). A transmuter could use this spell to transfer the momentum of two objects (either donors or recipients) at 8th level, adding another object (either donor or recipient) every three levels. Thus a 14th level caster could stop four arrows at a time or halt two charging goblins and put their momentum into the shields of three goblin allies (throwing the whole lot off-balance and probably causing them all to fall to the ground, if the save is failed).

Rockskin: R: touch; Dur: 6 turns/lvl; AoE: 1 target. The skin of the recipient of this spell transforms into a hard, granite-like substance. This "skin" gives protection equivalent to AC 4 (or +3) and +3 on saving throws. In addition, the target becomes immune to all contact poisons and diseases, although weight doubles making swimming nearly impossible.

The material component is a rough-hewn rock or natural stone.

Transmute Rock: R: 3"; Dur: perm; AoE: cube of 5 feet + 2 foot/level per side. The caster may change the composition of rock, stone, mud, soil, sand, etc as a function of level of experience:

Level Effect

- 5 **Alteration:** allows rock, stone, mud, sand or earth to be transformed into one of the other four so that sandstone becomes granite or mud changes to fine silt. This also can change barren ground to fine soil.
- 7 **Metal/Crystal:** changes rock into some base metal or crystal, such as lead, iron, copper, quartz, glass, etc
- 9 **Flesh:** restores medusa victims or makes non-living skin
- 11 **Lava:** transforms rock into super-heated lava, 1d6/segment from contact, 1d6/round within 10'
- 13 **Precious Metal:** transforms rock into a valuable metal, such as silver, gold, fine steel, etc with a value of roughly 100gp per level of the caster (due to imperfections, impurities, etc)
- 15 **Liquid:** changes rock to water (muddy or not)
- 17 **Vapor:** transforms rock into a gas (cloudy or not)
- 19 **Gems:** changes rock into a valuable gem, such as diamond, sapphire, emerald, ruby, etc with a value of roughly 500gp per level of the caster (due to faults, imperfections, etc)

Multiple effects are possible by combining levels (golden sand at 18th [13+5] or liquid metal at 22nd [7+15]).

Turn Pebble to Boulder: R: touch; Dur: special; AoE: special. At the culmination of this spell, the caster hurls a pebble which grows and increases in speed, becoming a deadly boulder that inflicts 3d6+8 points of damage if it strikes the target. The caster's THAC0 is used to determine success, and the caster is considered to be proficient with the thrown pebble and receives no penalty for range. The maximum range of attack is equal to 50 feet plus 10 feet per level of the caster. Only the caster may throw the pebble.

The wizard can enchant one stone at 7th level and gains one stone per three levels of experience thereafter (two stones at 10th level, three at 13th level, etc.). Only one pebble may be thrown per round, and pebbles must be hurled in consecutive rounds. The spell has a duration in rounds equal to the

number of pebbles enchanted. Each pebble requires a separate attack roll. Pebbles may be thrown at different targets within range.

The material components are pebbles, which revert to normal size when the spell expires.

The reverse of this spell, **turn boulder to pebble**, shrinks a boulder to the size of a pebble. It affects only naturally occurring rocks and can not be used to shrink a statue or a cut gemstone.

The number of rocks that may be affected is equal to the number of experience levels of the caster. Boulders must not exceed one cubic foot per level of the caster. Thus, a 10th-level wizard could shrink 10 rocks, each of which is equal to or less than 10 cubic feet in size. All rocks are affected in the same round the spell is cast. Though they need not be touched, the boulders must be within 50 feet of the caster. Boulders that have been shrunk remain so until dispelled.

Warp Metal: R: 1"/lvl; Dur: perm; AoE: 1/2 cubic foot/lvl. This spell causes metals of all sorts to ripple and bend, similar to **warp wood** and **warp stone**. **Warp metal** inflicts 3d12 points of damage on an iron golem, no saving throw.

The reverse, **straighten metal**, repairs the effects of a **warp metal** and if used on an iron golem, **slows** it for 1 turn.

Wereform: R: 1/2"/lvl; Dur: 1 day; AoE: 1 creature. This spell lets the caster transform the target into the shape of a lycanthrope. The target does not gain a resistance to non-silver weapons, cannot change form, is not infectious, and cannot use any summoning or other magical powers, but otherwise has all of the lycanthrope's abilities. There are two dangers with this spell, in addition to any cultural stigma associated with lycanthropy. The first is that the target may forget her true nature (10% chance per hit die of the lycanthrope minus 10% per alignment place difference to a minimum of 10%), thereby becoming a REAL lycanthrope.

Second, immediately after the spell is cast, the target will behave as a werecreature until she makes a successful save versus polymorph.

Unwilling targets may save versus polymorph to completely ignore the effects of this spell. The caster may transform herself.

The material component is a bit of fur from the type of creature into which the caster is transforming the target.

The reverse of this spell, **humanform**, temporarily forces a lycanthrope to resume their human shape. The duration of the reverse is only until the monster chooses to resume its wereform. Thus, **humanform** could be helpful in treating an ally newly-infected with lycanthropy but otherwise merely a momentary inconvenience for most lycanthropes.

FOURTH LEVEL SPELLS:

Growth: R: 1"/lvl; Dur: 2 rounds/lvl; AoE: 1 target/3 levels. This spell doubles the target in size, with commensurable increase in damage of attacks for all creatures, in addition to double hit dice/hit point for monsters. When cast on character types, the effect is a +1 to hit and damage and +2 hit points per foot in height gained. Weapons that are twice as big do double damage!

The reverse of **growth, shrink**, halves the size of the targets, similarly halving their damage, hit dice, hit points, etc.

Unwilling targets gain a saving throw versus magic against either version of this spells.

Immutability: R: 1/2"/lvl; Dur: 2 turns/lvl; Area: 1 target. This spell renders the target resistant to any sort of transmutation or polymorph, granting a +5 bonus on all such saves while a save at par is granted even if not one is not normally allowed. Even if transformed, a hostile spell-caster's level is treated as halved for purposes of duration, magic resistance, or subsequent **dispel magic** or **dispel alteration**.

Alternately, a transmuter could **polymorph** himself and then use this spell to make attempts to **dispel** his **polymorph** less likely.

Improved Polymorph: R: 1/2"/lvl; Dur: perm; AoE: 1 target. This spell is identical in all ways to the spell **polymorph other**, save the target need not make a saving throw versus system shock

and the save against the spell is at a -2 penalty. Optionally, the caster may choose to halve the chance of the target losing her identity.

Improved Strength: R: touch; Dur: 2 rounds/lvl; Area: 1 target. By casting this spell, the transmuter can empower a creature with superhuman strength. Unlike the 2nd-level **strength** spell, **improved strength** allows the recipient of the spell to ignore race or class restrictions on his maximum Strength score, possibly reaching scores as high as 25. The exact amount of strength gained varies by the recipient's class group:

Class	Strength Gain*
Fighter	1d8+4 (max 25)
Cleric	1d6+4 (max 23)
Thief	1d6+4 (max 23)
Magic-User	1d4+4 (max 21)

Count each percentile bracket of exceptional strength as one point; the strength gain proceeds as 18, 18/01, 18/51, 18/76, 18/91, 18/00, 19, and so on. Even if the recipient is not a fighter, he gains all the benefits of an exceptional Strength category; for example, if a thief with a Strength of 14 gained 7 points, he would possess a Strength of 18/76 for the duration of the spell. In addition to the attack and damage bonus, increased chance to open doors or bend bars, and increased carrying capacity, the spell recipient may temporarily gain the ability to throw boulders as a giant of equivalent Strength, as shown below:

Strength Score	Equivalent Giant Type	Rock Hurling Range	Damage
19	Hill giant	80 yards	1d6
20	Stone giant	100 yards	1d8
21	Frost giant	100 yards	1d8
22	Fire giant	120 yards	1d8
23	Cloud giant	140 yards	1d10
24	Storm giant	160 yards	1d12
25	Titan	200 yards	1d20

When the spell ends, the recipient is struck by intense exhaustion; he can do nothing except rest for 1-3 full turns to recover his strength. The

material component is a strand of hair from a giant.

Manipulate Energy: R: 0, Dur: 2 rounds/lvl; AoE: 1" radius/lvl. This spell allows the caster to manipulate the properties of any source of radiant energy she can perceive, such as a **light** spell, a flame, lightning, etc. Brightness, color, direction, and shape may be altered although neither damage nor total area of effect can be changed. Brightness can be altered from nearly-dark to blindingly bright, direction can be altered by 90 degrees, areas of effect can be morphed to other regular shapes (complex ellipses, polyhedrons, etc) so as to exclude allies. Thus **lightning bolts** can be redirected (or reshaped, into a cone for example), **fireballs** shaped into rings, lava flows shifted, **light** spells turned into strobes. Note that cold-based attack cannot be directly affected, but their effectiveness can be reduced by up to 50% through redistributing energy in the area of effect.

Mass: R: 1"/lvl; Dur: 2 rounds/lvl; AoE: special. This spell allows the caster to control the weight of one or more items of up to a total of 1 cubic foot volume per level within a 10' cube. The transmuter can render the object so heavy as to be immovable or as light as a feather, altering the weight repeatedly throughout the duration of the spell. The maximum weight change is 5% per level of the caster, thus 50% at 10th level and 100% at 20th level. The change in mass has no adverse effect on the other properties of the item. Missiles can be increased to double mass (causing double damage) although ranges are then halved. Bulk is still an issue, even if an item is light – a burly warrior still has volume!

The material components of this spell are a hummingbird feather and an elephant toenail.

Mass Quick Change: R: ½"/lvl, Dur: 1 round + 1 round/lvl; AoE: special. This spell is similar to the first level spell except the caster may affect one target per level of experience within range. A 7th level transmuter could therefore change seven different targets within 35'. Each target gains a separate

saving throw and form, thus a whole barnyard may appear!

Metal Shape: R: 1"; Dur: perm; AoE: 1 cubic foot/lvl. By use of this spell the caster to reshape metal or metallic objects of any non-magical sort. Ore can be removed with this spell and if the caster has any skill, weapons and armor of fine quality can be crafted.

Metalskin: R: touch; Dur: 6 turns/lvl; AoE: 1 target. The skin of the recipient of this spell transforms into a hard and shiny metal coating. The protection this affords the target is AC 2 (or +4 to AC) and a +4 on saving throws. Additionally, the target's metabolism is effectively frozen, so poisons and diseases are useless and breathing is not necessary. A side effect, however, is that the target can be easily magnetized (10% per die of electrical damage) and attracts lightning as a lightning rod.

The material component is a thin sheet of durable metal, such as iron, steel, or bronze.

Polymorph Object: R: 1"/lvl; Dur: perm; AoE: special. This spell transforms any one, contiguous object (such as plate mail, a cart, a crossbow, etc) within a volume less than or equal to 1'/level cube into any other such object. Magical items gain a save versus disintegration and even if changed retain their dweomer (thus you could have a **+1 ox cart of dancing**).

Sticks to Snakes: As per the clerical spell, save that two snakes per level are created and the caster has no control of the snakes' actions once they are made (other than setting their general temperament, see **rocks to rats** (q.v.)).

Transmute Metal: R: 3"; Dur: perm; AoE: cube of 5 feet + 2 foot/level per side. The caster may change the composition of any metal to another substance as a function of level of experience:

Level Effect

- 9 **Base Metal:** changes metal into a base metal, such as iron, lead, zinc, or copper
- 11 **Rock/Crystal:** changes metal into any sort of mundane rock (granite, sand, earth) or crystal (quartz, glass)
- 13 **Precious Metal:** transforms rock into a valuable metal, such as silver, gold, fine steel, etc with a value of roughly 100gp per level of the caster (due to imperfections, impurities, etc)
- 15 **Wood or Flesh:** changes metal into wood, with most dweomers being transferred
- 17 **Air or Water:** transforms metal into thin air or normal water
- 19 **Gems/Rare Metal:** changes rock into a valuable gem, such as diamond, sapphire, emerald, ruby, etc or rare metals such as mithril or adamantite, with a value of roughly 500gp per level of the caster (due to faults, imperfections, etc)

Transmute Self: R: 0; Dur: 3-12 rounds + 2 rounds/lvl; AoE: caster. Similar to **alter self** except, this spell allows for the caster to take on the inherent abilities of the target mimicked, such as infravision, ultravision, keen hearing or sense of smell, full movement and AC, inherent attacks and abilities (a lizard man's claws and ability to hold its breath, a drow's magic resistance and spell-abilities, etc), although some unusual abilities may require practice for the caster to master their usage (DM's discretion). At the same time, the caster also gains the target form's defects, such as a drow's vulnerability to bright light or a sahuagin's need for salt water.

Transmute Wood: R: 3"; Dur: perm; AoE: cube of 5 feet + 2 foot/level per side. The caster may change the composition of wood (living or not) to another substance as a function of level of experience:

Level Effect

- 9 **Wood:** changes one form of wood to another, birch to redwood, oak to willow, Ent to rosewood
- 11 **Flesh:** transforms target into a fleshy form, including living flesh in the case of living wood
- 13 **Rock:** transforms wood into earth or stone
- 15 **Metal or Crystal:** changes wood into base element, oak to zinc, ash to quartz, etc
- 17 **Water or Air:** changes the wood into simple water or air

As with all transmute spells, **transmute wood** does work against living creatures which get a save versus spells to avoid the effects.

Warp Flesh: R: 1"/lv; Dur: perm; AoE: 1/2 cubic foot/lv. This spell causes the flesh and muscle of creatures to ripple and bend, similar to **warp wood**. When cast upon living tissues, this spell has a very agonizing effect, causing 3-12 hit points of damage. Only creatures hit only by magic weapons are allowed a saving throw to avoid the effect.

Ironically, the reverse, **straighten flesh**, is also rather painful and inflicts 3-12 hit points of damage and automatically paralyzes affected targets until they can make a successful saving throw, with a new save granted each round.

FIFTH LEVEL SPELLS:

Change Many Objects: R: 1/2"/lv; Dur: 5 rounds + 1 round/lv; AoE: special. This spell is similar in effect to **change object** except that 1 object per level of the caster may be changed. Each object may be turned into something different, although only 1 group of objects will change per segment. Thus if a pile of weapons were to be changed into a chess set, the first segment the caster may make 8 white pawns, the next segment both black bishops, the third segment the white queen, etc.

Crystalskin: R: touch; Dur: 6 turns/lv; AoE: 1 target. The recipient's flesh changes into a diamond-like crystal which gives AC 0 (or +5 to AC) and +5 to all saving throws. Additionally, the target takes 1/2 damage from heat and cold attacks and is immune to poisons and diseases. While under the influence of this spell, however, the target gains no save against sound-based attacks such as a harpy's song, a **shout** spell, or even a bard's charming ability.

The material component is a small shard of crystal.

Fist of Steel: R: 0; Dur: 2 rounds/lv; AoE: caster's hand. Similar to **fist of stone**, this spell turns one of the caster's hands (his choice) to living steel. It is remarkably flexible and can be used to punch, smash, or crush objects and opponents as if the wizard had Strength of 22 and doing at least 1-8 damage in combat, plus applicable bonuses. **Fist of steel** can be used to harm opponents requiring a magical weapon to hit. Combat bonuses for Strength do not apply if the caster uses any weapon other than his fist.

Unlike **fist of stone** and **fist of diamond**, this spell does allow the transmuter to cast spells requiring somatic components due to the added flexibility of the steel.

Flesh Shape: R: 1"; Dur: perm; AoE: one target with less volume than 1 cubic foot/lv. This spell allows the caster to reshape the flesh of living creatures. Unwilling targets gain a saving throw. To experience this spell is very painful; for every cubic foot effected, 1d6 of damage is taken. By use of this spell, the caster can give an elf wings or a bumblebee the horns of a bull. Other applications include the regeneration a lost leg, although this would not only be painful but require the use of **flesh shape** over a period of several weeks as flesh and bone from one part of the body is moved to another.

Force Shapechange: R: 1"/lv; Dur: instant; AoE: 3" radius. With this spell, the caster can force any shapechanger or magic-wielder using any form of a shapechanging spell to instantly revert to his true form (or his most common

form). To use the spell, the caster points at creatures he knows or believes to be shapechangers. The spell affects one creature per level in the area of effect. If the creatures are indeed shapechangers, they must make a successful saving throw versus spell or immediately revert to their true form and suffer 3d10 points of damage from the wracking pain caused by the forced change. The change takes a full round, during which time a victim can take no other actions. If the saving throw was successful, the victim does not change form, but still suffers one-half damage.

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

Kineticity: R: 1"/lvl; Dur: 2 rounds/lvl; AoE: 1'r/lvl. This spell allows the transmuter to manipulate energy of all sorts, altering it from one form to another. Thus a **fireball** could be changed into a **lightning bolt** (actually a lightning ball) or even a brilliant flash of light (which wouldn't cause damage but would probably blind targets for 1 segment per hit point of damage, save for no effect). Once the **kineticity** spell is cast, the transmuter merely states what type of energy changes into what other forms within the area of effect. Only one energy type may be altered at a time, but the caster may change targets multiple times per round if there are sufficient energy sources. Thus, first a **shout** could be turned in "quiet light" then a **burning hands** could be turned into "noisy hands" in the same round. Just as easily, all radiant heat in the area could be turned into light (creating a cool, bright region) or light to sound (creating a noisy region of darkness), etc. This spell can also be used like the druid spell **control temperature 10'radius** merely by changing all heat into light, sound, harmless radiation, etc or vice versa. It should be noted that heat, light, electricity, sound and harmless radiation are all possible end forms, although cold is not (since it is really a lack of heat).

Metamorph Self: R: 0; Dur: 6 turns/lvl; AoE: caster. A more powerful form of **polymorph self**, this spell allows the caster to assume the

form of any creature and use all the non-magical abilities of that form. Thus, if the caster became a cobra, then he would gain a poison bite. Similarly, if the form of hippopotamus was assumed the caster could hold his breath for 20 or more minutes, etc. But if a dragon's form was assumed no extra abilities would be available as the creature's breath weapon and saving throw bonuses are magical in nature.

Monster Parts: R: ½"/lvl; Dur: 1 day/lvl; AoE: 1 creature. Similar to **beast parts**, this spell allows the caster to partially polymorph the target (which may be herself). Thus, the target could gain the claws (and forelimbs) of an umber hulk, allowing for 3d4 attacks with each paw and to burrow through stone (but no weapons allowed) or the target could sprout pegasus wings and fly at 48"b (but wearing nothing on the back), etc. Purely magical abilities, such as dragon breath, medusa's gaze, beholder's levitation, etc are not possible to confer. No system shock roll is needed, although unwilling targets may save versus polymorph to avoid the change.

The material component is a small bit of the animal partially polymorphed into, such as umber hulk flesh, pegasus feathers, etc.

Polymorph Other As Self: R: touch; D: 2 turns/lvl; AoE: 1 creature. The caster effectively polymorphs the target of this spell without need for a system shock roll and then turns over control of the spell to the target. This allows the target to later change shape as their will, subject to the limitations of a **polymorph self** spell.

If the original caster is 12th level or higher, then he can reassert control of the spell later if the target fails a save versus polymorph at -3.

Rust: R: 3"; Dur: perm; AoE: 1 object. When the caster points at the target and casts this spell, the object rusts instantly and completely. Only magical items gain a save (versus disintegration).

Transmogrify: R: ½"/lvl; Dur: permanent; AoE: 1 cubic yards/lvl. Similar to **fabricate**, this spell allows the caster to transform a bit of some material into a larger, finished product. Thus a

bit of steel can be permanently transformed into platemail or a twig can be changed into a wooden bridge. Quality craftsmanship cannot be added to an item unless the caster has the appropriate skill, although common worked items such as armor, blown glass, etc., are allowed.

A minimum of 1 cubic inch per cubic yard of final product is the material component. This spell will not function on items bearing a magical dweomer of any kind.

Transmute Crystal: R: 3"; Dur: perm; AoE: cube of 5 feet + 2 foot/level per side. The caster may change the composition of gems, jewels or crystals to another substance as a function of level of experience:

Level Effect

- 12 **Crystal/Stones:** change one type of crystal into another (jasper, onyx, topaz, emerald, ruby, diamond, etc), potentially improving the stone's value by up to 100gp per level of the caster (due to faults, imperfections, etc)
- 14 **Metal/Ice:** change into a metal, such as iron, lead, copper, or gold or into ice
- 16 **Wood/Flesh:** transforms gems into wood, bone, or flesh
- 18 **Liquid/Air:** transmutes crystals into fluid or vapor
- 20 **Jewels:** improves the quality of the gems to a value of roughly 1,000gp per level of the caster (due to faults, imperfections, etc)

Transmute Flesh: R: 3"; Dur: perm; AoE: cube of 5 feet + 2 foot/level per side. The caster may transform flesh, blood, bone and sinew into any of the choices given below as a function of level of experience:

Level Effect

- 10 **Flesh & Bone:** change into another type (fur, scales, feather, cartilage)
- 11 **Stone/Rock:** the classic **flesh to stone**, although granite, marble, alabaster, soapstone are all options!
- 12 **Wood:** changes flesh & bone into construction materials
- 13 **Metal/Crystal:** transmute into durable solids such as steel, iron, quartz, glass, copper, gold, etc
- 14 **Ice:** transmute into temporary solid, often lethal
- 15 **Sand/Mud/Salt:** change into not-so-solid forms, usually lethal
- 16 **Water:** transmute into basic fluids such as water, beer, blood, milk, oil, etc.
- 17 **Air:** basically an alternate form of **disintegration**

Transmute flesh does work against living creatures which get a save at par versus polymorph to avoid the effects.

Also, a transmuter may use other, comparable spells on scrolls with similar names such as **transmute flesh to stone** either as written (turning flesh into stone), or if the caster is high enough level to create the same effect as the scroll, in any manner the caster is capable of (thus **bone to ice** if 14th level, in the case of **flesh to stone**).

SIXTH LEVEL SPELLS:

Dispel Transmutation: R: 1/2"/lv; Dur: perm; AoE: special. This spell instantly negates any alteration made on an object or person, including those which are normally permanent, such as the result of **transmute stone to flesh, transmute rock to mud, polymorph other, wereform**, etc. This is the only spell which can negate some of the higher-level transmutations (other than another transmutation). That said, if a target is transmuted to ice, then allowed to melt, and subsequently restored to flesh with **dispel transmutation**, the caster will have a blob of

twisted, melted flesh, not a living being. In such cases, a **warp reality** is required.

Dragonskin: R: touch; Dur: 6 turns/lvl; Area: 1 target. The recipient's flesh changes into dragon hide which gives AC 0 (or +5 to AC) and +5 to saving throws versus the dragon's breath weapon type. Additionally, the target gain the benefit of resistance (as per the ring) from that attack form and further grows claws capable of delivering 1d4 damage each. The recipient even gains dragon-like eyes with 120' infravision and ultravision. Unfortunately, dragons generally take a VERY dim view of this spell, which they view much as a human would a dragon parading around in a human-skin mask.

The material component for this spell is a scale from the type of dragon into which the recipient will transform.

Immutability 10'r: R: ½"/lvl; Dur: 2 turns/lvl; AoE: 1 target. Grants anyone within 10' of the target resistance to transmutation, as if each were benefiting from **immutability** (q.v.).

Improved Wereform: R: ½"/lvl; Dur: 1 day; AoE: 1 creature. This spell lets the caster transform the target into a fully-functional lycanthrope, complete with resistance to non-silver weapons, shape-shifting ability (the use of which negates the spell), other magical powers, and an infectious nature. Even if the lesser version of this spell were tolerable by some, most religions and philosophies forbid this version. Both dangers from the 3rd level spell remain with the **improved wereform** spell.

In all other ways, the two spells are identical, although the reverse of **improved wereform** will completely cure the physical manifestations of lycanthropy if the target fails a save versus polymorph.

Lesser Shape Change: R: 0; Dur: 1 turn/lvl; AoE: caster. This spell is weaker version of **shape change**. The caster may assume only one form, but does gain all the abilities of that form, including racial abilities, magic resistance, demonic/diabolic immunities, dragon breath, trollish regeneration, and the like.

The material component is a jade circlet worth 500gp which is both reusable and not left behind the caster.

Liquefy: R: 3"; Dur: 1 round/lvl; AoE: special. Similar to the 1st lvl spell **melt, liquefy** changes solid matter into liquid material. The difference is that **liquefy** affects solids that don't normally melt at survivable temperatures if at all. The area of effect is two cubic feet for materials that could conceivably melt (metal, stone, and some crystals) and one cubic feet for all other materials (wood, flesh, bone). Anything living struck by this spell takes 2 hps per cubic foot affected per round. Any living creature reduced below -10 hit point in this way has effectively been liquefied. The liquid state induced by this spell is not any warmer than the surrounding environment and resolidifies if the area of effect moves or spell ends.

Mass Polymorph: R: ½"/lvl; Dur: special; AoE: special. This spells is identical to **polymorph other**, save that one target per level of the caster may be transformed. All targets must assume the same form.

Metamorphosis: R: 1"; Dur: perm; AoE: 1 target. By means of this spell, the caster can permanently change the very nature of the target, slowly altering their current form into another form. Since the casting time is 1 turn and the spell takes at least one day to take effect, it is rarely cast in combat. The direct effects are to change the natural form of the target; thus a human reincarnated as a dryad or goblin may regain her former form by the use of this spell. Similarly, the caster may permanently change himself into a dwarf, cat, or anything else. The spell takes 3 days to reshape the form, plus 1 day for every 100% of size change. If the basic shape of the form is different, 3 more days are needed (man to lion or dragon to turtle). Three more days are required to change the class of the target (mammal, reptile, avian, etc). Thus to change a 3" mouse into a 9' ostrich would take more than two weeks (3 [base] + 3 [shape] + 3 [class] + 6 [36 times bigger] = 15). Note that intellect is not altered this way and once the transformation is complete, it cannot be reversed save by **limited wish, wish, warp**

reality, alter reality, or another casting of this spell.

Replay: R: 0; Dur: 1 melee; AoE: special. When the transmuter casts this spell, time warps so the caster is allowed to replay the very last melee round. The transmuter can change which spell they cast last round since they know what the effect would be. No one else may change their action, unless the transmuter causes them to do so. No one but the caster will realize the outcome of the round or that it is being replayed. Casting time is one segment.

Transmute Blood: R: 3"; Dur: perm; AoE: cube of 5 feet + 2 foot/level per side. Unlike the other transmute spells, transmute blood is far more subtle and potentially insidious. Rather than literally altering the target's blood, this spell permanently alters the target's nature (blood, flesh, and bone) from the inside out, changing one race into another or killing it entirely. It can also be seen as a more humane and painless form of **metamorphosis** (q.v.). What the caster may transform is given below as a function of level of experience:

Level Effect

- 12 **Ancestral:** change a half-elf, half-orc, or half-ogre into fully human or fully non-human -OR- alter one kind of elf (dwarf, gnome, etc) into another
- 15 **Related:** change a human into an elf, orc, ogre, centaur, merman, ape, etc -OR- restore a mind flayer or yuan-ti to human form again
- 18 **Analogous:** change a human into lizard man, sahuaghin, goblin, tabaxi, etc.

Transmute Blood allows for a save at +2 versus polymorph to avoid the effects. The transformation process is painful and takes one round per cubic foot altered, inflicting 1d3, 1d4, or 1d6 of subdual damage (respective of the type of change) per round (save versus death each round for half damage, round down). During the entire process the victim will be stunned and disoriented, unable to act.

SEVENTH LEVEL SPELLS:

Elemental Composition: R: 0; Dur: 2 turns/lvl; AoE: caster. Caster may assume the form of elemental material, such as earth, fire, mud, ice, ooze, etc. As a result the caster gains the power to move through such elemental matter (including movement on the appropriate elemental plane), AC, attacks, defenses including +2 or better weapons to hit, and even THAC0 of the representative elemental with equal or fewer hit dice. When resuming her normal form, the transmuter regains 1d12 hit points.

Energy Control: Ran: 1"/lvl; Dur: 2 rounds/lvl; AoE: 1r/lvl. Allows the transformation of any energy (or lack thereof) into any other. Thus a **cone of cold** can be changed into harmless light, the touch of a wight (negative energy) can be made into a version of **shocking grasp**, **fireballs** transmuted into harmless noise, etc.

Evolve: R: 1"; Dur: perm; AoE: special. Enables the caster to bring one or more creatures with fewer combined hit points than he has in a 1" square to their next stage of life. For instance, dozens of caterpillars could transform into butterflies or dozens of eggs could hatch newborn chicks (or lizards or even baby dragons). Similarly, immature plants, animals, monsters, or even sentient beings could be brought to adulthood, albeit without the intervening life-experience, allowing a transmuter to bring forth a grove of fruit trees from some freshly-planted seeds, change a handful of new-born calves into a mature herd of cows, or even replace an infant prince with a confused teen. Future racial evolution (in the modern sense, such as how felines diversified into house cats and great cats) cannot be imbued with an **evolve** spell.

The reverse, **devolve**, allows the caster to undo the natural or magical process an **evolve** spell creates. Paradoxically, however, a **devolve** does allow the caster to regress an individual a small step backward along its particular evolutionary path (it's always easier to look back than predict forward). In this way a human could be turned into a Neanderthal, a goblin turned into a norker, a chihuahua turned into a feral dog, a tame cow changed

into a wild auroch (similar to bison), etc. A limit of a million years is suggested for each application of the spell, with a maximum of one application per five levels of the caster (round up). Certain races are liable to be immune to **devolve** such as elemental, titans, lammasu, shedu, unicorns, and perhaps elves. Similarly, hybrid races, such as centaur, griffon, or owlbears could be stripped of one side of their ancestry or split into two discrete individuals, at the DM's option.

Instant Alchemy: R: touch; Dur: perm; AoE: ingredients assembled. This spell allows the transmuter to instantly unleash the alchemical properties in a collection of ingredients, thereby quickly distilling a magical potion. All the ingredients normally needed by an alchemist are required and the chance of success is only 5% per level of the caster with any roll of 90% or higher resulting in an explosion or alchemical mishap.

Master Transformation: R: caster; Dur: 2 round/1v; AoE: special. This is the ultimate expression of a transmuter's power; mastery of all beings and objects which have been changed. The transmuter can recognize such objects and creatures on sight and may alter them into any other form of his or her choice, up to one target per round, within the limits of the original changing spell. Thus a polymorphed ogre can be made into a newt, but not a grapefruit (unless it was originally transformed with a **polymorph any object** spell). There is no save allowed against the secondary change and the target must still roll system shock if applicable. Creatures who can naturally change form in 1 round or less are immune to this spell (lycanthropes, high-level druids, doppelgangers, etc).

Shape Change: As the magic-user spell, except the material component is reusable and not left behind.

Warp Reality: R: special; Dur: special; AoE: special. Basically, this is the transmuter version of **limited wish**. It is slightly more powerful than the magic user version, although it can only make changes in that which already tangibly exists -- ephemeral things are beyond the scope of this spell. Thus a long dead character can be restored to life or a sword transmuted to ice and left to melt can be reconstituted, but a title of State cannot be transferred nor can someone's attitudes (intangibles in the extreme) be altered.

First level MU spells: Gain four first level MU spells, as per the illusionist spell.

Author's Note

Unlike many other classes, even mid-level transmuters can easily produce large amounts of wealth by transmuting one material into another. While this may seem out-of-balance, given a transmuter's other limitations, a reasonable DM should be able to thwart a problem in the campaign -- local markets could become flooded with gold, local economies could have difficulties resulting in local lords actively looking to put a stop to the problem ... and the character, if need be!

It's also worth noting that transmuters will have a difficult time making magical items since most have intangible or non-visible effects. While a **cloak of the bat** or **gauntlets of ogre power** are quite handy, these are still no match for the kinds of magical items a true wizard can craft.

Culturally, at least in the belief system of real-world Earth's past, the art of transmutation was seen as the most ethically-pure type of magic and intimately related to alchemy. A campaign culture based on the philosophies of the Greeks, Arabs, Chinese, or even Western Europe should have a far more positive attitude toward transmutation than many other forms of wizardry, such as enchantment, summoning, or (especially) necromancy.

BANDIT STRONGHOLD

An AD&D Adventure for 2-4 Player Characters Levels 2-4

By Brian Wells

INTRODUCTION

Use this adventure as a drop-in during wilderness travel between communities. Success in the adventure will be best achieved if party makeup includes at least one character with woodland experience and tracking abilities. If the party lacks a character with tracking abilities, then have such a character be volunteered from the caravan. NOTE: This adventure uses the monetary systems of the Primitive Wildlands from "The Haunted Inn of the Little Bear," found in Footprints #15.

Early in the morning, after starting out on the road, the party will come upon the aftermath of a raid. Three wagons are off to one side of the road and the burned remains of one other is in the road's center. At the party's approach an armed group gathers around the three wagons and eyes the party warily.

This a merchant caravan originally headed to the next town, just ahead of the party, to sell and trade. The leader's name is Angor Harumth. The caravan was ambushed by bandits and the caravan's members were driven into the forest. There are eight people total in the caravan and three are wounded. Along with the stolen goods and treasure taken, the bandits also made off with Harumth's daughter, Illeazza. Harumth is desperate to recover his daughter. He will eagerly hire the party to rescue his daughter and pay the party 400lbs in raw silver for her safe return. Angor will also throw in a bonus of 20lbs of silver for the head of each bandit that the party is able to slay. Harumth would also like the safe return of his stolen goods, but this secondary to the safe recovery of his daughter.

Angor is headed to the next town and travelling in the same direction as the party. The caravan will ride ahead to the next town and await word from the party. Should the party be encumbered with baggage, Angor will offer to take these items to the next town

and guard them (an agreement he will honor).

After the attack on the caravan the bandits headed down the road for two miles before turning off the road and into the forest. At the point at which the bandits headed into the forest they left two guards behind to see if they were followed. As these bandits watch the road they are not above waylaying any hapless travellers that look to be easy marks. Should the party exercise caution they may be able to surprise these lookouts and maintain the element of surprise.

DM INFORMATION

If the party is on foot the bandit lair will be 15 miles away into the trackless forest. If the party is mounted then the lair should be placed be nearer to 45 miles distant. At the time that the party finds where the bandits left the road and turn into the forest, the bandits are two hours ahead of the party.

Bandits (2): AC: 8; MV: 12"; F1; HP: 8 ea.; THAC0: 20; #ATT: 1; DM: 1-6 (short sword & spear); AL: N; XP: 10+1/hp (MM p66).

Once the party is several hours into the wilderness, roll each turn for encounters with a few of the more mundane carnivores of this land; 1 on a 1d6 indicates that there is an encounter. The creatures encountered are as follows:

D8 Roll Encounter

1-2	Black Bear: AC: 7; MV: 12"; HD: 3+3; THAC0: 16; #ATT: 3; DM: 1-3/1-3/1-6; SA: Hug (2-8); AL: N; XP: 85+4/hp. (MM p9).
3	2-8 Bandits: AC: 8; MV: 12"; HD: 1-6 hp; THAC0: 20; #ATT: 1; DM: 1-6 (short sword & spear); AL: N; XP: 10+1/hp (MM p66).
4-6	1-4 Wolves: AC: 7; MV: 18"; HD: 2+2; THAC0: 16; #ATT: 1; DM: 2-5; AL: N; XP: 35+3/hp (MM p101).
7-8	Wild Boars: AC: 6; MV: 15"; HD: 3+3; THAC0: 16; #ATT: 1; DM: 2-12; SD: Fight with negative hps; AL: N; XP: 85+4/hp. (MM p11).

Should there be an encounter with an animal the creatures will sense the party coming through the forest long before they are seen. They will lay hidden in the forest and look to attack from behind or from the side.

Should the encounter indicate bandits this will be a small patrol that is checking the back trail of the returning raiders of the caravan. They will be alert for the two lookouts that were left at the road. All other encounters after this will be treated as wolves.

Gradually the land will become hilly and the forest will thin out a little bit. The party will come across a well-used trail in the forest, almost a road, and there will be many horse tracks up and down the trail. There will also be very obvious signs that a large group of horses has headed down the trail ahead of the party. This is the sign left by the bandits as they return to their lair. Shortly after the party will find themselves on a ridge overlooking a lake with a large bluff. At this point show the party the map to the area around the bandit lair, and explain what they see as they ask about the details of the map.

The bandits have made their stronghold at the steep rocky outcropping. The leader of the bandits is a female dark elf known as Keshah the Sword. Keshah and her second in command, a half-ogre named Uume Torge, found these old ruins and made repairs. The ruins have been rebuilt and Keshah has been pretty active in attracting followers to her band. This group has been waylaying travellers for some months with some mild success.

Keshah has a few strategies in the defense of her stronghold. If she has been given advanced notice that strangers are headed towards the great meadow she will send five bandits to find out who the strangers are and why they are here. She will turn herself **invisible** and fly out to the location as her bandits wait for the arrival of the strangers, waiting in a position behind the strangers. Should she feel that they will be trouble for her gang, she will cast **slow** on the fighters, reserving **magic missile** and **web** for spellcasters. When all are engaged, she will

cast **wall of fire** to hopefully finish the encounter.

Should Keshah be surprised by the arrival of any strangers, she will cast **strength** on herself. Again, a group of five of her bandits will confront the strangers to determine if they are recruits or enemies.

KEY TO THE AREA AROUND THE STRONGHOLD

Location A: Each of these two locations will have a bandit on guard. The bandits will rotate every four hours. A new set of bandits will come out of the stronghold and relieve those are on duty. Usually the bandits at these locations are not very diligent in their duties as they are expecting the bandit guards at the road where the trail comes out of the forest to do most of the watching. The view from these two locations does allow the bandits a panoramic view of the area for many miles.

Location B: This is a large corral with forty-two horses. There is an attached wooden barn for the storage of feeds, saddles and tack needed to maintain the mounts in good riding condition. Mixed in with the horses are several cows and sheep; these animals are the primary sources of meat for the bandits.

Location *: At the base of the cliff near the shore is a red asterisk. This marks the location of a jade deposit. If any characters that have lapidary or thieving skills roll less than their Intelligence on a d20, they will recognize the quality and value of the jade deposit.

ROOM DESCRIPTIONS

Location 1: The trail, cut into the face of the steep mountain side, ends in a stone wall inset with a pair of heavy wooden double doors. On the second floor of this stronghold are three evenly spaced arrow slits.

The second level room overlooks the trail and will always have a bandit guard watching the approach to the stronghold; see description for Room 9.

Location 1a: This stone shelf juts out from the face of the stronghold. Set into the surface of the stronghold at a height of four feet from the

ground is a heavy bronze rod and a huge bronze ring. On the second floor of the stronghold, above the bronze ring, are two arrow slits and around the corner, towards the front of the stronghold, are two more arrow slits spaced closer together.

Room 11 has a secret door that opens out onto this ledge. The secret door is locked at all times and cannot be unlocked from the outside. A successful search for secret doors will indicate that there is a door present. Read Room 11's description for further details. The surface of the cliff is a rough surface and provides a +20% to a thief's Climb Walls ability.

Room 2: Smooth stone blocks makeup the outer walls of this room. The east wall has been chiseled from the face of the cliff. Along the North wall solid stone stairs lead ten feet up to the upper level of the stronghold. In the room there are four rough-cut heavy beamed tables and fifteen rough wooden chairs.

The great double doors that open to the outside of the stronghold are locked at all times and will not be opened until the guard upstairs yells down to open the doors. At the approach of anyone who is not expected the guard will shout down to this room and alert the guards. The weakness in this defence is during the rotation of the guards, as this is a normal activity and is virtually unnoticed by these bandits. Any activity that is outside the norm will cause the guards to go on alert. During the day there is a 50% chance of 2d4 bandits being in this room. They are under orders from Keshah to attack any and all unannounced intruders to the stronghold. Should there be a confrontation, one bandit will run and raise the alarm in the stronghold.

Room 3: The room looks to have been part of a natural cave that has been enlarged, as rough chisel marks are very evident up and down along the stone walls. The floor is very dirty with a coating of sand and stone chips. Many wooden crates and barrels of various sizes are neatly stacked about the room.

It is very evident to any that examine the ceiling that the chamber has been expanded; raising its height. This is the food storage area

of the stronghold. The room is filled with captured edible goods and food stuffs that the bandits have stolen in the last few months. In the room are the following:

20 crates of standard rations @ 10 weeks per crate

10 crates of iron rations @15 weeks per crate

19 crates of mixed vegetables (onions, garlic, carrots, various peppers, beans, & potatoes)

1 crate that contains 5 lbs of peppercorns

9 barrels of ale

2 barrels of fine mead

3 barrels of beer

At a position in front of the door leading to Room 5 voices can be heard 40% of the time during the day or early evening, and loud snoring can be heard 100% during the night.

From the door to Room 4 can be heard a steady resonating *plop, plop, plop ...*

Room 4: This room appears to have been part of a natural cave that has been actively enlarged. Rough chisel marks are very evident up and down along the stone walls. In the eastern alcove is a low circular stone wall. Next to the stone wall is a long coil of rope and a wooden bucket.

In the main chamber of the room is a heavy wooden bench with many pots, pans, and eating utensils, all neatly stacked. A heavy wooden rack supports a tapped keg. The tap looks to be old and worn. A steady drip comes from the spout of the tap, and falls into a good-sized puddle on the floor.

The acoustics of the room make the dripping sound from the keg much louder than would normally be expected; this also means that any voices spoken in the room will also be amplified, including whispers.

During the day Gumosh the cook will be in this room 80% of the time. If not in this room he will be hanging around his private quarters (Room 6), or in the prison section of the stronghold (Rooms 7-8) as Gumosh is also the jailer.

Down the well at a depth of 40 feet is a secret door. Beyond this door is a narrow cave that leads deep into the great rock ridge that the stronghold has been built into. The DM may decide where it may lead.

Room 5: This room has been roughly carved from the solid rock of the cliff. Many heavy wooden beds fill this room. The beds are of a simple wooden-frame construction with what appears to be straw or grass stuffed mattresses. The strong odours of unwashed bodies and rancid grease are evident.

This room is the common barracks of the bandits. During the day there is a 70% chance of 2d4 men being in this room. At night there is a 90% chance of 2d8 men being asleep in this room.

Room 6: This chamber contains a heavy beamed wooden bed and at the foot of the bed is a wooden framed trunk. There is a small wooden stand with a little brass oil lamp. Next to the lamp is a bronze short sword lying on top of its sheath. Shoved back into the sharp corner of the room is a small wooden chair.

This is Gumosh's private room. He acts as the cook and jailer for the stronghold. During the day, Gumosh will be in this part of the dungeon area only 20% of the time. At night he is in this area 90% of the time.

The wooden trunk contains three changes of dirty, odiferous clothing, although it looks to be of fine quality. There is a loose stone in the floor under the trunk. This stone can be removed to reveal a secret compartment. Lying loose in the hole are 300 tp, 200 bp, 70 gp, and 10 sp. Mixed into the loose coins are a set of pearl earrings (25 gpv) and a simple silver chain necklace (10 gpv). There is loose soil in the bottom of the hole and a jewelled steel dagger (120 gpv) can be excavated.

On Gumosh at all times is a ring with three keys. These keys open the doors to Rooms 7 and 8, and the locked door at the bottom of the stairs, that allows access to this part of the dungeon.

Room 7: In a corner of the room is a pile of mouldy hay and some dirty furs. Near the door

on the floor is a bowl of what smells like sour gruel and another bowl of what appears to be slimy water. Set into the center of each wall is a heavy bronze ring. Through the ring of the wall across from the door hangs a set of crude bronze manacles. Locked into the manacles is a young half-elf maiden in very fine quality clothing. She is dirty; her hair dishevelled, but through the grime it can be determined that she is quite beautiful. She looks very grumpy.

This is Angor Harumth's daughter, Illeazza. She is not very happy about her situation. She will be willing to go with the party if rescued.

Illeazza is a Magic-User of 1st level and a Fighter of 2nd level. She was on her way to the destination community of the party to petition a powerful sage, or try to locate a powerful sage, to aid her in her magical studies.

ILLEAZZA HARUMTH: AC: 7; MV: 12"; F2/M1; HP: 12; S:13; I:18; W: 12; D:18; C:17; CH: 19; #ATT: 1; DM: by weapon; SA spells; SZ: M; AL: N.

Should the party treat Illeazza well, then she may wish to join them in their extended adventures of the Burgh/Dalken Highlands. At any rate she will be reluctant to disclose her magical and fighting abilities to the party until she is better acquainted. Her spell books were taken during the attack on the caravan and they are being stored in room 11. Illeazza will definitely wish to recover those books before she leaves the stronghold.

Room 8: The corner of the room has a pile of what appears to be moldy hay and some dirty furs. The smell from the room is of very strong stale urine. Near the door are several bowls of what smells like sour gruel. Set into the center of each wall is a heavy bronze ring. Through each of the heavy bronze rings there hangs a set of crude bronze manacles. In each set of manacles is chained a young woman in very tattered clothing. Each of the manacled women looks to be filthy and in sad condition.

There are three females in this cell. Upon closer inspection it can be determined that one is a human, another is a half-elf and the last is an elf. These women were each abducted separately from around the local region; the elf was stolen during a raid when the bandits

ventured south east into the great Elven Valley. They were all taken while they were alone doing chores, walking woodland trails, tending livestock, etc. They will inform the party that they had heard from Gumosh that they were to be taken north into the Frozen Lands of Benthual and sold into slavery to the drow. These are commoners and their families are not wealthy enough to pay any ransom that was demanded by Keshah. The successful return of these women will aid greatly in establishing a good reputation for the members of the party, word spreads quickly of brave deeds through the clans of the highlands.

Room 9: Sharp arrow slits are cut into the south and west stone block walls. Centered in front of the southern wall, before the central arrow slit, is a heavy ballista on a wheeled cart. A weapons rack is hung against the east wall and several crates are stacked against the railing at the top of the stairs.

During the day there will always be 2 guards in this room. There is a 20% chance of 1d4 others in the room as well. These bandits watch the approach to the stronghold that has been chiselled into the face of the cliff. The great double doors of room 2 are locked at all times and will not be opened until the guard in this room yells down to open the doors. At the approach of anyone that is not expected the guard will shout down to those in Room 2 and alert any who are in the room, while the other guard will knock on the door to Room 10 and notify the leader, Keshah the Sword, that visitors approach. The weakness is during the rotation of the guards, as this is a normal activity and is virtually unnoticed by these bandits. Any activity that is outside the norm will cause the guards to go on alert.

The ballista is not cocked or loaded unless there is reason to suspect those that approach the stronghold. Refer to page 108 of the Dungeonomasters Guide for information on the ballista.

The weapons rack contains:

25 unstrung composite long bows, 13 quivers of arrows @ 20 arrows per quiver, 15 bronze battle axes; 10 bronze daggers; 5 bronze short swords, and 25 bronze broad swords.

The wooden crates contain the following:

2 crates of shields @ 10/crate

5 crates of studded leather armor @ 5 suits/crate

3 crates of arrows @ 100/crate

2 crates of helms @10/crate

3 crates of short swords (steel) @ 10/crate

5 crates of ballista quarrels @ 15/crate

Room 10: The northern and eastern portions of this room are chiseled into the stone of the cliff. In the north east corner is a canopy bed of fine workmanship. Two openings in the west wall appear to be tightly shuttered, and allow no outside light into the room. Below the shuttered opening in the northwest corner of the room is a great pile of animal furs and pelts. Below the torch on the north wall is a small bench with a wash basin and towel. At the foot of the canopy bed is a heavily built wooden trunk, constructed of a black wood. There is a spiral stair case in the north west part of the room that leads down.

This is the private quarters of the bandit leader, Keshah the Sword. Keshah is a drow. In daylight conditions she is at -2 to hit and on saving throws. Should Keshah be alerted as to the presence of strangers in the stronghold (the party), she will take her body guard, the half-ogre Ume Torge and go through Rooms 11 and 12 to Room 5. She will rouse the men and plot an ambush within the stronghold. If she is aware that the party is very powerful or most of her men have been slain, she has two choices. She can use the rope in Room 11 to escape down the face of the cliff, or she will try to make her way into room 4 and drop down the well and use the secret door and cave to escape the lair.

As a last resort to save herself, Keshah will use her spells discussed else where.

If surprised in this room, then Uume Torge will fight fiercely while Keshah escapes to safety. Should Keshah be cornered and forced to fight, she will fight with a short sword and dagger of dark elf make. All drow weapons and armor have long since lost their dweomers.

The trunk at the foot of the bed contains changes of very expensive and fine women's clothing. There is also a suit of fine black chain mail (non-magical).

Keshah has a gold chain around her neck. On this chain is a heavy bronze key. This key opens both the iron door that leads into Room 12 and the secret door that opens into Room 5 from Room 12. This key also opens the secret door that opens from room 11 to the ledge outside Location 1a. At Keshah's waist is a **bag of holding** that contains her spell books.

KESHAH THE SWORD: AC: 2 (chain + dexterity); MV: 12"; F5/MU7; HP: 39; #ATT: 2; DM: by weapon; SA: spells and spell-like abilities (**clairvoyance, dancing lights, darkness, detect lie, detect magic, dispel magic, faerie fire, know alignment, levitate, suggestion**); SD: Magic resistance (64%); SZ: M; AL: CE. She is armed with a short sword and dagger, and can fight with both at no penalty.

Keshah has memorized the following spells:

first level: magic missile, mending, protection from good, unseen servant

second level: invisibility, strength, web

third level: slow, tongues

fourth level: wall of fire

UUME TORGE: AC: 5; MV: 12"; F5/A5; HP: 40; ATT: 1; DM: by weapon; SA: 18/00 STR, assassination; SD: thief skills; SZ: L; AL: CE. Uume is armed with a short sword, a **+1 short bow**, 14 arrows, and 6 **+2 arrows**.

Room 11: This room is full of goods and produce lying around loose, heaped in mixed piles, or jutting from chests. In the south west corner is a 5 foot wide niche cut into the stone wall. There is a spiral stair case in the northwest part of the room that leads up.

The niche has a long coil of rope lying on the stone floor. On the end of the rope is a heavy bronze hook. Should Keshah be trapped and cut off from escape through the well in Room 4, she will grab some random treasures from Room 12 (She will definitely grab the rod from Room 12), and open the secret door that opens out onto the ledge at Location 1a. Keshah will then secure the bronze hook into the ring and climb down the cliffs to make her escape into the dense forest.

This room is the general treasure room and has goods of value which Keshah and her band has captured. Some goods she trades with the inhabitants of the underworld, while other goods she sells to local smugglers or thieves. The rogue city of Dragon's Keep is one of her better locations for the distribution of her ill-gotten gains.

The booty contains the following:

3 complete sets of woodworking tools; 2 complete sets of stone masons tools; 2 complete sets of blacksmith tools; 1 set of jeweler's tools; 3 sets of flintknappers tools; 5 lockpick sets; 4 sets of leatherworking tools; 20 suits of studded leather armor; 1 suit bronze plate mail; 3 suits bronze ring mail; 3 suits bronze scale mail; 50 bronze short swords; 20 bronze battle axes; 30 bronze spears; 30 large shields.

Pelts: 25 beaver (2 gpv ea.); 30 ermine (4 gpv ea.); 60 fox (3 gpv ea.); 25 mink (3 gpv ea.); 123 muskrat (1 gpv ea.); 10 wolf (1 gpv ea.).

10 bolts fine cloth (25 gpv ea.); small open box containing glass beads (8 gpv); four chests with bronze spikes (200 lbs' worth).

Room 12: This room appears to be a natural cave formation. No work appears to have been made widen or expand the room. Loose coins and open sacks lie jumbled about the edges of the room. Mixed into the general contents of the room are a couple of heavy looking wooden chests and a bronze box.

This door into this room is locked. The door is an iron door, and there is a needle trap concealed in the lock mechanism. Should any attempt be made to pick the lock the needle

trap will fire. If the key to this room is used to unlock the door, then the needle trap will be avoided. The needle is coated with a substance that will cause excruciating pain for 1 turn (save vs poison applies), all activities will be at -2. At the end of 1 turn the pain will be so great that the player must save vs poison again at +2, or fall into a coma, with death occurring in 4 days. A **neutralize poison** will avoid the effects of the poison. **Slow poison** will delay death for another 4 days.

Percentages to find and remove the needle:

To find the trap: -10%

To remove the trap: +5%

To pick the lock: +5%

There are 25 leather sacks of 1000 tp; 17 sacks of 200 bp; and 1 sack of 200 cp, 100 sp, and 25 gp.

2 chests contain 1000 cp & 300 sp

1 chest contains a fox cape (330 gpv); a green cloth cape with mink trim(90 gpv); a red

cloth cape with sable trim (150 gpv); and a fine jacket of martin fur (800 gpv).

Bronze box: the flat bronze box does not appear to have a lid. Secret doors detection (+1) to find the catch that opens the box. This box is needle -rapped in the same fashion as the iron door to this room.

The box contains a vial of the pain/coma poison (20 doses); a **Rod of Pass without Trace** (as the spell 18 charges); 10 semi precious stones (20 gpv ea); a scroll of **cure light wounds** (X3); a scroll of **neutralize poison** (X2); and a medium leather bound book, Illeazza's spellbook.

Illeazza's spell book is protected by a **shocking grasp** and a **permanency** spell combination, compliments of her previous master. The command phrase to safely open the text is "Arletier Rory," the name of a famous mage that Illeazza wishes to someday meet. Otherwise, touching bare skin to the tome will inflict 1d8+18 points of damage.

BANDIT STRONGHOLD

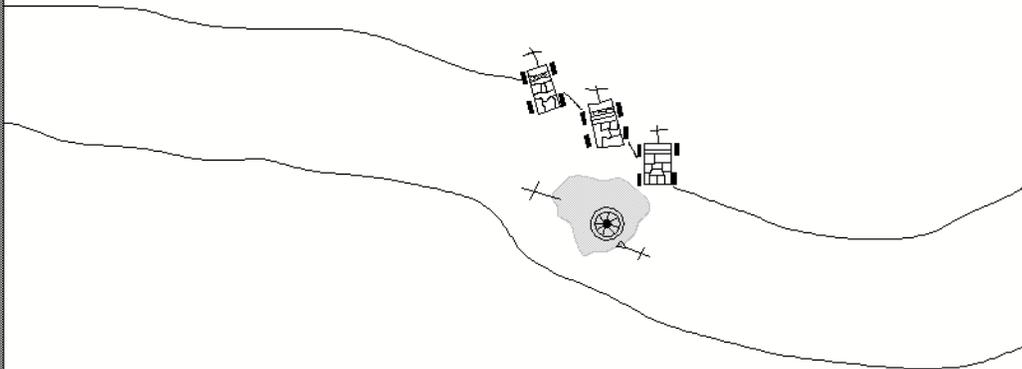
INTRODUCTION

THIS ADVENTURE IS TO BE USED IN WILDERNESS TRAVEL BETWEEN COMMUNITIES.

EARLY IN THE MORNING, AFTER STARTING OUT ON THE ROAD, THE PARTY WILL COME UPON THE AFTERMATH OF A RAID. THREE WAGONS WILL BE OFF TO ONE SIDE OF THE ROAD AND THE BURNED REMAINS OF ONE OTHER WILL BE IN THE CENTER. GOODS AND PRODUCE WILL BE SCATTERED ABOUT. AT THE APPROACH OF THE PARTY AN ARMED GROUP WILL GATHER AROUND THE 3 WAGONS AND EYE THE PARTY WARILY.

THE LEADERS NAME IS ANGOR HARUMTH AND WAS HEADED TO THE NEXT TOWN JUST AHEAD OF THE PARTY, TO SELL AND TRADE. THEY WERE AMBUSHED BY BANDITS AND DRIVEN INTO THE WOODS. THERE ARE 8 MEN AND 3 ARE WOUNDED ALONG WITH STOLEN GOODS AND TREASURE, THE BANDITS MADE OFF WITH HARUMTH'S DAUGHTER, ILLEAZZA. HARUMTH IS DESPERATE TO RESCUE HIS DAUGHTER. HE WILL HIRE THE PARTY TO RESCUE HIS DAUGHTER (400 lbs IN RAW SILVER) AND 20 lbs IN SILVER FOR THE HEAD OF EACH BANDIT. ANY OF HARUMTH'S GOODS WHICH ARE RECOVERED HE WOULD THEIR RETURN

ANGOR HARUMTH WILL RIDE AHEAD TO THE NEXT TOWN AND AWAIT WORD FROM THE PARTY. SHOULD THE PARTY BE ENCUMBERED WITH BAGGAGE, HE WILL OFFER TO TAKE THIS TO THE NEXT TOWN AND GUARD IT. THIS HE WILL DO.



THE BANDIT LAIR WILL BE 15 MILES AWAY. THE BANDITS HEADED DOWN THE ROAD AHEAD OF THE PARTY SOME HOURS AND THEY PROCEEDED FOR TWO MILES THEN TURNED OFF INTO THE WOOD.

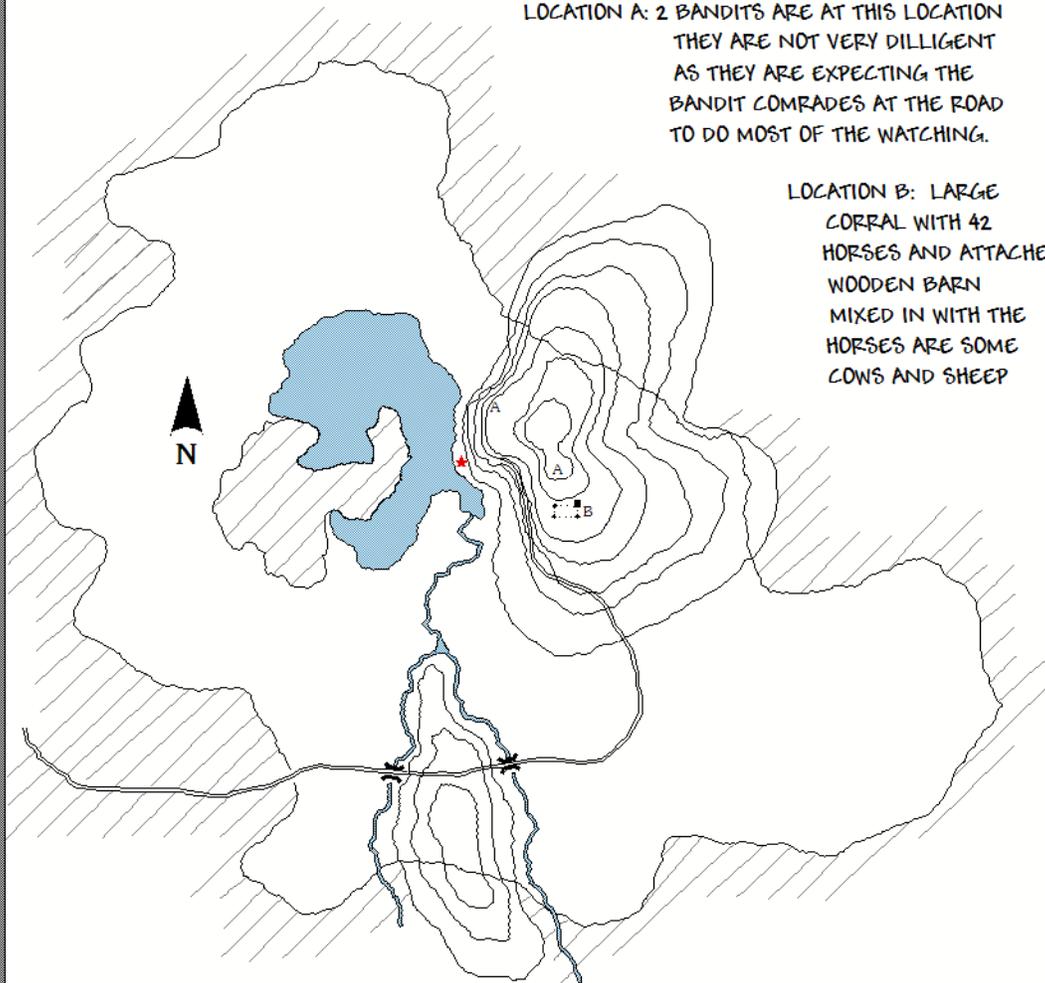
AT THE POINT OF EXITING THE MAIN ROAD, TWO GUARDS WERE POSTED TO SEE IF THEY WERE FOLLOWED. SHOULD THE PARTY EXERCISE CAUTION, THEY MAY BE ABLE TO SURPRISE THESE LOOKOUTS.

BANDIT STRONGHOLD

AT A STEEP ROCKY OUTCROPPING, THE BANDITS HAVE MADE THEIR STRONGHOLD. THEY'VE FOUND SOME OLD RUINS AND MADE REPAIRS. THEY'VE BEEN WAYLAYING TRAVELERS FOR SOME MONTHS AND HAVE BEEN MILDLY SUCCESSFUL.

LOCATION A: 2 BANDITS ARE AT THIS LOCATION. THEY ARE NOT VERY DILLIGENT AS THEY ARE EXPECTING THE BANDIT COMRADES AT THE ROAD TO DO MOST OF THE WATCHING.

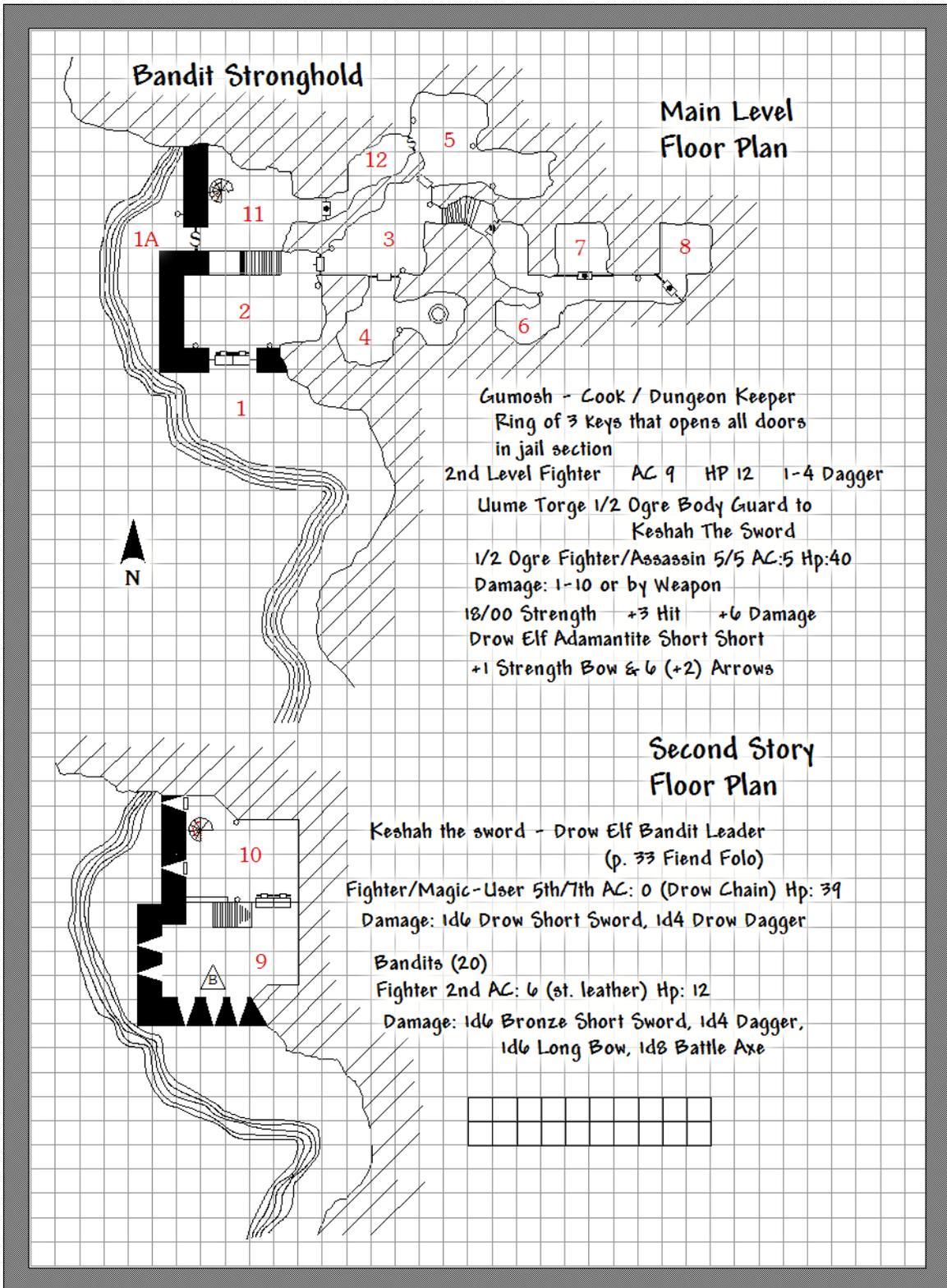
LOCATION B: LARGE CORRAL WITH 42 HORSES AND ATTACHED WOODEN BARN MIXED IN WITH THE HORSES ARE SOME COWS AND SHEEP.



★ CHARACTERS PASSING THIS LOCATION WILL FIND SEVERAL PIECES OF RAW JADE (BEAUTIFUL GREEN STONE): THIS IS THE LOCATION OF A JADE DEPOSIT.

0 100 200 300 400 500
YRDS

DISTANCE BETWEEN CONTOUR 10'



Wandering Monsters

The Elemental Stalkers

By John Paquette

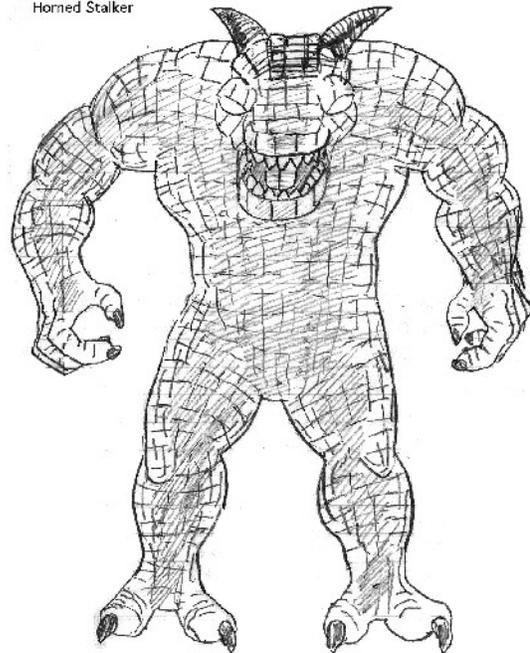
The *Monster Manual* introduced players of AD&D to the **invisible stalker**, a being that high level magic users could summon from the Elemental Plane of Air to use as a guardian or hunting hound. The *Players Handbook* included a description of the spell that was used. Later, the *Fiend Folio* later introduced the **phantom stalker**, a weaker counterpart from the Elemental Plane of Fire. This naturally leads to the question of whether or not other such beings – let us call them “elemental stalkers” – exist. This article gives the monster statistics for the two remaining elemental stalkers. In addition, it gives the descriptions of the spells used to summon each type from their respective planar homes.

While all of these creatures can (as their names suggest) be used as trackers, each of the types has its own use. As the *Fiend Folio* indicates, phantom stalkers are often used as bodyguards. Horned stalkers are often used as guards for an area, and tentacled stalkers usually serve as assassins.

HORNED STALKER

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: 2
MOVE: 6" (and see below)
HIT DICE: 10
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 4-24
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: One-half damage from non-magical weapons
MAGIC RESISTANCE: 30%
INTELLIGENCE: Average
ALIGNMENT: Neutral
SIZE: L (8' tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
LEVEL / X.P. VALUE: VIII/2550+14/H.P.

Horned Stalker



Horned stalkers are creatures from the Elemental Plane of Earth. They are summoned by magic users using a spell similar to the **invisible stalker** spell. Like other elemental stalkers, they are resentful of service and seek to pervert orders when possible.

They are faultless trackers within a days' passage of their quarry, although they cannot cross water. While they can be used as trackers, they are often used as guardians because of their slow (albeit tireless) pace.

A horned stalker usually attacks with a clubbing blow of both of its rock-hard fists. Treat this as one attack that does 4-24 points of damage if it hits. Any man-sized or smaller target struck very soundly (i.e. for 20 or more points of damage in a single blow) is knocked prone.

These creatures may also seek to seize opponents with both claws. Treat this as a single attack doing 2-7 points of damage, but any so seized are held (by the equivalent of Strength 21), and if the stalker elects to do so it may attempt to bite the held victim. This is resolved as an attack at +4, without consideration of the victim's Dexterity or shield. The bite does 4-24 points of damage if it hits, and any armor or other item bitten must save vs. Crushing Blow or be destroyed.

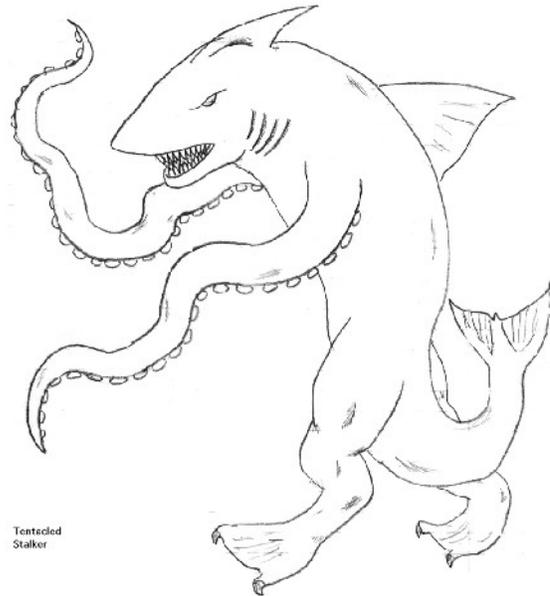
A horned stalker can pass through earth or solid rock much in the manner of a xorn.

While horned stalkers have no treasure on the Prime Material Plane, they might be guarding treasure at the DM's discretion.

Description: Horned stalkers are broad and powerfully built creatures whose outer skin looks like stone. A pair of horns gives them their common name, and they have powerful jaws. Overall their color is typically grayish, but they can be of any color that stone can be.

TENTACLED STALKER

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: 4
MOVE: 9"/12" or 24"
HIT DICE: 8
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-6/1-6/2-12
SPECIAL ATTACKS: Constriction, Drowning
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: 15%
INTELLIGENCE: Low
ALIGNMENT: Neutral
SIZE: L
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
LEVEL / X.P. VALUE: VII/1000+10/H.P.



The tentacled stalkers are beings from the Elemental Plane of Water that can function easily in either fresh or salt water on the Prime Material Plane. They can fight in air as well, but must return to the water after 3 turns (or 1 turn if exerting themselves, such as in combat). Magic users can invoke them via a spell similar to the **invisible stalker** spell. In water, they are faultless trackers within a day's passage of their quarry, for they have phenomenal senses; but they are often used as assassins against air breathers who venture near the water.

Their favorite tactic is to leap forth from the water (surprising on 4 in 6) and seize a foe in their tentacles; they then jump back into the water to drown the victim.

Even if circumstances do not allow the drowning tactic, they are deadly in melee. Their tentacles constrict (2-12 points of automatic damage each round after the first) and may pin the arms of those that they hit (see the *Monster Manual* entry for "Octopus, Giant" for details), and their bite is fierce. Note that Dexterity bonuses to armor class are negated for those grasped by tentacles. If the shield arm is pinned, that, too, is useless. An additional +2 to hit is given above this if both tentacles hold a single victim.

These creatures can **polymorph** themselves into a shark-like form (the tentacles and legs become fins) to gain a better speed underwater (the 24" swim speed noted above). They

normally resemble white sharks with blood-red eyes, suckered tentacles, and paddle-footed legs. Like other elemental stalkers, they are resentful of service and seek to pervert orders whenever possible.

ELEMENTAL STALKER SUMMONING SPELLS

Horned Stalker (Conjuration/Summoning)

Level: 6	Components: V, S, M
Range: 1"	Casting Time: 1 round
Duration: Special	Saving Throw: None
Area of Effect: Special	

Explanation/Description: This spell summons a horned stalker from the Elemental Plane of Earth. This 10 hit die monster will obey and serve the spell caster in performance of whatever tasks are set before it. However, the creature is bound to serve; it does not do so from loyalty or desire. Therefore, it will resent prolonged missions or complex tasks, and it will attempt to pervert instructions accordingly (for complete details of the **horned stalker** see above). The horned stalker will follow instructions even at hundreds or thousands of miles distance. The material components of this spell are powdered gemstone worth 100 gold pieces and a piece of horn carved into a crescent shape.

Phantom Stalker (Conjuration/Summoning)

Level: 6	Components: V, S, M
Range: 1"	Casting Time: 1 round
Duration: Special	Saving Throw: None
Area of Effect: Special	

Explanation/Description: This spell summons 1-2 phantom stalkers from the Elemental Plane of Fire. These 6 hit die monsters will obey and serve the spell caster in performance of whatever tasks are set before them. The material components of this spell are hot coals and a piece of horn carved into a crescent shape. Otherwise it resembles the spell **horned stalker**, detailed above.

Tentacled Stalker (Conjuration/Summoning)

Level: 6	Components: V, S, M
Range: 1"	Casting Time: 1 round
Duration: Special	Saving Throw: None
Area of Effect: Special	

Explanation/Description: This spell summons a tentacled stalker from the Elemental Plane of Water. This 8 hit die monster will obey and serve the spell caster in performance of whatever tasks are set before it. The material components of this spell are shark's teeth and a piece of horn carved into a crescent shape. Otherwise it resembles the spell **horned stalker**, detailed above.

NAGA, FROST

By C. Wesley Clough

FREQUENCY: Very Rare

NO. APPEARING: 1-2

ARMOR CLASS: 4

MOVE: 12"

HIT DICE: 8

% IN LAIR: 55%

TREASURE TYPE: C, R

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2-5

SPECIAL ATTACKS: Poison, Spells

SPECIAL DEFENSES: Immune to cold

MAGIC RESISTANCE: Standard

INTELLIGENCE: Very

ALIGNMENT: Chaotic Neutral

SIZE: L (14' long)

PSIONIC ABILITY: Nil

Attack/Defense modes: nil/nil

LEVEL/X.P. VALUE: VII/1,700+12/HP

Frost Nagas are unpredictable and their behavior can be described as erratic at best. Their truly chaotic nature garners them few friends in the cold lands where they live. Similar in appearance to other naga types, a frost naga has the body of a 14 foot long snake. They are light gray with a stark white diamond pattern running down the center of the back. A frost naga's humanoid head is more inhuman than other sorts of naga, more closely resembling that of a bugbear, complete with furry white hair. Frost nagas often keep bugbears as guards and servants.

Frost nagas attack with a bite of their fanged jaws; their bite carries a fatal, albeit relatively weak, poison (save at +2). They can also employ spells as a 5th level magic-user (70%) or illusionist (30%). Frost nagas are immune to cold damage of any sort, but fire attacks inflict +1 point of damage per die.

ICEBLIGHT

By C. Wesley Clough

FREQUENCY: Very rare

NO. APPEARING: 1-6

ARMOR CLASS: 4

MOVE: 12"

HIT DICE: 4

% IN LAIR: 0%

TREASURE TYPE: Nil

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-6

SPECIAL ATTACKS: numbing

SPECIAL DEFENSES: regeneration

MAGIC RESISTANCE: standard

INTELLIGENCE: Low (5-7)

ALIGNMENT: Chaotic Evil

SIZE: M

PSIONIC ABILITY: Nil

Attack/Defense modes: Nil

LEVEL/X.P. VALUE: III/160+4/HP

Iceblights are a form of undead creature created from the remains of medium-sized humanoids of any type that have frozen to death. Sages debate on how iceblights form, but a general consensus is that they rise spontaneously from the corpses of such creatures through the direct will of a foul god of winter and cold. Rumors also persist of shamans (from northern climates) summoning iceblights for foul purposes. An iceblight appears as gaunt skeletal humanoids of the type they were in life, with tightly drawn, snow-white skin and pale ivory hair. Their eyes are black pits, although they can see normally.

Iceblights are rather straightforward combatants, often rushing head long into melee regardless of the odds. Although more intelligent than skeletons or zombies, iceblights are not known for their comprehension of advanced tactics. They attack with clubbing blows of their hands and each hit will numb the target with chilling cold, causing it to lose 1 point of dexterity per hit. Any character that loses all dexterity in this manner perishes. Dexterity lost to this numbing chill can be regained at a rate of 1 point per hour spent in an environment where the temperature is above freezing. Characters that are naturally or magically immune to cold are immune to the dexterity loss.

Iceblights regenerate two hit points per round in subzero temperatures. They cannot regenerate fire damage nor regrow severed body parts. Also, iceblights cannot regenerate if killed. An iceblight is immune to charm, hold and sleep spells, and cannot be harmed by cold attacks, but any fire-based attack inflicts +1 damage per die. Iceblights can be turned by a cleric as if they were wights.

PRIMORDIMENTAL

By John Turcotte

FREQUENCY: Very Rare

NO. APPEARING: 1

ARMOR CLASS: 3

MOVE: 9"/9"

HIT DICE: 10-12

% IN LAIR: 99%

TREASURE TYPE:

NO. OF ATTACKS: See below

DAMAGE/ATTACK: 3-24/4-32 or 5-40

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC REISTANCE: See below

INTELLIGENCE: Non-

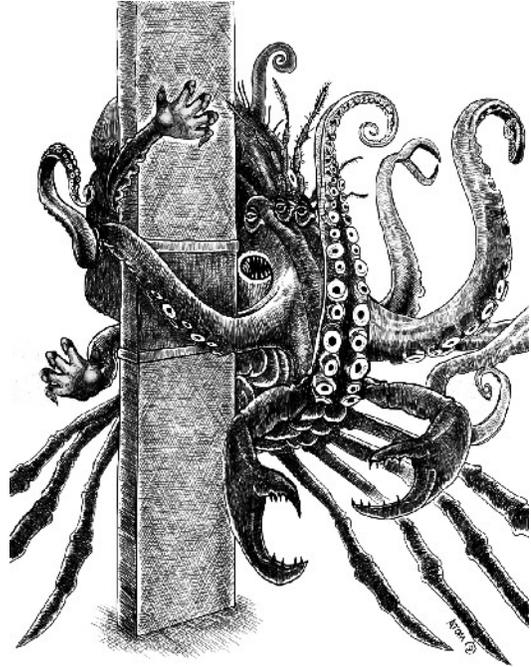
ALIGNMENT: Neutral

SIZE: L

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil

X.P. VALUE: 4350+14/hit point (10 HD); 6500+16/hit point (11-12 HD)



The existence of these strange beings is hinted at in obscure and blasphemous texts. They are thought to be proto-elementals, comprised of the raw entropy predating the planes of existence. Vanishingly few, they exist only on remote planes, although they may travel through any of the Inner Planes. It is possible for high priests or arch mages to summon these things to the prime material plane. They may only stay on the prime material plane for one day. Additionally, they cannot be controlled and will attack indiscriminately until slain or one day has elapsed.

Primordimentals are unaffected by fire, lightning, acid, poison and paralysis. Magical cold attacks cause them to be slowed (as the spell) for 1-4 rounds. They can only be struck by +2 or better weapons.

Primordimentals have no intelligence or minds as defined by human standards, therefore mental attacks have no effect upon them and they are immune to charm and other mind-affecting spells including illusions.

Primordimentals may attack up to six separate opponents per round within a 10' radius. However, a primordial may only make a single attack roll against any given target. Those struck suffer 3-24 hit points of damage (4-32 or 5-40 for 11 and 12 hit dice specimens, respectively). Worse still, if the primordial scores a hit by a roll of four or more over the roll needed, the victim is grappled by the creature. On the next round, the creature will either fling the victim 10'-30' away (with resultant falling damage), crush and rend the victim for an automatic 3-24 hit points of damage (or 4-32 or 5-40 depending on the creature's size) or devour the victim, requiring the victim to save versus death or be slain (suffering 3-30 points of damage if the saving throw is made).

Primordimentals are horrible to behold. No two look exactly alike, but all are equally gruesome, seemingly combining elements of crustacean, mollusk and fungi. They have innumerable claws, tentacles, pincers and feelers. They are a purplish-black in color, with mauve appendages and eyespots. Unlike other types of elementals, there do not appear to exist any high-ranking creatures of this type.

RELICS OF THE VEIL

The Urban: A New Character Class

By Ryan Coombes

INTRODUCTION

The Urban character class is ideal for a city-based campaign on the wrong side of the law. It would appeal to a player who desires to use a group of followers, even at the lowest levels, to intelligently or forcefully pursue their nefarious aims. This class can also be used as a template for a city-based NPC villain, providing a structure for the NPC's followers and a slightly different set of skills to confound and confront the players with.

Class Details

Ability Requirements

Intelligence 14
Charisma 13

Races Allowed All

Alignment Evil or Neutral

Hit Dice 1d8+1 per level

THACO progression 1/2 levels

Proficiencies:

Weapon Progression
2 initial, 1/4 levels

Non-Weapon Progression
3 initial, 1/3 levels

Weapons Allowed:
Medium sized weapons or smaller

Armour Allowed:
Chain or worse, thief penalties apply



Shield Allowed:
Yes

Magical Items Allowed:
DM discretion

XP Progression:
Use Thief table

Saving Throws

Level	Paralysis, Poison, and Death Magic	Rod, Staff, or Wand	Petrification or Polymorph	Breath Weapon	Spells
1-4	11	15	14	14	16
5-8	10	13	13	13	14
9-12	9	11	12	12	12
13-16	8	9	11	11	10
17-20	7	7	10	10	8
21+	6	5	9	9	6

Class Description

The Urban is a streetwise rogue whom possesses the intelligence and muscle to work the vicious and violent underworld of crime and vice predominating many large towns and cities. A broad knowledge of criminal method, an extensive network of contacts and the intelligence and machismo to manipulate the underclass are the trademarks of the Urban. With these assets an Urban is able to skim from the rich flow of money, resources and information that is the lifeblood of any large commercial centre.

Class Skills

The Urban's class skills are various. Foremost they are a leader of men and keen manipulators of their street environment through these people. Second, they have various skills common to the unscrupulous, namely those suitable to slipping through their metropolitan environment easily and unnoticed. They are also capable of collecting information, either from written records, word of mouth, or inferring relationships from snippets of information brought to them by others. Lastly they are rough, tough men, able to hold their own in a fight and armed with a few dirty moves, which they use to their favour. The Urban's skills are detailed more thoroughly below.

Web of Contacts: While capable on an individual basis to ply the streets, the Urban's main strength is in their ability to rule the hearts, minds and vices of others. By influencing the underclass the Urban taps into a powerful resource base in terms of knowledge, skill, muscle and numbers. This enables the Urban to exert their influence on the streets. From organised gangs, to violent rabbles, from the slip thieves to the beggar on the street, from bent law enforcement agents and officials, to local smugglers and black marketers, the Urban uses all these and more to learn, monitor and rule their patch.

The Urban attracts and maintains a Web of Contacts at all levels, these are the wider eyes and ears of the Urban, and enable him to keep a finger on the pulse of city life.

There are three categories of follower in the Web.

RABBLE: Rabble are the mainstay of the Urban's power base, composed of street urchins, the destitute, ruffians, rogues, ladies of ill repute and outlaws. These people are the Urban's eyes and ears on the street, bringing information about city affairs and the movements of rival gangs and enforcement agencies. They also act to defend the Urban's home patch, intimidate locals, and are often used to fight inter-gang disputes. Most Rabble are L0, but every 10th man is L2 and every 50th man is L3. Rabble can be kept in check by fear, loot, gang identity and a variety of other mechanisms. Available Rabble numbers may vary from day to day, especially if they are already on a mission for the Urban, but enough notice will normally bring in most of their number. Lost Rabble will replenish themselves relatively quickly, dependent upon the relative success of the Urban and what effort he puts into recruitment.

TOUGHS: Toughs are experienced and streetwise individuals who have more ability and ambition than a standard Rabble. They often have a specific class and the inherent skills therein, these Toughs begin at roughly 1/3 the Urban's level, and level up as normal. Some Toughs are unleveled, but their position or resources make them valuable to the Urban's operation. Toughs need to be well treated to remain loyal and if lost their numbers replenish slowly, often requiring incentive and personal effort by the player. Toughs are given positions of responsibility in the Web, and often lead bands of Rabble.

SPECIALS: Specials are specifically skilled, or placed as to be of great use to the Urban; they may be leveled or not. A guideline to the level or relevant power of the Special is 2/3 that of the Urban. A Special could be the Urban's lieutenant in the gang, organising day-to-day business, or he could be a crooked administrator in local law enforcement, letting the Urban remain one step ahead of the authorities. Specials must be very well treated to remain loyal, and once lost they are difficult to replace, one in the same position, or with the same skills as the previous individual are

rarely forthcoming. Replacing a Special requires considerable effort by the player and incentives and rewards are likely to be required to replace fallen members. Specials should normally be encountered and enticed by role-play.

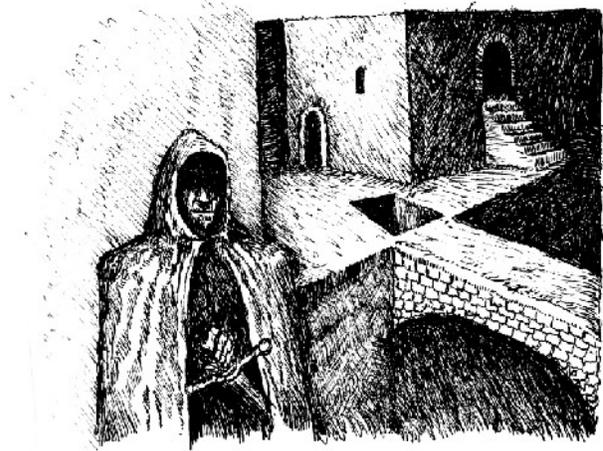
Advancement within the Web is one way to provision a player with the upper echelons of his followers. A capable Rabble could learn quickly and prove loyal enough to become a Tough, just as a dependable and ambitious Tough could be sculpted into a Special.

The size and composition of the Urban's Web is based upon their level and is seen in *Table 1*. The DM can use their discretion to reduce or increase this table, dependant upon the success of the Urban and their area of operation. A town is unlikely to support as many Web members as suggested below, whereas a sprawling metropolis could well require and support an extended Web.

As an example of a Web structure; a 10th level Urban could expect 30 Rabble (of which 3 are L2), 3 Toughs (who should be roughly L3) and 2

Table 1: Web of Contacts supported, by Urban Level

Level	Category		
	Rabble	Toughs	Specials
1	2	0	0
2	4	0	0
3	6	1	0
4	8	1	0
5	10	1	1
6	14	2	1
7	18	2	1
8	22	2	1
9	26	3	1
10	30	3	2
11	35	3	2
12	40	4	2
13	45	4	2
14	50	4	2
15	55	5	3
16	70	5	3
17	80	5	3
18	90	6	3
19	100	6	3
20	120	6	4



Specials (who would be approximately L6). A more in depth look at a 10th level Urban can be seen in the Case Study section below.

The Urban's Web is modified by their charisma as seen in *Table 2*. Additional individuals are gained on top of those received in table one. The Urban must wait until they qualify for at least one of the relevant category before they gain their bonus followers. For example, an individual of 18 CHA would get 9 Rabble from L1, they would have to wait for L3 to gain their bonus Tough, and L5 to gain their bonus Special.

Table 2: Bonuses to Web numbers due to Urban's Charisma

CHA Score	Category		
	Rabble	Toughs	Specials
14	1	0	0
15	3	0	0
16-17	6	1	0
18	9	1	1
19-20	12	1	1
20+	15	2	1

Thief Skills

The Urban is able to use several thief skills; these are dealt with as per normal rulings. The base scores are listed below, and are modified for race, dexterity and armour.

There are also two new skills: Street Lore and Street Intelligence. These work the same as thief skills and can be improved by the

provision of points. The Urban also gets a bonus to these skills as explained in Table 3.

The Urban gains 30pts to spend on his skills at L1 and then 15 points per level thereafter.

“Street” Thief Skills

The ‘Street’ Thief Skills are unique to the Urban, the two statements below described these skills in general terms.

Street Lore is a measurement of the Urban’s knowledge of his home city. At the DM’s discretion the skill could be useful in foreign cities to spot general patterns or make informed generalisations, a skill check at ½ normal would be advised.

Street Intelligence is a measure of how effective the Urban’s Web is at keeping him informed of current events in his city and uncovering more detailed information upon request.

Street Lore: Street Lore should be used to give the Urban a good general knowledge of the city environment that is his home. It is a culmination of years of association and study of his patch and the wider city sprawl.

On a successful roll, Street Lore grants immediate information on questions relating to a broad range of subjects, if the roll fails the Urban may not know the answer to his question or come up with the wrong answer. Some suggested areas that Street Lore should cover are detailed below, this is not an exhaustive list, the DM must judge if a relevant question falls within the remit of the Urban’s knowledge.

Knowledge of the local populous: The Urban is familiar with local people of importance. This may involve their place of residence, business interests, personal habits, business acquaintances, friends and family etc.

The Urban is familiar with the general patterns and habits of the city population; such as where crowds congregate and where normal people avoid, when are the busiest or quietest times in any given part of the city. He will also know how the populace behaves on any given day (week day, weekend, market day),

Table 3: Thief Skills

Ability	Base Score	Modifier
PP	10	
MS	10	
HIS	10	
CW	10	
RL	10	
Street Lore	10	+1% per 2 INT point round up
Street Intelligence	10	+1% per 10 active Rabble

or during any special event like a fest day or public holiday.

The Urban is familiar with the ethnic mixture of his home city, and the divergent customs and etiquette when dealing with people of different ethnic backgrounds or social standing.

Knowledge of local businesses and buildings: The Urban knows what businesses are available and where items can be brought and sold. He knows which areas are blind to watch towers or observation points on the city walls. The Urban is familiar with the floor and roof plans of various communal buildings, as well as likely entry and exit points.

Knowledge of general city laws, timetables, facilities and regulations:

The Urban is conversant with the law, like any good criminal should be. He knows how to scrape by on the edge of criminal offence, how to exploit loopholes, how to get sentences quashed on technicalities. This is useful when trying to wriggle out of convictions, both for himself and for members of his Web.

The Urban knows the timetables of various city departments. Transport timetables, delivery timetables for city stores or larger private businesses, seasonal timetables for harvest or sowing, departure times for ships or regular caravan convoys, repair schedules for city amenities and facilities.

He knows what government departments have jurisdiction where, and the general organisation and methods of work of these departments.

Knowledge of routes and infrastructure connectivity: The Urban knows the ins and outs of the city infrastructure, the secret routes, the fastest way from A to B, how to avoid the most frequent constabulary patrol routes, which alleyways are dead ends and which city routes can be used to throw off pursuers, where the sewer entrances and interchanges are.

Street Intelligence: Street intelligence is a measure of how well current information is collected by the Web and disseminated through it to the Urban. The DM can use the Street Intelligence skill to keep the Urban informed of developments in the city that are likely to be of interest. The DM can make rolls and then feed the Urban accurate or inaccurate information dependant upon the success of the check.

Street Intelligence is also a measure of how well the Web can be directed to learn specific information requested by the Urban. The information can take some time to be gathered, as the Web needs to garner the information by investigation, surveillance, bribery or intimidation. Just about any city related topic can be investigated by Street Intelligence. Some information takes longer to ferret out than others, some information is dangerous to pursue. Success can yield valuable information; failure may produce erroneous information, or result in the capture or death of Web members or the detection of the Web's activities. Street Intelligence is the domain of the DM to adjudicate in terms of how long information takes to gather and the inherent risks involved. The DM should always consider the amount of resources in terms of Web members and the skill level of these members when adjudicating completion of tasks.

Fighting Abilities

An Urban needs to hold his own on the streets, as such they learn unconventional weapons techniques and the low down tricks that only the lowest of the low would sink to, therefore;

Dirty Tricks: On a roll of a 20 an Urban has used a low down dirty trick from the streets to injure his opponent. This causes double normal damage. If the DM already uses critical hits, then this ability should function on the roll of a 19.

Weapon Improvisation: The Urban is skilled in using just about anything as a weapon, or using normal weapons in a variety of colourful ways. Therefore the Urban only takes a -2 penalty to attack when using weapons he is unfamiliar with. In addition any weapon the Urban is proficient in receives a +1 bonus to its damage.

Whist: An Urban Case Study

Whist is a L10 Urban in the city of Eastport, a coastal metropolis famous for its organised crime and prevalent gangs. He is a charismatic leader, possessing a score of 17. Whist is interested in information; collecting and selling it, he excels in blackmail and extortion. Whist's main avenue for collecting information is from the Saucy Siren, a dance club. Here the effects of liquor and the company of talkative girls yield a surprising amount of secrets. To capitalise on the information retrieved Whist also runs a good housebreaking team, who can obtain incriminating items from a targets domicile, and a street team whom can obtain small items from the target's person.

His Web is composed of

Rabble

33 L0 Rabble and 3 L2 Rabble; these are broken down into:

- 5 street urchins
- 1 bar keeper at the Saucy Siren
- 1 stable boy
- 5 beggars
- 2 muggers
- 4 housebreakers
- 5 cutpurses
- 3 dancers at the Saucy Siren
- 1 gambler
- 1 shoe cleaner
- 5 thugs

Fighter L2

Bouncer at the Saucy Siren, who looks after the girls, collates blackmail material on the clients and acts as a bit of muscle when the Rabble needs it

Thief L2

This housebreaker leads the other housebreakers and supplies cash for the Urban. He also robs to order, especially incriminating evidence that the target would prefer to remain secret.

Cleric L2

This individual provides healing and magical support for the Urban's Rabble in return for the entertainments of the Saucy Siren (discretion assured).

Toughs

4 L3 Toughs; these are broken down into;

2 x Fighters L3

Bert and Roger, two long-term friends whom have fallen in with Whist, they monitor his Web and lead the gang against rivals when pure muscle is needed.

Tough - unlevelled

Sebastian works at the local bank, in the strongbox office. He often smuggles the master key and snoops in the contents, learning lots of juicy details about the unsuspecting owners of the box and passing these onto Whist. His unwavering ability to pass up valuables in preference to information has enabled him to remain undetected and maintain his position of responsibility.

Tough - unlevelled

Mr Wagstep

The owner of the Saucy Siren. He ensures Whist's operations in the club can proceed smoothly and earns a tidy profit on the side due to Whist's successes.

Specials

2 L5 Specials; these are broken down into;

Special - unlevelled

Narcotics Constable McGullum often ply's the streets with his normal constabulary friends, he has an uncanny knack in tracking down the most unlikely people whom are carrying illegal or contraband items. Some of these items are planted on unsuspecting victims by Whist's street team, setting them up for a fall. McGullum's position of authority means he wields the power of the law, and crookedly makes a fine living from it.

Thief L3

Gin the Thief is an expert pick pocket, able to shadow a mark and retrieve or plant an item without being noticed. His light-fingered ways have procured many an interesting item for Whist's trove of blackmail material. Thanks to Gin, a good many affluent individuals have also been apprehended by NC McGullum in the possession of illegal items, providing Whist with blackmail money or a compliant individual seeking to escape prosecution. Gin supervises the rest of Whist's street team.

New Spell

Cantor's Pocket Demesne

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(Alteration, Conjunction, Enchantment, Summoning)

Level: 9

Range: Special

Components: V, S

Casting Time: 9 segments

Duration: Permanent

Area of Effect: Special

Saving Throw: Special

This spell creates a gateway and a corresponding dimensional "pocket." It literally duplicates a small, closed section of the wizard's plane, creating a new demesne in the Astral Plane or the Deep Ethereal plane (caster's choice). It also will shift objects, creatures, and structures to the newly created pocket dimension as chosen by the caster. The demesne is governed by and emulates the physical and magical laws of the plane it is duplicating. It does have a localized gravity which is established by the wizard at the time of casting. Normally it is equal to that to which the wizard is accustomed on the Prime Material Plane but it may be lowered all the way to 0 G or increased to 10G. Similarly, the normal temperature in the demesne is 68 degrees Fahrenheit, but this also may be changed and established by the wizard during casting.

The wizard can modify the terrain and plant features to a limited extent when closing off the area. Land, animals, structures, etc. can be duplicated in the new planar space or can simply be shifted-in. Magical buildings or items that are shifted in their entirety retain all their magical properties. Duplicated items have the following restrictions:

* magic items or magically protected structures that are duplicated are exact in detail, but are completely non-magical.

* creatures of Intelligence greater than 2 cannot be duplicated.

This demesne (sometimes called a "demi-plane") is connected to the current plane of the wizard through a special gateway, the size of which may not exceed 144 square meters. Optionally, according to the caster's desire, the gateway can be invisible to all creatures except the wizard and those he subsequently designates (by touch) with the intent of revealing the gateway. Creatures that are able to use **true seeing** can see the gateway. The gateway may be placed anywhere within the area of effect on the caster's plane, and anywhere within the demesne, even underground or in the sky.

If someone is able to see the gateway through the use of true seeing, and he is a wizard familiar with the wizard lock or temporal demi-plane spells, he may attempt only once to enter the gateway by using his willpower to negate the need for the casting wizard's touch. In game terms this means a successful percentile roll with a base 50% chance modified plus or minus 5% for every difference in level from the wizard in an upward or downward progression, respectively.

A wizard seeing the gateway and meeting the stated prerequisites will automatically know that this is possible.

Otherwise, only spells of a wish-like nature will be able to discern the entrance, though creatures with senses that extend into the astral or ethereal planes will be able to see the exterior of the gateway and psionic characters may be able to use probability travel to gate into the demi-plane if they are familiar with it.

The area of effect is a base 1 square kilometer per level of the wizard. If the terrain being duplicated is open terrain, the height of the "sky" from the average land level is at least 0.1 kilometers per wizard level. The same applies for the depth of the underground. Creatures able to fly may discover that the "sky" is actually a solid, colored, 100 meter thick stone boundary.

At the time of casting, the caster chooses where to locate the demesne, either within the Astral or within the Ethereal plane. The caster also must choose whether or not the boundaries of the demesne are open or sealed to either Astral or Ethereal travel (whichever applies.) He may choose: Open; Closed, 1-way; or Closed, 2-way. "Open" means that Astral/Ethereal travelers may freely pass the boundary of the demesne and enter from either the Astral or Ethereal, whichever applies. "Closed, 1-way" means Astral/Ethereal travelers may only enter, but not leave, through the demi-plane boundaries. "Closed, 2-way" means the demi-plane boundary is sealed and impassable to all planar travel. This even applies to magic resistant travelers, regardless of the amount of their magic resistance. Demesnes that are not Closed, 2-way, are subject to possible discovery and subsequent exploration by powerful extraplanar creatures. The base chance for an extraplanar discovery / encounter is 1 in 10,000 each day.

Bags of holding and other extra-dimensional items/spells (like **Leomund's tiny chest** or **rope trick**) will work only in an Open demesne. Such things will be inaccessible or fail to function in the 1-way or 2-way demesnes for the same reason that extra-planar travel is prohibited. Some Conjunction and Summoning-type spells may not work in a Closed, 2-way, demesne; these must be adjudicated by the DM on a spell-by-spell basis.

The duration of the demesne is permanent with the following exceptions: Upon creation of the demesne at least one (many are allowed, up to 1 per level of the caster) of 1) a return password, or 2) a port key must be associated with it. The caster must specify the types of interaction that a creature must have with the port key(s) that will allow it to gain entry and/or egress. For example, for a mirror

port key, any creature who stares into the mirror for 10 seconds is pulled into the plane.

Pronouncement of the password from within the demesne or from the exact location of the original casting will cause the demi-plane to shift all trapped occupants, objects, structures, and creatures to the exact place and plane of the original casting, and then it will cease to exist. However, these items will not superimpose upon existing structures, creatures or objects, but will shift to the nearest unoccupied space.

Destruction of all port keys has the same effect as pronouncement of a password. **Dispel magic** and similar spells will only be effective as a pronouncement of a password IF the entire area that was shifted to the demesne can completely be covered by the area of effect of the spell; otherwise, they have no effect. **Wish** can only directly affect a **Cantor's Pocket Demesne** if the DM permits it.

The spell may be centered on one particular creature. If the creature's complete true name is known by the caster, it receives no saving throw or magic resistance check for the shift. However, all other creatures in the area of effect may save versus magic to avoid being shifted to the new plane.

Voluntary, even inadvertent, interaction with a port key in the specified manner will shift-in the creature/person interacting (no saving throw).

The material component of this spell is a 50,000 gp gem that is consumed in the casting. Due to the immense energies involved in casting this spell, the caster must make a system shock check, failure resulting in at least unconsciousness (and possibly death) and failure to complete the spell. After failing his system shock roll, the caster must save versus Death Magic or die. If he saves, he will still be weakened and unconscious for 2-40 turns.